

Essential Skills for First-Time Programmers

JSP™

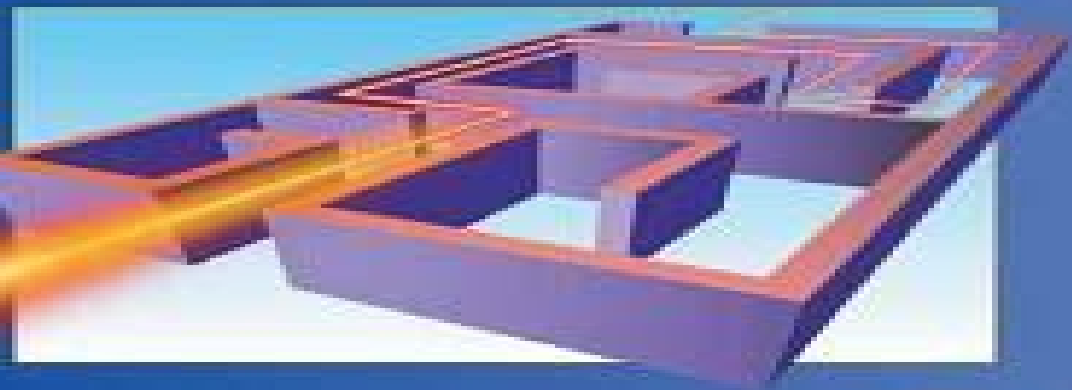
A Beginner's Guide

Learn the fundamentals of JavaServer Pages programming

Get details on syntax, scripting elements, implicit objects, and extended actions

Build real-world applications

Integrate a database into your JSP architecture



Gary Bollinger

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Jsp A Beginners Guide

Anthony S. Fauci



Jsp A Beginners Guide:

JSP Gary Bollinger, Bharathi Natarajan, 2001 JavaServer Pages JSP are a popular way to deliver dynamic content to otherwise static HTML pages JSPs are executed on Web servers and are used to generate interactive viewer specific information This title provides a learning tool for entry level programmers *Servlet & JSP: A Beginner's Tutorial* Budi Kurniawan, 2016-05-02 Servlet and JavaServer Pages JSP are the underlying technologies for developing web applications in Java They are essential for any programmer to master in order to effectively use frameworks such as JavaServer Faces Struts 2 or Spring MVC Covering Servlet 3.1 and JSP 2.3 this book explains the important programming concepts and design models in Java web development as well as related technologies and new features in the latest versions of Servlet and JSP With comprehensive coverage and a lot of examples this book is a guide to building real world applications *Learn UML in 24 Hours* Alex Nordeen, 2020-10-31 UML stands for Unified Modeling Language used for creating object oriented meaningful documentation models for any software system present It provides us a way to develop rich models that describe the working of any software hardware systems UML serves a great way of creating professional documentation which is a necessary part of any project development Here is what is covered in the book Chapter 1 UML Diagrams Versions Types History Tools Examples 1 What is UML 2 Why use UML Complete History 3 UML Versions 4 Characteristics of UML 5 Conceptual model 6 UML Diagrams 7 UML Tools Chapter 2 UML Notation Tutorial Symbol with Examples 1 What is a model 2 UML Building Blocks 3 Things 4 Relationships 5 Diagrams Chapter 3 UML Relationships with EXAMPLE Dependency Generalization Realization 1 Association 2 Dependency 3 Generalization 4 Realization 5 Composition 6 Aggregation Chapter 4 UML Association vs Aggregation vs Composition with EXAMPLE 1 Association 2 Composition 3 Aggregation 4 Association vs Aggregation vs Composition Chapter 5 UML Class Diagram Tutorial with Examples 1 What is Class 2 What is Class Diagram 3 Benefits of Class Diagram 4 Essential elements of A UML class diagram 5 Aggregation vs Composition 6 Abstract Classes 7 Example of UML Class Diagram 8 Class Diagram in Software Development Lifecycle 9 Best practices of Designing of the Class Diagram Chapter 6 What is UML Object Diagram Tutorial with Example 1 What is a Class Diagram 2 What is an Object Diagram 3 How to draw an object diagram 4 Purpose of an object diagram 5 Applications of Object Diagrams 6 Class vs Object Diagrams Chapter 7 UML Use Case Diagram Tutorial with EXAMPLE 1 What is the Use Case Diagram 2 Why Use Case diagram 3 Use case diagram notations 4 How to draw a use case diagram 5 Tips for drawing a use case diagram 6 An example of a use case diagram 7 When to use a use case diagram Chapter 8 State Machine Diagram UML Tutorial with EXAMPLE 1 What is a State Machine Diagram 2 Why State Machine Diagram 3 Notation and Symbol for State Machine 4 Types of State 5 How to draw a Statechart diagram 6 When to use State Diagrams 7 Example of State Machine 8 State machine vs Flowchart Chapter 9 UML Activity Diagram What is Components Symbol EXAMPLE 1 What is an Activity Diagram 2 Components of Activity Diagram 3 Why use Activity Diagrams 4 Activity Diagram Notations 5 How to draw an

