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Harry. H. Chaudhary.



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Java 9 Programming Blueprints Jason Lee, 2017-07-27 Build a variety of real world applications by taking advantage of the newest features of Java 9 About This Book See some of the new features of Java 9 and be introduced to parts of the Java SDK This book provides a set of diverse interesting projects that range in complexity from fairly simple to advanced and cover HTTP 2.0 Take advantage of Java's new modularity features to write real world applications that solve a variety of problems Who This Book Is For This book is for Java developers who are already familiar with the language Familiarity with more advanced topics such as network programming and threads would be helpful but is not assumed What You Will Learn Learn how to package Java applications as modules by using the Java Platform Module System Implement process management in Java by using the all new process handling API Integrate your applications with third party services in the cloud Interact with mail servers using JavaMail to build an application that filters spam messages Learn to use JavaFX to build rich GUI based applications which are an essential element of application development Write microservices in Java using platform libraries and third party frameworks Integrate a Java application with MongoDB to build a cloud based note taking application In Detail Java is a powerful language that has applications in a wide variety of fields From playing games on your computer to performing banking transactions Java is at the heart of everything The book starts by unveiling the new features of Java 9 and quickly walks you through the building blocks that form the basis of writing applications There are 10 comprehensive projects in the book that will showcase the various features of Java 9 You will learn to build an email filter that separates spam messages from all your inboxes a social media aggregator app that will help you efficiently track various feeds and a microservice for a client server note application to name a few The book covers various libraries and frameworks in these projects and also introduces a few more frameworks that complement and extend the Java SDK Through the course of building applications this book will not only help you get to grips with the various features of Java 9 but will also teach you how to design and prototype professional grade applications with performance and security considerations Style and approach This is a learn as you build practical guide to building full fledged applications using Java 9 With a project based approach we'll improve your Java skills You will experience a variety of solutions to problems with Java

Distributed Computing in Java 9 Raja Malleswara Rao Pattamsetti, 2017-06-30 Explore the power of distributed computing to write concurrent scalable applications in Java About This Book Make the best of Java 9 features to write succinct code Handle large amounts of data using HPC Make use of AWS and Google App Engine along with Java to establish a powerful remote computation system Who This Book Is For This book is for basic to intermediate level Java developers who are aware of object oriented programming and Java basic concepts What You Will Learn Understand the basic concepts of parallel and distributed computing programming Achieve performance improvement using parallel processing multithreading concurrency memory sharing and hpc cluster computing Get an in depth understanding of Enterprise Messaging concepts

with Java Messaging Service and Web Services in the context of Enterprise Integration Patterns Work with Distributed Database technologies Understand how to develop and deploy a distributed application on different cloud platforms including Amazon Web Service and Docker CaaS Concepts Explore big data technologies Effectively test and debug distributed systems Gain thorough knowledge of security standards for distributed applications including two way Secure Socket Layer In Detail Distributed computing is the concept with which a bigger computation process is accomplished by splitting it into multiple smaller logical activities and performed by diverse systems resulting in maximized performance in lower infrastructure investment This book will teach you how to improve the performance of traditional applications through the usage of parallelism and optimized resource utilization in Java 9 After a brief introduction to the fundamentals of distributed and parallel computing the book moves on to explain different ways of communicating with remote systems objects in a distributed architecture You will learn about asynchronous messaging with enterprise integration and related patterns and how to handle large amount of data using HPC and implement distributed computing for databases Moving on it explains how to deploy distributed applications on different cloud platforms and self contained application development You will also learn about big data technologies and understand how they contribute to distributed computing The book concludes with the detailed coverage of testing debugging troubleshooting and security aspects of distributed applications so the programs you build are robust efficient and secure Style and approach This is a step by step practical guide with real world examples

