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Sixth Edition

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step by step guide to using FusionCharts Suite The book not only teaches you the fundamentals and implementation of FusionCharts Suite but also makes you the data visualization guru among your friends and colleagues by teaching how to select the right chart type and usability tips Filled with examples code samples and practical tips in a no nonsense way the book is a breeze to read This book is both for beginners and advanced web developers who need to create interactive charts for their web applications No previous knowledge of FusionCharts Suite is assumed and the book takes you right from downloading it to creating complete reports and dashboards   **Pentaho Data Integration Beginner's Guide** María Carina Roldán,2013-10-24 This book focuses on teaching you by example The book walks you through every aspect of Pentaho Data Integration giving systematic instructions in a friendly style allowing you to learn in front of your computer playing with the tool The extensive use of drawings and screenshots make the process of learning Pentaho Data Integration easy Throughout the book numerous tips and helpful hints are provided that you will not find anywhere else This book is a must have for software developers database administrators IT students and everyone involved or interested in developing ETL solutions or more generally doing any kind of data manipulation Those who have never used Pentaho Data Integration will benefit most from the book but those who have they will also find it useful This book is also a good starting point for database administrators data warehouse designers architects or anyone who is responsible for data warehouse projects and needs to load data into them   **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   The Beginner's Guide to Learn Python GUI with PostgreSQL and SQLite Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-15 This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of PostgreSQL and SQLite 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 SQLite 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 and chapter seven 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 eight you will create dan configure PotgreSQL 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 nine 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 ten 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 eleven 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 *Algorithms, First Time Learners Guide 2014.* Harry H. Chaudhary.,2014-06-15 Essential Data Structures Skills Made Easy This book gives a good start and Complete introduction for data structures and algorithms for Beginner s While reading this book it is fun and easy to read it This book is best suitable for first time DSA readers Covers all fast track topics of DSA for all Computer Science students and Professionals Data Structures and Other Objects Using C or C takes a gentle approach to the data structures course in C Providing an early text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily Flexible by design Finally a solid foundation in building and using abstract data types is also provided Using C this book develops the concepts and theory of data structures and algorithm analysis in a gradual step by step manner proceeding from concrete examples to abstract principles Standish covers a wide range of Both traditional and contemporary software engineering topics This is a handy guide of sorts for any computer science engineering Students Data Structures And Algorithms is a solution bank for various complex problems related to data structures and algorithms It can be used as a reference manual by Computer Science Engineering students this Book also covers all aspects of B TECH CS IT and BCA and MCA BSC IT Inside Chapters 1 Introduction 2 Array 3 Matrix 4 Sorting 5 Stack 6 Queue 7 Linked List 8 Tree 9 Graph 10 Hashing 11 Algorithms 12 Misc Topics 13 Problems **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 *Learning the Bash Shell* Cameron Newham,Bill Rosenblatt,1998 Finally Learning the bash Shell Second Edition shows you how to acquire install configure and customize bash and gives advice to system administrators managing bash for their user community **A Beginner's Guide to Scala, Object Orientation and Functional Programming** John Hunt,2018-03-02 Scala is now an established programming language developed by Martin Oderskey and his team at the EPFL The name Scala is derived from Sca lable La nguage Scala is a multi paradigm language incorporating object oriented approaches with functional programming Although some familiarity with standard computing concepts is assumed such as the idea of compiling a program and executing this compiled from etc and with basic procedural language concepts such as variables and allocation of values to these variables the early chapters of the book do not assume any familiarity with object orientation nor with functional programming These chapters also step through other concepts with which the reader may not be familiar such as list processing From this background the book provides a practical introduction to both object and functional approaches using Scala These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable **Beginner's Guide to Kotlin Programming** John Hunt,2021-10-08 This textbook assumes very little knowledge of programming so whether you have dabbled with a little JavaScript played with a bit of Python written Java or have virtually no programming experience at all you will find that it is for you The first part of the book introduces Kotlin program structures as well as conditional flow of control features such as if and when expressions as well as iteration loops such as for while and do while Subsequent chapters explain how functions are implemented in Kotlin and introduce concepts from functional programming such as higher order functions and curried functions The second part focusses on object oriented programming techniques these include classes inheritance abstraction and interfaces The third part presents container data types such as Arrays and collections including Lists Sets and Maps and the fourth part considers concurrency and parallelism using Kotlin coroutines The book concludes with an introduction to Android mobile application development using Kotlin Clear steps are provided explaining how to set up your environment and get started writing your own Kotlin programs An important aspect of the book is teaching by example and there are many examples presented throughout the chapters These examples are supported by a public GitHub repository that provides complete working code as well as sample solutions to the chapter exercises This helps illustrate how to write well structured clear idiomatic Kotlin to build real applications **Eclipse Plug-in Development: Beginner's Guide** Dr Alex Blewitt,2016-08-04 Develop skills to build powerful plug ins with Eclipse IDE through examples About This Book Create

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