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Polymorphism Chapter 6 Memory 1 Java Stack and Heap 2 Java Static Methods and Variables 3 How Garbage Collection Works in Java Chapter 7 Conditional Loops 1 How to Loop Iterate an array in Java 2 Java Switch Case Tutorial Chapter 8 Exception Handling 1 Java Exception Handling 2 Guide to Java Exception Hierarchy 3 Create User Defined Exception in Java 4 How to use throws keyword in Java Exception Chapter 9 Math 1 Java Math Class Tutorial 2 Chapter 10 Important Stuff 3 Multithreading in Java 4 How to use Date in Java 5 How to use Java Timer and Example [Learn Hacking in 24 Hours](#) Alex Nordeen,2020-09-15 If you are attracted to Hacking world this book must be your first step This book teaches you how to think like hackers and protect your computer system from malware viruses etc It will give you insight on various techniques and tools used by hackers for hacking The book demonstrates how easy it is to penetrate other system and breach cyber security At the same time you will also learn how to fight these viruses with minimum damage to the system Irrespective of your background you will easily understand all technical jargons of hacking covered in the book It also covers the testing methods used by ethical hackers to expose the security loopholes in the system Once familiar with the basic concept of hacking in this book even dummies can hack a system Not only beginners but peers will also like to try hands on exercise given in the book Table Of Content Chapter 1 Introduction 1 What is hacking 2 Common hacking terminologies 3 What is Cybercrime 4 What is ethical hacking Chapter 2 Potential Security Threats 1 What is a threat 2 What are Physical Threats 3 What are Non physical Threats Chapter 3 Hacking Tools Skills 1 What is a programming language 2 What languages should I learn 3 What are hacking tools 4 Commonly Used Hacking Tools Chapter 4 Social Engineering 1 What is social engineering 2 Common Social Engineering Techniques 3 Social Engineering Counter Measures Chapter 5 Cryptography 1 What is cryptography 2 What is cryptanalysis 3 What is cryptology 4 Encryption Algorithms 5 Hacking Activity Hack Now Chapter 6 Cracking Password 1 What is password cracking 2 What is password strength 3 Password cracking techniques 4 Password Cracking Tools 5 Password Cracking Counter Measures Chapter 7 Trojans Viruses and Worms 1 What is a Trojan 2 What is a worm 3 What is a virus 4 Trojans viruses and worms counter measures Chapter 8 Network Sniffers 1 What is IP and MAC Addresses 2 What is network sniffing 3 Passive and Active Sniffing 4 What is ARP Poisoning 5 What is a MAC Flooding 6 Sniffing the network using Wireshark Chapter 9 Hack Wireless Networks 1 What is a wireless network 2 How to access a wireless network 3 Wireless Network Authentication 4 How to Crack Wireless Networks 5 Cracking Wireless network WEP WPA keys Chapter 10 DoS Denial of Service Attacks 1 What is DoS Attack 2 Type of DoS Attacks 3 How DoS attacks work 4 DoS attack tools Chapter 11 Hack a Web Server 1 Web server vulnerabilities 2 Types of Web Servers 3 Types of Attacks against Web Servers 4 Web server attack tools Chapter 12 Hack a Website 1 What is a web application What are Web Threats 2 How to protect your Website against hacks 3 Hacking Activity Hack a Website Chapter 13 SQL Injection 1 What is a SQL Injection 2 How SQL Injection Works 3 Other SQL Injection attack types 4 Automation Tools for SQL Injection

