

Guide To Sdk Samples

Create reports and solve common report problems with minimal fuss. About This Book Use this unique book to master the basics and advanced features of Pentaho 8 Reporting. A book showing developers and analysts with IT skills how to create and use the best possible reports using the Pentaho platform. Written with a very practical approach: full of tutorials and practical examples (source code included). Who This Book Is For This book is written for two types of professionals and students: Information Technologists with a basic knowledge of Databases and Java Developers with medium seniority. Developers will be interested to discover how to embed reports in a third-party Java application. What You Will Learn The basics of Pentaho Reporting (Designer and SDK) and its initial setup. Develop the most attractive reports on top of a wide range of data sources. Perform detailed customization of layout, parameterization, internationalization, behaviors, and more for your custom reports developed with Pentaho Reporting. Integrate Pentaho reports into third-party Java application with full control over interactions, layout, and behavior in general. Use Pentaho reports in the other components of the Pentaho Suite (BA Platform and PDI). In Detail This hands-on tutorial, filled with exercises and examples, introduces the reader to a variety of concepts within Pentaho Reporting. With screenshots that show you how reports look at design time as well as how they should look when rendered as PDF, Excel, HTML, Text, Rich-Text-File, XML, and CSV, this book also contains complete example source code that you can copy and paste into your environment to get up-and-running quickly. Updated to cover the features of Pentaho 8, this book will teach you everything you need to know to build fast, efficient reports using Pentaho. If your interest lies in the technical details of creating reports and you want to see how to solve common reporting problems with a minimum of fuss, this is the book for you. Style and approach A step-by-step guide covering technical topics relating to environments, best practices, and source code, to enable the reader to assemble the best reports and use them in existing Java applications.

This certification exam measures the ability to develop and implement XML Web Services and server components using Visual C# and the Microsoft .NET Framework. This exam, released in September 2002, counts as a core credit toward the new MCAD (Microsoft Certified Application Developer) certification as well as a core credit toward the new MCSD .NET track. Readers preparing for this exam find our Training Guide series to be the most successful self-study tool in the market. This book is their one-stop shop because of its teaching methodology, the accompanying PrepLogic testing software, and superior Web site support at quepublishing.com.

Updated and expanded to cover iOS 7 and Xcode 5, iOS Programming: The Big Nerd Ranch Guide leads you through the essential concepts, tools, and techniques for developing iOS applications. After completing this book, you will have the know-how and the confidence you need to tackle iOS projects of your own. Based on Big Nerd Ranch's popular iOS Bootcamp course and its well-tested materials and methodology, this bestselling guide teaches iOS concepts

and coding in tandem. The result is instruction that is relevant and useful. Throughout the book, the authors explain what's important and share their insights into the larger context of the iOS platform. You get a real understanding of how iOS development works, the many features that are available, and when and where to apply what you've learned. Here are some of the topics covered: Xcode 5, Instruments, and Storyboards Building interfaces using the iOS 7 aesthetic ARC and strong and weak references Handling touch events and gestures Toolbars, navigation controllers, and split view controllers Using Auto Layout to scale user interfaces Using Dynamic Type to scale fonts Localization and Internationalization Block syntax and use Saving/loading data: Archiving and Core Data Core Location and Map Kit Communicating with web services using JSON Using the Model-View-Controller-Store design pattern You will learn by doing. First a brief crash course in Lua and Corona. Once this is done you will be thrown straight into creating fully functional complete games chapter by chapter. Certain chapters are reserved for adding advanced features such as multiple device integration, social networking and monetization. This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

***The Android Developer's Collection (Collection)
Oracle ADF 11gR2 Development Beginner's Guide***

Visual QuickPro Guide

Proceedings from PDPTA'20, CSC'20, MSV'20, and GCC'20

Adobe AIR (Adobe Integrated Runtime) with Ajax

Wolfgang Engel's GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics. This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways. GPU Pro 360 Guide to Geometry Manipulation is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise.

This book is a practical tutorial that explains all the features of Kinect SDK by creating sample applications throughout the book. It includes a detailed discussion of APIs with step-by-step explanation of development of a real-world sample application. The purpose of this book is to explain how to develop applications using the Kinect for Windows SDK. If you are a beginner and looking to start developing applications using the Kinect for Windows SDK, and if you want to build motion-sensing, speech-recognizing applications with Kinect, this book is for you. This book uses C# and WPF (Windows P.

