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The Web Application Hacker's Handbook Dafydd Stuttard 2011-03-16 This book is a practical guide to discovering and exploiting security flaws in web applications. The authors explain each category of vulnerability using real-world examples, screen shots and code extracts. The book is extremely practical in focus, and describes in detail the steps involved in detecting and exploiting each kind of security weakness found within a variety of applications such as online banking, e-commerce and other web applications. The topics covered include bypassing login mechanisms, injecting code, exploiting logic flaws and compromising other users. Because every web application is different, attacking them entails bringing to bear various general principles, techniques and experience in an imaginative way. The most successful hackers go beyond this, and find ways to automate their bespoke attacks. This handbook describes a proven methodology that combines the virtues of human intelligence and computerized brute force, often with devastating results. The authors are professional penetration testers who have been involved in web application security for nearly a decade. They have presented training courses at the Black Hat security conferences throughout the world. Under the alias "PortSwigger", Dafydd developed the popular Burp Suite of web application hack tools.

Beginning PhoneGap Rohit Ghatol 2012-06-12 PhoneGap is a growing and leading open-source mobile web apps development framework that lets developers build JavaScript and HTML5-based web applications with native wrappers for more than six mobile platforms, including iOS, Android, and BlackBerry. This framework lets you build HTML- and JavaScript-based apps and still take advantage of native mobile device capabilities like camera, localStorage, geolocation, storage and much more, irrespective of the mobile platform you target. It also lets you use more specialized JavaScript frameworks like jQuery Mobile and more. Beginning PhoneGap is a definitive, one-of-a-kind book that teaches the fundamentals and strategies behind cross-platform mobile application development. Instead of learning languages like Objective-C, focus on building apps from day one for Android, iOS, Blackberry, WebOS and Symbian—without the complexities of these platforms. This book shows how to build apps which makes use of Google Local Search to create a Restaurant finder apps (which uses Maps to layout locations and uses internal database to store your favorite restaurants. Furthermore, you'll learn how to extend PhoneGap's functionality by using PhoneGap plugins to write apps like Dropbox (syncing files in the background outside HTML/JavaScript code and in native code). By the time you finish Beginning PhoneGap, you'll know PhoneGap inside and out, and, consequently, be able to develop mobile web apps faster and more efficiently than ever before. Make more money in less time!

History of Computer Art Thomas Dreher 2020-08-20 The development of the use of computers and software in art from the Fifties to the present is explained. As general aspects of the history of computer art an interface model and three dominant modes to use computational processes (generative, modular, hypertextual) are presented. The "History of Computer Art" features examples of early developments in media like cybernetic sculptures, computer graphics and animation (including music videos and demos), video and computer games, reactive

installations, virtual reality, evolutionary art and net art. The functions of relevant art works are explained more detailed than usual in such histories.

Computational Thinking and Coding for Every Student Jane Krauss 2016-10-28 Empower tomorrow's tech innovators Our students are avid users and consumers of technology. Isn't it time that they see themselves as the next technological innovators, too? Computational Thinking and Coding for Every Student is the beginner's guide for K-12 educators who want to learn to integrate the basics of computer science into their curriculum. Readers will find Strategies and activities for teaching computational thinking and coding inside and outside of school, at any grade level, across disciplines Instruction-ready lessons for every grade A discussion guide and companion website with videos, activities, and other resources

More Effective Agile Steve McConnell 2019-08-24 In this comprehensive yet accessible overview for software leaders, the author presents an impactful, action-oriented prescription-covering the practical considerations needed to ensure you reap the full benefits of effective Agile

Analog and Hybrid Computer Programming Bernd Ulmann 2020-06-08 Analog and hybrid computing recently have gained much interest as analog computers can outperform classical stored-program digital computers in some areas by orders of magnitude. This book gives a thorough introduction to analog and hybrid computer programming by means numerous worked examples from various areas. It is based on a number of introductory and advanced lectures on this topic delivered by the author at several universities.

Linux in a Nutshell Ellen Siever 2005-07-27 Contains an introduction to the operating system with detailed documentation on commands, utilities, programs, system configuration, and networking.

Burp Suite Cookbook Sunny Wear 2018-09-26 Get hands-on experience in using Burp Suite to execute attacks and perform web assessments Key FeaturesExplore the tools in Burp Suite to meet your web infrastructure security demandsConfigure Burp to fine-tune the suite of tools specific to the targetUse Burp extensions to assist with different technologies commonly found in application stacksBook Description Burp Suite is a Java-based platform for testing the security of your web applications, and has been adopted widely by professional enterprise testers. The Burp Suite Cookbook contains recipes to tackle challenges in determining and exploring vulnerabilities in web applications. You will learn how to uncover security flaws with various test cases for complex environments. After you have configured Burp for your environment, you will use Burp tools such as Spider, Scanner, Intruder, Repeater, and Decoder, among others, to resolve specific problems faced by pentesters. You will also explore working with various modes of Burp and then perform operations on the web. Toward the end, you will cover recipes that target specific test scenarios and resolve them using best practices. By the end of the book, you will be up and running with deploying Burp for securing web applications. What you will learnConfigure Burp Suite for your web applicationsPerform authentication, authorization, business logic, and data validation testingExplore session management and client-side testingUnderstand unrestricted file uploads and server-side request forgeryExecute XML external entity attacks with BurpPerform remote code execution with BurpWho this book is for If you are a security professional, web pentester, or software developer who wants to adopt Burp Suite for applications security, this book is for you.