Pentaho 5.0 Reporting by Example: Beginner's Guide Mariano, GARCIA MATTIO,Dario R. Bernabeu,2013-08-21 Key

Features Install and configure PRD in Linux and Windows Create complex reports using relational data sources Produce reports with groups aggregate functions parameters graphics and sparklines Install and configure Pentaho BI Server to execute PRD reports Create and publish your own Java web application with parameterized reports and an interactive user interface Book Description Open source reporting tools and techniques such as PRD have been comparable in quality to their commercial counterparts this is largely due to the market's marked tendency to choose open source solutions PRD is a very powerful tool and in order to take full advantage of it you need to pay attention to the important details Pentaho 5.0 Reporting by Example Beginner's Guide clearly explains the the foundation and then puts those concepts into practice through step by step visual guides Feeling confident with your newly discovered desirable skill you will have the power to create your very own professional reports including graphics formulas sub reports and many other forms of data reporting Pentaho 5.0 Reporting By Example Beginner's Guide is a step by step guide to create high quality professional reports Starting with the basics we will explore each feature to ensure a thorough understanding to peel back the curtain and take full advantage of the power that Pentaho puts at our fingertips This book gives you the necessary resources to create a great variety of reports You will be able to make reports that contain sub reports include graphics sparklines and so on You will also be able to parameterize your reports so that the final user can decide what information to visualize You will be able to create your own spotlight type indicators and drill down in your reports and execute your reports from your own web application Pentaho 5.0 Reporting By Example Beginner's Guide lets you learn everything necessary to work seriously with one of the world's most popular open source reporting tools This book will guide you chapter by chapter through examples graphics and theoretical explanations so that you feel comfortable interacting with Pentaho Report Designer and creating your own reports What you will learn Download configure and install Pentaho Report Designer Create your own data sources or insertable objects that can use them Produce reports with different hierarchical levels and create aggregate functions to calculate totals and sub totals Use parameters in your reports to enable the user to interact directly with your report Generate your own sub reports and add graphics and sparklines Create reports with the capacity to drill down Publish and execute your reports on the Pentaho BI Server Produce reports that use session variables such as user role to vary their content Develop your own Java web application to execute your reports Who this book is for Pentaho 5.0 By Example Beginner's Guide is the ideal companion for a wide variety of developers Whether you are new to the world of Business Intelligence reporting or an experienced BI analyst this book will guide you through the creation of your first reports in Pentaho We assume some knowledge of the SQL language and database systems [Spring MVC: Beginner's Guide](#) Amuthan Ganeshan, 2016-07-29 Unleash the power of the latest Spring MVC 4.x to develop a complete application About This Book Work through carefully crafted exercises with detailed explanations for each step will help you understand the concepts with ease You will gain a clear understanding of the end to end request response life cycle and each logical component's

