
List Of Java Keywords Wikipedia

Paradigms of Artificial Intelligence Programming
 Case Studies in Common Lisp
 Python 3 Object-oriented Programming
 Programming in Python 3
 Native Doctors and Midwives in the Dutch East Indies
 Stories of an Incomplete Revolution
 18th International Semantic Web Conference, Auckland, New Zealand, October 26-30, 2019, Proceedings, Part II
 Analyzing Text with the Natural Language Toolkit
 Programming Fundamentals
 Data Structures and Algorithms in Java
 Confederated International Workshops: OTM Academy, Industry Case Studies Program, EI2N, INBAST, META4eS, OnToContent, ORM, SeDeS, SINCOM, and SOMOCO 2012, Rome, Italy, September 10-14, 2012. Proceedings
 Learning JavaScript Design Patterns
 Grokking Algorithms
 Programming in Scala
 A JavaScript and jQuery Developer's Guide
 Software Engineering at Google
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 C# Unleashed
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 Clean Code
 Collecting Data from the Modern Web
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 A Modular Structured Approach Using C++
 The Elements of Java(TM) Style
 Proceedings of the 3rd International Conference of Reliable Information and Communication Technology (IRICT 2018)
 Recent Trends in Data Science and Soft Computing
 Information Retrieval Technology
 Natural Language Processing with Python
 Design Patterns in Ruby (Adobe Reader)
 Web Scraping with Python
 The Semantic Web - ISWC 2019
 A Guide to Modern Databases and the NoSQL Movement
 A Complete Introduction to the Python Language
 7th Asia Information Retrieval Societies Conference, AIRS 2011, Dubai, United Arab Emirates, December 18-20, 2011, Proceedings
 Intelligent Data Engineering and Automated Learning - IDEAL 2020
 21st International Conference, Guimaraes, Portugal, November 4-6, 2020, Proceedings, Part I
 Regular Expressions Cookbook

List Of Java Keywords Wikipedia

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BIANCA KIMBERLY

Paradigms of Artificial Intelligence Programming Springer Nature

This book, first published in 2000, illustrates rules of Java code-writing with parallel examples of correct and incorrect usage.

Case Studies in Common Lisp Pragmatic Bookshelf
 Widely considered one of the best practical guides to programming, Steve McConnell's original CODE COMPLETE has been helping developers write better software for more than a decade. Now this classic book has been fully updated and revised with leading-edge practices—and hundreds of new code samples—illustrating the art and science of software construction. Capturing the body of knowledge available from research, academia, and everyday commercial practice, McConnell synthesizes the most effective techniques and must-know principles into clear, pragmatic guidance. No matter what your experience level, development environment, or project size, this book will inform and stimulate your thinking—and help you

build the highest quality code. Discover the timeless techniques and strategies that help you: Design for minimum complexity and maximum creativity Reap the benefits of collaborative development Apply defensive programming techniques to reduce and flush out errors Exploit opportunities to refactor—or evolve—code, and do it safely Use construction practices that are right-weight for your project Debug problems quickly and effectively Resolve critical construction issues early and correctly Build quality into the beginning, middle, and end of your project
Python 3 Object-oriented Programming O'Reilly Media
 The two-volume set of LNCS 11778 and 11779 constitutes the refereed proceedings of the 18th International Semantic Web Conference, ISWC 2019, held in Auckland, New Zealand, in October 2019. The ISWC conference is the premier international forum for the Semantic Web / Linked Data Community. The total of 74 full papers included in this volume was selected from 283 submissions. The conference is organized in three tracks: for the Research Track 42 full papers were selected from 194 submissions; the Resource Track contains 21 full papers, selected from 64 submissions; and the In-Use Track features 11 full papers which were selected from 25 submissions to this track. The

chapter "The SEPSSES knowledge graph: An integrated resource for cybersecurity" is open access under a CC BY 4.0 license at link.springer.com.

