

Inno Setup Documentation

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard module library, and real world examples.

Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

By using this innovative text, students will obtain an understanding of how contemporary operating systems and middleware work, and why they work that way.

New to this edition: Up-to-date information on on-line research and computer resources. A unique four-way access system enables users of the Handbook of Technical Writing to find what they need quickly and get on with the job of writing: 1. The hundreds of entries in the body of the Handbook are alphabetically arranged, so you can flip right to the topic at hand. Words and phrases in bold type provide cross-references to related entries. 2. The topical key groups alphabetical entries and page numbers under broader topic categories. This topical table of contents allows you to check broader subject areas for the specific topic you need. 3. The checklist of the writing process summarizes the opening essay on "Five Steps to Successful Writing" in checklist form with page references to related topics, making it easy to use the Handbook as a writing text. 4. The comprehensive index provides an exhaustive listing of related and commonly confused topics, so you can easily locate information even when you don't know the exact term you're looking for.

Beginning Game Development with Python and Pygame
Deploying Visual FoxPro Solutions
Indonesia
WiX 3.6 - A Developer's Guide to Windows Installer XML
Microservice Architecture
Coding Streams of Language

The dBASE Report Designer can be a daunting tool, but with this book you can learn to use it to your best advantage, and create professional looking reports. Included are the following topics:
* Custom Reports and Classes
* Understanding the Report Engine and Designer's Event Model
* Learning About the Report Object Event Sequences
* Grouped Reports
* Multi-Table Reports
* Calculated Fields and Lookup Fields
* Working with Labels
* Using a ReportViewer
* Cross-Tab Reports
And much more is included. The dBASE Reports Book teaches not only how to use the Report Designer to achieve your goals, but also to work with the dBASE Programming Language (dBL) to work with and enhance the functionality of your reports. This is a companion to The dBASE Book, written by the author in 2005.

The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In Democratizing Innovation, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and why it often pays users to reveal their innovations freely for the use of all.The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel’s many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is concentrated among “lead users,” who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for. An electronic version of this book is available under a Creative Commons license.

A step-by-step tutorial with plenty of code and examples to improve your learning curve. If you are a developer and want to create installers for software targeting the Windows platform, then this book is for you. You'll be using plenty of XML and ought to know the basics of writing a well-formed document. No prior experience in WiX or Windows Installer is assumed. You should know your way around Visual Studio to compile projects, add project references and tweak project properties.

This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Project Management
Techniques for the Systematic Coding of Text, Talk, and Other Verbal Data
Operating Systems and Middleware
Compatible avec toutes les versions d'Excel
International Forum on Information and Documentation

Learning Puppet for Windows Server
A fundamental understanding of Python's syntax and features with the second edition of Beginning Python, an up-to-date introduction and practical reference. Covering a wide array of Python-related programming topics, including addressing language internals, database integration, network programming, and web services, you'll be guided by sound development principles. Ten accompanying projects will ensure you can get your hands dirty in no time. Updated to reflect the latest in Python programming paradigms and several of the most crucial features found in Python 3.0 (otherwise known as Python 3000), advanced topics, such as extending Python and packaging/distributing Python applications, are also covered.

Build and Distribute Your Game Using an HTML5 Game Engine As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. *HTML5 Game Engines: App Development and Distribution* presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. *Get Hands-On Guidance through Practical Techniques and Examples* The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part, the author describes how several of these games are distributed on platforms, such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook.

Learn how to program with Python from beginning to end. This book is for beginners who want to get up to speed quickly and become intermediate programmers fast!

An irreverent look at how Visual FoxPro really works. Tells you the inside scoop on every command, function, property, event and method of Visual FoxPro 7.0. The eagerly awaited revision to the Hacker's Guide for Visual FoxPro 6.0, this completely updated book is the one you'll keep by your side for as long as you develop in Visual FoxPro.

Becoming a Knowledge-Sharing Organization

Supporting Controlled Interaction

Game Programming in C++

Programming Excel avec VBA

Aligning Principles, Practices, and Culture

Tools and Strategies for Delivering Your Software

Deploying Visual FoxPro SolutionsHentzenwerke

A systematic and practical research guide to coding verbal data in all its forms.