Ethics and Robotics Rafael Capurro 2009 "Ethics and robotics are two academic disciplines, one dealing with the moral norms and values underlying implicitly or explicitly human behavior and the other aiming at the production of artificial agents, mostly as physical devices, with some degree of autonomy based on rules and programmes set up by their creators. Robotics is also one of the research fields where the convergence of nanotechnology, biotechnology, information technology and cognitive science is currently taking place with large societal and legal implications beyond traditional industrial applications. Robots are and will remain -in the foreseeable future- dependent on human ethical scrutiny as well as on the moral and legal responsibility of humans. Human-robot interaction raises serious ethical questions right now that are theoretically less ambitious, but practically more important than the possibility of the creation of moral machines that would be more than machines with an ethical code. The ethical perspective addressed in this volume is therefore the one we humans have when interacting with robots. Topics include the ethical challenges of healthcare and warfare applications of robotics, as well as fundamental questions concerning the moral dimension of human-robot-interaction including epistomological, ontological and psychoanalytic issues. It deals also with the intercultural dialogue between

Western and Non-Western as well as between European and US-American ethicists."--P. [4] of cover.

Proceedings of the 3rd Ph.D. Retreat of the HPI Research School on Service-oriented Systems Engineering Meinel, Christoph 2009 Design and Implementation of service-oriented architectures imposes a huge number of research questions from the fields of software engineering, system analysis and modeling, adaptability, and application integration. Component orientation and web services are two approaches for design and realization of complex web-based system. Both approaches allow for dynamic application adaptation as well as integration of enterprise application. Commonly used technologies, such as J2EE and .NET, form de facto standards for the realization of complex distributed systems. Evolution of component systems has lead to web services and service-based architectures. This has been manifested in a multitude of industry standards and initiatives such as XML, WSDL UDDI, SOAP, etc. All these achievements lead to a new and promising paradigm in IT systems engineering which proposes to design complex software solutions as collaboration of contractually defined software services. Service-Oriented Systems Engineering represents a symbiosis of best practices in object-orientation, component-based development, distributed computing, and business process management. It provides integration of business and IT concerns. The annual Ph.D. Retreat of the Research School provides each member the opportunity to present his/her current state of their research and to give an outline of a prospective Ph.D. thesis. Due to the interdisciplinary structure of the Research Scholl, this technical report covers a wide range of research topics. These include but are not limited to: Self-Adaptive Service-Oriented Systems, Operating System Support for Service-Oriented Systems, Architecture and Modeling of Service-Oriented Systems, Adaptive Process Management, Services Composition and Workflow Planning, Security Engineering of Service-Based IT Systems, Quantitative Analysis and Optimization of Service-Oriented Systems, Service-Oriented Systems in 3D Computer Graphics, as well as Service-Oriented Geoinformatics.

Pro Smartphone Cross-Platform Development Sarah Allen 2010-11-22 Learn the theory behind cross-platform development, and put the theory into practice with code using the invaluable information presented in this book. With in-depth coverage of development and distribution techniques for iPhone, BlackBerry, Windows Mobile, and Android, you'll learn the native approach to working with each of these platforms. With detailed coverage of emerging frameworks like PhoneGap and Rhomobile, you'll learn the art of creating applications that will run across all devices. You'll also be introduced to the code-signing process and the distribution of applications through the major application stores, including Research In Motion (BlackBerry), Apple, and Microsoft.

The Psychology Of The Child Jean Piaget 2019-04-23 The definite account of psychologist Jean Piaget's work Jean Piaget's influence on psychology has been profound. His pathbreaking investigations and theories of cognitive development have set child psychology moving in entirely new directions. His bold speculations have provided the inspiration for the work of others. His studies have been the subject of many books and countless articles. And, significantly, his influence has spread to other disciplines and is having an ever-growing impact on the general culture at large. Here Jean Piaget, with the assistance of his long-time collaborator Bｱel Inhelder, offers a definitive presentation of the developmental psychology he has elaborated over the last forty years. This comprehensive synthesis traces each stage of the child's cognitive development, over the entire period of childhood, from infancy to adolescence.