Oracle ADF 11gR2 Development Beginner's Guide will cover the basics of Oracle ADF 11g development and will then work through more complex topics as the reader gains more skills. This book will follow a tutorial approach with the content and tasks getting more advanced throughout. This book is intended for beginners who know a little about Java programming and would like to learn how to develop rich web applications using the Oracle Application Development Framework.

The official guide to creating pen-based applications has been updated and expanded to include PenPoint 2.0. This new release of the operating system has been internationalized, allowing programs to work in languages other than English. In addition to teaching how to write

PenPoint applications for both PenPoint 1.0 and 2.0, the book describes how to use these international features with special emphasis on Japanese.

Pentaho 8 Reporting for Java Developers

PenPoint Application Writing Guide

The Official Guide to Learning Vulkan

Developing and Implementing Web Applications with Visual C# and Visual Studio. NET

Kinect for Windows SDK Programming Guide

Android Wireless Application Development

The Android Developer's Collection includes two highly successful Android application development eBooks: The Android Developer's Cookbook: Building Applications with the Android SDK Android Wireless Application Development, Second Edition This collection is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers. Completely up-to-date to reflect the newest and most widely used Android SDKs, The Android Developer's Cookbook is the essential resource for developers building apps for any Android device, from phones to tablets. Proven, modular recipes take you from the absolute basics to advanced location-based services, security techniques, and performance optimization. You'll learn how to write apps from scratch, ensure interoperability, choose the best solutions for common problems, and avoid development pitfalls. Android Wireless Application Development, Second Edition, delivers all the up-to-date information, tested code, and best practices you need to create and market successful mobile apps with the latest versions of Android. Drawing on their extensive experience with mobile and wireless development, Lauren Darcey and Shane Conder cover every step: concept, design, coding, testing, packaging, and delivery. Every chapter of this edition has been updated for the newest Android SDKs, tools, utilities, and hardware. All sample code has been overhauled and tested on leading devices from multiple companies, including HTC, Motorola, and ARCHOS. Many new examples have been added, including complete new applications. In this collection, coverage includes Implementing threads, services, receivers, and other background tasks Providing user alerts Organizing user interface layouts and views Managing user-initiated events such as touches and gestures Recording and playing audio and video Using hardware APIs available on Android devices Interacting with other devices via SMS, Web browsing, and social networking Storing data efficiently with SQLite and its alternatives Accessing location data via GPS Using location-related services such as the Google Maps API Building faster applications with native code Providing backup and restore with the Android Backup Manager Testing and debugging apps throughout the development cycle Using Web APIs, using the Android NDK, extending application reach, managing users, synchronizing data, managing backups, and handling advanced user input Editing Android manifest files, registering content providers, and designing and testing apps Working with Bluetooth, voice recognition, App Widgets, live folders, live wallpapers, and global search Programming 3D graphics with OpenGL ES 2.0 Ensuring cross-device compatibility, from designing for the smallest phones to the big tablets Designing, developing, and testing applications for different devices

Partnering with HMS: A Guide for App Developers is the first book to introduce readers to the Huawei Mobile Services (HMS) ecosystem. It gives developers a fundamental

understanding of the ecosystem and how to leverage kit and tool capabilities to make their apps better. This book is also a quick start guide for kit integration and practical environment setup, detailing the functions and principles behind each kit. By demonstrating how to integrate kits, the authors teach these kits by action: Account Kit, IAP, Push Kit, Location Kit, Map Kit, Site Kit, Safety Detect, and FIDO. Readers are fully introduced to how they can use HMS open capabilities to develop quality apps, acquire users, and monetize their hard work. In addition, the ecosystem background – the business model and value chain that underpin the entire ecosystem as well as its privacy compliance framework – is crucial to operations and illustrated in this book. The Delta Guide to Exchange 2003 has been designed to become an invaluable resource to existing Exchange administrators, allowing you to quickly come up to speed on new features and functionality in Exchange, building on the knowledge and experience you already possess. The "Delta" series is designed to allow IT professionals to quickly update your skills based on what has changed between the previous and current software release. This book is for you if you are a system administrator who is responsible for administering a previous Exchange installation (v5.5 or 2000) or if you are an IT professional who has some experience with a previous version of Exchange and wish to update your skills. This book covers changes in installation, configuration, administration, clustering, security and many other important topics.