Programming in Python 3 Springer Science & Business Media
Programming Fundamentals - A Modular Structured Approach using C++ is written by Kenneth Leroy Busbee, a faculty member at Houston Community College in Houston, Texas. The materials used in this textbook/collection were developed by the author and others as independent modules for publication within the Connexions environment. Programming fundamentals are often divided into three college courses: Modular/Structured, Object Oriented and Data Structures. This textbook/collection covers the rest of those three courses.

Native Doctors and Midwives in the Dutch East Indies Addison-Wesley Professional

Take the guesswork out of using regular expressions. With more than 140 practical recipes, this cookbook provides everything you need to solve a wide range of real-world problems. Novices will learn basic skills and tools, and programmers and experienced users will find a wealth of detail. Each recipe provides samples you can use right away. This revised edition covers the regular expression flavors used by C#, Java, JavaScript, Perl, PHP, Python, Ruby, and VB.NET. You'll learn powerful new tricks, avoid flavor-specific gotchas, and save valuable time with this huge library of practical solutions. Learn regular expressions basics through a detailed tutorial Use code listings to implement regular expressions with your language of choice Understand how regular expressions differ from language to language Handle common user input with recipes for validation and formatting Find and manipulate words, special characters, and lines of text Detect integers, floating-point numbers, and other numerical formats Parse source code and process log files Use regular expressions in URLs, paths, and IP addresses Manipulate HTML, XML, and data exchange formats Discover little-known regular expression tricks and techniques

Stories of an Incomplete Revolution "O'Reilly Media, Inc."

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

John Wiley & Sons

History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

18th International Semantic Web Conference, Auckland, New Zealand, October 26-30, 2019, Proceedings, Part II Pearson Education

If you're just learning how to program, Julia is an excellent JIT-compiled, dynamically typed language with a clean syntax. This hands-on guide uses Julia 1.0 to walk you through programming

one step at a time, beginning with basic programming concepts before moving on to more advanced capabilities, such as creating new types and multiple dispatch. Designed from the beginning for high performance, Julia is a general-purpose language ideal for not only numerical analysis and computational science but also web programming and scripting. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Julia is perfect for students at the high school or college level as well as self-learners and professionals who need to learn programming basics. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical progression Discover how to work with files and databases Understand types, methods, and multiple dispatch Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design and data structures through case studies

Analyzing Text with the Natural Language Toolkit

Cambridge University Press

This book offers a highly accessible introduction to natural language processing, the field that supports a variety of language technologies, from predictive text and email filtering to automatic summarization and translation. With it, you'll learn how to write Python programs that work with large collections of unstructured text. You'll access richly annotated datasets using a comprehensive range of linguistic data structures, and you'll understand the main algorithms for analyzing the content and structure of written communication. Packed with examples and exercises, Natural Language Processing with Python will help you: Extract information from unstructured text, either to guess the topic or identify "named entities" Analyze linguistic structure in text, including parsing and semantic analysis Access popular linguistic databases, including WordNet and treebanks Integrate techniques drawn from fields as diverse as linguistics and artificial intelligence This book will help you gain practical skills in natural language processing using the Python programming language and the Natural Language Toolkit (NLTK) open source library. If you're interested in developing web applications, analyzing multilingual news sources, or documenting endangered languages -- or if you're simply curious to have a programmer's perspective on how human language works -- you'll find Natural Language Processing with Python both fascinating and immensely useful.

Programming Fundamentals Academic Press

This book's main goals are to bring together in a concise way all the methodologies, standards and recommendations related to Data, Queries, Links, Semantics, Validation and other issues concerning machine-readable data on the Web, to describe them in detail, to provide examples of their use, and to discuss how they contribute to - and how they have been used thus far on - the "Web of Data". As the content of the Web becomes increasingly machine readable, increasingly complex tasks can be automated, yielding more and more powerful Web applications that are capable of discovering, cross-referencing, filtering, and organizing data from numerous websites in a matter of seconds. The book is divided into nine chapters, the first of which introduces the topic by discussing the shortcomings of the current Web and illustrating the need for a Web of Data. Next, "Web of Data" provides an overview of the fundamental concepts involved, and discusses some current use-cases on the Web where such concepts are already being employed. "Resource Description Framework (RDF)" describes the graph-structured data model proposed by the Semantic Web community as a common data model for the Web. The chapter on "RDF Schema (RDFS) and Semantics" presents a lightweight ontology language