ABAP Objects Horst Keller 2007 'ABAP Objects' comprehensively covers the new object oriented generation of SAP's programming language ABAP.

Modeling with UML Bernhard Rumpe 2016-09-16 This book presents a variant of UML that is especially suitable for agile development of high-quality software. It adjusts the language UML profile, called UML/P, for optimal assistance for the design, implementation, and agile evolution to facilitate its use especially in agile, yet model based development methods for data intensive or control driven systems. After a general introduction to UML and the choices made in the development of UML/P in Chapter 1, Chapter 2 includes a definition of the language elements of class diagrams and their forms of use as views and representations. Next, Chapter 3 introduces the design and semantic facets of the Object Constraint Language (OCL), which is conceptually improved and syntactically adjusted to Java for better comfort. Subsequently, Chapter 4 introduces object diagrams as an independent, exemplary notation in UML/P, and Chapter 5 offers a detailed introduction to UML/P Statecharts. Lastly, Chapter 6 presents a simplified form of sequence diagrams for exemplary descriptions of object interactions. For completeness, appendixes A–C describe the full syntax of UML/P, and appendix D explains a sample application from

THE E-COMMERCE DOMAIN, WHICH IS USED IN ALL CHAPTERS. THIS BOOK IS IDEAL FOR INTRODUCTORY COURSES FOR STUDENTS AND PRACTITIONERS ALIKE.

RAPID DEVELOPMENT Steve McConnell 1996 Project managers, technical leads, and Windows programmers throughout the industry share an important concern--how to get their development schedules under control. Rapid Development addresses that concern head-on with philosophy, techniques, and tools that help shrink and control development schedules and keep projects moving. The style is friendly and conversational--and the content is impressive.

The Columbia Guide to Digital Publishing William E. Kasdorf 2003-01 Home to the New York Yankees, the Bronx Zoo, and the Grand Concourse, the Bronx was at one time a haven for upwardly mobile second-generation immigrants eager to leave the crowded tenements of Manhattan in pursuit of the American dream. Once hailed as a "wonder borough" of beautiful homes, parks, and universities, the Bronx became--during the 1960s and 1970s--a national symbol of urban deterioration. Thriving neighborhoods that had long been home to generations of families dissolved under waves of arson, crime, and housing abandonment, turning blocks of apartment buildings into gutted, graffiti-covered shells and empty, trash-filled lots. In this revealing history of the Bronx, Evelyn Gonzalez describes how the once-infamous New York City borough underwent one of the most successful and inspiring community revivals in American history. From its earliest beginnings as a loose cluster of commuter villages to its current status as a densely populated home for New York's growing and increasingly more diverse African American and Hispanic populations, this book shows how the Bronx interacted with and was affected by the rest of New York City as it grew from a small colony on the tip of Manhattan into a sprawling metropolis. This is the story of the clattering of elevated subways and the cacophony of crowded neighborhoods, the heady optimism of industrial progress and the despair of economic recession, and the vibrancy of ethnic cultures and the resilience of local grassroots coalitions crucial to the borough's rejuvenation. In recounting the varied and extreme transformations this remarkable community has undergone, Evelyn Gonzalez argues that it was not racial discrimination, rampant crime, postwar liberalism, or big government that was to blame for the urban crisis that assailed the Bronx during the late 1960s. Rather, the decline was inextricably connected to the same kinds of social initiatives, economic transactions, political decisions, and simple human choices that had once been central to the development and vitality of the borough. Although the history of the Bronx is unquestionably a success story, crime, poverty, and substandard housing still afflict the community today. Yet the process of building and rebuilding carries on, and the revitalization of neighborhoods and a resurgence of economic growth continue to offer hope for the future.

The Once-Only Principle Robert Krimmer 2021-07-02 This open access State-of-the-Art Survey describes and documents the developments and results of the Once-Only Principle Project (TOOP). The Once-Only Principle (OOP) is part of the seven underlying principles of the eGovernment Action Plan 2016-2020. It aims to make the government more effective and to reduce administrative burdens by asking citizens and companies to provide certain standard information to the public authorities only once. The project was horizontal and policy-driven with the aim of showing that the implementation of OOP in a cross-border and cross-sector setting is feasible. The book summarizes the results of the project from policy, organizational, architectural, and technical points of view.