AdvancED Flash on Devices begins with a discussion of the mobile development landscape—the different players, tools, hardware, platforms, and operating systems. The second part of the book covers Flash Lite and how to take advantage newer features supported in Flash Lite 3.x. Then, the book covers AIR applications for multiple screens and includes topics such as: How to utilize new features of AIR 1.5 and Flash 10 as well as pitfalls to be aware of when building an AIR application for mobile How to include platform and context awareness for better adaptation How to adopt an application on multiple devices using dynamic graphical GUI Creating two full working real life touch screen mobile application The last part of the book covers creating Flex applications running Flash 9 and 10 in mobile device browsers and includes topics such as: How to adopt Flex for multiple mobile device browsers How to create various video players for Flash Lite and Flash 10 and optimize your content. How to take advantage of Flash Media Server Experienced Flash and ActionScript programmers who want to extend their skills to mobile platforms should find this book a great help in developing in this exciting and expanding marketplace.

The Complete Idiot's Guide to iPad and iPhone App Development

100 Industrial-Strength Tips & Tools

AdvancED Flash on Devices

Software Engineering

Beginning Windows 8 Application Development

Microsoft Exchange Server 2003 Delta Guide

The Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics The next generation of the OpenGL specification, Vulkan, has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential,

authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API lead Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The author introduces Vulkan, its goals, and the key concepts framing its API, and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power. You'll find authoritative coverage of topics ranging from drawing to memory, and threading to compute shaders. The author especially shows how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility. Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for. Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new memory system Thorough discussion of queues, commands, moving data, and presentation Full explanations of the SPIR-V binary shading language and compute/graphics pipelines Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary Example code can be found here: [Example code can be found here: https://github.com/vulkanprogrammingguide/examples](https://github.com/vulkanprogrammingguide/examples) Presents instructions for creating Android applications for mobile devices using Java.

The start-to-finish guide to Android development—from concept to market! Android Wireless Application Development combines all the reliable information, sample code, and best practices you need to build, distribute, and market successful Android mobile applications. Drawing on their extensive experience with mobile and wireless development, Shane Conder and Lauren Darcey cover everything you need to execute a successful Android project: from concept and design through coding, testing, packaging, and delivery. Conder and Darcey explain how mobile development differs from conventional development, how Android differs from other mobile platforms, and how to take full advantage of Android's unique features and capabilities. They present detailed, code-rich coverage of Android's most important APIs, expert techniques for organizing development teams and managing Android projects, and dozens of time-saving tricks and pitfalls to avoid. Master the latest Android development tools and Android SDK 1.5 Use the Eclipse Development Environment for Java to develop and debug Android applications Design Android applications that are more efficient, reliable, and easier to use and offer better performance Work with Android's optional hardware-specific APIs Use Android's APIs for data, storage,

networking, telephony, Location-Based Services (LBS), multimedia, and 3D graphics Leverage advanced Android capabilities such as Notifications and Services Ensure quality through solid test planning, efficient testing, and comprehensive defect tracking Make more money from your Android applications This book is an indispensable resource for every member of the Android development team: software developers with all levels of mobile experience, team leaders and project managers, testers and QA specialists, software architects, and even marketers.

A guide to app development with iOS 8 using Swift, an Apple programming language, covering such topics as storyboards, view controllers, game templates, animation graphics, user defaults, motion event handling, and app pricing.

Developing and Implementing Web Applications with Visual Basic. NET and Visual Studio

Windows 95 Game Developer's Guide Using the Game SDK

GPU Pro 360 Guide to Geometry Manipulation

An App-driven Approach with Swift

For AAX, AU, and VST3 with DSP Theory

Designing Audio Effect Plugins in C++

Subjected to rigorous technical review by a team of industry experts, this certification exam measures the ability to develop and implement Web-based applications with Web forms, ASP.NET, and the Microsoft .NET Framework. This exam counts as a core credit toward the new MCAD (Microsoft Certified Application Developer) certification as well as a core credit toward the existing MCSD certification.

