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Internet of Things: A Hands-On Approach Arshdeep Bahga 2014-08-09 Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at the book's website: www.internet-of-things-book.com

Organization The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoTs) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case studies on collecting and analyzing data generated by Internet of Things in the cloud are described.

R for Data Science Hadley Wickham 2016-12-12 Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results

Web Technologies Uttam Kumar Roy 2010 Web Technologies is specially designed as a textbook for undergraduate students of Computer Science & Engineering and Information Technology and postgraduate students of Computer Applications. The book seeks to provide a thorough understanding of fundamentals of Web Technologies. Divided into four sections, the book first introduces basic concepts such as Introduction to Web, HTTP, Java Network Programming, HTML, and Cascading Style Sheets (CSS). The following three sections describe various applications of web technologies, namely, XML, client-side scripting, and server-side scripting. The second section on XML Technologies focuses on concepts such as XML Namespace, DTD, and Schema, parsing in XML, concept of XPath, XML Transformation and other XML technologies. The third section dealing with client-side programming includes JavaScript and Applets and the last section introduces server-side programming including CGI, Servlets, JSP, and Introduction to J2EE. Presenting the concepts in comprehensive and lucid manner, the book includes numerous real-world examples and codes for better understanding of the subject. Moreover, the text is supported with illustrations, screenshots, review questions, and exercises.

Object Oriented Programming Through Java P. Radha Krishna 2007-01-29 Covering both the fundamentals and applications, Object Oriented Programming through Java provides a thorough introduction to this popular programming paradigm. It includes coverage of essential topics such as classes, objects, packages, interfaces, multithreading, AWT, Applets, and Swings. The book also includes a detailed overview of various practical applications, including JDBC, Networking classes, and servlets. It contains exercises at the end of every chapter, and sample illustrative programs are used throughout the book. It is a text for courses on object oriented Java programming and a reference for professionals.

Introduction to Machine Learning Ethem Alpaydin 2014-08-22 Introduction -- Supervised learning -- Bayesian decision theory -- Parametric methods -- Multivariate methods -- Dimensionality reduction -- Clustering -- Nonparametric methods -- Decision trees -- Linear discrimination -- Multilayer perceptrons -- Local models -- Kernel machines -- Graphical models -- Brief contents -- Hidden markov models -- Bayesian estimation -- Combining multiple learners -- Reinforcement learning -- Design and analysis of machine learning experiments.

Mastering Cloud Computing Rajkumar Buyya 2013-04-05 Mastering Cloud Computing is designed for undergraduate students learning to develop cloud computing applications. Tomorrow's applications won't live on a single computer but will be deployed from and reside on a virtual server, accessible anywhere, any time. Tomorrow's application developers need to understand the requirements of

building apps for these virtual systems, including concurrent programming, high-performance computing, and data-intensive systems. The book introduces the principles of distributed and parallel computing underlying cloud architectures and specifically focuses on virtualization, thread programming, task programming, and map-reduce programming. There are examples demonstrating all of these and more, with exercises and labs throughout. Explains how to make design choices and tradeoffs to consider when building applications to run in a virtual cloud environment Real-world case studies include scientific, business, and energy-efficiency considerations

Programming in Java Sachin Malhotra 2013-12-28 The second edition of Programming in Java confirms to Java Standard Edition 7, the latest release since Oracle took over Sun Microsystems. It is significant in the sense that the last update was six years back and this major release comes bundled with plenty of enhancements which were overdue. To list a few noticeable enhancements, Java 7 includes support for strings in switch statements, try-with-resources statement, improved multi-catch, binary numeric literals, numeric literals with underscores, new APIs in NIO like Path and Files, automatic resource management, and much more. The second edition presents all these new topics with suitable examples. This second edition is not just about the enhancements introduced in Java 7; practically every chapter has been revisited to refine the text as much as possible with new example codes and greater topical coverage.