responsibility This book is packed with tips and tricks that demonstrate industry best practices on developing a Spring MVC based application Who This Book Is For The book is for Java developers who want to exploit Spring MVC and its features to build web applications Some familiarity with basic servlet programming concepts would be a plus but is not a prerequisite What You Will Learn Familiarize yourself with the anatomy of the Spring 4 X development environment Understand web application architecture and the Spring MVC request flow Integrate bean validation and custom validation Use error handling and exception resolving Get to grips with REST based web service development and Ajax Test your web application In Detail Spring MVC helps you build flexible and loosely coupled web applications The Spring MVC Framework is architected and designed in such a way that every piece of logic and functionality is highly configurable Also Spring can integrate effortlessly with other popular web frameworks such as Struts WebWork Java Server Faces and Tapestry The book progressively teaches you to configure the Spring development environment architecture controllers libraries and more before moving on to developing a full web application It begins with an introduction to the Spring development environment and architecture so you re familiar with the know hows From here we move on to controllers views validations Spring Tag libraries and more Finally we integrate it all together to develop a web application You ll also get to grips with testing applications for reliability Style and approach This book takes a pragmatic step by step approach to web application development using Spring MVC with informative screenshots and concise explanation Sams Teach Yourself JavaServer Pages in 21 Days Steven Holzner,2003 Sun predicts that more Web developers without Java experience will be migrating to JSP in 2002 2003 and beyond This is one of few JSP books aimed at this group rather than Java professionals Packed with hundreds of practical real world examples this title offers a proven tutorial format to teach JSP in 21 example driven lessons

A Beginner's Guide to Writing Minecraft Plugins in JavaScript Walter Higgins,2015-04-10 The book is for anyone who wants to learn how to modify Minecraft no previous programming experience required The book uses JavaScript a popular programming language for creating websites and scripting Aimed at kids who already play Minecraft this guide will teach coding through a series of Recipes the term used in game when crafting new objects For example in the game one of the first things any player must do is create a Workbench or Crafting Table which will in turn enable the player to create sophisticated tools Recipe 1 in the book the term Recipe and Chapter is interchangeable is A modding Workbench and its ingredients are the tools the reader will need to begin modding The goal of each Recipe chapter is to introduce a new JavaScript concept or expand upon a previously introduced concept The author will present each recipe as a useful addition to the game while gently introducing programming concepts in an approachable style This unique approach gets over the problem of introducing JavaScript in an interesting way and avoids spending 3 or 4 chapters explaining JavaScript core concepts in a vacuum Several Recipes will be covered including Rolling Dice Snowball Fight Piggie Pandemonium Advanced Modding and more **Macromedia Flash MX** Brian Underdahl,2002 This is a comprehensive introduction to Macromedia

Flash combined with special beginning level coverage of ActionScript Flash's native programming language [Java 2](#) Herbert Schildt, 2002 [Servlet & JSP](#) Budi Kurniawan, 2016 Servlet and JavaServer Pages JSP are the underlying technologies for developing web applications in Java They are essential for any programmer to master in order to effectively use frameworks such as JavaServer Faces Struts 2 or Spring MVC Covering Servlet 3.1 and JSP 2.3 this book explains the important programming concepts and design models in Java web development as well as related technologies and new features in the latest versions of Servlet and JSP With comprehensive coverage and a lot of examples this book is a guide to building real world applications [Handbook of Analytical Validation](#) Michael E. Swartz, Ira S. Krull, 2012-04-24 Written for practitioners in both the drug and biotechnology industries the Handbook of Analytical Validation carefully compiles current regulatory requirements on the validation of new or modified analytical methods Shedding light on method validation from a practical standpoint the handbook Contains practical up to date guidelines for analytical method validation Summarizes the latest regulatory requirements for all aspects of method validation even those coming from the USP but undergoing modifications Covers development optimization validation and transfer of many different types of methods used in the regulatory environment Simplifying the overall process of method development optimization and validation the guidelines in the Handbook apply to both small molecules in the conventional pharmaceutical industry as well as the biotech industry [Sphinx Search Beginner's Guide](#) Abbas Ali, 2011-03-16 Implement full text search with lightning speed and accuracy using Sphinx **Introduction to Educational English Literature** Novita Dewi, 2022-06-30 Introduction to Educational English Literature is a guide book to use at the undergraduate level to introduce students to the world of literature The aim is to acquaint students with various kinds of literary genres and basic theories in appreciating literary works in elementary level The book shows how literature directly relates to the personal social ecological and spiritual aspects of our life By reading and appreciating literary works students may develop empathic understanding of self others and the world around us Introduction to Educational English Literature has 11 units each covers the following objectives of the unit illustrated concepts used in literary appreciation signposted exercises **The Absolute Beginner's Guide to Learn Database Programming Using Python GUI with PostgreSQL and SQL Server** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-16 This book is a comprehensive guide to Python as one of the fastest growing computer languages including Web and Internet applications This clear and concise introduction to the Python language is aimed at readers who are already familiar with programming in at least one language This hands on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of PostgreSQL and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and

SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from both databases. In designing a GUI and as an IDE you will make use of Qt Designer. In the first chapter you will learn to use several widgets in PyQt5: Display a welcome message, Use the Radio Button widget, Grouping radio buttons, Displays options in the form of a check box, and Display two groups of check boxes. In chapter two you will learn to use the following topics: Using Signal Slot Editor, Copy and place text from one Line Edit widget to another, Convert data types and make a simple calculator, Use the Spin Box widget, Use scrollbars and sliders, Using the Widget List, Select a number of list items from one Widget List and display them on another Widget List widget, Add items to the Widget List, Perform operations on the Widget List, Use the Combo Box widget, Displays data selected by the user from the Calendar Widget, Creating a hotel reservation application, and Display tabular data using Table Widgets. In chapter three you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five you will join the six classes: Teacher, TClass, Subject, Student, Parent, and Tuition, and make queries over those tables. In chapter six you will get introduction of postgresql. And then you will learn: querying data from the postgresql using Python including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In chapter seven you will create and configure PostgreSQL database. In this chapter you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight you will create a table with the name Feature_Extraction which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields except keys will have a VARCHAR data type 200. You will also create GUI to display, edit, insert, and delete for this table. In chapter nine you will create two tables: Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter ten you will create two tables: Victim and Case_File. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File

table has seven columns case_file_id primary key suspect_id foreign key police_id foreign key investigator_id foreign key victim_id foreign key status and description You will create GUI to display edit insert and delete for both tables as well

The Absolute Beginner's Guide to Learn Python GUI with MySQL and SQL Server Databases Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-16 This hands on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MySQL and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to MySQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from both databases In designing a GUI and as an IDE you will make use of Qt Designer In the first chapter you will learn to use several widgets in PyQt5 Display a welcome message Use the Radio Button widget Grouping radio buttons Displays options in the form of a check box and Display two groups of check boxes In chapter two you will learn to use the following topics Using Signal Slot Editor Copy and place text from one Line Edit widget to another Convert data types and make a simple calculator Use the Spin Box widget Use scrollbars and sliders Using the Widget List Select a number of list items from one Widget List and display them on another Widget List widget Add items to the Widget List Perform operations on the Widget List Use the Combo Box widget Displays data selected by the user from the Calendar Widget Creating a hotel reservation application and Display tabular data using Table Widgets In chapter three you will learn How to create the initial three tables project in the School database Teacher Class and Subject tables How to create database configuration files How to create a Python GUI for inserting and editing tables How to create a Python GUI to join and query the three tables In chapter four you will learn how to Create a main form to connect all forms Create a project will add three more tables to the school database Student Parent and Tuition tables Create a Python GUI for inserting and editing tables Create a Python GUI to join and query over the three tables In chapter five you will join the six classes Teacher TClass Subject Student Parent and Tuition and make queries over those tables In chapter six you will create and configure database In this chapter you will create Suspect table in crime database This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo You will also create GUI to display edit insert and delete for this table In chapter seven you will create a table with the name Feature_Extraction which has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 The six fields except keys will have VARBINARY MAX data type You will also create GUI to display edit insert and delete for this table In chapter eight you will create two tables Police and Investigator The Police table has six columns police_id primary key province city address telephone and photo The Investigator table has eight columns investigator_id primary key investigator_name rank birth_date

gender address telephone and photo You will also create GUI to display edit insert and delete for both tables In the last chapter you will create two tables Victim and Case_File The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File table has seven columns case_file_id primary key suspect_id foreign key police_id foreign key investigator_id foreign key victim_id foreign key status and description You will create GUI to display edit insert and delete for both tables