** Comprehensive Guide to Windows Installer technology – applicable for all languages and tools on the Microsoft platform. * Focus on use from Visual Studio and Visual Studio .NET means it does not require purchase of a separate high-priced installation tool (from InstallShield or Wise). The Windows Installer ships with Visual Studio .NET resulting in increasing market share—and the need for this book. * Extensive coverage of .NET project types including web applications and services – information not found anywhere else.*

Microservices can have a positive impact on your enterprise—just ask Amazon and Netflix—but you can fall into many traps if you don’t approach them in the right way. This practical guide covers the entire microservices landscape, including the principles, technologies, and methodologies of this unique, modular style of system building. You’ll learn about the experiences of organizations around the globe that have successfully adopted microservices. In three parts, this book explains how these services work and what it means to build an application the Microservices Way. You’ll explore a design-based approach to microservice architecture with guidance for implementing various elements. And you’ll get a set of recipes and practices for meeting practical, organizational, and cultural challenges to microservice adoption. Learn how microservices can help you drive business objectives Examine the principles, practices, and culture that define microservice architectures Explore a model for creating complex systems and a design process for building a microservice architecture Learn the fundamental design concepts for individual microservices Delve into the operational elements of a microservices architecture, including containers and service discovery Discover how to handle the challenges of introducing microservice architecture in your organization

From Novice to Professional

A Guide for the Penetration Tester

This Little Program Went to Market

Spieleprogrammierung

Create, Deploy, Distribute, Sell, and Market Software and More on the Internet at Little Or No Cost to You

A Handbook for Development Practitioners

Game Programming in C++: Start to Finish takes current game programming information and filters it down to a practical level for aspiring game developers. The book is written for the hobbyist interested in making their own games, beginning independent developers interested in starting their own small game company, students, or software developers considering making a transition into the game industry. Throughout the book, programmers work through exercises to build their own complete 3D asteroid game called SuperAsteroidArena. Beginning with engine creation and 3D programming with SDL and OpenGL, the book then moves to animation effects, audio, collision detection, networking, and finalizing the game. A variety of tools are used throughout, including VisualStudio.NET and OpenGL, Paintshop Pro, 3DS max, and the Audacity sound tool. The book does assume an understanding of C/C++ experience and focuses on programming on the Windows platform. The companion CD-ROM includes libraries and tools, including the SDL libraries, trial versions of Paintshop Pro Plus, Audacity, 3D Studio Max 7, and more. Includes the source code from the book, and the complete game from the book.

Organize your Windows environment using Puppet tools to unload administrative burdens in a short time! About This Book Learn to install and implement a Puppet server for Windows administration Script Puppet manifests, functions, templates and facts for Windows A step-by-step guide that helps you to make your Windows environment more secure with Puppet Who This Book Is For This book is for Windows administrators who are looking for ways to automate management tasks of Windows servers and clients. Prior experience in Windows administration and a basic knowledge of Linux and Puppet will help you create workflows using this book. What You Will Learn Install Puppet on a Windows server and Foreman interface to have a user-friendly Puppet working environment Discover how to install Puppet agents to single or multiple computers and get your hosts connected to Puppetmaster in one shot Understand all about creating modules, writing manifests, managing files, services and, users in Puppet Learn how to install Puppet Forge modules to complete tasks such as registry management, ACL, and firewall. Explore the usage of Puppet facts, functions and modules to have a deeper understanding of how Puppet functions Manage installation and updates of third party software using Puppet with Chocolatey to completely forgo the manual update chores in your daily plan Use Puppet for Windows security to have a more secure environment In Detail Puppet is a configuration management tool. It allows you to automate all your IT configurations by giving you control of what you do to each "node" (Puppet agent), focusing also on when and how you do it. In context, Puppet is a cross-platform tool that is widely used for Unix-like and Microsoft Windows systems declaratively. However, it has been used more popularly for Unix-like systems. This book provides insights into using Puppet for Windows administration tasks such as server setup, application updates, and service management. This book kicks off with the fundamentals of Puppet by helping you with the installation of Puppet on the Windows server and progresses with the introduction of the Foreman interface for managing Puppet nodes. Next, you deal with the installation of Puppet agents on multiple clients and how to connect them to your Puppet server by grouping your nodes for easy management. You then become familiarized with the scripting of Puppet manifests along with an understanding of the module structure in Puppet. You further move on to the installation of Puppet Forge Modules and their usage in Windows along with advanced topics such as facts, functions and templates. Moreover, you also venture into the security aspects for Windows by gaining insights into various security settings that will make your server and clients more secure from hackers using different attack vectors. You will also use Puppet and Chocolatey to install and update software. You finally round off by learning how to check the details of reporting and status monitoring along with the automation of installing and updating software for multiple Windows clients arming you with ample artillery to tame Puppet for your future projects. Style and approach This book uses a step-by-step and easy-to-learn approach that helps make your Windows environment manageable with Puppet. Each chapter is explained in detail and with many screenshots. Almost all the scenarios and examples are taken from real-world scenarios.