Python Network Programming Cookbook Pradeeban Kathiravelu 2017-08-09 Discover practical solutions for a wide range of real-world network programming tasks About This Book Solve real-world tasks in the area of network programming, system/networking administration, network monitoring, and more. Familiarize yourself with the fundamentals and functionalities of SDN Improve your skills to become the next-gen network engineer by learning the various facets of Python programming Who This Book Is For This book is for network engineers, system/network administrators, network programmers, and even web application developers who want to solve everyday network-related problems. If you are a novice, you will develop an understanding of the concepts as you progress with this book. What You Will Learn Develop TCP/IP networking client/server applications Administer local machines' IPv4/IPv6 network interfaces Write multi-purpose efficient web clients for HTTP and HTTPS protocols Perform remote system administration tasks over Telnet and SSH connections Interact with popular websites via web services such as XML-RPC, SOAP, and REST APIs Monitor and analyze major common network security vulnerabilities Develop Software-Defined Networks with Ryu, OpenDaylight, Floodlight, ONOS, and POX Controllers Emulate simple and complex networks with Mininet and its extensions for network and systems emulations Learn to configure and build network systems and Virtual Network Functions (VNF) in heterogeneous deployment environments Explore various Python modules to program the Internet In Detail Python Network Programming Cookbook - Second Edition highlights the major aspects of network programming in Python, starting from writing simple networking clients to developing and deploying complex Software-Defined Networking (SDN) and Network Functions Virtualization (NFV) systems. It creates the building blocks for many practical web and networking applications that rely on various networking protocols. It presents the power and beauty of Python to solve numerous real-world tasks in the area of network programming, network and system administration, network monitoring, and web-application development. In this edition, you will also be introduced to network modelling to build your own cloud network. You will learn about the concepts and fundamentals of SDN and then extend your network with Mininet. Next, you'll find recipes on Authentication, Authorization, and Accounting (AAA) and open and proprietary SDN approaches and frameworks. You will also learn to configure the Linux Foundation networking ecosystem and deploy and automate your networks with Python in the cloud and the Internet scale. By the end of this book, you will be able to analyze your network security vulnerabilities using advanced network packet capture

and analysis techniques. Style and approach This book follows a practical approach and covers major aspects of network programming in Python. It provides hands-on recipes combined with short and concise explanations on code snippets. This book will serve as a supplementary material to develop hands-on skills in any academic course on network programming. This book further elaborates network softwarization, including Software-Defined Networking (SDN), Network Functions Virtualization (NFV), and orchestration. We learn to configure and deploy enterprise network platforms, develop applications on top of them with Python.

Statistics with R Programming - A Beginner's Guide (For JNTU, Kakinada) Mohan, Murali T.
Statistics with R Programming - A Beginner's Guide

The Web Warrior Guide to Web Programming Xue Bai 2003 This overview of the programming languages and tools used to develop dynamic, data-driven, interactive applications is designed for the beginning programmer. It covers the most powerful, useful programming languages and tools clearly and completely.

Search in Artificial Intelligence Leveen Kanal 2012-12-06 Search is an important component of problem solving in artificial intelligence (AI) and, more generally, in computer science, engineering and operations research. Combinatorial optimization, decision analysis, game playing, learning, planning, pattern recognition, robotics and theorem proving are some of the areas in which search algorithms play a key role. Less than a decade ago the conventional wisdom in artificial intelligence was that the best search algorithms had already been invented and the likelihood of finding new results in this area was very small. Since then many new insights and results have been obtained. For example, new algorithms for state space, AND/OR graph, and game tree search were discovered. Articles on new theoretical developments and experimental results on backtracking, heuristic search and constraint propagation were published. The relationships among various search and combinatorial algorithms in AI, Operations Research, and other fields were clarified. This volume brings together some of this recent work in a manner designed to be accessible to students and professionals interested in these new insights and developments.

Computer and Communication Networks Nader F. Mir 2015 Computer and Communication Networks, Second Edition first establishes a solid foundation in basic networking concepts, TCP/IP schemes, wireless networking, Internet applications, and network security. Next, Mir delves into the mathematical analysis of networks, as well as advanced networking protocols. This fully-updated text thoroughly explains the modern technologies of networking and communications among computers, servers, routers, and other smart communication devices, helping readers design cost-effective networks that meet emerging requirements. Offering uniquely balanced coverage of all key basic and advanced topics, it teaches through extensive, up-to-date case studies, 400 examples and exercises, and 250+ illustrative figures. Nader F. Mir provides the practical, scenario-based information many networking books lack, and offers a uniquely effective blend of theory and implementation. Drawing on extensive experience in the field, he introduces a wide spectrum of contemporary applications, and covers several key topics that competitive texts skim past or ignore completely, such as Software-Defined Networking (SDN) and Information-Centric Networking.

Social Networks and the Semantic Web Peter Mika 2007-10-23 Social Networks and the Semantic Web offers valuable information to practitioners developing social-semantic software for the Web. It provides two major case studies. The first case study shows the possibilities of tracking a research community over the Web. It reveals how social network mining from the web plays an important role for

obtaining large scale, dynamic network data beyond the possibilities of survey methods. The second case study highlights the role of the social context in user-generated classifications in content, such as the tagging systems known as folksonomies.