used to define an initial semantics for terms used in RDF graphs. In turn, the chapter “Web Ontology Language (OWL)” elaborates on a more expressive ontology language built upon RDFS that offers much more powerful ontological features. In “SPARQL Query Language” a language for querying and updating RDF graphs is described, with examples of the features it supports, supplemented by a detailed definition of its semantics. “Shape Constraints and Expressions (SHACL/ShEx)” introduces two languages for describing the expected structure of – and expressing constraints on – RDF graphs for the purposes of validation. “Linked Data” discusses the principles and best practices proposed by the Linked Data community for publishing interlinked (RDF) data on the Web, and how these techniques have been adopted. The final chapter highlights open problems and rounds out the coverage with a more general discussion on the future of the Web of Data. The book is intended for students, researchers and advanced practitioners interested in learning more about the Web of Data, and about closely related topics such as the Semantic Web, Knowledge Graphs, Linked Data, Graph Databases, Ontologies, etc. Offering a range of accessible examples and exercises, it can be used as a textbook for students and other newcomers to the field. It can also serve as a reference handbook for researchers and developers, as it offers up-to-date details on key standards (RDF, RDFS, OWL, SPARQL, SHACL, ShEx, RDB2RDF, LDP), along with formal definitions and references to further literature. The associated website webofdatatoolkit.org offers a wealth of complementary material, including solutions to the exercises, slides for classes, raw data for examples, and a section for comments and questions.

[Data Structures and Algorithms in Java](#) Pragmatic Bookshelf
Wikipedia's first twenty years: how what began as an experiment in collaboration became the world's most popular reference work. We have been looking things up in Wikipedia for twenty years. What began almost by accident--a wiki attached to an nascent online encyclopedia--has become the world's most popular reference work. Regarded at first as the scholarly equivalent of a Big Mac, Wikipedia is now known for its reliable sourcing and as a bastion of (mostly) reasoned interaction. How has Wikipedia, built on a model of radical collaboration, remained true to its original mission of "free access to the sum of all human knowledge" when other tech phenomena have devolved into advertising platforms? In this book, scholars, activists, and volunteers reflect on Wikipedia's first twenty years, revealing connections across disciplines and borders, languages and data, the professional and personal.

[Confederated International Workshops: OTM Academy, Industry Case Studies Program, EI2N, INBAST, META4eS, OnToContent, ORM, SeDeS, SINCOM, and SOMOCO 2012, Rome, Italy, September 10-14, 2012. Proceedings](#) Springer
Summary *Grokking Algorithms* is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in *Grokking Algorithms* on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with *Algorithms in Motion*, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About

the Technology An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. About the Book *Grokking Algorithms* is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. What's Inside Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples About the Reader This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. About the Author Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. Table of Contents Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors [Learning JavaScript Design Patterns](#) Simon and Schuster The design and analysis of efficient data structures has long been recognized as a key component of the Computer Science curriculum. Goodrich, Tomassia and Goldwasser's approach to this classic topic is based on the object-oriented paradigm as the framework of choice for the design of data structures. For each ADT presented in the text, the authors provide an associated Java interface. Concrete data structures realizing the ADTs are provided as Java classes implementing the interfaces. The Java code implementing fundamental data structures in this book is organized in a single Java package, `net.datastructures`. This package forms a coherent library of data structures and algorithms in Java specifically designed for educational purposes in a way that is complimentary with the Java Collections Framework.

Grokking Algorithms Pearson Education
This glossary provides a central resource of definitions most commonly used in Nat. Institute of Standards and Technology (NIST) information security publications and in the Committee for National Security Systems (CNSS) information assurance publications. Each entry in the glossary points to one or more source NIST publications, and/or CNSSI-4009, and/or supplemental sources where appropriate. This is a print on demand edition of an important, hard-to-find publication.

