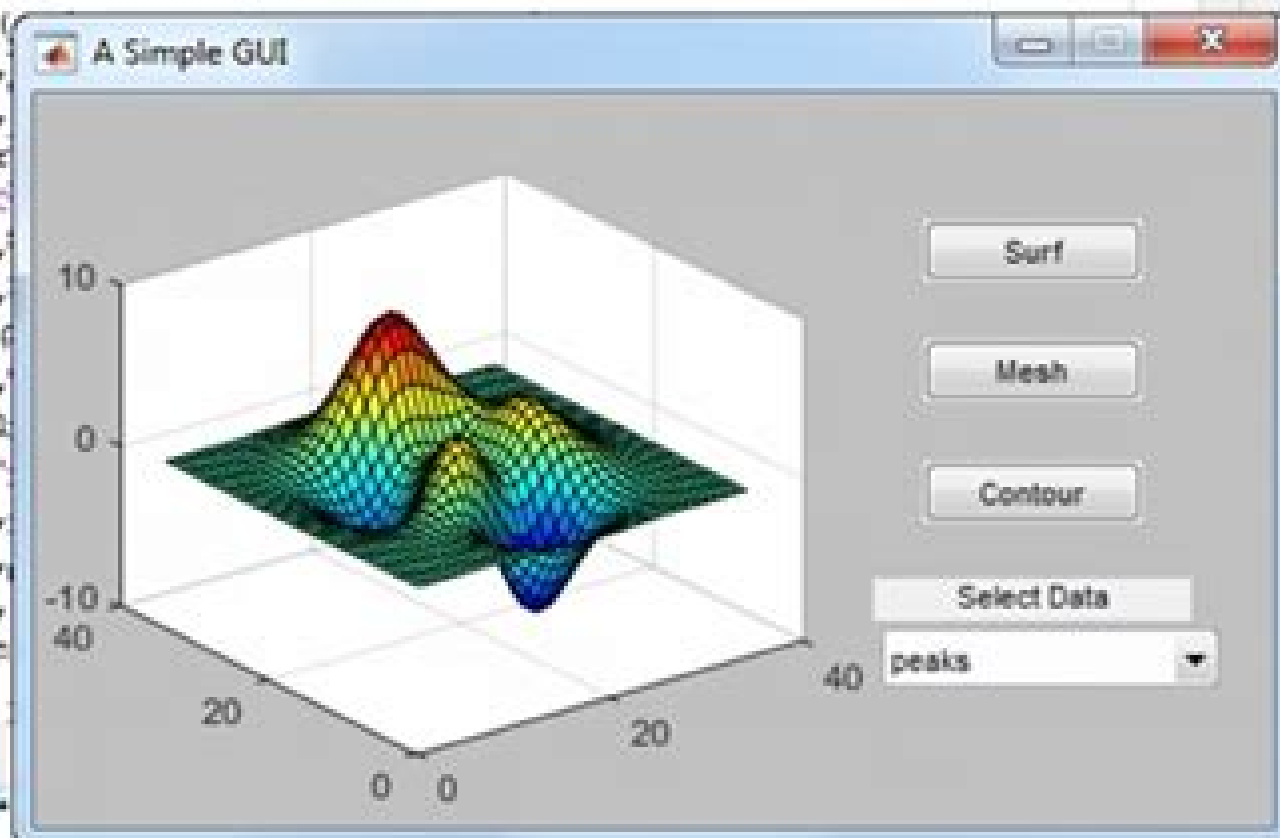


```
1 function simple_gui2
2 % SIMPLE_GUI2 Select a data set from the pop-up menu, then
3 % click one of the plot-type push buttons. Clicking the button
4 % plots the selected data in the axes.
5
6 % Create and then hide the GUI as it is being constructed.
7 f = figure('Visible','off','Position',[360,500,450,285]);
8
9 % Construct the components.
10 hsurf = uicontrol('Style','pushbutton','String','Surf',...
11     'Position',[315,220,70,25],...
12     'Callback',@surfbutton_Callback);
13 hmesh = uicontrol('Style','pushbutton','String','Mesh',...
14     'Position',[315,260,70,25],...
15     'Callback',@meshbutton_Callback);
16 hcontour = uicontrol('Style','pushbutton','String','Contour',...
17     'Position',[315,300,70,25],...
18     'Callback',@contourbutton_Callback);
19 htext = uicontrol('Style','text','String','Select Data',...
20     'Position',[315,340,70,25],...
21     'Callback',@selectdata_Callback);
22 hpopup = uicontrol('Style','listbox','String',{'peaks'},...
23     'Position',[315,380,70,25],...
24     'Callback',@selectdata_Callback);
25 ha = axes('Units','normalized','Position',[0.2,0.2,0.8,0.8]);
26 align([hsurf,hmesh,hcontour,htext,hpopup],ha,'center','top');
27
28
```