The landmark project management reference, now in a new edition Now in a Tenth Edition, this industry-leading project management "bible" aligns its streamlined approach to the latest release of the Project Management Institute's Project Management Body of Knowledge (PM®'s PMBOK® Guide), the new mandatory source of training for the Project Management Professional (PMP®) Certificat-ion Exam. This outstanding edition gives students and professionals a profound understanding of project management with insights from one of the best-known and respected authorities on the subject. From the intricate framework of organizational behavior and structure that can determine project success to the planning, scheduling, and controlling processes vital to effective project management, the new edition thoroughly covers every key component of the subject. This Tenth Edition features: New sections on scope changes, exiting a project, collective belief, and managing virtual teams More than twenty-five case studies, including a new case on the Iridium Project covering all aspects of project management 400 discussion questions and answers on the subject of project management, including the Project Management Institute, Inc.)

In the classic style of Manning's "In Action" series, NHibernate in Action shows .NET developers how to use the NHibernate Object/Relational Mapping tool. This book is a translation from Java to .NET, as well as an expansion, ofManning's bestselling Hibernate in Action. All traces of Java have been carefullyreplaced by their .NET equivalents. The book shows how to implementcomplex business objects, and later teaches advanced techniques like cachingand session management. Readers will discover how to implement persistence ina .NET application, and how to configure NHibernate to specify the mappinginformation between business objects and database tables. Readers will also beintroduced to the internal architecture of NHibernate by progressively buildinga complete sample application using Agile methodologies. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

The Manchurian Candidate

Democratizing Innovation

Python 101

Management Information Systems

Hacker's Guide to Visual FoxPro 7.0

Membangun Aplikasi Windows dengan Visual Basic.NET 2015 Teori dan Praktikum

Modern cars are more computerized than ever! Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: •Build an accurate threat model for your vehicle -Reverse engineer the CAN bus to fake engine signals -Exploit vulnerabilities in diagnostic and data-logging systems -Hack the ECU and other firmware and embedded systems -Feed exploits through infotainment and vehicle-to-vehicle communication systems -Override factory settings with performance-tuning techniques -Build physical and virtual test benches to try out exploits safely if you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

*Interested in selling your own products on the Internet? This book may be just what you need. Do you have a computer program that others might want to buy? This book explains how you can transform your personal program into a market-ready software package. Have you ever dreamed of owning a Web site, complete with a shopping cart and a safe method of receiving payments? This book can help you set those up for yourself. The freeware and open source tools and services demonstrated in this book make it easy for one person to handle the entire creation-to-sales process in a professional manner: * create a Web site that meets XHTML and CSS compliance standards * optimize your Web site for search engines and control their access * create download links, buy now buttons, and a shopping cart * accept credit card payments through PayPal * monitor visitor activity * increase downloads and sales per visitor using various marketing strategies. To make a computer program market-ready: * define an easily repeatable, one-step build process with automatic backup * provide integrated, searchable help documentation * draw your own icons or create them from a photo * create a trial version of your program and market it as shareware * learn strategies to help protect your program from piracy * create an install wizard that requires acceptance of your license agreement, creates file associations, avoids Microsoft Windows Vista and Windows 7 access control errors, and verifies minimum system requirements. Step-by-step instructions are provided for each of these activities and many more. Detailed HTML, CSS, and JavaScript listings are provided to help you with the Web page programming.*

This book doesn't tell you how to write faster code, or how to write code with fewer memory leaks, or even how to debug code at all. What it does tell you is how to build your product in better ways, how to keep track of the code that you write, and how to track the bugs in your code. Plus some more things you'll wish you had known before starting a project. Practical Development Environments is a guide, a collection of advice about real development environments for small to medium-sized projects and groups. Each of the chapters considers a different kind of tool - tools for tracking versions of files, build tools, testing tools, bug-tracking tools, tools for creating documentation, and tools for creating packaged releases. Each chapter discusses what you should look for in that kind of tool and what to avoid, and also describes some good ideas, bad ideas, and annoying experiences for each area. Specific instances of each type of tool are described in enough detail so that you can decide which ones you want to investigate further. Developers want to write code, not maintain maketfiles. Writers want to write content instead of manage templates. IT provides machines, but doesn't have time to maintain all the different tools. Managers want the product to move smoothly from development to release, and are interested in tools to help this happen more often. Whether as a full-time position or just because they are helpful, all projects have toolsmiths: making choices about tools, and then maintaining the tools that everyone else uses upon. This book is especially for everyone who ends up being a toolsmith for his or her group.