Programming Amazon Web Services James Murty, 2008-03-25 A guide to Amazon Web services provides code samples and information on using APIs to create applications [Google, Amazon, and Beyond: Creating and Consuming Web Services](#) Alexander Nakhimovsky, Tom Myers, 2008-01-01 What Is This Book About This is a book about Web Services Web Services are still more like a movement than a mature technology The movement is motivated by a vision of a semi automated Web that can support long chains of interactions between autonomous agents There are three important components to that vision One is interoperability a service can have clients agents from any platform in any language Another is autonomy an agent can discover the services it needs from their published descriptions that include both what the service can do and how it does it the interfaces of available actions The third is semi automatic code creation one description can be used by a development framework to automate the creation of code for clients and by the services themselves As of today interoperability is close to full realization with only occasional glitches autonomy is a distant vision but it still has problems Interoperability has been achieved code creation is useful in part by using an XML based high level protocol SOAP for message exchanges between clients and services As long as the client can produce messages in the right format it doesn't matter what language they're written in or on what platform they run The first three chapters of our book show how to write platform independent Web Services clients in Javascript and Java running from within a browser IE6 or Mozilla

Professional C++ : Harry. H. Chaudhary., 2014-07-03 Inside Chapters 1 Introduction To C Programming 2 Inside The C

Language 3 Pointers References 4 Understanding Functions 5 Structure Unions Enumerated Data Types 6 Object Oriented Programming Concept 7 C Classes and Objects 8 Constructors and Destructors 9 Operator Overloading 10 Console Input Output Streams 11 Inheritance Concept in C 12 Virtual Functions Polymorphism Concept 13 Templates Concept In C 14 Exception Handling In C 15 New Features of ANSI C Standard 16 Working With Files 17 String Classes 18 Your Brain On C 160 Multiple Choice Questions 19 Your Brain On C 100 Practical Programming Questions 20 Software Design Development Using C This C Programming book gives a good start and complete introduction for C Programming for Beginner s It has been comprehensively updated for the long awaited C Beginner s from the Best selling Programming Author Harry H Chaudhary The primary aim of this book is to help the reader understand how the facilities offered by C support key programming techniques The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages Anyone can learn C Programming through This Book I promise Most Imp Feature of this book is 1 Learn C without fear 2 This book is for everyone 3 160 End of book examples 4 200 Practical Codes 5 At last it goes to Expert level topics such as Software Design Development Using C 6 101 Rules for Software Design Development using C the end of this book 7 Very Easy Definitions for each topic with code examples and output While reading this book it is fun and easy to read it This book is best suitable for first time C readers Covers all fast track topics of C for all Computer Science students and Professionals This book introduces standard C and the key programming and design techniques supported by C Standard C is a far more powerful and polished language than the version of C introduced by the first edition of this book This book presents every major C language feature and the standard library It is organized around language and library facilities However features are presented in the context of their use That is the focus is on the language as the tool for design and programming rather than on the language in itself This book demonstrates key techniques that make C effective and teaches the fundamental concepts necessary for mastery As everyone knows that Author Harry is basically known for his Easy way Programming without fear technique His book presents world s easiest definitions and codes for beginners

C++ Step by Step Beginner's Reference : Harry. H.

Chaudhary.,2014-06-23 This C Programming book gives a good start and complete introduction for C Programming for Beginner s It has been comprehensively updated for the long awaited C Beginner s from the Best selling Programming Author Harry H Chaudhary The primary aim of this book is to help the reader understand how the facilities offered by C support key programming techniques The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages Anyone can learn C Programming through This Book I promise Most Imp Feature of this book is 1 Learn C without fear 2 This book is for everyone 3 160 End of book examples 4 200 Practical Codes 5 At last it goes to Expert level topics such as Software Design Development Using C 6 101 Rules for Software Design Development using C the end of this book 7 Very Easy Definitions for each topic with code