Applications of Machine Learning Prashant Johri 2020-05-04 This book covers applications of machine learning in artificial intelligence. The specific topics covered include human language, heterogeneous and streaming data, unmanned systems, neural information processing, marketing and the social sciences, bioinformatics and robotics, etc. It also provides a broad range of techniques that can be successfully applied and adopted in different areas. Accordingly, the book offers an interesting and insightful read for scholars in the areas of computer vision, speech recognition, healthcare, business, marketing, and bioinformatics.

Structure and Interpretation of Computer Programs Harold Abelson 2022-05-03 A new version of the classic and widely used text adapted for the JavaScript programming language. Since the publication of its first edition in 1984 and its second edition in 1996, *Structure and Interpretation of Computer Programs* (SICP) has influenced computer science curricula around the world. Widely adopted as a textbook, the book has its origins in a popular entry-level computer science course taught by Harold Abelson and Gerald Jay Sussman at MIT. SICP introduces the reader to central ideas of computation by establishing a series of mental models for computation. Earlier editions used the programming language Scheme in their program examples. This new version of the second edition has been adapted for JavaScript. The first three chapters of SICP cover programming concepts that are common to all modern high-level programming languages. Chapters four and five, which used Scheme to formulate language processors for Scheme, required significant revision. Chapter four offers new material, in particular an introduction to the notion of program parsing. The evaluator and compiler in chapter five introduce a subtle stack discipline to support return statements (a prominent feature of statement-oriented languages) without sacrificing tail recursion. The JavaScript programs included in the book run in any implementation of the language that complies with the ECMAScript 2020 specification, using the JavaScript package `sicp` provided by the MIT Press website.

Think Python Allen B. Downey 2015-12-02 If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. *Think Python* is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Programming the World Wide Web Robert W. Sebesta 2010 KEY BENEFIT: A comprehensive introduction to the tools and skills required for both client- and server-side programming, that teaches how to develop platform-independent sites using the most current Web development technology. KEY TOPICS: Internet introduction; Web Browsers and Servers; URL; MIME; HTTP; Web Programmer's Toolbox; HTML and XHTML; CSS; JavaScript(TM); XML and XLST; Applets; Flash; Perl(TM)/CGI; Java

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Web Programming; PHP; ASP.NET Using C# and Ajax; Visual Studio; Database Access through the Web; Ruby; Rails 2.0; Ajax. MARKET: An ideal reference for Web programming professionals.

Object-oriented Modeling and Design James Rumbaugh 1991 This text applies object-oriented techniques to the entire software development cycle.

Introduction to Cryptography and Network Security Behrouz A. Forouzan 2008 In this new first edition, well-known author Behrouz Forouzan uses his accessible writing style and visual approach to simplify the difficult concepts of cryptography and network security. While many security books assume knowledge of number theory and advanced math, or present mainly theoretical ideas, Forouzan presents difficult security topics from the ground up. A gentle introduction to the fundamentals of number theory is provided in the opening chapters, paving the way for the student to move on to more complex security and cryptography topics. Difficult math concepts are organized in appendices at the end of each chapter so that students can first learn the principles, then apply the technical background. Hundreds of examples, as well as fully coded programs, round out a practical, hands-on approach which encourages students to test the material they are learning.

UNIX Network Programming W. Richard Stevens 1990 The Unix model; Interprocess communication; A network primer; Communication protocols; Berkeley sockets; System V transport layer interface; Library routines; Security; Time and date routines; Ping routines; Trivial file transfer protocol; Line printer spoolers; Remote command execution; Remote login; Remote tape drive access; Performance; Remote procedure calls.

COMPUTER ORGANIZATION AND ARCHITECTURE V. RAJARAMAN 2007-06-01 Designed as an introductory text for the students of computer science, computer applications, electronics engineering and information technology for their first course on the organization and architecture of computers, this accessible, student friendly text gives a clear and in-depth analysis of the basic principles underlying the subject. This self-contained text devotes one full chapter to the basics of digital logic. While the initial chapters describe in detail about computer organization, including CPU design, ALU design, memory design and I/O organization, the text also deals with Assembly Language Programming for Pentium using NASM assembler. What distinguishes the text is the special attention it pays to Cache and Virtual Memory organization, as well as to RISC architecture and the intricacies of pipelining. All these discussions are climaxed by an illuminating discussion on parallel computers which shows how processors are interconnected to create a variety of parallel computers. KEY FEATURES □ Self-contained presentation starting with data representation and ending with advanced parallel computer architecture. □ Systematic and logical organization of topics. □ Large number of worked-out examples and exercises. □ Contains basics of assembly language programming. □ Each chapter has learning objectives and a detailed summary to help students to quickly revise the material.

