
Jchart Developer Guide

Mastering Java

Java 8 Pocket Guide

Interactive Data Processing and 3D Visualization of the Solid Earth

Euro-Par 2004 Parallel Processing

FROM ZERO TO JDBC HERO

eXist

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Public Works for Water and Power Development and Energy Research Appropriation
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FRANCIS PAGE

Mastering Java Packt Publishing Ltd
In this book, you will learn how to build from scratch a criminal records management database system using Java/SQLite. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. In chapter one, you will create Bank database and its four

tables. In chapter two, 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 three, 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 four, 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 five, 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 create Crime database and its six tables. In chapter seven, you will be taught how to extract image features, utilizing `BufferedImage` class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: `suspect_id` (primary key), `suspect_name`, `birth_date`, `case_date`, `report_date`, `suspect_status`, `arrest_date`, `mother_name`, `address`, `telephone`, and `photo`. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete `Feature_Extraction` table data. This table has eight columns: `feature_id` (primary key), `suspect_id` (foreign key), `feature1`,

feature2, feature3, feature4, feature5, and feature6. 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 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.

Java 8 Pocket Guide Springer

This book constitutes the revised and selected papers from the 6th International Workshop on Engineering

Multi-Agent Systems held in Stockholm, Sweden, in July 2018, in conjunction with AAMAS 2018. The 17 full papers presented in this volume were carefully reviewed and selected from 32 submissions. The book also contains a state-of-the-art paper that reflects on the role and potential of MAS engineering in a number of key facets. The papers are clustered around the following themes: programming agents and MAS, agent-oriented software engineering, formal analysis techniques, rational agents, modeling and simulation, frameworks and application domains.

Interactive Data Processing and 3D Visualization of the Solid Earth Java Programming For Developers: The Definitive Guide to Learn JDBC And

Database Applications

For a variety of reasons, the MATLAB®-Java interface was never fully documented. This is really quite unfortunate: Java is one of the most widely used programming languages, having many times the number of programmers and programming resources as MATLAB. Also unfortunate is the popular claim that while MATLAB is a fine programming platform for prototyping, it is not suitable for real-world, modern-looking applications. *Undocumented Secrets of MATLAB®-Java Programming* aims to correct this misconception. This book shows how using Java can significantly improve MATLAB program appearance and functionality, and that this can be done easily and even without any prior Java

knowledge. Readers are led step-by-step from simple to complex customizations. Code snippets, screenshots, and numerous online references are provided to enable the utilization of this book as both a sequential tutorial and as a random-access reference suited for immediate use. Java-savvy readers will find it easy to tailor code samples for their particular needs; for Java newcomers, an introduction to Java and numerous online references are provided. This book demonstrates how The MATLAB programming environment relies on Java for numerous tasks, including networking, data-processing algorithms and graphical user-interface (GUI) We can use MATLAB for easy access to external Java functionality, either third-party or user-created Using

Java, we can extensively customize the MATLAB environment and application GUI, enabling the creation of visually appealing and usable applications [Euro-Par 2004 Parallel Processing](#) Manning Publications Company When you need quick answers for developing or debugging Java programs, this pocket guide provides a handy reference to standard features of the Java programming language and its platform. You'll find helpful programming examples, tables, figures, and lists, as well as Java 8 features such as Lambda Expressions and the Date and Time API. It's an ideal companion, whether you're in the office, in the lab, or on the road. This book also provides material to help you prepare for the Oracle Certified Associate Java Programmer exam.