examples and output While reading this book it is fun and easy to read it This book is best suitable for first time C readers Covers all fast track topics of C for all Computer Science students and Professionals This book introduces standard C and the key programming and design techniques supported by C Standard C is a far more powerful and polished language than the version of C introduced by the first edition of this book This book presents every major C language feature and the standard library It is organized around language and library facilities However features are presented in the context of their use That is the focus is on the language as the tool for design and programming rather than on the language in itself This book demonstrates key techniques that make C effective and teaches the fundamental concepts necessary for mastery As everyone knows that Author Harry is basically known for his Easy way Programming without fear technique His book presents world s easiest definitions and codes for beginners Inside Chapters 1 Introduction To C Programming 2 Inside The C Language 3 Pointers References 4 Understanding Functions 5 Structure Unions Enumerated Data Types 6 Object Oriented Programming Concept 7 C Classes and Objects 8 Constructors and Destructors 9 Operator Overloading 10 Console Input Output Streams 11 Inheritance Concept in C 12 Virtual Functions Polymorphism Concept 13 Templates Concept In C 14 Exception Handling In C 15 New Features of ANSI C Standard 16 Working With Files 17 String Classes 18 Your Brain On C 160 Multiple Choice Questions 19 Your Brain On C 100 Practical Programming Questions 20 Software Design Development Using C

C++ : Design and Development Guidelines & 100 Rules. Harry. H. Chaudhary.,2014-07-03 Inside Chapters 1 Introduction To C Programming 2 Inside The C Language 3 Pointers References 4 Understanding Functions 5 Structure Unions Enumerated Data Types 6 Object Oriented Programming Concept 7 C Classes and Objects 8 Constructors and Destructors 9 Operator Overloading 10 Console Input Output Streams 11 Inheritance Concept in C 12 Virtual Functions Polymorphism Concept 13 Templates Concept In C 14 Exception Handling In C 15 New Features of ANSI C Standard 16 Working With Files 17 String Classes 18 Your Brain On C 160 Multiple Choice Questions 19 Your Brain On C 100 Practical Programming Questions 20 Software Design Development Using C This C Programming book gives a good start and complete introduction for C Programming for Beginner s It has been comprehensively updated for the long awaited C Beginner s from the Best selling Programming Author Harry H Chaudhary The primary aim of this book is to help the reader understand how the facilities offered by C support key programming techniques The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages Anyone can learn C Programming through This Book I promise Most Imp Feature of this book is 1 Learn C without fear 2 This book is for everyone 3 160 End of book examples 4 200 Practical Codes 5 At last it goes to Expert level topics such as Software Design Development Using C 6 101 Rules for Software Design Development using C the end of this book 7 Very Easy Definitions for each topic with code examples and output While reading this book it is fun and easy to read it This book is best suitable for first time C readers Covers all fast track topics of C for all Computer Science students and Professionals This book introduces

standard C and the key programming and design techniques supported by C Standard C is a far more powerful and polished language than the version of C introduced by the first edition of this book This book presents every major C language feature and the standard library It is organized around language and library facilities However features are presented in the context of their use That is the focus is on the language as the tool for design and programming rather than on the language in itself This book demonstrates key techniques that make C effective and teaches the fundamental concepts necessary for mastery As everyone knows that Author Harry is basically known for his Easy way Programming without fear technique His book presents world s easiest definitions and codes for beginners

