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 MySQL and JSON: A Practical Programming Guide
 JavaScript Robotics
 Real World OCaml
 JavaScript JSON Cookbook
 Augmented Reality Development with Unity
 Learning PostgreSQL
 Java XML and JSON
 Database Design
 Professional JavaScript for Web Developers
 CCNA 200-301 Official Cert Guide, Volume 2
 Learning PostgreSQL 11
 Natural Scientific Language Processing and Research Knowledge Graphs
 Advanced Technologies in Modern Robotic Applications
 Eloquent JavaScript, 3rd Edition
 XML in a Nutshell
 Expert Delphi
 The SparkFun Guide to Processing
 Beginning JSON
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 Go Cookbook
 Introduction to Data Systems
 Java XML and JSON
 Web Engineering

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RANDOLPH BARNETT

The Cucumber Book Packt Publishing Ltd
 Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to: -Make detailed pixel art and scale it to epic proportions -Write a maze game and build a MaKey MaKey controller with fruit buttons -Play, record, and sample audio to create your own soundboard -Fetch weather data from the Web and build a custom weather dashboard -Create visualizations that change based on sound, light, and temperature readings With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your

DIY journey by learning some basic programming and making your first masterpiece with The SparkFun Guide to Processing. The code in this book is compatible with Processing 2 and Processing 3.

Spring Boot and Angular Pragmatic Bookshelf

Trust the best-selling Official Cert Guide series from Cisco Press to help you learn, prepare, and practice for exam success. They are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. This book, combined with CCNA 200-301 Official Cert Guide, Volume 1, covers all the exam topics on the CCNA 200-301 exam. Master Cisco CCNA 200-301 exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks This is the eBook edition of CCNA 200-301 Official Cert Guide, Volume 2. This eBook does not include access to the Pearson Test Prep practice exams that comes with the print edition. CCNA 200-301 Official Cert Guide, Volume 2 presents you with an organized test preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam

Preparation Tasks help you drill on key concepts you must know thoroughly. CCNA 200-301 Official Cert Guide, Volume 2 from Cisco Press enables you to succeed on the exam the first time and is the only self-study resource approved by Cisco. Best-selling author Wendell Odom shares preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. This complete study package includes A test-preparation routine proven to help you pass the exams Do I Know This Already? quizzes, which enable you to decide how much time you need to spend on each section Chapter-ending Key Topic tables, which help you drill on key concepts you must know thoroughly A free copy of the CCNA 200-301 Network Simulator, Volume 2 Lite software, complete with meaningful lab exercises that help you hone your hands-on skills with the command-line interface for routers and switches Links to a series of hands-on config labs developed by the author Online interactive practice exercises that help you enhance your knowledge More than 50 minutes of video mentoring from the author An online interactive Flash Cards application to help you drill on Key Terms by chapter A final preparation chapter, which guides you through tools and resources to help you craft your review and test-taking strategies Study plan suggestions and templates to help you organize and optimize your study time Well regarded for its level of detail, study plans, assessment features, hands-on labs, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that ensure your exam success. CCNA 200-301 Official Cert Guide, Volume 2, combined with CCNA 200-301 Official Cert Guide, Volume 1, walk you through all the exam topics found in the Cisco 200-301 exam. Topics covered in Volume 2 include IP access control lists Security services IP services Network architecture Network automation Companion Website: The companion website contains CCNA Network Simulator Lite software, practice exercises, 50 minutes of video training, and other study resources. See the Where Are the Companion Files on the last page of your eBook file for instructions on how to access. In addition to the wealth of content, this new edition includes a series of free hands-on exercises to help you master several real-world configuration activities. These exercises can be performed on the CCNA 200-301 Network Simulator Lite, Volume 2 software included for free on the companion website that accompanies this book.

Game Programming in C++ Apress

In the rapidly evolving world of immersive technologies, augmented reality (AR) has emerged as a pivotal force, transforming industries from education and healthcare to manufacturing and entertainment. This book provides a comprehensive guide for enthusiasts and professionals looking to explore AR development and applications. Key topics include AR fundamentals and applications, 3D visualization, mathematics, placement of virtual objects in physical spaces, using Unity 3D and Vuforia, creating marker-based and marker-less AR apps, industry standard SDKs and more. Companion files with code samples and color figures are available for downloading.

