The ULTIMATE JavaScript Fundamentals Study Guide

Class Lessons

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Javascript Students Guide:

JavaScript Made Easy Anshuman Mishra,2025-01-09 JavaScript Made Easy A Step by Step Guide for College Students is designed specifically for college students who are new to programming or looking to enhance their JavaScript skills The book takes a hands on step by step approach to learning JavaScript breaking down complex concepts into simple digestible sections Each chapter builds on the previous one ensuring that readers not only understand the syntax and logic of JavaScript but also develop a strong foundation in programming principles The book covers everything from basic syntax to advanced concepts like asynchronous programming DOM manipulation and using JavaScript in real world web development By the end of this book readers will be equipped to build interactive dynamic websites and web applications with confidence Key Features Clear Step by Step Instructions Every concept is introduced in small manageable chunks making it easy to follow along and build on prior knowledge Hands On Projects Practical examples and exercises at the end of each chapter will help solidify the learner s understanding Real World Applications Focus on how JavaScript is used in real world web development scenarios including working with APIs and frameworks Student Friendly Written specifically with the needs and learning pace of college students in mind it includes easy to understand explanations tips and troubleshooting guides How to Study This Book Start at the Beginning Don t rush through the chapters Start with the basics even if you have some prior knowledge JavaScript can be tricky and having a solid foundation is essential for understanding more complex concepts Work through the introductory chapters and make sure you understand each concept before moving on Follow the Examples This book contains numerous examples that illustrate JavaScript in action As you read each section try running the code examples in your browser or in an online JavaScript editor Experiment by changing parts of the code and observing the results This hands on approach will help reinforce your understanding of the concepts Complete the Exercises At the end of each chapter there are exercises designed to help you apply what you ve learned Make sure to complete these exercises They will help you practice and reinforce the concepts discussed in the chapter If you find an exercise difficult don t skip it Go back to the relevant section review the content and try again Take It Step by Step Each chapter builds upon the last so don t jump ahead If you re struggling with a particular concept take the time to review it until you fully understand it It s okay to take breaks and revisit previous chapters to refresh your knowledge Work on the Final Project The final project is a great way to bring everything you ve learned together It will challenge you to think critically about how to apply JavaScript in a practical scenario Start planning your project early and break it down into smaller tasks as you learn new concepts This will give you a real sense of achievement when you complete it Ask for Help If you get stuck don t hesitate to ask for help Discuss concepts with classmates or seek assistance online in forums or communities dedicated to JavaScript Understanding programming can be difficult at first but persistent practice and collaboration will help you grow as a programmer *A Student's Guide to the Study, Practice, and Tools of Modern Mathematics* Donald Bindner,Martin Erickson,2010-11-29 A Student s Guide to the

Study Practice and Tools of Modern Mathematics provides an accessible introduction to the world of mathematics It offers tips on how to study and write mathematics as well as how to use various mathematical tools from LaTeX and Beamer to Mathematica and Maple to MATLAB and R Along with a color insert the text include *FULL SOURCE CODE: THE COMPLETE GUIDE TO LEARNING POSTGRESQL AND DATA SCIENCE WITH PYTHON GUI* Vivian Siahaan,Rismon Hasiholan Sianipar,2022-09-01 In this project we provide you with the PostgreSQL version of SQLite sample database named chinook The chinook sample database is a good database for practicing with SQL especially PostgreSQL The detailed description of the database can be found on https www sqlitetutorial net sqlite sample database The sample database consists of 11 tables The employee table stores employees data such as employee id last name first name etc It also has a field named ReportsTo to specify who reports to whom customers table stores customers data invoices The artist table stores artists data It is a simple table that contains only the artist id and name The album table stores data about a list of tracks Each album belongs to one artist However one artist may have multiple albums The media_type table stores media types such as MPEG audio and AAC audio files genre table stores music types such as rock jazz metal etc The track table stores the data of songs Each track belongs to one album playlist the distribution of amount by year quarter month week day and hour the bottom top 10 sales by employee the bottom top 10 sales by customer the bottom top 10 sales by customer the bottom top 10 sales by artist the bottom top 10 sales by genre the bottom top 10 sales by play list the bottom top 10 sales by customer city the bottom top 10 sales by customer city the bottom top 10 sales by customer city the payment amount by month with mean and EWM the average payment amount by every month and amount payment in all years **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 pogrammers 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 dan 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 a VARCHAR data type 200 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 chapter nine 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 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 pogrammers 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 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 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