Design and Development Using C++ : Harry. H. Chaudhary.,2014-07-03 Inside Chapters 1 Introduction To C Programming 2 Inside The C Language 3 Pointers References 4 Understanding Functions 5 Structure Unions Enumerated Data Types 6 Object Oriented Programming Concept 7 C Classes and Objects 8 Constructors and Destructors 9 Operator Overloading 10 Console Input Output Streams 11 Inheritance Concept in C 12 Virtual Functions Polymorphism Concept 13 Templates Concept In C 14 Exception Handling In C 15 New Features of ANSI C Standard 16 Working With Files 17 String Classes 18 Your Brain On C 160 Multiple Choice Questions 19 Your Brain On C 100 Practical Programming Questions 20 Software Design Development Using C This C Programming book gives a good start and complete introduction for C Programming for Beginner s It has been comprehensively updated for the long awaited C Beginner s from the Best selling Programming Author Harry H Chaudhary The primary aim of this book is to help the reader understand how the facilities offered by C support key programming techniques The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages Anyone can learn C Programming through This Book I promise Most Imp Feature of this book is 1 Learn C without fear 2 This book is for everyone 3 160 End of book examples 4 200 Practical Codes 5 At last it goes to Expert level topics such as Software Design Development Using C 6 101 Rules for Software Design Development using C the end of this book 7 Very Easy Definitions for each topic with code examples and output While reading this book it is fun and easy to read it This book is best suitable for first time C readers Covers all fast track topics of C for all Computer Science students and Professionals This book introduces standard C and the key programming and design techniques supported by C Standard C is a far more powerful and polished language than the version of C introduced by the first edition of this book This book presents every major C language feature and the standard library It is organized around language and library facilities However features are presented in the context of their use That is the focus is on the language as the tool for design and programming rather than on the language in itself This book demonstrates key techniques that make C effective and teaches the fundamental concepts necessary for mastery As everyone knows that Author Harry is basically known for his Easy way Programming without fear technique His book presents world s easiest definitions and codes for beginners

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C++ Primer
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Real World Web Services Will Iverson,2004-10-04 The core idea behind Real World Web Services is simple after years of hype what are the major players really doing with web services Standard bodies

may wrangle and platform vendors may preach but at the end of the day what are the technologies that are actually in use and how can developers incorporate them into their own applications Those are the answers Real World Web Services delivers It s a field guide to the wild and wooly world of non trivial deployed web services The heart of the book is a series of projects demonstrating the use and integration of Google Amazon eBay PayPal FedEx and many more web services Some of these vendors have been extremely successful with their web service deployments for example eBay processes over a billion web service requests a month The author focuses on building 8 fully worked out example web applications that incorporate the best web services available today The book thoroughly documents how to add functionality like automating listings for auctions dynamically calculating shipping fees automatically sending faxes to your suppliers using an aggregator to pull data from multiple news and web service feeds into a single format or monitoring the latest weblog discussions and Google searches to keep web site visitors on top of topics of interest by integrating APIs from popular websites most people are already familiar with For each example application the author provides a thorough overview architecture and full working code examples This book doesn t engage in an intellectual debate as to the correctness of web services on a theological level Instead it focuses on the practical real world usage of web services as the latest evolution in distributed computing allowing for structured communication via Internet protocols As you ll see this includes everything from sending HTTP GET

commands to retrieving an XML document through the use of SOAP and various vendor SDKs **OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide** Jeanne Boyarsky, Scott Selikoff, 2019-11-19 This OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide Exam 1Z0 815 and the Programmer II Study Guide Exam 1Z0 816 were published before Oracle announced major changes to its OCP certification program and the release of the new Developer 1Z0 819 exam No matter the changes rest assured both of the Programmer I and II Study Guides cover everything you need to prepare for and take Exam 1Z0 819 If you ve purchased one of the Programmer Study Guides purchase the other one and you ll be all set NOTE The OCP Java SE 11 Programmer I Exam 1Z0 815 and Programmer II Exam 1Z0 816 have been retired as of October 1 2020 and Oracle has released a new Developer Exam 1Z0 819 to replace the previous exams The Upgrade Exam 1Z0 817 remains the same The comprehensive study aide for those preparing for the new Oracle Certified Professional Java SE Programmer I Exam 1Z0 815 Used primarily in mobile and desktop application development Java is a platform independent object oriented programming language It is the principal language used in Android application development as well as a popular language for client side cloud applications Oracle has updated its Java Programmer certification tracks for Oracle Certified Professional OCP Oracle Certified Professional Java SE 11 Programmer I Study Guide covers 100% of the exam objectives ensuring that you are thoroughly prepared for this challenging certification exam This comprehensive in depth study guide helps you develop the functional programming knowledge required to pass the exam and earn certification All vital topics are covered including Java building blocks operators and loops String and StringBuilder