Take control of your projects with this in-depth guide Whether you're managing a project for a small team or supervising a corporate assignment involving hundreds, the power of Microsoft Project 2007 and the detailed information in this comprehensive guide can keep you on track. From setting budgets to allocating resources to tracking results, each of the book's seven parts thoroughly focuses on key elements in a logical sequence so you can find what you need. Identify your goals and the scope of your projects Manage projects across organizations and multiple locations Get the most out of Gantt charts and views Assign tasks, check progress, and make adjustments Issue interim reports and look at the Big Picture Create a custom HTML page with VBA and VBScript Import and export Project information What's on the CD-ROM? You'll find a wealth of trial versions, demo software, sample projects, and bonus appendixes on the CD-ROM, including Milestones Professional(r) - Advanced formatting, calculation, Web publishing, and reporting features PERT Chart Expert - Create eye-opening PERT chart project plans PlanView(r) Project Portfolio Management - A comprehensive decision-making platform for enterprises WBS Chart Pro - Plan your projects with these graphing tools System Requirements: See the CD-ROM Appendix for details and complete system

requirements. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Over 30 hands-on recipes that will get you up and running with Amazon Simple Storage Service (S3) efficiently About This Book Learn how to store, manage, and access your data with AWS SDKs Study the Amazon S3 pricing model and learn how to calculate costs by simulating practical scenarios Optimize your Amazon S3 bucket by following step-by-step instructions of how to deliver your content with CloudFront, secure the S3 bucket with IAM, and lower costs with object life cycle management Who This Book Is For This book is for cloud developers who have experience of using Amazon S3 and are also familiar with Amazon S3. What You Will Learn Host a static website on Amazon S3 Calculate costs with AWS Simple Monthly Calculators Deploy a static website via CloudFormation Distribute your content via CloudFront Secure resources with bucket policies and IAM Protect objects using server-side and client-side encryption Enable Cross-Origin Resource Sharing Manage objects' life cycles to lower costs Optimize performance for uploading as well as downloading objects Enable S3 event notifications and create Lambda functions Manage common operations with AWS SDKs In Detail Amazon S3 is one of the most famous and trailblazing cloud object storage services, which is highly scalable, low-latency, and economical. Users only pay for what they use and can store and retrieve any amount of data at any time over the Internet, which attracts Hadoop users who run clusters on EC2. The book starts by showing you how to install several AWS SDKs such as iOS, Java, Node.js, PHP, Python, and Ruby and shows you how to manage objects. Then, you'll be taught how to use the installed AWS SDKs to develop applications with Amazon S3. Furthermore, you will explore the Amazon S3 pricing model and will learn how to annotate S3 billing with cost allocation tagging. In addition to this, the book covers several practical recipes about how to distribute your content with CloudFront, secure your content with IAM, optimize Amazon S3 performance, and notify S3 events with Lambada. By the end of this book, you will be successfully implementing pro-level practices, techniques, and solutions in Amazon S3. Style and approach A step-by-step practical guide that will show you how to efficiently store, manage, and control your data in Amazon S3.

Mit der Freeware von Microsoft, dem .NET Framework SDK, lernen Sie ein ganz neues objektorientiertes Visual Basic mit effizienter Codegenerierung kennen. Rund 300 Beispielprogramme vermitteln umfassende Kenntnisse der umfangreichen .NET Klassenbibliothek. Sie werden begeistert sein, wie sehr .NET den Programmierer unterstützt.

The Big Nerd Ranch Guide

The Definitive Guide to Windows Installer Technology for System Administrators

The Official Guide to Learning OpenGL, Versions 3.0 and 3.1
MCAD/MCSD Training Guide (70-320)

Vulkan Programming Guide

Modern Approaches, Second Edition

Today's software engineer must be able to employ more than one kind of software process, ranging from agile methodologies to the waterfall process, from highly integrated tool suites to refactoring and loosely coupled tool sets. Braude and Bernstein's thorough coverage of software engineering perfects the reader's ability to efficiently create reliable software systems, designed to meet the needs of a variety of customers. Topical highlights . . .

- Process: concentrates on how applications are planned and developed
- Design: teaches software engineering primarily as a requirements-to-design activity
- Programming and agile methods: encourages software engineering as a code-oriented activity
- Theory and principles: focuses on foundations
- Hands-on projects and case studies: utilizes active team or individual project examples to facilitate understanding theory, principles, and practice

In addition to knowledge of the tools and techniques available to software engineers, readers will grasp the ability to interact with customers, participate in multiple software processes, and express requirements clearly in a variety of ways. They will have the ability to create designs flexible enough for complex, changing environments, and deliver the proper products.

Focusing on learning the techniques of game programming using Windows 95 Game SDK, this clear guide explains how the Game SDK libraries are implemented under Windows 95 and Windows NT. Readers will discover that the Game SDK enables them to write hot Windows games with many of the advantages of working in a device-independent environment. The CD contains source code, project files, and more.