JavaScript: The Missing Manual David Sawyer McFarland,2008-07-21 JavaScript is an essential language for creating modern interactive websites but its complex rules challenge even the most experienced web designers With JavaScript The Missing Manual you ll quickly learn how to use JavaScript in sophisticated ways without pain or frustration even if you have little or no programming experience JavaScript expert David McFarland first teaches you the basics by having you build a simple program Then you ll learn how to work with jQuery a popular library of pre built JavaScript components that s free and easy to use With jQuery you can quickly build modern interactive web pages without having to script everything from scratch Learn how to add scripts to a web page store and manipulate information communicate with the browser window respond to events like mouse clicks and form submissions and identify and modify HTML Get real world examples of JavaScript in action Learn to build pop up navigation bars enhance HTML tables create an interactive photo gallery and make web forms more usable Create interesting user interfaces with tabbed panels accordion panels and pop up dialog boxes Learn to avoid the ten most common errors new programmers make and how to find and fix bugs Use JavaScript with Ajax to communicate with a server so that your web pages can receive information without having to reload **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 rod 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 **ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING POSTGRESQL WITH PYTHON GUI** Vivian Siahaan,Rismon Hasiholan Sianipar,2022-09-25 This book uses the PostgreSQL version of MySQL based Northwind database The Northwind database is a sample database that was originally created by Microsoft and used as the basis for their tutorials in a variety of database products for decades The Northwind database contains the sales data for a fictitious company called Northwind Traders which imports and exports specialty foods from around the world The Northwind database is an excellent tutorial schema for a small business ERP with customers orders inventory purchasing suppliers shipping employees and single entry accounting The Northwind database has since been ported to a variety of non Microsoft databases including PostgreSQL The Northwind dataset includes sample data for the following Suppliers Suppliers and vendors of Northwind Customers Customers who buy products from Northwind Employees Employee details of Northwind traders Products Product information Shippers The details of the shippers who ship the products from the traders to the end customers and Orders and Order_Details Sales Order transactions taking place between the customers the distribution of amount by year quarter month week day and hour the distribution of bottom 10 sales by product top 10 sales by product bottom 10 sales by customer top 10 sales by customer bottom 10 sales by supplier top 10 sales by supplier bottom 10 sales by customer country top 10 sales by customer country bottom 10 sales by supplier country top 10 sales by supplier country average amount by month with mean and ewm average amount by every month amount feature over June 1997 amount feature over 1998 and all amount feature *ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING MYSQL BASED MULTIFORM PYTHON GUI* Vivian Siahaan,Rismon Hasiholan Sianipar,2022-08-25 In this project we provide you with the MySQL version of The Oracle Database Sample Schemas that provides a common platform for examples in each release of the Oracle Database The sample database is also a good database for practicing with SQL especially MySQL The detailed description of the database can be found on http luna ext di fc ul pt oracle11g server 112 e10831 diagrams htm insertedID0 The four schemas are a set of interlinked schemas This set of schemas provides a layered approach to complexity A simple schema Human Resources HR is useful for introducing basic topics An extension to this schema supports Oracle Internet Directory demos A second schema Order Entry OE is useful for dealing with matters of intermediate complexity Many data types are available in this schema including non scalar data types The Online Catalog OC subschema is a collection of object relational database objects built inside the OE schema The Product Media PM schema is dedicated to multimedia data types The Sales History SH schema is designed to allow for demos with large amounts of data An extension to this schema provides support for advanced analytic processing The HR schema consists of seven tables regions countries locations departments employees jobs and job_histories This book only implements HR schema since the