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JavaFX 9 by Example Carl Dea, Gerrit Grunwald, José Pereda, Sean Phillips, Mark Heckler, 2017-09-06 Create media rich client applications using JavaFX 9 and the Java 9 platform Learn to create GUI based applications for mobile devices desktop PCs and even the web Incorporate media such as audio and video into your applications Interface with hardware devices such as Arduino and Leap Motion Respond to gesture control through devices such as the Leap Motion Controller Take advantage of the new HTTP2 API to make RESTful web requests and WebSockets calls New to this edition are examples of creating stylized text and loading custom fonts guidance for working with Scene Builder to create visual layouts and new content on developing iOS and Android applications using Gluon mobile The book also covers advanced topics such as custom controls JavaFX 3D gesture devices printing and animation Best of all the book is full of working code that you can adapt and extend to all your future projects Is your goal to develop visually exciting applications in the Java language Then this is the book you want at your side JavaFX 9 by Example is chock full of engaging fun to work examples that bring you up to speed on the major facets of JavaFX 9 You'll learn to create applications that look good are fun to use and that take advantage of the medium to present data of all types in ways that engage the user and lead to increased productivity The book Has been updated with new content on modular development new APIs and an example using the Scene Builder tool Is filled with fun and practical code examples that you can modify and drop into your own projects Includes an example using Arduino and an accelerometer sensor to track motion in 3D Helps you create JavaFX applications for iOS and Android devices What You'll Learn Work with touch based interfaces Interpret gesture based events Use shapes color text and UI controls to create a simple click and point game Add audio and video to your projects Utilize JavaFX 3D Create custom controls using CSS SVG and Canvas APIs Organize code into modules using Java Platform Module System Project Jigsaw Who This Book Is For Java developers developing visual and media rich applications to run on PCs phones tablets Arduino controllers and more This includes developers tasked with creating visualizations of data from statistical analysis and from sensor networks Any developer wanting to develop a polished user interface in Java will find much to like in this book

Spark in Action, Second Edition Jean-Georges Perrin, 2020-06-02 Summary The Spark

distributed data processing platform provides an easy to implement tool for ingesting streaming and processing data from any source In Spark in Action Second Edition you ll learn to take advantage of Spark s core features and incredible processing speed with applications including real time computation delayed evaluation and machine learning Spark skills are a hot commodity in enterprises worldwide and with Spark s powerful and flexible Java APIs you can reap all the benefits without first learning Scala or Hadoop Foreword by Rob Thomas Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the technology Analyzing enterprise data starts by reading filtering and merging files and streams from many sources The Spark data processing engine handles this varied volume like a champ delivering speeds 100 times faster than Hadoop systems Thanks to SQL support an intuitive interface and a straightforward multilanguage API you can use Spark without learning a complex new ecosystem About the book Spark in Action Second Edition teaches you to create end to end analytics applications In this entirely new book you ll learn from interesting Java based examples including a complete data pipeline for processing NASA satellite data And you ll discover Java Python and Scala code samples hosted on GitHub that you can explore and adapt plus appendixes that give you a cheat sheet for installing tools and understanding Spark specific terms What s inside Writing Spark applications in Java Spark application architecture Ingestion through files databases streaming and Elasticsearch Querying distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark Scala or Hadoop About the author Jean Georges Perrin is an experienced data and software architect He is France s first IBM Champion and has been honored for 12 consecutive years Table of Contents PART 1 THE THEORY CRIPPLED BY AWESOME EXAMPLES 1 So what is Spark anyway 2 Architecture and flow 3 The majestic role of the dataframe 4 Fundamentally lazy 5 Building a simple app for deployment 6 Deploying your simple app PART 2 INGESTION 7 Ingestion from files 8 Ingestion from databases 9 Advanced ingestion finding data sources and building your own 10 Ingestion through structured streaming PART 3 TRANSFORMING YOUR DATA 11 Working with SQL 12 Transforming your data 13 Transforming entire documents 14 Extending transformations with user defined functions 15 Aggregating your data PART 4 GOING FURTHER 16 Cache and checkpoint Enhancing Spark s performances 17 Exporting data and building full data pipelines 18 Exploring deployment [Handbook of Research on Applied Intelligence for Health and Clinical Informatics](#) Thakare, Anuradha Dheeraj,Wagh, Sanjeev J.,Bhende, Manisha Sunil,Anter, Ahmed M.,Gao, Xiao-Zhi,2021-10-22 Currently informatics within the field of public health is a developing and growing industry Clinical informatics are used in direct patient care by supplying medical practitioners with information that can be used to develop a care plan Intelligent applications in clinical informatics facilitates with the technology based solutions to analyze data or medical images and help clinicians to retrieve that information Decision models aid with making complex decisions especially in uncertain situations The Handbook of Research on Applied Intelligence for Health and Clinical Informatics is a comprehensive reference book that focuses on the study of resources and methods for