Core Java for Beginners, 3rd Edition Rashmi Kant Das 2013 Core Java for Beginners has been written keeping in mind the requirements of B.Tech and MCA students. The book introduces the core concepts of Java, along with the knowledge of fundamentals required for developing programs. Starting from the basic concepts of object-oriented programming languages, the book covers an entire range of topics, including advanced topics like RMI, JDBC, and so on. The text is replete with several examples to facilitate better understanding of the intricacies of the programming language. KEY FEATURES • Incorporates features of Java 2 and J2SE • Discusses exception handling in depth • Discusses garbage collection • Introduces new pedagogical feature 'Remember', which recapitulates the key points discussed and also clarifies finer programming and conceptual points • Presents around 350 tested

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programs with outputs and reinforces the learning through exercises

Web Technologies Achyut S. Godbole 2013

PHP: The Complete Reference Steven Holzner 2008 Complemented by hundreds of illustrations, a comprehensive resource on the latest version of PHP, the dominant programming language of the Web, demonstrates how to develop a variety of dynamic Web applications--including guest books, chat rooms, and shopping carts--with coverage of data handling, databases, object-oriented programming, AJAX, XML, security issues, and other topics. Original. (Intermediate)

Lex & Yacc John R. Levine 1992 Shows programmers how to use two UNIX utilities, lex and yacc, in program development. The second edition contains completely revised tutorial sections for novice users and reference sections for advanced users. This edition is twice the size of the first, has an expanded index, and covers Bison and Flex.

UNIX System Programming Keith Haviland 1987

Computer Organization V. Carl Hamacher 1990

Jakarta Struts Cookbook Bill Siggelkow 2005-02-23 The Jakarta Struts Framework is a popular open source platform for building web applications from top to bottom with Java. While this popularity has led to a wealth of online and in-print documentation, developers still find themselves faced with a number of common tasks that are not clearly and succinctly explained. In these situations, programmers can now turn to the Jakarta Struts Cookbook an amazing collection of code solutions to common--and uncommon--problems encountered when working with the Struts Framework. Among many other recipes, this book explains how to: display data in complex HTML tables use JSP, the JSTL, and JavaScript in your user interface define static and dynamic action forms validate data and respond to errors use Logging, Validation, and Exception Handling integrate Struts with persistence frameworks like Hibernate and iBATIS This look-up reference is just what today's time-pressed developers need. With solutions to real-world problems just a few page flips away, information is instantly available. And while the book's solutions focus on getting to the point, each recipe's discussion section imparts valuable concept and insight from a Struts veteran. The Jakarta Struts Cookbook is perfect for independent developers, large development teams, and everyone in between who wishes to use the Struts Framework to its fullest potential. Plus, it's completely up-to-date with the latest versions of Framework, so readers can be sure the information is viable.

Programming with JAVA - A Primer E. Balaguruswamy 2014-06-04 Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explains the entire Java language. Discusses Java's unique features such as packages and interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging exercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

Web Technologies: Html, Javascript, Php, Java, Jsp, Asp.Net, Xml And Ajax, Black Book (With Cd)
Kogent Learning Solutions Inc. (with Cd) 2009-09-01

R Programming for Data Science Roger Peng 2012-04 Data science has taken the world by storm. Every field of study and area of business has been affected as people increasingly realize the value of the incredible quantities of data being generated. But to extract value from those data, one needs to be tra

Euclid's Elements A. C. McKay 2016-08-26 This work has been selected by scholars as being culturally important, and is part of the knowledge base of civilization as we know it. This work was reproduced from the original artifact, and remains as true to the original work as possible. Therefore, you will see the original copyright references, library stamps (as most of these works have been housed in our most important libraries around the world), and other notations in the work. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work. As a reproduction of a historical artifact, this work may contain missing or blurred pages, poor pictures, errant marks, etc. Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