Quickly find Java language details, such as naming conventions, types, statements and blocks, and object-oriented programming Get details on the Java SE platform, including development basics, memory management, concurrency, and generics Browse through information on basic input/output, NIO 2.0, the Java collections framework, and the Java Scripting API Get supplemental references to fluent APIs, third-party tools, and basics of the Unified Modeling Language (UML)

FROM ZERO TO JDBC HERO CRC Press

Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications SPARTA PUBLISHING

eXist Springer Science & Business Media

Scala will be a valuable tool to have on hand during your data science journey for everything from data cleaning to cutting-edge machine learning About This Book Build data science and data engineering solutions with ease An in-depth look at each stage of the data analysis process — from reading and collecting data to distributed analytics Explore a broad variety of data processing, machine learning, and genetic algorithms through diagrams, mathematical formulations, and source code Who This Book Is For This learning path is perfect for those who are comfortable with Scala programming and now want to enter the field of data science. Some knowledge of statistics is expected. What You Will Learn Transfer and filter tabular data to extract features

for machine learning Read, clean, transform, and write data to both SQL and NoSQL databases Create Scala web applications that couple with JavaScript libraries such as D3 to create compelling interactive visualizations Load data from HDFS and HIVE with ease Run streaming and graph analytics in Spark for exploratory analysis Bundle and scale up Spark jobs by deploying them into a variety of cluster managers Build dynamic workflows for scientific computing Leverage open source libraries to extract patterns from time series Master probabilistic models for sequential data In Detail Scala is especially good for analyzing large sets of data as the scale of the task doesn't have any significant impact on performance. Scala's powerful functional

libraries can interact with databases and build scalable frameworks — resulting in the creation of robust data pipelines. The first module introduces you to Scala libraries to ingest, store, manipulate, process, and visualize data. Using real world examples, you will learn how to design scalable architecture to process and model data — starting from simple concurrency constructs and progressing to actor systems and Apache Spark. After this, you will also learn how to build interactive visualizations with web frameworks. Once you have become familiar with all the tasks involved in data science, you will explore data analytics with Scala in the second module. You'll see how Scala can be used to make sense of data through easy to follow recipes. You will learn

about Bokeh bindings for exploratory data analysis and quintessential machine learning with algorithms with Spark ML library. You'll get a sufficient understanding of Spark streaming, machine learning for streaming data, and Spark graphX. Armed with a firm understanding of data analysis, you will be ready to explore the most cutting-edge aspect of data science — machine learning. The final module teaches you the A to Z of machine learning with Scala. You'll explore Scala for dependency injections and implicits, which are used to write machine learning algorithms. You'll also explore machine learning topics such as clustering, dimensionality reduction, Naive Bayes, Regression models, SVMs, neural networks, and more. This learning

path combines some of the best that Packt has to offer into one complete, curated package. It includes content from the following Packt products: Scala for Data Science, Pascal Bugnion Scala Data Analysis Cookbook, Arun Manivannan Scala for Machine Learning, Patrick R. Nicolas Style and approach A complete package with all the information necessary to start building useful data engineering and data science solutions straight away. It contains a diverse set of recipes that cover the full spectrum of interesting data analysis tasks and will help you revolutionize your data analysis skills using Scala.

Java 11 Cookbook Springer Science & Business Media

Technological Developments in Networking, Education and Automation

includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the following areas: Computer Networks: Access Technologies, Medium Access Control, Network architectures and Equipment, Optical Networks and Switching, Telecommunication Technology, and Ultra Wideband Communications. Engineering Education and Online Learning: including development of courses and systems for engineering, technical and liberal studies programs; online laboratories; intelligent testing using fuzzy logic; taxonomy of e-courses; and evaluation of online courses. Pedagogy: including benchmarking; group-learning; active learning; teaching of multiple subjects together; ontology; and knowledge

management. Instruction Technology: including internet textbooks; virtual reality labs, instructional design, virtual models, pedagogy-oriented markup languages; graphic design possibilities; open source classroom management software; automatic email response systems; tablet-pcs; personalization using web mining technology; intelligent digital chalkboards; virtual room concepts for cooperative scientific work; and network technologies, management, and architecture. Coding and Modulation: Modeling and Simulation, OFDM technology , Space-time Coding, Spread Spectrum and CDMA Systems. Wireless technologies: Bluetooth , Cellular Wireless Networks, Cordless Systems and Wireless Local Loop, HIPERLAN, IEEE 802.11, Mobile Network