other schemas will be implemented in the next books **Java In Action: An Excellent Guide to Explore JDBC And Database Applications** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-27 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 PostgreSQL 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 How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc 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 jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter five you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter six you will study how to query the six tables In chapter seven you will be shown how to create SQLite database and tables with Java In chapter eight 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 nine 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 ten 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 eleven 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 twelve 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 PostgreSL SQLite pogrammer   ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING SQL SERVER AND DATA SCIENCE WITH PYTHON GUI Vivian Siahaan,Rismon Hasiholan Sianipar,2022-09-29 In this project we provide you with a SQL SERVER version of an Oracle sample database named OT which is based on a global fictitious company that sells computer hardware including storage motherboard RAM video card and CPU The company maintains the product information such as name description standard cost list price and product line It also tracks the inventory information for all products including warehouses where products are available Because the company operates globally it has warehouses in various locations around the world The company records all customer information including name address and website Each customer has at least one contact person with detailed information including name email and phone The company also places a credit limit on each customer to limit the amount that customer can owe Whenever a customer issues a purchase order a sales order is created in the database with the pending status When the company ships the order the order status becomes shipped In case the customer cancels an order the order status becomes canceled In addition to the sales information the employee data is recorded with some basic information such as name email phone job title manager and hire date In this project you will write Python script to create every table and insert rows of data into each of them You will develop GUI with PyQt5 to each table in the database You will also create GUI to plot case distribution of order date by year quarter month week and day the distribution of amount by year quarter month week day and hour the distribution of bottom 10 sales by product top 10 sales by product bottom 10 sales by customer top 10 sales by customer bottom 10 sales by category top 10 sales by category bottom 10 sales by status top 10 sales by status bottom 10 sales by customer city top 10 sales by customer city bottom 10 sales by customer state top 10 sales

by customer state average amount by month with mean and EWM average amount by every month amount feature over June 2016 amount feature over 2017 and amount payment in all years **ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING SQLITE AND PYTHON GUI** Vivian Siahaan,Rismon Hasiholan Sianipar,2022-08-17 In this project we provide you with the SQLite version of The Oracle Database Sample Schemas that provides a common platform for examples in each release of the Oracle Database The sample database is also a good database for practicing with SQL especially SQLite The detailed description of the database can be found on http luna ext di fc ul pt oracle11g server 112 e10831 diagrams htm insertedID0 The four schemas are a set of interlinked schemas This set of schemas provides a layered approach to complexity A simple schema Human Resources HR is useful for introducing basic topics An extension to this schema supports Oracle Internet Directory demos A second schema Order Entry OE is useful for dealing with matters of intermediate complexity Many data types are available in this schema including non scalar data types The Online Catalog OC subschema is a collection of object relational database objects built inside the OE schema The Product Media PM schema is dedicated to multimedia data types The Sales History SH schema is designed to allow for demos with large amounts of data An extension to this schema provides support for advanced analytic processing The HR schema consists of seven tables regions countries locations departments employees jobs and job_histories This book only implements HR schema since the other schemas will be implemented in the next books **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 pogrammers 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 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 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   *Learn JDBC The Hard Way: A Hands-On Guide to PostgreSQL and SQL Server Driven Programming* Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-23 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 PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL 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 How to

install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc 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 jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three 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 four you will create a PostgreSQL database named Bank and its tables In chapter five 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 six 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 chapter seven 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 eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten 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 eleven 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 twelve 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 thirteen 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 PostgreSQL SQL Server programmer   **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 dan 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   *A Guide to Python GUI Programming with MySQL* Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-14 In this book you will create two desktop applications using Python GUI and MySQL In this book you will learn how to build from scratch a MySQL database management system using PyQt In designing a GUI you will make use of

the Qt Designer tool Gradually and step by step you will be taught how to use MySQL in Python In the first three chapters you will learn Basic MySQL statements including how to implement querying data sorting data filtering data joining tables grouping data subquerying data dan 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 fourth chapter you will learn How PyQt and Qt Designer are used to create Python GUIs How to create a basic Python GUI that utilizes a Line Edit and a Push Button In the fifth chapter you will study Creating the initial three table in the School database project Teacher table Class table and Subject table Creating database configuration files Creating a Python GUI for viewing and navigating the contents of each table Creating a Python GUI for inserting and editing tables and Creating a Python GUI to merge and query the three tables In chapter six you will learn Creating the main form to connect all forms Creating a project that will add three more tables to the school database the Student table the Parent table and the Tuition table Creating a Python GUI to view and navigate the contents of each table Creating a Python GUI for editing inserting and deleting records in each table Create a Python GUI to merge and query the three tables and all six tables In chapter seven you will create new database dan configure it 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 Vicbtim 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 **A Comprehensive Guide to Java GUI Programming with SQLite** Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-02 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is