Matlab Gui Guide

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



Matlab Gui Guide:

Electrical Power System Fault Analysis Package A. B. M. Nasiruzzaman, 2010-06 This book presents a nice Graphical User Interface based approach for solving electrical power system fault analysis problems MATLAB flagship software for scientific and engineering computation is used for this purpose Examples and problems from various widely used textbooks of power system are taken as reference so that results can be compared This takes into account the fresh students having no idea about the course and can alone be used as a textbook Help file is also provided with every module of the software keeping in mind that the software can be used as alternative to any textbook It has been prepared for anyone who has little or no exposure to MATLAB The programs were written in MATLAB 6 and are made compatible with most releases of MATLAB The purpose of this book is to develop a fundamental idea about the power system fault analysis among the undergrads so that they can develop their own skills and aptitudes for solving real world power engineering fault analysis problems Undergraduate students in electrical engineering having background of electrical machines and matrix algebra who are interested in power system analysis are encouraged to take a look

MATLAB Programming for Biomedical Engineers and Scientists Andrew P. King, Paul Aljabar, 2017-06-14 MATLAB Programming for Biomedical Engineers and Scientists provides an easy to learn introduction to the fundamentals of computer programming in MATLAB This book explains the principles of good programming practice while demonstrating how to write efficient and robust code that analyzes and visualizes biomedical data Aimed at the biomedical engineer biomedical scientist and medical researcher with little or no computer programming experience it is an excellent resource for learning the principles and practice of computer programming using MATLAB This book enables the reader to Analyze problems and apply structured design methods to produce elegant efficient and well structured program designs Implement a structured program design in MATLAB making good use of incremental development approaches Write code that makes good use of MATLAB programming features including control structures functions and advanced data types Write MATLAB code to read in medical data from files and write data to files Write MATLAB code that is efficient and robust to errors in input data Write MATLAB code to analyze and visualize medical data including imaging data Many real world biomedical problems and data show the practical application of programming concepts Two whole chapters dedicated to the practicalities of designing and implementing more complex programs An accompanying website containing freely available data and source code for the practical code examples activities and exercises in the book For instructors there are extra teaching materials including a complete set of slides notes for a course based on the book and course work suggestions

MATLAB: Building GUIs with MATLAB, 1996

Graphics and GUIs with MATLAB Patrick Marchand, 1999-04-23 This second edition provides illustrative example sets to simplify the process of learning and mastering the powerful flexible and easy to use MATLAB graphics environment It shows how to maximize the high performance and open environment capabilities for generating displaying and analyzing

numerical data as well as how to quickly create interesting and beautiful graphics The book covers plotting color animation the new z buffer algorithm new functions for generating graphics for presentations and GUI programming techniques Designed as both an introduction as well as an advanced learning tool the book uses step by step tutorials with a level of detail explanation and instruction that allows readers to discover the full potential of the MATLAB graphics programming capability

Handbook of Research on 5G Networks and Advancements in Computing, Electronics, and Electrical Engineering Nwajana, Augustine O., Ihianle, Isibor Kennedy, 2021-06-25 The advent of the emerging fifth generation 5G networks has changed the paradigm of how computing electronics and electrical CEE systems are interconnected CEE devices and systems with the help of the 5G technology can now be seamlessly linked in a way that is rapidly turning the globe into a digital world Smart cities and internet of things have come to stay but not without some challenges which must be discussed The Handbook of Research on 5G Networks and Advancements in Computing Electronics and Electrical Engineering focuses on current technological innovations as the world rapidly heads towards becoming a global smart city It covers important topics such as power systems electrical engineering mobile communications network security and more This book examines vast types of technologies and their roles in society with a focus on how each works the impacts it has and the future for developing a global smart city This book is ideal for both industrial and academic researchers scientists engineers educators practitioners developers policymakers scholars and students interested in 5G technology and the future of engineering computing and technology in human society