Layer, Mobile Transport Layer, and Spread Spectrum. Network Security and applications: Authentication Applications, Block Ciphers Design Principles, Block Ciphers Modes of Operation, Electronic Mail Security, Encryption & Message Confidentiality, Firewalls, IP Security, Key Cryptography & Message Authentication, and Web Security. Robotics, Control Systems and Automation: Distributed Control Systems, Automation, Expert Systems, Robotics, Factory Automation, Intelligent Control Systems, Man Machine Interaction, Manufacturing Information System, Motion Control, and Process Automation. Vision Systems: for human action sensing, face recognition, and image processing algorithms for smoothing of high speed motion.

Electronics and Power Systems: Actuators, Electro-Mechanical Systems, High Frequency Converters, Industrial Electronics, Motors and Drives, Power Converters, Power Devices and Components, and Power Electronics. Public Works for Water and Power Development and Energy Research Appropriation Bill, 1977 No Starch Press A guide for beginner's with step-by-step instructions and an easy-to-follow approach. PrimeFaces Beginners Guide is a simple and effective guide for beginners, wanting to learn and implement PrimeFaces in their JSF-based applications. Some basic JSF and jQuery skills are required before you start working through the book. *Distributed and Parallel Systems* Packt Publishing Ltd

This book constitutes the refereed proceedings of the 10th International Conference on Parallel Computing, Euro-Par 2004, held in Pisa, Italy in August/September 2004. The 122 revised papers presented together with 3 invited papers were carefully reviewed and selected from 352 submissions. The papers are organized in topical sections on support tools and environments, performance evaluation, scheduling and load balancing, compilers and high performance, parallel and distributed databases, grid and cluster computing, applications on high performance clusters, parallel computer architecture and ILP, distributed systems and algorithms, parallel programming, numerical algorithms, high performance multimedia, theory and algorithms for

parallel computing, routing and communication in interconnection networks, mobile computing, integrated problem solving environments, high performance bioinformatics, and peer-to-peer and Web computing.

Wicked Cool Java Packt Publishing Ltd
Data analysis and machine learning are research areas at the intersection of computer science, artificial intelligence, mathematics and statistics. They cover general methods and techniques that can be applied to a vast set of applications such as web and text mining, marketing, medical science, bioinformatics and business intelligence. This volume contains the revised versions of selected papers in the field of data analysis, machine learning and applications presented during the 31st

Annual Conference of the German Classification Society (Gesellschaft für Klassifikation - GfKI). The conference was held at the Albert-Ludwigs-University in Freiburg, Germany, in March 2007.

Java Pocket Guide Packt Publishing Ltd

This is the authoritative reference for understanding and using the NetBeans Integrated Development Environment for creating new software with Java.

Contains a detailed tutorial.

Pentaho 5.0 Reporting By Example

Beginner's Guide "O'Reilly Media, Inc."

This book constitutes the full papers and short monographs developed on the base of the refereed proceedings of the International Conference on Information Technologies: Information and Communication Technologies for Research and Industry (ICIT-2019), held

in Saratov, Russia in February 2019. The book brings accepted papers which present new approaches and methods of solving problems in the sphere of control engineering and decision making for the various fields of studies: industry and research, ontology-based data simulation, smart city technologies, theory and use of digital signal processing, cognitive systems, robotics, cybernetics, automation control theory, image recognition technologies, and computer vision. Particular emphasis is laid on modern trends, new approaches, algorithms and methods in selected fields of interest. The presented papers were accepted after careful reviews made by at least three independent reviewers in a double-blind way. The acceptance level was about 60%. The

chapters are organized thematically in several areas within the following tracks:

- Models, Methods & Approaches in Decision Making Systems
- Mathematical Modelling for Industry & Research
- Smart City Technologies

The conference is focused on development and globalization of information and communication technologies (ICT), methods of control engineering and decision making along with innovations and networking, ICT for sustainable development and technological change, and global challenges. Moreover, the ICIT-2019 served as a discussion area for the actual above-mentioned topics. The editors believe that the readers will find the proceedings interesting and useful for their own research work.