FEATURES • Includes step-by-step tutorials with detailed instructions for developing AR applications, from basic concepts to advanced implementations • Features practical examples and real-world projects, using cases to illustrate the application of AR technology • Explores best practices for AR design and performance optimization to ensure smooth and immersive user experiences • Download companion files with code samples and color figures

Data Analysis with Python and PySpark Springer

Learning AngularJS shows you how to create powerful, interactive

web applications that have a well-structured, reusable code base that will be easy to maintain. You'll also learn how to leverage AngularJS's innovative MVC approach to implement well-designed and well-structured web pages and web applications. AngularJS helps you to become a better web developer by forcing you to adhere to underlying structure and design rules."--Back cover. *JSON at Work* "O'Reilly Media, Inc."

Leverage the power of PostgreSQL 11 to build powerful database and data warehousing applications Key FeaturesMonitor, secure, and fine-tune your PostgreSQL 11 databaseLearn client-side and server-side programming using SQL and PL/pgSQLDiscover tips on implementing efficient database solutionsBook Description PostgreSQL is one of the most popular open source database management systems in the world, and it supports advanced features included in SQL standards. This book will familiarize you with the latest features in PostgreSQL 11, and get you up and running with building efficient PostgreSQL database solutions from scratch. Learning PostgreSQL, 11 begins by covering the concepts of relational databases and their core principles. You'll explore the Data Definition Language (DDL) and commonly used DDL commands supported by ANSI SQL. You'll also learn how to create tables, define integrity constraints, build indexes, and set up views and other schema objects. As you advance, you'll come to understand Data Manipulation Language (DML) and server-side programming capabilities using PL/pgSQL, giving you a robust background to develop, tune, test, and troubleshoot your database application. The book will guide you in exploring NoSQL capabilities and connecting to your database to manipulate data objects. You'll get to grips with using data warehousing in analytical solutions and reports, and scaling the database for high availability and performance. By the end of this book, you'll have gained a thorough understanding of PostgreSQL 11 and developed the necessary skills to build efficient database solutions. What you will learnUnderstand the basics of relational databases, relational algebra, and data modelingInstall a PostgreSQL server, create a database, and implement your data modelCreate tables and views, define indexes and stored procedures, and implement triggersMake use of advanced data types such as Arrays, hstore, and JSONBConnect your Python applications to PostgreSQL and work with data efficientlyIdentify bottlenecks to enhance reliability and performance of database applicationsWho this book is for This book is for you if you're interested in learning about PostgreSQL from scratch. Those looking to build solid database or data warehousing applications or wanting to get up to speed with the latest features of PostgreSQL 11 will also find this book useful. No prior knowledge of database programming or administration is required to get started.

JSON Quick Syntax Reference Springer

This fast-moving tutorial introduces you to OCaml, an industrial-strength programming language designed for expressiveness, safety, and speed. Through the book's many examples, you'll quickly learn how OCaml stands out as a tool for writing fast, succinct, and readable systems code. Real World OCaml takes you through the concepts of the language at a brisk pace, and then helps you explore the tools and techniques that make OCaml an effective and practical tool. In the book's third section, you'll delve deep into the details of the compiler toolchain and OCaml's simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules Explore advanced features such as functors, first-class modules, and objects Leverage Core, a comprehensive general-purpose standard library for OCaml Design effective and reusable libraries, making the most of OCaml's approach to abstraction and modularity Tackle practical

programming problems from command-line parsing to asynchronous network programming Examine profiling and interactive debugging techniques with tools such as GNU gdb Packt Publishing Ltd

Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool—all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the core features of Cucumber and working with Cucumber's Gherkin DSL to describe—in plain language—the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

Introduction to JavaScript Object Notation Springer Nature Formerly published by Chicago Business Press, now published by Sage Database Design, Application Development, and Administration, Seventh Edition, offers a comprehensive understanding of database technology. Author Michael Mannino equips students with the necessary tools to grasp the fundamental concepts of database management, and then guides them in honing their skills to solve both basic and advanced challenges in query formulation, data modeling, and database application development.

