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Making Use of JSP - Madhushree Ganguli 2003-08-16

JavaServer Pages (JSP) is a multipurpose language based on Java technology that provides a simplified, fast way to create dynamic Web content. JSP is specific to Web page creation and rendering, and is a key Web technology for developers and administrators working with Java. Explains how JSP can be used to simplify tasks, shorten the development cycle, and integrate Web content with other elements of J2EE Shows how JSP enables Web designers and other nonprogrammers to quickly gain essential abilities for the creation of dynamic Web pages

C++ Programming - Li Zheng 2019-02-19

This book begins by explaining key concepts in programming, and elaborates on characteristic of class, including inheritance, derivation and polymorphism. It also introduces generic programming and Standard Template Library, I/O Stream Library and Exception Handling. The concepts and methods are illustrated via examples step by step, making the book an essential reading for beginners to C++ programming.

Computerworld - 1998-04-06

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Training Kit (Exam 70-461): Querying Microsoft SQL Server 2012 - Itzik Ben-Gan 2012-11

Ace your preparation for Microsoft® Certification Exam 70-461 with this 2-in-1 Training Kit from Microsoft Press®. Work at your own pace through a series of lessons and practical exercises, and then assess your skills with practice tests on CD—featuring multiple, customizable testing options. Maximize your performance on the exam by learning how to: Create database objects Work with data Modify data Troubleshoot and optimize queries You also get an exam discount voucher—making this book an exceptional value and a great career investment.

Java Actually - Khalid Azim Mughal 2007

Class tested by the authors over 3 years, this new Java textbook takes a unique approach to the difficult job of introducing students to programming. There are several unique aspects to the approach taken in this book. First, its sequencing of topics is fresh and innovative and very much in step with current trends. The book is structured into 3 main parts: Structured Programming, Object-based Programming, and Object-oriented Programming. The themes that run through the book instill core programming principles and are: object-oriented programming; concepts rather than syntax; fundamental data modelling, and developing algorithms. The presentation is examples-driven and focuses on problem solving techniques which is an essential pedagogy for a practical subject

such as programming. A two semester of this title is also available featuring extra content on applying OOP.

Making Use of JavaScript - Shweta Bhasin 2002-09-18

JavaScript is a versatile language that can be used to enhance client-side and server-side scripting. JavaScript is also widely used for its abilities to manage user input, show text, play sounds, display images, and communicate with a plug-in response. * JavaScript, unlike many other programming languages, is relatively easy to master, even for those who have no programming experience * Mastery of JavaScript allows Web masters and Web site developers to easily add interactivity, moving beyond static HTML pages

Dataquest - 2008-07

Running Training Like a Business - David Van Adelsberg 1999-06

Many of today's business leaders champion learning as essential to business success, backing their belief with massive investments in Training and Development (T&D). In fact, T&D investments reach \$56 billion per year in the U.S. alone. In this era of unprecedented opportunity, the time is right for T&D to become a full-fledged "player" in the world of business. At issue, the authors contend, is T&D's inability to seize this opportunity and deliver unmistakable value to its most influential customers-the executives who pay for training services but are unable to see clear business value being returned on their companies' training investments. The authors also contend that T&D must alter the traditional precepts that keep it "separate from the business" and "out of the loop" strategically. Van Adelsberg and Trolley suggest that the key to delivering unmistakable business value lies in transforming T&D-in spirit and in practice-from a function to a business. The authors draw on their experiences working inside Moore Corporation, DuPont, Mellon Bank, Kaiser Permanente, Texas Instruments, and other top businesses to illustrate how "Running Training Like a Business": 1. Eliminates the many hidden costs of training; 2. Re-focuses T&D from delivering training content to addressing business issues; 3. Makes T&D a full strategic partner in

business decision making; 4. Ensures that training measurement is "baked in, not bolted on"; 5. Improves the effectiveness and efficiency of internal and/or external T&D organizations. Trolley and van Adelsberg lead the reader through a proven four-step process for transforming traditional training organizations into training enterprises capable of delivering unmistakable value, quarter after quarter and year after year.