This Second Edition has been updated to include a brand new chapter on yield management, plus a human resources chapter refocused to cover current trends in training, employee empowerment, and reducing turnover. In addition, you'll discover how to increase efficiency with today's hospitality technology—from electronic lock to front office equipment.

A Textbook for Students and Practitioners

50 Trik Pemrograman Delphi 8.0

Software architecture documentation in practice

arc42 by Example

Handbook of Technical Writing

A Handbook for Scaling Up Solutions through Knowledge Capturing and Sharing

Ship It! Music to your ears or words that cause a cold sweat as you realize you now need to deploy the solution you've worked on for so long? Have you planned the deployment? Do you have the proper language for your customer? Do you have the proper install package? What media is the package going to be shipped on to the client? How will it be distributed? What happens after Setup.exe finishes? Do you have the support infrastructure in place? How are you going to handle updates and changes? There's a lot to think about, and deploying a solution requires careful planning. These questions and many more are answered based on real world experience within the pages of this book.

The classic thriller about a hostile foreign power infiltrating American politics: "Brilliant . . . wild and exhilarating."—The New Yorker A war hero and the recipient of the Congressional Medal of Honor, Sgt. Raymond Shaw is keeping a deadly secret—even from himself. During his time as a prisoner of war in North Korea, he was brainwashed by his Communist captors and transformed into a deadly weapon—a sleeper assassin, programmed to kill without question or mercy at his captors' signal. Now he's been returned to the United States with a covert mission: to kill a candidate running for US president. . . This "shocking, tense" and sharply satirical novel has become a modern classic, and was the basis for two film adaptations (San Francisco Chronicle). "Crammed with suspense."—Chicago Tribune "Condon is wickedly skillful."—Time

Continuous integration is a software engineering process designed to minimize "integration hell." It's a coordinated development approach that blends the best practices in software delivery. For .NET developers, especially, adopting these new approaches and the tools that support them can require rethinking the development process altogether. Continuous Integration in .NET is a tutorial for developers and team leads that teaches readers how to re-imagine their development strategy by creating a consistent continuous integration process. This book shows how to build on the tools they already know - .NET Framework and Visual Studio - and to use powerful software like MSBuild, Subversion, TFS 2010, Team City, CruiseControl.NET, NUnit, and Selenium. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book.

Two thumbs up!—Gregory V. Wilson, Dr. Dobbs Journal (October 2004) No one can dispute the ability to write good code. At lightning levels, it is an art. But no one can confuse writing good code with developing goodsoftware. The difference—in terms of challenges, skills, andcompensation—is immense. Coder to Developer helps you excel at the manynon-coding tasks entailed, from start to finish, in just about anysuccessful development project. What's more, it equips you with themindset and self-assurance required to pull it all together, sothat you see every piece of the puzzle. This is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

Fourth Edition is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

This volume offers a simple, systematic guide to creating a knowledge sharing practice in your organization. It shows how to build the enabling environment and develop the skills needed to capture and share knowledge gained from operational experience to improve performance and scale-up success. Its recommendations are grounded on the insights gained from the past seven years of collaboration between the World Bank and its clients around the world—ministries and national agencies operating in various sectors—who are working to strengthen their operations through robust knowledge sharing. While informed by the academic literature on knowledge management and organizational learning, this handbook's operational background and many real-world examples and tips provide a missing, practical foundation for public sector officials in developing countries and for development practitioners. However, though written with a public sector audience in mind, the overall concepts and approaches will also hold true for most organizations in the private sector and the developed world.