ENERGY EFFICIENT IMAGE TRANSMISSION IN WIRELESS MULTIMEDIA SENSOR NETWORKS Dr. RAJKUMAR L. BIRADAR, **Undocumented Secrets of MATLAB-Java Programming** Yair M. Altman, 2011-12-05 For a variety of reasons the MATLAB Java interface was never fully documented This is really quite unfortunate Java is one of the most widely used programming languages having many times the number of programmers and programming resources as MATLAB Also unfortunate is the popular claim that while MATLAB is a fine programming platform for proto

MATLAB Programming for Engineers Stephen J. Chapman, 2004 Emphasising problem solving throughout this successful title introduces the MATLAB language and shows how to use it to solve typical technical problems It demonstrates how to write clean efficient and well documented programs and how to locate any desired function with MATLAB's online help facilities

ROS Robotics Projects Lentin Joseph, 2017-03-31 Build a variety of awesome robots that can see sense move and do a lot more using the powerful Robot Operating System About This Book Create and program cool robotic projects using powerful ROS libraries Work through concrete examples that will help you build your own robotic systems of varying complexity levels This book provides relevant and fun filled examples so you can make your own robots that can run and work Who This Book Is For This book is for robotic enthusiasts and researchers who would like to build robot applications using ROS If you are looking to explore advanced ROS features in your projects then this book is for you Basic knowledge of ROS GNU Linux and programming concepts is assumed What You Will Learn Create your own self

driving car using ROS Build an intelligent robotic application using deep learning and ROS Master 3D object recognition Control a robot using virtual reality and ROS Build your own AI chatter bot using ROS Get to know all about the autonomous navigation of robots using ROS Understand face detection and tracking using ROS Get to grips with teleoperating robots using hand gestures Build ROS based applications using Matlab and Android Build interactive applications using TurtleBot In Detail Robot Operating System is one of the most widely used software frameworks for robotic research and for companies to model simulate and prototype robots Applying your knowledge of ROS to actual robotics is much more difficult than people realize but this title will give you what you need to create your own robotics in no time This book is packed with over 14 ROS robotics projects that can be prototyped without requiring a lot of hardware The book starts with an introduction of ROS and its installation procedure After discussing the basics you ll be taken through great projects such as building a self driving car an autonomous mobile robot and image recognition using deep learning and ROS You can find ROS robotics applications for beginner intermediate and expert levels inside This book will be the perfect companion for a robotics enthusiast who really wants to do something big in the field Style and approach This book is packed with fun filled end to end projects on mobile armed and flying robots and describes the ROS implementation and execution of these models Advanced Techniques and Technology of Computer-Aided Feedback Control Jean Mbihi,2018-05-24 This book covers various modern theoretical technical practical and technological aspects of computerized numerical control and control systems of deterministic and stochastic dynamical processes **Interactive and Dynamic Dashboard** A. Vadivel,K. Meena,P. Sumathy, Henry Selvaraj,P. Shanmugavadivu,Shaila S. G.,2024-12-31 The text comprehensively discusses the representation of visual data and design principles of interactive and dynamic dashboards It further covers the theoretical concept of inference and machine learning algorithms for making the concepts clear to the reader The book illustrates important topics such as data testing a parametric hypothesis data testing a non parametric hypothesis exploratory data analysis outlier detection and interpretation This book Covers various data analysis tools such as KNIME RapidMiner Rstudio Grafana and Redash Discusses the theoretical concept of inference and machine learning algorithms for designing dynamic dashboards Presents statistical modelling techniques with an emphasis on pattern mining and pattern relationships Explains the problem of efficient retrieval of similar time series in large databases to enrich the knowledge of the readers to effectively handle various real time datasets Illustrates dimensionality reduction techniques such as principal component analysis linear discriminant analysis singular value decomposition and piecewise vector quantized approximation It is primarily written for senior undergraduates graduate students and academic researchers in the fields of electrical engineering electronics and communications engineering computer science and engineering and information technology *Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications* Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-28 This step by step guide to explore database programming using Java is ideal for people with little or no

programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases MariaDB and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In the second chapter you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In the third chapter you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In the fourth chapter You create a table with the name of the Account which has ten columns account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In the fifth chapter you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter six you will be shown how to create SQLite database and tables with Java In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapted are grascaling sharpening invertering blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data 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 In chapter nine you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter ten you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns

investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter eleven you will add two tables Victim and Case_File The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim 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 has seven columns case_file_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MariaDB SQLite programmer