Recent Research in Control

Engineering and Decision Making

"O'Reilly Media, Inc."

Containing 101 fun, interesting, and useful ways to get more out of Java, this title targets developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available.

NetBeans: The Definitive Guide SPARTA PUBLISHING

Learn the basics of analytics on big data using Java, machine learning and other big data tools About This Book Acquire real-world set of tools for building enterprise level data science applications Surpasses the barrier of other languages in data science and learn create useful object-oriented codes Extensive use of Java compliant big data tools like apache spark, Hadoop, etc.

Who This Book Is For This book is for Java developers who are looking to perform data analysis in production environment. Those who wish to implement data analysis in their Big data applications will find this book helpful.

What You Will Learn Start from simple analytic tasks on big data Get into more complex tasks with predictive analytics on big data using machine learning Learn real time analytic tasks Understand the concepts with examples and case studies Prepare and refine data for analysis Create charts in order to understand the data See various real-world datasets In Detail This book covers case studies such as sentiment analysis on a tweet dataset, recommendations on a movielens dataset, customer segmentation on an ecommerce dataset,

and graph analysis on actual flights dataset. This book is an end-to-end guide to implement analytics on big data with Java. Java is the de facto language for major big data environments, including Hadoop. This book will teach you how to perform analytics on big data with production-friendly Java. This book basically divided into two sections. The first part is an introduction that will help the readers get acquainted with big data environments, whereas the second part will contain a hardcore discussion on all the concepts in analytics on big data. It will take you from data analysis and data visualization to the core concepts and advantages of machine learning, real-life usage of regression and classification using Naive Bayes, a deep discussion on the concepts of clustering, and a review

of simple neural networks on big data using deepLearning4j or plain Java Spark code. This book is a must-have book for Java developers who want to start learning big data analytics and want to use it in the real world. Style and approach The approach of book is to deliver practical learning modules in manageable content. Each chapter is a self-contained unit of a concept in big data analytics. Book will step by step builds the competency in the area of big data analytics. Examples using real world case studies to give ideas of real applications and how to use the techniques mentioned. The examples and case studies will be shown using both theory and code.

Scala: Guide for Data Science Professionals "O'Reilly Media, Inc."

Develop, Implement and Tuneup your Machine Learning applications using the power of Java programming About This Book Detailed coverage on key machine learning topics with an emphasis on both theoretical and practical aspects Address predictive modeling problems using the most popular machine learning Java libraries A comprehensive course covering a wide spectrum of topics such as machine learning and natural language through practical use-cases Who This Book Is For This course is the right resource for anyone with some knowledge of Java programming who wants to get started with Data Science and Machine learning as quickly as possible. If you want to gain meaningful insights from big data and develop intelligent applications using Java, this

course is also a must-have. What You Will Learn Understand key data analysis techniques centered around machine learning Implement Java APIs and various techniques such as classification, clustering, anomaly detection, and more Master key Java machine learning libraries, their functionality, and various kinds of problems that can be addressed using each of them Apply machine learning to real-world data for fraud detection, recommendation engines, text classification, and human activity recognition Experiment with semi-supervised learning and stream-based data mining, building high-performing and real-time predictive models Develop intelligent systems centered around various domains such as security, Internet of Things, social networking,

and more In Detail Machine Learning is one of the core area of Artificial Intelligence where computers are trained to self-learn, grow, change, and develop on their own without being explicitly programmed. In this course, we cover how Java is employed to build powerful machine learning models to address the problems being faced in the world of Data Science. The course demonstrates complex data extraction and statistical analysis techniques supported by Java, applying various machine learning methods, exploring machine learning sub-domains, and exploring real-world use cases such as recommendation systems, fraud detection, natural language processing, and more, using Java programming. The course begins with an introduction to data science and