A Systems Approach to Planning, Scheduling, and Controlling

Creating Reports and Labels in Dbase Plus

HTML5 Game Engines

Case Studies

BS Apl LP & Kartun MS Agent+CD

Beginning Python

Enhance your cross-platform programming abilities with the powerful features and capabilities of Qt 6 Key Features:Leverage Qt and C++ capabilities to create modern, cross-platform applications that can run on a wide variety of software applicationsExplore what's new in Qt 6 and understand core concepts in depthBuild professional customized GUI applications with the help of Qt CreatorBook Description Qt is a cross-platform application development framework widely used for developing applications that can run on a wide range of hardware platforms with little to no change in the underlying codebase. If you have basic knowledge of C++ and want to build desktop or mobile applications with a modern graphical user interface (GUI), Qt is the right choice for you. Cross-Platform Development with Qt 6 and Modern C++ helps you understand why Qt is one of the favorite GUI frameworks adopted by industries worldwide, covering the essentials of programming GUI apps across a multitude of platforms using the standard C++17 and Qt 6 features. Starting with the fundamentals of the Qt framework, including the features offered by Qt Creator, this practical guide will show you how to create classic user interfaces using Qt Widgets and touch-friendly user interfaces using Qt Quick. As you advance, you'll explore the Qt Creator IDE for developing applications for multiple desktops as well as for embedded and mobile platforms. You will also learn advanced concepts about signals and slots. Finally, the book takes you through debugging and testing your app with Qt Creator IDE. By the end of this book, you'll be able to build cross-platform applications with a modern GUI along with the speed and power of native apps. What you will learnWrite cross-platform code using the Qt framework to create interactive applicationsBuild a desktop application using Qt WidgetsCreate a touch-friendly user interface with Qt QuickDevelop a mobile application using Qt and deploy it on different platformsGet to grips with Model/View programming with Qt Widgets and Qt QuickDiscover Qt's graphics framework and add animations to your user interfaceWrite test cases using the Qt Test framework and debug codeBuild a translation-aware applicationFollow best practices in Qt to write high-performance codeWho this book is for This book is for application developers who want to use C++ and Qt to create modern, responsive applications that can be deployed to multiple operating systems such as Microsoft Windows, Apple macOS, and Linux desktop platforms. Although no prior knowledge of Qt is expected, beginner-level knowledge of the C++ programming language and object-oriented programming system (OOPs) concepts will be helpful.

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Pemrograman merupakan salah satu mata kuliah dalam kurikulum Program Studi Manajemen Informatika AMIK Indonesia Banda Aceh. Mata kuliah ini bertujuan agar mahasiswa mampu memahami konsep dasar pemrograman windows dan mampu menerapkan konsep pemrograman visual BASIC dalam mengembangkan perangkat lunak berbasis windows. Sesuai dengan tujuan tersebut, buku ajar ini tersusun atas beberapa bagian yakni dimulai dari pengenalan .NET dan Framerwork, kemudian pada bagian berikutnya dibahas mengenai Visual Studio 2015, dasar pemrograman Visual BASIC, basis data dalam pemrograman Visual BASIC, Microsoft Office Access 2016, SQL Server 2015, Crystal Report dan Compiler. Buku ajar ini ditujukan kepada khalayak yang ingin memahami mengenai konsep pemrograman BASIC dan pengembangan perangkat lunak berbasis Windows, terutama bagi mahasiswa Program Studi Manajemen Informatika AMIK Indonesia Banda Aceh. Buku ajar ini diharapkan dapat menjadi acuan untuk membantu mahasiswa dalam perkuliahan. Buku ajar ini dapat diselesaikan dengan baik berkat dukungan dari berbagai pihak. Penulis dalam kesempatan ini ingin menyampaikan ucapan terima kasih kepada semua pihak dan terutama kepada AMIK Indonesia Banda Aceh. Semoga buku ajar ini dapat bermanfaat bagi semua pihak yang membutuhkan. Penulis menyadari, dalam penulisan buku ajar ini masih banyak terdapat kekurangan. Penulis sangat mengharapkan saran yang bersifat membangun demi kesempurnaan buku ajar ini.

Document the architecture of your software easily with this highly practical, open-source template. Key FeaturesGet to grips with leveraging the features of arc42 to create insightful documentsLearn the concepts of software architecture documentation through real-world examplesDiscover techniques to create compact, helpful, and easy-to-read documentationBook Description When developers document the architecture of their systems, they often invent their own specific ways of articulating structures, designs, concepts, and decisions. What they need is a template that enables simple and efficient software architecture documentation. arc42 by Example shows how it's done through several real-world examples. Each example in the book, whether it is a chess engine, a huge CRM system, or a cool web system, starts with a brief description of the problem domain and the quality requirements. Then, you'll discover the system context with all the external interfaces. You'll dive into an overview of the solution strategy to implement the building blocks and runtime scenarios. The later chapters also explain various cross-cutting concerns and how they affect other aspects of a program. What you will learnUtilize arc42 to document a system's physical infrastructureLearn how to identify a system's scope and boundariesBreak a system down into building blocks and illustrate the relationships between themDiscover how to describe the runtime behavior of a systemKnow how to document design decisions and their reasonsExplore the risks and technical debt of your systemWho this book is for This book is for software developers and solutions architects who are looking for an easy, open-source tool to document their systems. It is a physical reference for those who are already using arc42. If you are new to arc42, this book is a great learning resource. For those of you who want to write better technical documentation will benefit from the general concepts covered in this book.