Local Electricity Markets Tiago Pinto 2021-07-03 Local Electricity Markets introduces the fundamental characteristics, needs, and constraints shaping the design and implementation of local electricity markets. It addresses current proposed local market models and lessons from their limited practical implementation. The work discusses relevant decision and informatics tools considered important in the implementation of local electricity markets. It also includes a review on management and trading platforms, including commercially available tools. Aspects of local electricity market infrastructure are identified and discussed, including physical and software infrastructure. It discusses the current regulatory frameworks available for local electricity market development internationally. The work concludes with a discussion of barriers and opportunities for local electricity markets in the future. Delineates key components shaping the design and implementation of local electricity market structure Provides a coherent view on the enabling infrastructures and technologies that underpin local market expansion Explores the current regulatory environment for local electricity markets drawn from a global panel of contributors Exposes future paths toward widespread implementation of local electricity markets using an empirical review of barriers and opportunities Reviews relevant local electricity market case studies, pilots and demonstrators already deployed and under implementation

Learn Arcore - Fundamentals of Google Arcore Micheal Lanham 2018-03-30 Create next-generation Augmented Reality and Mixed Reality apps with the latest version of Google ARCore Key Features Harness the power of the Google's new augmented reality (AR) platform ARCore to build cutting-edge Augmented reality apps Learn core concepts of Environmental Understanding, Immersive Computing, and Motion Tracking with ARCore Extend your application by combining ARCore with OpenGL, Machine Learning and more. Book Description Are you a mobile developer or web developer who wants to create immersive and cool Augmented Reality apps with the latest Google ARCore platform? If so, this book will help you jump right into developing with ARCore and will help you create a step by step AR app easily. This book will teach you how to implement the core features of ARCore starting from the fundamentals of 3D rendering to more advanced concepts such as lighting, shaders, Machine Learning, and others. We'll begin with the basics of building a project on three platforms: web, Android, and Unity. Next, we'll go through the ARCore concepts of motion tracking, environmental understanding, and light estimation. For each core concept, you'll work on a practical project to use and extend the ARCore feature, from learning the basics of 3D rendering and lighting to exploring more advanced concepts. You'll write custom shaders to light virtual objects in AR, then build a neural network to recognize the environment and explore even grander applications by using ARCore in mixed reality. At the end of the book, you'll see how to implement motion tracking and environment learning, create animations and sounds, generate virtual characters, and simulate them on your screen. What you will learn Build and deploy your Augmented Reality app to the Android, Web, and Unity platforms Implement ARCore to identify and visualize objects as point clouds, planes, surfaces, and/or meshes Explore advanced concepts of environmental understanding using Google ARCore and OpenGL ES with Java Create light levels from ARCore and create a C# script to watch and propagate lighting changes in a scene Develop graphics shaders that react to changes in lighting and map the environment to place objects in Unity/C# Integrate motion tracking with the Web ARCore API and Google Street View to create a combined AR/VR experience Who this book is for This book is for web and mobile developers who have broad programming knowledge on Java or JavaScript or C# and want to develop Augmented Reality applications with Google ArCore. To follow this book no prior experience with AR development, 3D, or 3D math experience is needed.

The Enterprise and Scrum Ken Schwaber 2007-06-13 It's time to extend the benefits of Scrum—greater agility, higher-quality products, and lower costs—from individual teams to your entire enterprise. However, with Scrum's lack of prescribed rules, the friction of change can be challenging as people struggle to break from old project management habits. In this book, agile-process revolution leader Ken Schwaber takes you through change management—for your organizational and interpersonal processes—explaining how to successfully adopt Scrum across your entire organization. A cofounder of Scrum, Ken draws from decades of experience, answering your questions through case studies of proven practices and processes. With them, you'll learn how to adopt—and adapt—Scrum in the enterprise. And gain profound levels of transparency into your development processes. Discover how to: Evaluate the benefits of adopting Scrum in any size organization Initiate an enterprise transition project Implement a single, prioritized Product Backlog Organize effective Scrum teams using a top-down approach Adapt and apply solutions for integrating engineering practices across multiple teams Shorten release times by managing high-value increments Refine your Scrum practices and help reduce the length of Sprints

Ideation, Conceptualization, Realization Sarah Leins-Zurmuehle 2021-10-11 The software industry is regarded as one of the most creative and dynamic industries in the world. At the same time, sheltering software through copyright and patent law has been a major point of contention for the past 40 years. This doctoral thesis aims to provide new insights to this discussion. Through the use of sociological methodology, it supplies the necessary basic scientific reasearch regarding how software is developed and commercialized nowadays. Based on these findings, it then legally evaluates to what extent copyright and patent law are able to reflect these structures and determines how an optimal protection scope for computer programs could look like today. This doctoral thesis on one hand offers novel insights and points of view on existing legal doctrines. It further acknowledges as well as legally qualifies some prevailing trends in the software industry, such as Scrum and continuous delivery, that have so far been largely unaddressed by copyright and patent law.