Learning AngularJS Apress

Dispels the myth that JavaScript is a "baby" language and demonstrates why it is the scripting language of choice used in the design of millions of Web pages and server-side applications Quickly covers JavaScript basics and then moves on to more advanced topics such as object-oriented programming, XML, Web services, and remote scripting Addresses the many issues that Web application developers face, including internationalization, security, privacy, optimization, intellectual property issues, and obfuscation Builds on the reader's basic understanding of HTML, CSS, and the Web in general This book is also available as part of the 4-book JavaScript and Ajax Wrox Box (ISBN: 0470227818). This 4-book set includes: Professional JavaScript for Web Developers (ISBN: 0764579088) Professional Ajax 2nd edition (ISBN: 0470109491) Professional Web 2.0 Programming (ISBN: 0470087889) Professional Rich Internet Applications: Ajax and Beyond (ISBN: 0470082801)

JavaScript in 24 Hours, Sams Teach Yourself No Starch Press

JSON is becoming the backbone for meaningful data interchange over the internet. This format is now supported by an entire ecosystem of standards, tools, and technologies for building truly elegant, useful, and efficient applications. With this hands-on

guide, author and architect Tom Marris shows you how to build enterprise-class applications and services by leveraging JSON tooling and message/document design. JSON at Work provides application architects and developers with guidelines, best practices, and use cases, along with lots of real-world examples and code samples. You'll start with a comprehensive JSON overview, explore the JSON ecosystem, and then dive into JSON's use in the enterprise. Get acquainted with JSON basics and learn how to model JSON data Learn how to use JSON with Node.js, Ruby on Rails, and Java Structure JSON documents with JSON Schema to design and test APIs Search the contents of JSON documents with JSON Search tools Convert JSON documents to other data formats with JSON Transform tools Compare JSON-based hypermedia formats, including HAL and jsonapi Leverage MongoDB to store and access JSON documents Use Apache Kafka to exchange JSON-based messages between services Databases Illuminated "O'Reilly Media, Inc."

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of JavaScript and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to:

- Understand the essential elements of programming, including syntax, control, and data
- Organize and clarify your code with object-oriented and functional programming techniques
- Script the browser and make basic web applications
- Use the DOM effectively to interact with browsers
- Harness Node.js to build servers and utilities

Isn't it time you became fluent in the language of the Web? * All source code is available online in an interactive sandbox, where you can edit the code, run it, and see its output instantly.

Data Science at the Command Line Apress

Beginning JSON is the definitive guide to JSON - JavaScript Object Notation - today's standard in data formatting for the web. The book starts with the basics, and walks you through all aspects of using the JSON format. Beginning JSON covers all areas of JSON from the basics of data formats to creating your own server to store and retrieve persistent data. Beginning JSON provides you with the skill set required for reading and writing properly validated JSON data. The first two brief chapters of the book contain the foundations of JavaScript as it relates to JSON, and provide the necessary understandings for later chapters. Chapters 3 through 12 reveal what data is, how to convert that data into a transmittable/storable format, how to use AJAX to

send and receive JSON, and, lastly, how to reassemble that data back into a proper JavaScript object to be used by your program. The final chapters put everything you learned into practice.

[Math for Security](#) "O'Reilly Media, Inc."

TypeScript is a typed superset of JavaScript with the potential to solve many of the headaches for which JavaScript is famous. But TypeScript has a learning curve of its own, and understanding how to use it effectively can take time. This book guides you through 62 specific ways to improve your use of TypeScript. Author Dan Vanderkam, a principal software engineer at Sidewalk Labs, shows you how to apply these ideas, following the format popularized by *Effective C++* and *Effective Java* (both from Addison-Wesley). You'll advance from a beginning or intermediate user familiar with the basics to an advanced user who knows how to use the language well. *Effective TypeScript* is divided into eight chapters: Getting to Know TypeScript TypeScript's Type System Type Inference Type Design Working with any Types Declarations and @types Writing and Running Your Code Migrating to TypeScript

[Effective TypeScript](#) Cisco Press

Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. *Game Programming in C++* is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, *Game Programming in C++* will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

Advances in Databases and Information Systems Packt Publishing Ltd

Use applied math to map fire stations, develop facial recognition software, solve the art gallery problem and more in this hands-on, real-world infosec book. Explore the intersection of mathematics and computer security with this engaging and accessible guide. *Math for Security* will equip you with essential tools to tackle complex security problems head on. All you need are some basic programming skills. Once you've set up your development environment and reviewed the necessary Python syntax and math notation in the early chapters, you'll dive deep into practical applications, leveraging the power of math to analyze networks, optimize resource distribution, and much more. In the book's final chapters, you'll take your projects from

proof of concepts to viable applications and explore options for delivering them to end users. As you work through various security scenarios, you'll: Employ packet analysis and graph theory to detect data exfiltration attempts in a network Predict potential targets and find weaknesses in social networks with Monte Carlo simulations Use basic geometry and OpenCell data to triangulate a phone's location without GPS Apply computational geometry to Voronoi diagrams for use in emergency service planning Train a facial recognition system with machine learning for real-time identity verification Use spatial analysis to distribute physical security features effectively in an art gallery Whether you're an aspiring security professional, a social network analyst, or an innovator seeking to create cutting-edge security solutions, this book will empower you to solve complex problems with precision and confidence. Embrace the intricate world of math as your secret weapon in computer security! Covers Python 3.x

The Definitive ANTLR 4 Reference "O'Reilly Media, Inc."