Programming in Scala Pearson Education
Paradigms of AI Programming is the first text to teach advanced Common Lisp techniques in the context of building major AI systems. By reconstructing authentic, complex AI programs using state-of-the-art Common Lisp, the book teaches students and professionals how to build and debug robust practical programs, while demonstrating superior programming style and important AI concepts. The author strongly emphasizes the practical performance issues involved in writing real working programs of significant size. Chapters on troubleshooting and efficiency are included, along with a discussion of the fundamentals of object-oriented programming and a description of the main CLOS functions. This volume is an excellent text for a course on AI

programming, a useful supplement for general AI courses and an indispensable reference for the professional programmer.

[A JavaScript and jQuery Developer's Guide](#) DIANE Publishing

This two-volume set of LNCS 12489 and 12490 constitutes the thoroughly refereed conference proceedings of the 21th International Conference on Intelligent Data Engineering and Automated Learning, IDEAL 2020, held in Guimaraes, Portugal, in November 2020.* The 93 papers presented were carefully reviewed and selected from 134 submissions. These papers provided a timely sample of the latest advances in data engineering and machine learning, from methodologies, frameworks, and algorithms to applications. The core themes of IDEAL 2020 include big data challenges, machine learning, data mining, information retrieval and management, bio-/neuro-informatics, bio-inspired models, agents and hybrid intelligent systems, real-world applications of intelligent techniques and AI. * The conference was held virtually due to the COVID-19 pandemic.

[Software Engineering at Google](#) Pearson Education

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3's features and idioms. The first book written from a completely "Python 3" viewpoint, *Programming in Python 3* brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won't find anywhere else. He begins by illuminating Python's "beautiful heart": the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book's coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python's regular expression mini-language and module Building usable, efficient, GUI-based applications Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more *Programming in Python 3* serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X.

A Gentle Introduction to Numerical Simulations with MATLAB/Octave Morgan Kaufmann

Part of The Java Series, The Java Programming Language is the

definitive technical guide to the Java language. Ken Arnold and James Gosling explain Java's design motivations and tradeoffs, while presenting a wealth of practical examples.

(Communications/Networking)

Think Java BRILL

With over 50,000 distinct species in sub-Saharan Africa alone, the African continent is endowed with an enormous wealth of plant resources. While more than 25 percent of known species have been used for several centuries in traditional African medicine for the prevention and treatment of diseases, Africa remains a minor player in the global natural products market largely due to lack of practical information. This updated and expanded second edition of the *Handbook of African Medicinal Plants* provides a comprehensive review of more than 2,000 species of plants employed in indigenous African medicine, with full-color photographs and references from over 1,100 publications. The first part of the book contains a catalog of the plants used as ingredients for the preparation of traditional remedies, including their medicinal uses and the parts of the plant used. This is followed by a pharmacognostical profile of 170 of the major herbs, with a brief description of the diagnostic features of the leaves, flowers, and fruits and monographs with botanical names, common names, synonyms, African names, habitat and distribution, ethnomedicinal uses, chemical constituents, and reported pharmacological activity. The second part of the book provides an introduction to African traditional medicine, outlining African cosmology and beliefs as they relate to healing and the use of herbs, health foods, and medicinal plants. This book presents scientific documentation of the correlation between the observed folk use and demonstrable biological activity, as well as the characterized constituents of the plants.

C# Unleashed CRC Press

Today, software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy. This book emphasizes this difference between programming and software engineering. How can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life? Based on their experience at Google, software engineers Titus Winters and Hyrum Wright, along with technical writer Tom Manshreck, present a candid and insightful look at how some of the world's leading practitioners construct and maintain software. This book covers Google's unique engineering culture, processes, and tools and how these aspects contribute to the effectiveness of an engineering organization. You'll explore three fundamental principles that software organizations should keep in mind when designing, architecting, writing, and maintaining code: How time affects the sustainability of software and how to make your code resilient over time How scale affects the viability of software practices within an engineering organization What trade-offs a typical engineer needs to make when evaluating design and development decisions

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