Social - Local - Mobile Gerrit Heinemann 2014-11-20 n the future, shopping will be greatly influenced by a combination of localization issues, mobile internet at the point of sale, and use of social networks. This book focuses on the 'SoLoMo synergies' that arise from this paradigm shift in future shopping, which also promises new and effective marketing options for traditional retailers. It also reflects the current status of research and business practice, analyzing the basic factors of SoLoMo in detail. The importance of Location-based Services

(LBS) is elaborated and analyzed in an empirical study using a market based case of kaufDA – a leading German online shopping network. The evidence shows that customers see LBS as an attractive tool and are prepared to change their buying behavior. Though LBS is still in its early stages and its professional longevity remains to be seen, it also promises tremendous potential for the future.

Solving Optimization Problems with MATLAB® Dingyü Xue 2020-04-06 This book focuses on solving optimization problems with MATLAB. Descriptions and solutions of nonlinear equations of any form are studied first. Focuses are made on the solutions of various types of optimization problems, including unconstrained and constrained optimizations, mixed integer, multiobjective and dynamic programming problems. Comparative studies and conclusions on intelligent global solvers are also provided.

Autonomous Systems: Developments and Trends Herwig Unger 2011-11-22 The Workshops on Autonomous Systems emanated from a gathering with the doctoral students of just three chairs at Fernuniversität in Hagen, which we organise twice per year for a number of years now. Their purpose is to discuss on-going research and to create a community spirit. Furthermore, they serve as a means of structuring the students' research processes. The workshop has grown and matured in several respects. The doctoral students presenting their work do not come from a single university anymore, but from three. Besides them and their supervisors, also other scientists became interested in the event and contribute to its programme. Following the model of Advanced Study Institutes, they are available on the premises for relaxed, informal discussions outside the formal sessions. Finally, with the co-sponsorship of Gesellschaft für Informatik, the German Computer Society, and this surprisingly comprehensive volume of contributions published by Springer-Verlag the workshop turned into a visible scientific event.

Architectural Transformations in Network Services and Distributed Systems Andriy Luntovskyy 2017-03-23 With the given work we decided to help not only the readers but ourselves, as the professionals who actively involved in the networking branch, with understanding the trends that have developed in recent two decades in distributed systems and networks. Important architecture transformations of distributed systems have been examined. The examples of new architectural solutions are discussed.

UNIX Systems Programming for SVR4 David Allan Curry 1996 Provides the nitty gritty details on how UNIX interacts with applications. Inlcudes many extended examples on topics ranging from string manipulation to network programming

SAP Change and Transport Management Achim Kösegi 2006 This benchmark book is indispensable when it comes to planning, implementing and maintaining SAP system landscapes. Based on mySAP ERP 2004 (web AS 6.40), readers are provided with strategies and concepts for change and transport management, including detailed best practices for handling the respective SAP tools.

Modern App Development with Dart and Flutter 2 Dieter Meiller 2021-06-21 The book introduces the programming language Dart, the language used for Flutter programming. It then explains the basics of app programming with Flutter in version 2. Using practical examples such as a games app, a chat app and a drawing app, important aspects such as the handling of media files or the connection of cloud services are explained. The programming of mobile as well as desktop applications is discussed. New important features of Dart 2.12 and Flutter 2 are described: - Null safety - Desktop Applications Targeted readers are people with some background in programming, such as students or developers. The sample projects from the book are available for download on the following GitHub repository: https://github.com/meillermedia Over time, more branches may be added. However, the default branches are those that correspond to the state in the book.

Agile Modeling with UML Bernhard Rumpe 2017-04-26 This book focuses on the methodological treatment of UML/P and addresses three core topics of model-based software development: code generation, the systematic testing of programs using a model-based definition of test cases, and the evolutionary refactoring and transformation of models. For each of these topics, it first details the foundational concepts and techniques, and then presents their application with UML/P. This separation between basic principles and applications makes the content more accessible and allows the reader to transfer this knowledge directly to other model-based approaches and languages. After an introduction to the book and its primary goals in Chapter 1, Chapter 2 outlines an agile UML-based approach using UML/P as the primary development language for creating executable