The Absolute Beginner's Guide to Learn Database Programming Using Python GUI with MariaDB and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-16 This book is designed to introduce programmers to programming and computational thinking through the lens of exploring database This book offers Python programmers one place to look when they need help guiding to Python as one of the fastest growing computer languages including Web and Internet applications This clear and concise introduction to the Python language is aimed at readers who are already familiar with programming in at least one language This hands on book introduces the essential topic of coding and the Python computer language to beginners and programmers of all ages This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to MariaDB and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from both databases In designing a GUI and as an IDE you will make use Qt Designer In the first chapter you will learn to use several widgets in PyQt5 Display a welcome message Use the Radio Button widget Grouping radio buttons Displays options in the form of a check box and Display two groups of check boxes In chapter two you will learn to use the following topics Using Signal Slot Editor Copy and place text from one Line Edit widget to another Convert data types and make a simple calculator Use the Spin Box widget Use scrollbars and sliders Using the Widget List Select a number of list items from one Widget List and display them on another Widget List widget Add items to the Widget List Perform operations on the Widget List Use the Combo Box widget Displays data selected by the user from the Calendar Widget Creating a hotel reservation application and Display tabular data using Table Widgets In chapter three you will learn How to create the initial three tables project in the School database Teacher Class and Subject tables How to create database configuration files How to create a Python GUI for inserting and editing tables How to create a Python GUI to join and query the three tables In chapter four you will learn how to Create a main form to connect all forms Create a project will add three more tables to the school database Student Parent and Tuition tables Create a Python GUI for inserting and editing tables Create a Python GUI to join and query over the three tables In chapter five you will join the six classes Teacher TClass Subject Student Parent and Tuition and make queries over those tables In chapter six you will create and configure database In this chapter you will create Suspect table in crime database This table has eleven columns

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Handbook of Research on Aestheticization of Violence, Horror, and Power

Erdem, M. Nur, Kocabay-Sener, Nihal, Demir, Tuğba, 2020-10-02 Individuals seek ways to repress the sense of violence within themselves and often resort to medial channels The hunger of the individual for violence is a trigger for the generation of violent content by media owners of political power owners of religious power etc However this content is produced considering the individual's sensitivities Thus violence is aestheticized Aesthetics of violence appear in different fields and in different forms In order to analyze it an interdisciplinary perspective is required The Handbook of Research on Aestheticization of Violence Horror and Power brings together two different concepts that seem incompatible aesthetics and violence and focuses on the basic motives of aestheticizing and presenting violence in different fields and genres as well as the role of audience reception Seeking to reveal this togetherness with different methods research analyses and findings in different fields that include media urban design art and mythology the book covers the aestheticization of fear power and violence in such mediums as public relations digital games and performance art This comprehensive reference is an ideal source for researchers academicians and students working in the fields of media culture art politics architecture aesthetics history cultural anthropology and more

[PHP: A BEGINNER'S GUIDE](#) Vikram Vaswani, 2008-08-31 Essential Skills Made Easy Learn how to build dynamic data driven Web applications using PHP Covering the latest release of this cross platform open source scripting language PHP A Beginner's Guide teaches you how to write basic PHP programs and enhance them with more advanced features such as MySQL and SQLite database integration XML input and third party extensions This fast paced tutorial provides one stop coverage of software installation language syntax and data structures flow control routines built in functions and best practices Designed for Easy Learning Key Skills Concepts Lists of specific skills covered in the chapter Ask the Expert Q A sections filled with bonus information and helpful tips Try This Hands on exercises that show how

to apply your skills Notes Extra information related to the topic being covered Tips Helpful reminders or alternate ways of doing things Cautions Errors and pitfalls to avoid Self Tests Chapter ending quizzes to test your knowledge Annotated Syntax Example code with commentary that describes the programming techniques being illustrated

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Jsp A Beginners Guide Introduction

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