the management of healthcare infrastructure and information This book provides insights on how applied intelligence with deep learning experiential learning and more will impact healthcare and clinical information processing The content explores the representation processing and communication of clinical information in natural and engineered systems This book covers a range of topics including applied intelligence medical imaging telehealth and decision support systems and also looks at technologies and tools used in the detection and diagnosis of medical conditions such as cancers diabetes heart disease lung disease and prenatal syndromes It is an essential reference source for diagnosticians medical professionals imaging specialists data specialists IT consultants medical technologists academicians researchers industrial experts scientists and students

OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide Jeanne Boyarsky, Scott Selikoff, 2020-08-11 This OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide was published before Oracle announced major changes to its OCP certification program and the release of the new Developer 1Z0 819 exam No matter the changes rest assured this Study Guide covers everything you need to prepare for and take the exam NOTE The OCP Java SE 11 Programmer I Exam 1Z0 815 and Programmer II Exam 1Z0 816 have been retired as of October 1 2020 and Oracle has released a new Developer Exam 1Z0 819 to replace the previous exams The Upgrade Exam 1Z0 817 remains the same This is the most comprehensive prep guide available for the OCP Oracle Certified Professional Java SE 11 Developer certification it covers Exam 1Z0 819 and the Upgrade Exam 1Z0 817 as well as the retired Programmer I Exam 1Z0 815 and Programmer II Exam 1Z0 816 Java is widely used for backend cloud applications Software as a Service applications SAAS and is the principal language used to develop Android applications This object oriented programming language is designed to run on all platforms that support Java without the need for recompilation Oracle Java Programmer certification is highly valued by employers throughout the technology industry The OCP Oracle Certified Professional Java SE 11 Developer Complete Study Guide is an indispensable resource for anyone preparing for the certification exam This fully up to date guide covers 100% of exam objectives for Exam 1Z0 819 and Upgrade Exam 1Z0 817 in addition to the previous Exam 1Z0 815 and Exam 1Z0 816 In depth chapters present clear comprehensive coverage of the functional programming knowledge necessary to succeed Each chapter clarifies complex material while reinforcing your understanding of vital exam topics Also included is access to Sybex's superior online interactive learning environment and test bank that includes self assessment tests chapter tests bonus practice exam questions electronic flashcards and a searchable glossary of important terms The ultimate study aid for the challenging OCP exams this popular guide Helps you master the changes in depth difficulty and new module topics of the latest OCP exams Covers all exam objectives such as Java arrays primitive data types string APIs objects and classes operators and decision constructs and applying encapsulation Allows developers to catch up on all of the newest Java material like lambda expressions streams concurrency annotations generics and modules Provides practical methods for building Java applications handling exceptions programming through interfaces secure coding in Java SE and

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