AIR (Adobe Integrated Runtime) is Adobe's open-source technology that lets Web developers and programmers create Rich Internet Applications that run outside of any Web browser. This Visual QuickPro Guide teaches everything you need to know to begin creating applications that combine the rich experience of a traditional desktop application with the power and reach of the Internet. The book uses a visual, step-by-step approach and covers all the fundamental AIR concepts, without the fluff, confusing segues, and technical jargon that bog down so many other computer books. Author Larry Ullman has a well-earned reputation for writing books that are accessible, easy-to-follow, and, above all, useful. This book focuses solely on developing AIR applications using HTML and JavaScript, although formal knowledge of JavaScript is not required.

The Windows 95 Game Programming Developer's Guide Using the Game SDK explains the details of the Game SDK with examples that help you develop games for Windows 95. Written in a straightforward manner, this book efficiently delivers the information you need. You'll quickly learn the elements of game development. Unique tips and techniques to using DirectDraw, DirectSound, and DirectPlay will help you create professional games that you can market. If you're

programming games for Windows 95, the Windows 95 Game Developer's Guide Using the Game SDK delivers the information you need to succeed.
Microsoft Office Project 2003 Bible
Amazon S3 Cookbook
Developing XML Web Services and Server Components with Visual C# .NET and the .NET Framework
Visual Basic .NET mit Methode
iOS Programming
OpenGL ES 3.0 Programming Guide

Please note that this title's color insert (referred to as "Plates" within the text) is available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interacting with viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture arrays. Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to improve performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

This book is for anyone who wants to have a go at creating commercially successful games for Android and iOS. You don't need game development or programming experience.

Take a bite out of Apple's iPhone™ success. The Complete Idiot's Guide® to Developing iPhone™ Apps is the perfect introduction for aspiring iPhone™ app creators, offering a step-by-step approach exploring all of the tools and key aspects

programming using the iPhone™ software development kit, including getting the finished product distributed through the App Store. Apple also reports more than a billion downloads of their more than 25,000 available applications, and both the number of applications and the appetite for them keeps growing. Of the more than 50,000 companies and individuals who have registered as program developers, 60 percent have never before developed an Apple platform.

This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications on embedded devices.

Partnering with HMS: A Guide for App Developers

OpenGL Programming Guide

Advances in Parallel & Distributed Processing, and Applications

Mobile Development with Flash Lite and Flash 10

Advanced Measurement and Test X

Corona SDK Mobile Game Development

Designing Audio Effect Plugins in C++ presents everything you need to know about digital signal processing in an accessible way. Not just another theory-heavy digital signal processing book, nor another dull build-a-generic-database programming book, this book includes fully worked, downloadable code for dozens of professional audio effect plugins and practically presented algorithms. Sections include the basics of audio signal processing, the anatomy of a plugin, AAX, AU and VST3 programming guides; implementation details; and actual projects and code. More than 50 fully coded C++ audio signal-processing objects are included. Start with an intuitive and practical introduction to the digital signal processing (DSP) theory behind audio plug-ins, and quickly move on to plugin implementation, gain knowledge of algorithms on classical, virtual analog, and wave digital filters, delay, reverb, modulated effects, dynamics processing, pitch shifting, nonlinear processing, sample rate conversion and more. You will then be ready to design and implement your own unique plugins on any platform and within almost any host program. This new edition is fully updated and improved and presents a plugin core that allows readers to move freely between application programming interfaces and platforms. Readers are expected to have some knowledge of C++ and high school math.

The book presents the proceedings of four conferences: The 26th International Conference on Parallel and Distributed Processing Techniques and Applications (PDPTA'20), The 18th International Conference on Scientific Computing (CSC'20); The 17th International Conference on Modeling, Simulation and Visualization Methods (MSV'20); and The 16th International Conference on Grid, Cloud, and Cluster Computing (GCC'20). The conferences took place in Las

Vegas, NV, USA, July 27-30, 2020. The conferences are part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features 20 major tracks. Authors include academics, researchers, professionals, and students. Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20); Includes the research tracks Parallel and Distributed Processing, Scientific Computing, Modeling, Simulation and Visualization, and Grid, Cloud, and Cluster Computing; Features papers from PDPTA'20, CSC'20, MSV'20, and GCC'20.