In just 24 lessons of one hour or less, *Sams Teach Yourself JavaScript in 24 Hours* helps you learn the fundamentals of web programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... · Use JavaScript to build dynamic, interactive web pages · Debug scripts · Create scripts that work in all browsers · Write clear, reliable, and reusable code · Use object-oriented programming techniques · Script with the DOM · Manipulate JSON data · Work with HTML5 and CSS3 · Control CSS with simple JavaScript code · Read and write cookies · Use some of the new ECMAScript features today · Match patterns using regular expressions · Understand and use closures · Organize your code with modules

[JavaScript & jQuery: The Missing Manual](#) SAGE Publications

Harness the power of the Delphi IDE and programming language, coupled with the FireMonkey library, to develop modern desktop and mobile apps with high speed and natively compiled efficiency from a single source code base Key Features Understand the fundamentals of Delphi for building multi-device applications Build desktop and mobile apps with the help of extensive examples that guide you through each step Apply advanced features, such as parallel programming and multi-tier full-stack solutions, based on web connectivity Purchase of the print or Kindle book includes a free PDF eBook Book Description Master Delphi, the most powerful Object Pascal IDE and versatile component library for cross-platform native app development, by harnessing its capabilities for building natively compiled, blazingly fast apps for all major platforms, including Android, iOS, Windows, Mac, and Linux. Expert Delphi begins with a quick overview of Delphi, helping you get acquainted with the IDE and the Object Pascal language. The book then quickly progresses to more advanced concepts, followed by the architecture of applications and the FireMonkey library, guiding you through building server-side services, parallel programming, and database access. Toward the end, you'll learn how to integrate your app with various web services and deploy them effectively. By the end of this book, you'll be adept at building powerful, cross-platform, native apps for iOS, Android, Windows, and macOS—all from a single code base. What you will learn Configure

the Delphi IDE for mobile development, use Object Pascal, and build apps Manage core Delphi technologies, including parallel programming, JSON, XML, and FireMonkey Explore FireMonkey 3D features, UI styles, and mobile OS integration to build powerful apps Extend your apps to desktop using the same source code and set of technologies to expand opportunities Build web services integrate them with your UI for a holistic developer experience Deploy apps to devices and online stores, streamlining distribution and facilitating monetization Who this book is for If you're a Delphi developer exclusively versed in Windows applications and aspire to venture into mobile platforms, this book will pave the way for you to become an expert in this space. It serves as a guide for mobile developers or developers in general, proficient in other programming languages and frameworks, to harness the productivity that Delphi and FireMonkey offer.

MySQL and JSON: A Practical Programming Guide JavaScript Robotics

JSON (JavaScript Object Notation) is a lightweight text-based data interchange format used to create objects to transfer data over the Internet. It's widely used today by common web applications, as well as mobile applications. This book gives you clear ways that you can exchange objects using JSON, regardless of whether you're developing a web or traditional networked application. You'll start with a brief refresher on JSON and JavaScript syntax and read and write on the client and server. Then, you'll learn how to use JSON in simple AJAX applications using AngularJS and jQuery. Next, you will learn how to exchange objects with

databases using MongoDB and CouchDB. You'll also explore how to use JSON in a type-safe manner, writing programs that have fewer bugs.

JavaScript Robotics Simon and Schuster

This book constitutes the refereed proceedings of the 13th International Conference on Web Engineering, ICWE 2013, held in Aalborg, Denmark, in July 2013. The 21 full research papers, 4 industry papers, and 11 short papers presented were carefully reviewed and selected from 92 submissions. The scientific program was completed with 7 workshops, 6 demonstrations and posters. The papers cover a wide spectrum of topics, such as, among others: web mining and knowledge extraction, semantic and linked data management, crawling and web research, model-driven web engineering, component-based web engineering, Rich Internet Applications (RIAs) and client-side programming, web services, and end-user development.

Real World OCaml Springer Nature

"This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works ... begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"-- Publisher's description.

Best Sellers - Books :

- [Girl In Pieces By Kathleen Glasgow](#)
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- [Stop Overthinking: 23 Techniques To Relieve Stress, Stop Negative Spirals, Declutter Your Mind, And Focus On The Present \(the](#)
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