Coding For Programmers Using Python: The Step-by-Step Guide to Learn PyQt and Database Applications Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-29 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 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 Ultimate Guide to Professional Database Programming with Python and PostgreSQL

Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-01-15 Python has various database drivers for PostgreSQL Currently the psycopg is the most popular PostgreSQL database adapter for the Python language The psycopg fully implements the Python DB API 2.0 specification The current version of the psycopg is 2 or psycopg2 The psycopg2 database adapter implemented in C as a libpq wrapper resulting in both fast and secure The psycopg2 provides many useful features such as client side and server side cursors asynchronous notification and communication COPY command support etc PostgreSQL was designed to run on UNIX like platforms However PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X Solaris and Windows PostgreSQL is free and open source software Its source code is available under PostgreSQL license a liberal open source license You are free to use modify and distribute PostgreSQL in any form PostgreSQL requires very minimum maintained efforts because of its stability Therefore if you develop applications based on PostgreSQL the total cost of ownership is low in comparison with other database management systems In Chapter 2 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 3 you will learn managing table structure and views including postgresql data types postgresql create table postgresql select into statement postgresql create table as using postgresql serial to create auto increment column identity column alter table drop table truncate table check constraint not null constraint foreign key primary key unique constraint managing postgresql views creating updatable views materialized views creating updatable views using the with check option clause and recursive view In Chapter 4 you will learn statements operators and clauses including select order by select distinct limit fetch in between postgresql like is null alias joins inner join postgresql left join self join full outer join cross join natural join group by having intersect operator except operator grouping sets cube and rollup In Chapter 5 you will learn postgresql trigger aggregate and string functions including creating the first trigger in postgresql managing postgresql trigger aggregate functions avg function max function min function sum function postgresql concat function ascii function trim function length function substring function regexp_matches function regexp_replace function replace function to_number function and to_char function

Learn PyQt By Example: A Quick Start Guide to MySQL and SQLite Driven Programming Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-24 This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MySQL 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 MySQL 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 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

Learn PyQt The Hard Way: A Quick Start Guide to PostgreSQL and SQLite Driven Programming Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-25 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 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 paste 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 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 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

The Self-Taught Coder: The Definitive Guide to Database Programming with Python and MySQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-02-19

You will learn Python MySQL fast easy and fun This book provides you with a complete MySQL guidance presented in an easy to follow manner This Python MySQL book shows you how to use MySQL connector Python to access MySQL databases You will learn how to connect to MySQL database and perform common database operations such as SELECT INSERT UPDATE and DELETE In addition we will show you some useful tips such as how to call MySQL stored procedures from Python and how to work with MySQL BLOB data Each chapter has practical examples with SQL script and screenshots available If you go through the entire chapters you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries MySQL stored procedures database views triggers In the first part of the book you will learn Basic MySQL statements including how to implement querying data sorting data filtering data joining tables

grouping data subquerying data and setting operators Aside from learning basic SQL statements you will also learn step by step how to develop stored procedures in MySQL First we introduce you to the stored procedure concept and discuss when you should use it Then we show you how to use the basic elements of the procedure code such as create procedure statement if else case loop stored procedure s parameters In the next chapter we will discuss the database views how they are implemented in MySQL and how to use them more effectively After that you will learn how to work with the MySQL triggers By definition a trigger or database trigger is a stored program executed automatically to respond to a specific event e g insert update or delete occurred in a table The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases In addition it is useful to automate some database operations such as logging auditing etc Then you will learn about MySQL index including creating indexes removing indexes listing all indexes of a table and other important features of indexes in MySQL MySQL uses indexes to quickly find rows with specific column values Without an index MySQL must scan the whole table to locate the relevant rows The larger table the slower it searches After that you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown MySQL server security MySQL database maintenance and backup The last chapter gives you the most commonly used MySQL functions including aggregate functions string functions date time functions control flow functions etc