basic data science tasks such as data collection, data cleaning, data analysis, and data visualization. The next section has a detailed overview of statistical techniques, covering machine learning, neural networks, and deep learning. The next couple of sections cover applying machine learning methods using Java to a variety of chores including classifying, predicting, forecasting, market basket analysis, clustering stream learning, active learning, semi-supervised learning, probabilistic graph modeling, text mining, and deep learning. The last section highlights real-world test cases such as performing activity recognition, developing image recognition, text classification, and anomaly detection. The course includes premium content from three of our most popular books:

Java for Data Science Machine Learning in Java Mastering Java Machine Learning On completion of this course, you will understand various machine learning techniques, different machine learning java algorithms you can use to gain data insights, building data models to analyze larger complex data sets, and incubating applications using Java and machine learning algorithms in the field of artificial intelligence. Style and approach This comprehensive course proceeds from being a tutorial to a practical guide, providing an introduction to machine learning and different machine learning techniques, exploring machine learning with Java libraries, and demonstrating real-world machine learning use cases using the Java platform.
Compiler Construction Packt Publishing

Ltd

Wolfgang Engel's GPU Pro 360 Guide to Geometry Manipulation gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers geometry manipulation in computer graphics. This volume is complete with 19 articles by leading programmers that focus on the ability of graphics processing units to process and generate geometry in exciting ways. GPU Pro 360 Guide to Geometry Manipulation is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer

software platforms such as PCs, video consoles, mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

iBPMS: Intelligent BPM Systems

PediaPress

Offering both theoretical explanations and real-world applications, this in-depth guide covers the 2.0 version of Struts, revealing how to design, build, and improve Java-based Web applications within the Struts development framework. Feature functionality is explained in detail to help programmers choose the most appropriate feature to

accomplish their objectives, while other chapters are devoted to file uploading, paging, and object caching.

Java 7 Pocket Guide SPARTA PUBLISHING

"The book has been fully updated to use JasperReports 3.5, the latest version of JasperReports. Previously accepted techniques that have now been deprecated have been replaced with their modern counterparts. All examples in the book have been updated to use XML schemas for report templates. Coverage of new data sources that JasperReports now supports has been added to the book. Additionally, JasperReports can now export reports to even more formats than before and exporting reports to these new formats is covered in this new edition of the book. Starting with the basics of adding

reporting capabilities to your application and creating report templates, you will first see how to produce your reports through the use of JRXML files, custom ANT targets, and then preview them in both the web browser and the native browser of JasperReports. All examples have been updated to use XML schemas. New export formats, such as OpenDocument Text, and new data sources now supported by JasperReports are now covered in this updated edition"--Resource description p. *Java Report* "O'Reilly Media, Inc." The second instance of the international summer school on Generative and Transformational Techniques in Software Engineering (GTTSE 2007) was held in Braga, Portugal, during July 2-7, 2007. This volume contains an augmented

selection of the material presented at the school, including full tutorials, short tutorials, and contributions to the participants workshop. The GTTSE summer school series brings together PhD students, lecturers, technology presenters, as well as other researchers and practitioners who are interested in the generation and the transformation of programs, data, models, metamodels, documentation, and entire software systems. This concerns many areas of software engineering: software reverse and re-engineering, model-driven engineering, automated software engineering, generic language technology, to name a few. These areas differ with regard to the specific sorts of metamodels (or grammars, schemas, formats etc.) that underlie the involved

artifacts, and with regard to the specific techniques that are employed for the generation and the transformation of the artifacts. The first instance of the school was held in 2005 and its proceedings appeared as volume 4143 in the LNCS series.

Technological Developments in Networking, Education and Automation
Pearson Education

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive

example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and

services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

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