MODELS, GENERATING CODE FROM THE MODELS, DESIGNING TEST CASES, AND PLANNING ITERATIVE EVOLUTION THROUGH REFACTORING. IN THE INTEREST OF COMPLETENESS, CHAPTER 3 PROVIDES A BRIEF SUMMARY OF UML/P, WHICH IS USED THROUGHOUT THE BOOK. NEXT, CHAPTERS 4 AND 5 DISCUSS CORE TECHNIQUES FOR CODE GENERATION, ADDRESSING THE ARCHITECTURE OF A CODE GENERATOR AND METHODS FOR CONTROLLING IT, AS WELL AS THE SUITABILITY OF UML/P NOTATIONS FOR TEST OR PRODUCT CODE. CHAPTERS 6 AND 7 THEN DISCUSS GENERAL CONCEPTS FOR TESTING SOFTWARE AS WELL AS THE SPECIAL FEATURES WHICH ARISE DUE TO THE USE OF UML/P. CHAPTER 8 DETAILS TEST PATTERNS TO SHOW HOW TO USE UML/P DIAGRAMS TO DEFINE TEST CASES AND EMPHASIZES IN PARTICULAR THE USE OF FUNCTIONAL TESTS FOR DISTRIBUTED AND CONCURRENT SOFTWARE SYSTEMS. IN CLOSING, CHAPTERS 9 AND 10 EXAMINE TECHNIQUES FOR TRANSFORMING MODELS AND CODE AND THUS PROVIDE A SOLID FOUNDATION FOR REFACTORING AS A TYPE OF TRANSFORMATION THAT PRESERVES SEMANTICS. OVERALL, THIS BOOK WILL BE OF GREAT BENEFIT FOR PRACTICAL SOFTWARE DEVELOPMENT, FOR ACADEMIC TRAINING IN THE FIELD OF SOFTWARE ENGINEERING, AND FOR RESEARCH IN THE AREA OF MODEL-BASED SOFTWARE DEVELOPMENT. PRACTITIONERS WILL LEARN HOW TO USE MODERN MODEL-BASED TECHNIQUES TO IMPROVE THE PRODUCTION OF CODE AND THUS SIGNIFICANTLY INCREASE QUALITY. STUDENTS WILL FIND BOTH IMPORTANT SCIENTIFIC BASICS AS WELL AS DIRECT APPLICATIONS OF THE TECHNIQUES PRESENTED. AND LAST BUT NOT LEAST, THE BOOK WILL OFFER SCIENTISTS A COMPREHENSIVE OVERVIEW OF THE CURRENT STATE OF DEVELOPMENT IN THE THREE CORE TOPICS IT COVERS.

ELEMENTARY SYNCHRONOUS PROGRAMMING ALI S. JANFADA 2019-06-04 ALGORITHMS ARE THE ESSENCE OF PROGRAMMING. AFTER THEIR CONSTRUCTION, THEY HAVE TO BE TRANSLATED TO THE CODES OF A SPECIFIC PROGRAMMING LANGUAGE. THERE EXISTS A MAXIMUM OF TEN BASIC ALGORITHMIC TEMPLATES. THIS TEXTBOOK AIMS TO PROVIDE THE READER WITH A MORE CONVENIENT AND EFFICIENT METHOD TO CREATE A PROGRAM BY TRANSLATING ALGORITHMS, TEMPLATE BY TEMPLATE WITH C++ AND JAVA. THIS IS THE SLOGAN OF THE BOOK: YOU WILL BE A PROFESSIONAL PROGRAMMER WHENEVER YOU BECOME A SKILLED ALGORITHM DESIGNER. THIS BOOK ATTEMPTS TO GRADUALLY STRENGTHEN THE READERS' ABILITY TO IDENTIFY AND ANALYZE THE MENTAL COMMANDS WHICH ARE ISSUED AND IMPLEMENTED IN THEIR BRAINS FOR SOLVING THE PROBLEMS IN WHICH MATHEMATICAL COMPUTATIONS ARE APPLIED AND TRY TO DESIGN AN ALGORITHM BASED ON THEIR UNDERSTANDING AND ANALYSES. IT THEN SEEKS TO ENCOURAGE THE READERS TO DEVELOP THEIR SKILLS IN ALGORITHM-WRITING FOR COMPUTATIONAL PROBLEMS AND SYNCHRONOUSLY TEACH THEM TO TRANSLATE THE ALGORITHMS INTO C++ AND JAVA CODES USING THE LEAST NECESSARY KEYWORDS.

SOFTWARE PROJECT SURVIVAL GUIDE STEVE MCCONNELL 1998 LOOKS AT A SUCCESSFUL SOFTWARE PROJECT AND PROVIDES DETAILS FOR SOFTWARE DEVELOPMENT FOR CLIENTS USING OBJECT-ORIENTED DESIGN AND PROGRAMMING.