VISUAL C# .NET: A Step By Step,

Project-Based Guide to Develop Desktop Applications Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-11-23 In chapter one you will learn to know the properties and events of each control in a Windows Visual C application You need to learn and know in order to be more familiar when applying them to some applications in this book In chapter two you will build a project so that children can practice basic skills in addition subtraction multiplication and division operations This Math Game project can be used to choose the types of questions and what factors you want to use This project has three timing options Random math problems using values from 0 to 9 will be presented Timing options are provided to measure accuracy and speed There are many controls used Two label controls are used for title information two for displaying scores There is a wide label in the middle of the form to display math questions And long skinny label is used as separator Two button controls are used to start and stop question and one button to exit the project There are three group control boxes The first group box holds four check box controls that are used to select the type of questions The second group box holds eleven radio buttons that are used to select values that are used as factors in calculations The third group box contains three radio button controls for timing options A scroll bar control is used to change the time In chapter three you will build Bank Code game The storage box is locked and can only be opened if you enter the correct digit combination Combinations can be 2 to 4 non repetitive digits range of digits from 1 to 9 After a guess is given you will be notified of how many digits are right and how many digits are in the right position Based on this information you will give another guess You continue to guess until you get the right combination or until you stop the game On the left side of the form is a large picture box control On the right side

two group box controls and two button controls are placed In the picture box a control panel is placed In the panel there are four label controls set the AutoSize property to False and nine button controls In the first group box control place three radio buttons In the second group box control a text box control is placed The picture box contains an image of bank and a panel The label controls in the panel are used to display the combinations entered the BorderStyle property set to FixedSingle to display the label size The nine buttons on the panel are used to enter combinations Radio buttons are used to set options The buttons one to start and stop the game and another to exit the project are used to control game operations The text box displays the results of the combinations entered In chapter four you will build Horse Racing game This is a simple game Up to 10 horses will race to the finish line You guessed two horses that you thought could win the race By clicking on the Start button the race will start All horses will race speed to get to the finish line Labels are used to display instructions and number of horses in a race Four button controls are used two buttons to change number of horses one button to start the game and one other button to stop the game The picture box control is used to load the horse image A timer control is used to update the horse s movement during the race In chapter five you will build Catching Ball game The bird flew and dropped ball from the sky Users are challenged to position man under the fallen ball to catch it Labels are used for instructions and to display game information remaining time number of balls captured and game difficulty level Two buttons are used to change the game difficulty level one button to start the game and another button to stop the game Picture box controls hold images for man bird and ball In chapter six you will build Smart Tic Tac Toe game That said this is the first game ever programmed on a computer and one that had been programmed by Bill Gates himself when he was a teenager while attending Lakeside School in Seattle The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols X or O on horizontal diagonal or vertical lines The players will play alternately In this game given two game options player 1 against player 2 or human player against computer A smart but simple strategy will be developed for computer logic to be a formidable opponent for humans In chapter seven you will build Fighting Plane program This program can be played by two human players or human player versus computer The controls of the player are done via the keyboard Player 1 presses A key to move up Z key to move down and S key to throw rudal When you choose Two players from the Options button this game can be played by two human players Player 1 presses the same keys while player 2 presses key K to move up M to move down and key J to throw rudal All label controls are used for titles and provide scoring and game information The large panel Panel1 is the playing field Three button controls are used to start stop a program set options and exit the program One timer control is used to control game animation and another is used to represent the computer s decision process The second control panel Panel2 is used to select game options One group box contains radio buttons which are used to select number of players A group box contains radio buttons to select the level of difficulty of the game when playing against a computer A small button is used to close the options panel The default properties are set for one player games with the easiest game

difficulty Learn JDBC By Example: A Quick Start Guide to MariaDB and SQL Server Driven Programming Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-24 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 MariaDB and SQL Server As you would expect this book shows how to build from scratch two different databases MariaDB and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter two you will create a PostgreSQL database named Bank and its tables In chapter three you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter four you will create an Account table This account table has the following ten fields account_id primary key client_id primary key account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter five you create a table named Client_Data which has seven columns client_data_id primary key account_id primary key birth_date address mother_name telephone and photo_path In chapter six you will be taught how to create a SQL Server database named Crime and its tables In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data 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 In chapter nine you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter ten you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter eleven you will add two tables Victim and

File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MariaDB SQL Server programmer

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