WEB TECHNOLOGY N. P. GOPALAN 2014-07-30 This well-received book, now in its second edition, incorporates a new chapter on PHP as Chapter 13 based on the readers' demand in today's world PHP which is an important web programming technology. This text provides students with a comprehensible introduction to the programming and scripting languages currently used to create Web sites and Web applications—the main aim being to teach the programming concepts of various Web technologies and the fundamentals needed to program on the Internet. The book emphasises the underlying fundamentals of Web page development and prepares students to build real-world, industrial strength Web-based applications, and use a wide variety of Web development tools effectively and efficiently. Students are introduced to the concepts of Internet Protocols, Java networking, JavaScript, VBScript and PHP. The material presented on Java network programming contains an elaborate description with examples to help the reader clearly understand the networking concepts. The book is intended as a text for students of Computer Science and Engineering, Information Technology, and Master of Computer Applications. Key Features • Presents well-designed material on HTML, DHTML, XML and PHP with many practical exercises. • Explains the development of servlets with simple examples. • Explores the programming features of JSPs. • Introduces the elements of ASPs with worked-out exercises. • Includes Review Questions and Objective Type Questions at the end of each chapter.

Java Web Services David A. Chappell 2002 Explains what Web services technologies are and how they work, discussing how to use them and what they do and covering topics including SOAP, WSDL, UDDI, security, interoperability, and integration.

Data Structures Using C++ D. S. Malik 2009-07-31 Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

[The C Programming Language](#) Brian W. Kernighan 1988 Introduces the features of the C programming

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language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

Learning XML Erik T. Ray 2003-09-22 This second edition of the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. Learning XML illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need.

DBMS Lab Manual Jitendra Patel 2012-12-01 This manual is specially written for Students who are interested in understanding Structured Query Language and PL-SQL concepts in the Computer Engineering and Information technology field and wants to gain enhance knowledge about power of SQL Language in Relational Database Management System Development. The manual covers practical point of view in all aspects of SQL and PL/SQL including DDL, DML, DCL sublanguages, also there are practices for Views, Group by, Having Clause. All PL-SQL concepts like Condition and Loop Structures, Functions and Procedures, Cursor, Triggers, Locks are illustrated using best examples

Core Python Programming Wesley J Chun 2006-09-18 Praise for Core Python Programming The Complete Developer's Guide to Python New to Python? The definitive guide to Python development for experienced programmers Covers core language features thoroughly, including those found in the latest Python releases--learn more than just the syntax! Learn advanced topics such as regular expressions, networking, multithreading, GUI, Web/CGI, and Python extensions Includes brand-new material on databases, Internet clients, Java/Jython, and Microsoft Office, plus Python 2.6 and 3 Presents hundreds of code snippets, interactive examples, and practical exercises to strengthen your Python skills Python is an agile, robust, expressive, fully object-oriented, extensible, and scalable programming language. It combines the power of compiled languages with the simplicity and rapid development of scripting languages. In Core Python Programming, Second Edition , leading Python developer and trainer Wesley Chun helps you learn Python quickly and comprehensively so that you can immediately succeed with any Python project. Using practical code examples, Chun introduces all the fundamentals of Python programming: syntax, objects and memory management, data types, operators, files and I/O, functions, generators, error handling and exceptions, loops, iterators, functional programming, object-oriented programming and more. After you learn the core fundamentals of Python, he shows you what you can do with your new skills, delving into advanced topics, such as regular expressions, networking programming with sockets, multithreading, GUI development, Web/CGI programming and extending

Python in C. This edition reflects major enhancements in the Python 2.x series, including 2.6 and tips for migrating to 3. It contains new chapters on database and Internet client programming, plus coverage of many new topics, including new-style classes, Java and Jython, Microsoft Office (Win32 COM Client) programming, and much more. Learn professional Python style, best practices, and good programming habits Gain a deep understanding of Python's objects and memory model as well as its OOP features, including those found in Python's new-style classes Build more effective Web, CGI, Internet, and network and other client/server applications Learn how to develop your own GUI applications using Tkinter and other toolkits available for Python Improve the performance of your Python applications by writing extensions in C and other languages, or enhance I/O-bound applications by using multithreading Learn about Python's database API and how to use a variety of database systems with Python, including MySQL, Postgres, and SQLite Features appendices on Python 2.6 & 3, including tips on migrating to the next generation!

XML, Web Services, and the Data Revolution Frank P. Coyle 2002 This invaluable guide places XML in context, discussing why it is so significant, and how it affects the business and computing worlds, most recently with the emergence of Web services. It also explores the full ranges of XML related technologies.