PERSONAL DATA IN COMPETITION, CONSUMER PROTECTION AND INTELLECTUAL PROPERTY LAW MOR BAKHOUM 2018-11-02 THIS BOOK ANALYSES THE LEGAL APPROACH TO PERSONAL DATA TAKEN BY DIFFERENT FIELDS OF LAW. AN INCREASING NUMBER OF BUSINESS MODELS IN THE DIGITAL ECONOMY RELY ON PERSONAL DATA AS A KEY INPUT. IN EXCHANGE FOR SHARING THEIR DATA, ONLINE USERS BENEFIT FROM PERSONALIZED AND INNOVATIVE SERVICES. BUT COMPANIES' COLLECTION AND USE OF PERSONAL DATA RAISE QUESTIONS ABOUT PRIVACY AND FUNDAMENTAL RIGHTS. MOREOVER, GIVEN THE SUBSTANTIAL COMMERCIAL AND STRATEGIC VALUE OF PERSONAL DATA, THEIR ACCUMULATION, CONTROL AND USE MAY RAISE COMPETITION CONCERNS AND NEGATIVELY AFFECT CONSUMERS. TO ESTABLISH A LEGAL FRAMEWORK THAT ENSURES AN ADEQUATE LEVEL OF PROTECTION OF PERSONAL DATA WHILE AT THE SAME TIME PROVIDING AN OPEN AND LEVEL PLAYING FIELD FOR BUSINESSES TO DEVELOP INNOVATIVE DATA-BASED SERVICES IS A CHALLENGING TASK. WITH THIS OBJECTIVE IN MIND AND AGAINST THE BACKGROUND OF THE UNIFORM RULES SET BY THE EU GENERAL DATA PROTECTION REGULATION, THE CONTRIBUTIONS TO THIS BOOK EXAMINE THE SIGNIFICANCE AND LEGAL TREATMENT OF PERSONAL DATA IN COMPETITION LAW, CONSUMER PROTECTION LAW, GENERAL CIVIL LAW AND INTELLECTUAL PROPERTY LAW. INSTEAD OF PROVIDING AN ISOLATED ANALYSIS OF THE DIFFERENT AREAS OF LAW, THE BOOK FOCUSES ON BOTH SYNERGIES AND TENSIONS BETWEEN THE DIFFERENT LEGAL FIELDS, EXPLORING POTENTIAL WAYS TO DEVELOP AN INTEGRATED LEGAL APPROACH TO PERSONAL DATA.

WRITING SECURE CODE MICHAEL HOWARD 2003 COVERS TOPICS SUCH AS THE IMPORTANCE OF SECURE SYSTEMS, THREAT MODELING, CANONICAL REPRESENTATION ISSUES, SOLVING DATABASE INPUT, DENIAL-OF-SERVICE ATTACKS, AND SECURITY CODE REVIEWS AND CHECKLISTS.

HELLO RUBY: JOURNEY INSIDE THE COMPUTER LINDA LIUKAS 2017-10-03 WHAT EXACTLY IS A COMPUTER? HOW DOES IT WORK? WHAT IS IT MADE OF? LEARN ALL THIS AND MORE WITH RUBY! IN RUBY'S WORLD ANYTHING IS POSSIBLE IF YOU PUT YOUR MIND TO IT—EVEN FIXING HER FATHER'S BROKEN COMPUTER! JOIN RUBY AND HER NEW FRIEND, MOUSE, ON AN IMAGINATIVE JOURNEY THROUGH THE INSIDES OF A COMPUTER IN SEARCH OF THE MISSING CURSOR. FROM BITS AND LOGIC GATES TO COMPUTER HARDWARE, IN JOURNEY INSIDE THE COMPUTER, RUBY (AND HER READERS!) WILL LEARN THE BASIC ELEMENTS OF THE MACHINES THAT POWER OUR WORLD. THEN FUTURE KID CODERS CAN PUT THEIR KNOWLEDGE AND IMAGINATIONS TO WORK WITH FUN ACTIVITIES. PRAISE FOR

Linda Liukas and the Hello Ruby series: "[Linda Liukas] wants kids to understand and embrace basic computer logic, so that they later formulate code in the same effortless and creative way they build structures with LEGO." —The Wall Street Journal "Hello Ruby by Linda Liukas is half picture book and half activity book rolled into one adorable package. What I love about it is that it introduces programming without requiring a computer at all." —GeekMom.com

Ensembles in Machine Learning Applications Oleg Okun 2011-09-01 This book contains the extended papers presented at the 3rd Workshop on Supervised and Unsupervised Ensemble Methods and their Applications (SUEMA) that was held in conjunction with the European Conference on Machine Learning and Principles and Practice of Knowledge Discovery in Databases (ECML/PKDD 2010, Barcelona, Catalonia, Spain). As its two predecessors, its main theme was ensembles of supervised and unsupervised algorithms – advanced machine learning and data mining technique. Unlike a single classification or clustering algorithm, an ensemble is a group of algorithms, each of which first independently solves the task at hand by assigning a class or cluster label (voting) to instances in a dataset and after that all votes are combined together to produce the final class or cluster membership. As a result, ensembles often outperform best single algorithms in many real-world problems. This book consists of 14 chapters, each of which can be read independently of the others. In addition to two previous SUEMA editions, also published by Springer, many chapters in the current book include pseudo code and/or programming code of the algorithms described in them. This was done in order to facilitate ensemble adoption in practice and to help to both researchers and engineers developing ensemble applications.