often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will create Bank database and its four tables In chapter six 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 chapter seven 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 chapter eight 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 chapter nine 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 ten you will create Crime database and its six tables In chapter eleven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter twelve 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 thirteen 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 fourteen 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 fifteen 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 **Python GUI with MySQL: A Step By Step Guide to Database Programming** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-08-13 In this book you will learn how to build from scratch a MySQL database management system using PyQt In designing a GUI you will make use of the Qt Designer tool Gradually and step by step you will be taught how to use MySQL in Python In the first three chapters you will learn Basic MySQL statements including how to implement querying data sorting data filtering data joining tables grouping data subquerying data dan 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 fourth chapter you will learn How PyQt and Qt Designer are used to create Python GUIs How to create a basic Python GUI that utilizes a Line Edit and a Push Button In the fifth chapter you will study Creating the initial three table in the School database project Teacher table Class table and Subject table Creating database configuration files Creating a Python GUI for viewing and navigating the contents of each table Creating a Python GUI for inserting and editing tables and Creating a Python GUI to merge and query the three tables In last chapter you will learn Creating the main form to connect all forms Creating a project that will add three more tables to the school database the Student table the Parent table and the Tuition table Creating a Python GUI to view and navigate the contents of each table Creating a Python GUI for editing inserting and deleting records in each table Create a Python GUI to merge and query the three tables and all six tables **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 pogrammer   **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 dan 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

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Unveiling the Magic of Words: A Report on "**Javascript Students Guide**"

In a global defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their power to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "**Javascript Students Guide**," a mesmerizing literary masterpiece penned with a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve in to the book is central themes, examine its distinctive writing style, and assess its profound effect on the souls of its readers.

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Javascript Students Guide Introduction

In todays digital age, the availability of Javascript Students Guide books and manuals for download has revolutionized the way we access information. Gone are the days of physically flipping through pages and carrying heavy textbooks or manuals. With just a few clicks, we can now access a wealth of knowledge from the comfort of our own homes or on the go. This article will explore the advantages of Javascript Students Guide books and manuals for download, along with some popular platforms that offer these resources. One of the significant advantages of Javascript Students Guide books and manuals for download is the cost-saving aspect. Traditional books and manuals can be costly, especially if you need to purchase several of them for educational or professional purposes. By accessing Javascript Students Guide versions, you eliminate the need to spend money on physical copies. This not only saves you money but also reduces the environmental impact associated with book production and transportation. Furthermore, Javascript Students Guide books and manuals for download are incredibly convenient. With just a computer or smartphone and an internet connection, you can access a vast library of resources on any subject imaginable. Whether youre a student looking for textbooks, a professional seeking industry-specific manuals, or someone interested in self-improvement, these digital resources provide an efficient and accessible means of acquiring knowledge. Moreover, PDF books and manuals offer a range of benefits compared to other digital formats. PDF files are designed to retain their formatting regardless of the device used to open them. This ensures that the content appears exactly as intended by the author, with no loss of formatting or missing graphics. Additionally, PDF files can be easily annotated, bookmarked, and searched for specific terms, making them highly practical for studying or referencing. When it comes to accessing Javascript Students Guide books and manuals, several platforms offer an extensive collection of resources. One such platform is Project Gutenberg, a nonprofit organization that provides over 60,000 free eBooks. These books are primarily in the public domain, meaning they can be freely distributed and downloaded. Project Gutenberg offers a wide range of classic literature, making it an excellent resource for literature enthusiasts. Another popular platform for Javascript Students Guide books and manuals is Open Library. Open Library is an initiative of the Internet Archive, a non-profit organization dedicated to digitizing cultural artifacts and making them accessible to the public. Open Library hosts millions of books, including both public domain works and contemporary titles. It also allows users to borrow digital copies of certain

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