Introducing Microsoft's flagship wireless development tool The .NET Mobile Web Developer's Guide will provide readers with a solid guide to developing mobile applications using Microsoft technologies. The focus of this book is on using ASP.NET and the .NET mobile SDK. It provides an introduction to the .NET platform and goes into moderate details on ASP.NET to allow readers to start developing ASP.NET applications. In addition, this book will give the readers the insight to use the various Microsoft technologies for developing mobile applications. This book assumes the readers have experience in developing web applications and are familiar with any one of the server-side technologies like ASP, JSP or PHP. The first book available on Microsoft's cornerstone wireless development tool Best selling, high profile authors. Wei Meng Lee and Shelley Powers are frequent speakers at all of the major developer conferences have previously authored best selling books for O'Reilly and Associates, Wrox Press, SAMS and Que Comes with wallet-sized CD containing a printable HTML version of the book, all of the source code examples and demos of popular ASP .NET and .NET Mobile programming tools Comprehensive Coverage of the .NET Mobile SDK and ASP.NET for Mobile Web developers

0789728222.ld The authoritative solution to passing the 70-315 exam! Amit Kalani is a leading authority on C#. Training Guides are the most effective self-study guide in the marketplace, featuring exam tips, study strategies, review exercises, case studies, practice exams, ExamGear testing software, and more. Subjected to rigorous technical review by a team of industry experts, ensuring content is superior in both coverage and technical accuracy. This certification exam measures the ability to develop and implement Web-based applications with Web forms, ASP.NET, and the Microsoft .NET Framework. This exam counts as a core credit toward the new MCAD (Microsoft Certified Application Developer) certification as well as a core credit toward the existing MCSD certification. Readers preparing

for this exam find our Training Guideseries to be the most successful self-study tool in the market. This book is their one-stop shop because of its teaching methodology, the accompanying ExamGear testing software, and superior Web site support at www.quepublishing.com/certification. The CD features our ExamGear product (test simulation with more than 150 practice questions) and an electronic copy of the book. Amit Kalani (MCSD, MCP) has been actively programming using Microsoft .NET Framework since it was in its beta. He is a contributing author and technical reviewer for several popular books on C#, VB.NET and ASP.NET. Amit has a passion for sharing his knowledge. He has designed and delivered courses that have helped many developers prepare for certification exams from Microsoft and other organizations. Amit is a Bachelor of Science and is a Microsoft Certified Professional.

MCAD/MCSD Training Guide (70-315)

Programming Android

Turn Your Cool Idea into the Next Hot App

Animation and Graphics API Guide for Android

Windows 95 Game SDK Strategy Guide

Microsoft Project 2007 Bible

This special collection on Advanced Measurement and Test is dedicated to the electronic testing of devices, boards and systems and covers the complete cycle: from design verification, design-for-testing, design-for-manufacturing, silicon debug, manufacturing test, system test, diagnosis, failure analysis and back to process and design improvement. Design, testing and yield professionals were invited to confront the challenges which the industry faces, and to learn how these challenges are being addressed by the combined efforts of academia, design tool and equipment suppliers, designers and test engineers.

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition Packt Publishing Ltd

PDF--to most of the world it stands for that rather tiresome format used for documents downloaded from the web. Slow to load and slower to print, hopelessly unsearchable, and all but impossible to cut and paste from, the Portable Document Format doesn't inspire much affection in the average user. But PDFs done right is another story. Those who know the ins and outs of this format know that it can be much more than electronic paper.

Flexible, compact, interactive, and even searchable, PDF is the ideal way to present content across multiple platforms. PDF Hacks unveils the true promise of Portable Document Format, going way beyond the usual PDF as paged output mechanism. PDF expert Sid Steward draws from his years of analyzing, extending, authoring, and embellishing PDF documents to present 100 clever hacks--tools, tips, quick-and-dirty or not-so-obvious solutions to common problems. PDF Hacks will show you how to create PDF documents that are far more powerful than simple representations of paper

pages. The hacks in the book cover the full range of PDF functionality, from the simple to the more complex, including generating, manipulating, annotating, and consuming PDF information. You'll learn how to manage content in PDF, navigate it, and reuse it as necessary. Far more than another guide to Adobe Acrobat, the book covers a variety of readily available tools for generating, deploying, and editing PDF. The little-known tips and tricks in this book are ideal for anyone who works with PDF on a regular basis, including web developers, pre-press users, forms creators, and those who generate PDF for distribution. Whether you want to fine-tune and debug your existing PDF documents or explore the full potential the format offers, PDF Hacks will turn you into a PDF power user.

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition
PDF Hacks

Beginner's Guide

MCAD/MCSD Training Guide (70-305)

Android 3 SDK Programming For Dummies

.NET Mobile Web Developers Guide