Mobile Cartography Tumasch Reichenbacher 2004 It established new concepts for mobile cartography and showed the differences, but also the similarities towards traditional cartography and web cartography. The main focus is on the elaboration of adaptive methods for visualisation of geographic information for mobile usage, i.e. on mobile devices. Adaptation takes place in the components such as the mobile user, his/her activities with associated goals, as well as the situation they are placed in. The usage scenarios described were helpful for the implementation of a rudimentary, prototypical adaptive geovisualisation service for mobile users. The service for the example of point symbol maps was implemented based on open-standard formats and served as a proof of concept. It basically demonstrates how a mobile client can send as Simple Object Access Protocol (SOAP) encoded context parameters to a web service

DW 2.0: The Architecture for the Next Generation of Data Warehousing W.H. Inmon 2010-07-28 DW 2.0: The Architecture for the Next Generation of Data Warehousing is the first book on the new generation of data warehouse architecture, DW 2.0, by the father of the data warehouse. The book describes the future of data warehousing that is technologically possible today, at both an architectural level and technology level. The perspective of the book is from the top down: looking at the overall architecture and then delving into the issues underlying the components. This allows people who are building or using a data warehouse to see what lies ahead and determine what new technology to buy, how to plan extensions to the data warehouse, what can be salvaged from the current system, and how to justify the expense at the most practical level. This book gives experienced data warehouse professionals everything they need in order to implement the new generation DW 2.0. It is designed for professionals in the IT organization, including data architects, DBAs, systems design and development professionals, as well as data warehouse and knowledge management professionals. * First book on the new generation of data warehouse architecture, DW 2.0. * Written by the "father of the data warehouse", Bill Inmon, a columnist and newsletter editor of The Bill Inmon Channel on the Business Intelligence Network. * Long overdue comprehensive coverage of the implementation of technology and tools that enable the new generation of the DW: metadata, temporal data, ETL, unstructured data, and data quality control.

Tagungsband des 3. Kongresses Montage Handhabung Industrieroboter Thorsten Sch⊠ppstuhl 2018-04-04 Der MHI e.V. ist ein Netzwerk leitender Universit⊠tsprofessoren aus dem deutschsprachigen Raum, die sowohl grundlagenorientiert als auch anwendungsnah in der Montage, Handhabung und Industrierobotik erfolgreich forschend t⊠tig sind. Die Gr⊠ndung der Gesellschaft erfolgte im Fr⊠hjahr 2012. Der MHI e.V. hat derzeit 20 Mitglieder, die ⊠ber ihre Institute und Lehrst⊠hle zurzeit ca. 1.000 Wissenschaftler repr⊠sentieren. Die ⊠bergeordnete Zielsetzung des MHI e.V. ist die F⊠rderung der Zusammenarbeit von deutschsprachigen Wissenschaftlerinnen und Wissenschaftlern untereinander, sowie mit der Industrie im Bereich Montage, Handhabung und Industrierobotik zur Beschleunigung der Forschung, Optimierung der Lehre und zur Verbesserung der internationalen Wettbewerbsf⊠higkeit der deutschen Industrie in diesem Bereich. Das Kolloquium fokussiert auf einen

akademischen Austausch auf hohem Niveau, um die gewonnenen Forschungsergebnisse zu verteilen, synergetische Effekte und Trends zu bestimmen, die Akteure persö̈nlich zu verbinden und das Forschungsfeld sowie die MHI-Gemeinschaft zu stä̈rken.

Mobile Platforms and Development Environments Sumi Helal 2012 Mobile platform development has lately become a technological war zone with extremely dynamic and fluid movement, especially in the smart phone and tablet market space. This Synthesis lecture is a guide to the latest developments of the key mobile platforms that are shaping the mobile platform industry. The book covers the three currently dominant native platforms -- iOS, Android and Windows Phone -- along with the device-agnostic HTML5 mobile web platform. The lecture also covers location-based services (LBS) which can be considered as a platform in its own right. The lecture utilizes a sample application (TwitterSearch) that the authors show programmed on each of the platforms. Audiences who may benefit from this lecture include: (1) undergraduate and graduate students taking mobile computing classes or self-learning the mobile platform programmability road map; (2) academic and industrial researchers working on mobile computing R&D projects; (3) mobile app developers for a specific platform who may be curious about other platforms; (4) system integrator consultants and firms concerned with mobilizing businesses and enterprise apps; and (5) industries including health care, logistics, mobile workforce management, mobile commerce and payment systems and mobile search and advertisement. Table of Contents: From the Newton to the iPhone / iOS / Android / Windows Phone / Mobile Web / Platform-in-Platform: Location-Based Services (LBS) / The Future of Mobile Platforms / TwitterSearch Sample Application

Mobile Applications Development Tarkeshwar Barua 2020-12-16 The book covers the concepts of Python programming language along with mobile application development. Starting from fundamentals, the book continues with the explanation of mobile app development using Kivy framework. All the chapters offer questions and exercises for to better understanding of the subject. At the end of the book some hands-on projects are given to help the readers to improve their programming and project development skills.