Continuous Integration in .NET

The Definitive Guide to Windows Installer

Hotel Front Office Management

App Development and Distribution

Practical Development Environments

The Dbase Reports Book

A new edition of the most popular book of project management case studies, expanded to include more than 100 cases plus a "super case" on the Iridium Project Case studies are an important part of project management education and training. This Fourth Edition of Harold Kerzner's Project Management Case Studies features a number of new cases covering value measurement in project management. Also included is the well-received "super case," which covers all aspects of project management and may be used as a capstone for a course. This new edition: Contains 100-plus case studies drawn from real companies to illustrate both successful and poor implementation of project management Represents a wide range of industries, including medical and pharmaceutical, aerospace, manufacturing, automotive, finance and banking, and telecommunications Covers cutting-edge areas of construction and international project management plus a "super case" on the Iridium Project, covering all aspects of project management Follows and supports preparation for the Project Management Professional (PMP®) Certification Exam Project Management Case Studies, Fourth Edition is a valuable resource for students, as well as practicing engineers and managers, and can be used on its own or with the new Eleventh Edition of Harold Kerzner's landmark reference, Project Management: A Systems Approach to Planning, Scheduling, and Controlling. (PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.)

This volume offers a simple, systematic guide to creating a knowledge sharing practice in your organization. It shows how to build the enabling environment and develop the skills needed to capture and share knowledge gained from operational experience to improve performance and scale-up success. Its recommendations are grounded on the insights gained from the past seven years of collaboration between the World Bank and its clients around the world—ministries and national agencies operating in various sectors—who are working to strengthen their operations through robust knowledge sharing. While informed by the academic literature on knowledge management and organizational learning, this handbook's operational background and many real-world examples and tips provide a missing, practical foundation for public sector officials in developing countries and for development practitioners. However, though written with a public sector audience in mind, the overall concepts and approaches will also hold true for most organizations in the private sector and the developed world.

This book addresses today's approach to JavaScript in detail: modern browser support, including information on Internet Explorer 7; Object-Oriented JavaScript; testing and debugging; unobtrusive JavaScript techniques using DOM Scripting; Ajax; creating and using blocks of reusable code, and the future of JavaScript. All the concepts expressed in this up-to-the-minute reference are thoroughly backed up with real world examples and full-scale case studies. The book offers reusable functions for readers to use in their own projects, a significant time-saver. Also included are several reference sections that allow developers to look up details quickly and easily.

Cryptography is now ubiquitous – moving beyond the traditional environments, such as government communications and banking systems, we see cryptographic techniques realized in Web browsers, e-mail programs, cell phones, manufacturing systems, embedded software, smart buildings, cars, and even medical implants. Today's designers need a comprehensive understanding of applied cryptography. After an introduction to cryptography and data security, the authors explain the main techniques in modern cryptography, with chapters addressing stream ciphers, the Data Encryption Standard (DES) and 3DES, the Advanced Encryption Standard (AES), block ciphers, the RSA cryptosystem, public-key cryptosystems based on the discrete logarithm problem, elliptic-curve cryptography (ECC), digital signatures, hash functions, Message Authentication Codes (MACs), and methods for key establishment, including certificates and public-key infrastructure (PKI). Throughout the book, the authors focus on communicating the essentials and keeping the mathematics to a minimum, and they move quickly from explaining the foundations to describing practical implementations, including recent topics such as lightweight ciphers for RFIDs and mobile devices, and current key-length recommendations. The authors have considerable experience teaching applied cryptography to engineering and computer science students and to professionals, and they make extensive use of examples, problems, and chapter reviews, while the book's website offers slides, projects and links to further resources. This is a suitable textbook for graduate and advanced undergraduate courses and also for self-study by engineers.

Pro JavaScript Techniques

Coder to Developer

Design and build applications with modern graphical user interfaces without worrying about platform dependency

Cross-Platform Development with Qt 6 and Modern C++

Understanding Cryptography

This Handbook provides a comprehensive ten-step model that will help guide development practitioners through the process of designing and building a results-based monitoring and evaluation system.

The Car Hacker's Handbook

Python in a Nutshell

Ten Steps to a Results-Based Monitoring and Evaluation System

NHibernate in Action

Managing the Digital Firm