Core Java - Gary Cornell 1996

With this book/CD package, experienced programmers will get to the heart of Java quickly and easily--from the fundamentals to advanced tips and tricks of the experts. The book is perfect for C/C++ programmers who want to add Java to their skill set, Visual Basic programmers who want to learn Java to broaden their marketability, and COBOL programmers who want to "retool" by learning Java.

Java Web Services Programming - Rashim Mogha & V.V.Preetham 2009-08-01

Java Network Programming and Distributed Computing - David Reilly 2002

Java's rich, comprehensive networking interfaces make it an ideal platform for building today's networked, Internet-centered applications, components, and Web services. Now, two Java networking experts demystify Java's complex networking API, giving developers practical insight into the key techniques of network development, and providing extensive code examples that show exactly how it's done. David and Michael Reilly begin by reviewing fundamental Internet architecture and TCP/IP protocol concepts all network programmers need to understand, as well as general Java features and techniques that are especially important in network programming, such as exception handling and input/output. Using practical examples, they show how to write clients and servers using UDP and TCP; how to build multithreaded network applications; and how to utilize HTTP and access the Web using Java. The book includes detailed coverage of server-side application development; distributed computing development with RMI and CORBA; and email-enabling applications with the powerful JavaMail API. For all

beginning to intermediate Java programmers, network programmers who need to learn to work with Java.

Himāl - 2001

A Book on C - Al Kelley 1990

The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language.

Annotation copyrighted by Book News, Inc., Portland, OR

Special Edition Using TCP/IP - Ramadas Shanmugam 2002

Special Edition Using TCP/IP, 2E is the practical guide to applications of TCP/IP, including utilities for operation, troubleshooting, and management, with insight into future applications such as Voice over IP and VPNs. It includes current TCP/IP draft standards and future work planned. Clear illustrations of practical utilities enable the reader to understand both the technology and applications together from a single source. It includes current scaling problems in the Internet like addressing and routing. Both short-term solutions and long-term solutions for these problems are discussed.

F&S Index International Annual - 1999

Journal of Asian Business - 2004

Introduction to Software Testing - Paul Ammann 2008-01-28

Extensively class-tested, this textbook takes an innovative approach to software testing: it defines testing as the process of applying a few well-defined, general-purpose test criteria to a structure or model of the software. It incorporates the latest innovations in testing, including techniques to test modern types of software such as OO, web applications, and embedded software. The book contains numerous examples throughout. An instructor's solution manual, PowerPoint slides, sample syllabi, additional examples and updates, testing tools for students, and example software programs in Java are available on an extensive website.

Learning UML 2.0 - Russ Miles 2006-04-25

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

A Complete Guide to Programming in C++ - Ulla Kirch-Prinz 2002

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Sun ONE Studio Programming - Rashim Mogha 2002-08-16

Provides in-depth coverage of the Forte for Java IDE product line and introduces the features of the IDE. It then moves on to explain the steps to install and customize the IDE and develop basic Java applications. Further, it describes the steps to perform advanced operations in the IDE, including automatically updating modules, managing modules, developing JavaServer Pages (JSP) files, and developing and customizing JavaBeans. The book also explains the user interface components, the functions of various workspaces, and the help features of the IDE. Contains conceptual explanations and detailed case studies to give real-time exposure to the reader. Contains a bank of questions to test the knowledge imparted to the reader. Provides detailed steps to configure various services available with the Forte for Java IDE. ABOUT THE CD-ROM Forte for Java 3.0, plus author source code and examples.

C# Bible - Jeff Ferguson 2002-08-09

100% comprehensive, the C# Bible will have even beginning programmers up and running with Microsoft's new C# language quickly and easily. But this title does not stop at just presenting the C# language - it teaches practical application development in the new .NET Framework. Starting at ground zero, readers will benefit from veteran developer Jeff Ferguson's insight into topics that include: * Background of C# * .NET concepts * Defining data with variables * Building

containers with arrays * Writing expressions and statements * Object Oriented Programming with C# * Maintaining state with fields * Defining behavior with methods * Building WinForm and WebFom applications * Using C# in ASP.NET * Working with COM

Computerworld - 2003-05-05

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide.

Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

JavaScript for Impatient Programmers - Axel Rauschmayer 2019-08-30

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately).

Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Advanced Java Programming - Uttam Kumar Roy 2015-07-09

Advanced Java Programming is a textbook specially designed for undergraduate and postgraduate students of Computer Science, Information Technology, and Computer Applications (BE/BTech/BCA/ME/M.Tech/MCA). Divided into three parts, the book provides an exhaustive coverage of topics taught in advanced Java and other related subjects.

OCA: Oracle Certified Associate Java SE 8 Programmer I Study Guide - Jeanne Boyarsky 2014-12-31

Full coverage of functional programming and all OCA Java Programmer exam objectives OCA, Oracle Certified Associate Java SE 8 Programmer I Study Guide, Exam 1Z0-808 is a comprehensive study guide for those taking the Oracle Certified Associate Java SE 8 Programmer I exam (1Z0-808). With complete coverage of 100% of the exam objectives, this book provides everything you need to know to confidently take the exam. The release of Java 8 brought the language's biggest changes to date,

and for the first time, candidates are required to learn functional programming to pass the exam. This study guide has you covered, with thorough functional programming explanation and information on all key topic areas Java programmers need to know. You'll cover Java inside and out, and learn how to apply it efficiently and effectively to create solutions applicable to real-world scenarios. Work confidently with operators, conditionals, and loops Understand object-oriented design principles and patterns Master functional programming fundamentals
Computerworld - 2000-09-25

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Financial Statements and Their Analysis - Frederick A. Martinetti 1926

UML for Java Programmers - Robert C. Martin 2003

The Unified Modeling Language has become the industry standard for the expression of software designs. The Java programming language continues to grow in popularity as the language of choice for the serious application developer. Using UML and Java together would appear to be a natural marriage, one that can produce considerable benefit. However, there are nuances that the seasoned developer needs to keep in mind when using UML and Java together. Software expert Robert Martin presents a concise guide, with numerous examples, that will help the programmer leverage the power of both development concepts. The author ignores features of UML that do not apply to java programmers, saving the reader time and effort. He provides direct guidance and points the reader to real-world usage scenarios. The overall practical approach of this book brings key information related to Java to the many presentations. The result is an highly practical guide to using the UML with Java.

The Virtual University - Unesco 2006

E-learning and the virtual university are examples of the use of information and communication technology (ICT) as a teaching and learning approach and an organizational structure. Both raise issues associated with the phenomenon of cross-border education. This publication explores the related ICT policy, planning and management implications of several new or reorganized institutions of higher education. Three background chapters describe the context - the trends and challenges and the impact of cross-border education. Eight case studies from different regions and representing various institutional models tell the story of their development and relate what they have learned.

Business 2.0 - 2004-08

Tell - 2008

Java 2D API Graphics - Vincent Hardy 2000

This combination book and CD-ROM package shows Java 2D graphics API users how to create awesome graphics with step-by-step color graphics and dozens of detailed code examples. The author offers an exhaustive overview of the program features, components and key applications, and also introduces his exclusive Graphics Layer Framework, a high-level programming model that dramatically simplifies Java 2D programming and is included free on the CD-ROM.

Learning JavaScript Design Patterns - Addy Osmani 2012-07-08

With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential

topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

Object Oriented Programming using Java - Simon Kendal 2009

The Economist - 1851

Intermediate C Programming - Yung-Hsiang Lu 2015-06-17

Teach Your Students How to Program Well Intermediate C Programming provides a stepping-stone for intermediate-level students to go from writing short programs to writing real programs well. It shows students how to identify and eliminate bugs, write clean code, share code with others, and use standard Linux-based tools, such as ddd and valgrind. The text covers numerous concepts and tools that will help your students write better programs. It enhances their programming skills by explaining programming concepts and comparing common mistakes with correct programs. It also discusses how to use debuggers and the strategies for debugging as well as studies the connection between programming and discrete mathematics.

Computerworld - 2003-01-27

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Information Management in the New Millennium - 2002

Papers presented at the Nineteenth Annual Convention of the Society for Information Science and Conference on Information Management in the New Millennium, held at New Delhi during 27-29 January 2000; with special reference to India.

Far Eastern Economic Review - 1998

Thinking in Java - Bruce Eckel 2003

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.