

XML Processing With Perl Python And PHP Transcend Technique

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Semantic Digital Libraries -

Sebastian Ryszard Kruk

2008-10-08

Libraries have always been an inspiration for the standards and technologies developed by semantic web activities.

However, except for the Dublin Core specification, semantic web and social networking technologies have not been widely adopted and further developed by major digital library initiatives and projects.

Yet semantic technologies offer a new level of flexibility, interoperability, and

relationships for digital repositories. Kruk and McDaniel present semantic web-related aspects of current digital library activities, and introduce their functionality; they show examples ranging from general architectural descriptions to detailed usages of specific ontologies, and thus stimulate the awareness of researchers, engineers, and potential users of those technologies. Their presentation is completed by chapters on existing prototype systems such as JeromeDL, BRICKS, and Greenstone, as

well as a look into the possible future of semantic digital libraries. This book is aimed at researchers and graduate students in areas like digital libraries, the semantic web, social networks, and information retrieval. This audience will benefit from detailed descriptions of both today's possibilities and also the shortcomings of applying semantic web technologies to large digital repositories of often unstructured data.

Mastering Visual Basic .NET -

Evangelos Petroustos

2002-01-21

VB Programmers: Get in Step with .NET With the introduction of Visual Basic .NET, VB

transcends its traditional second-class status to become a full-fledged citizen of the object-oriented programming, letting you access the full power of the Windows platform for the first time. Written by the author of the best-selling Mastering Visual Basic 6 this all-new edition is the resource you need to make a successful transition to .NET. Comprising in-depth explanations, practical examples, and handy reference information, its coverage includes: Mastering the new Windows Forms Designer and controls Building dynamic forms Using powerful Framework classes such as ArrayLists and HashTables Persisting objects

to disk files Handling graphics and printing Achieving robustness via structured exception handling and debugging Developing your own classes and extending existing ones via inheritance Building custom Windows controls Building menus and list controls with custom-drawn items Using ADO.NET to build disconnected, distributed applications Using SQL queries and stored procedures with ADO.NET Facilitating database programming with the visual database tools Building web applications with ASP.NET and the rich web controls Designing web applications to access databases Using the DataGrid

and DataList web controls Building XML web services to use with Windows and web applications Special topics like the Multiple Document Interface and powerful recursive programming techniques Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. [Mastering UML with Rational Rose 2002](#) - Wendy Boggs 2002-02-12 Design More Efficient Applications with the Leading Visual Modeler Mastering UML with Rational Rose 2002 offers expert instruction in both areas you need to master if you want to develop flexible object-oriented applications: the

Unified Modeling Language and the latest version of Rational Rose, the world's leading visual modeling tool. But this book goes far beyond modeling. It teaches you to use Rose to turn your UML diagrams into code--automatically--in the language of your choice. And it's newly expanded to provide valuable information on business modeling, web modeling, new Java functionality, and XML DTDs. Coverage includes: * Understanding UML, with a bonus "Getting Started with UML" appendix * Finding your way around Rational Rose * Creating UML diagrams of all kinds * Creating a detailed object model * Creating a

detailed data model * Modeling your XML DTDs * Generating code automatically * Handling language-specific code-generation issues * Reverse-engineering an existing application * Using round-trip engineering techniques
Python for Everybody - Charles R. Severance 2016-04-09
Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet. Python is an easy to use and easy to learn

programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software. This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information". There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own

Python course.

XML Processing with Perl, Python, and PHP - Martin C. Brown 2001

XML is an elegant solution to the problem of data portability. Like all breakthroughs, however, it gives rise to new challenges. With XML, you can store and structure data for seamless, cross-platform exchange-which is especially crucial in today's e-commerce environments. But XML does not process itself. To leverage XML data, you need to use a programming language. XML Programming with Perl, Python, and PHP teaches you to reap the special advantage of processing your XML with these

and four other scripting languages, which-as you'll see-trump C, C++, and Java in a variety of ways. Along this path lie shorter development times and lower costs. At its end lie performance benefits such as superior text processing, memory management, and data modeling capabilities, as well as strategic benefits such as greater longevity and broader compatibility. Choose the language that makes the most sense for you and move ahead. With this book's help you'll master the execution of remote procedures, the internal modeling of XML data, the exporting of internal data into XML, and the conversion of

XML to formats as varied as SQL, HTML, and proprietary configuration schemes. Application-specific examples keep you focused on the real world; at the same time, the scripting techniques you'll learn all rise above specific applications. Like XML data, they're flexible, and they'll serve you well in whatever context you're working.

Computer Programming and Cyber Security for Beginners -

Zach Codings 2020-10-09

Do you feel that informatics is indispensable in today's increasingly digital world? Do you want to introduce yourself to the world of programming or cyber security but don't know

where to get started? If the answer to these questions is yes, then keep reading... This book includes: PYTHON MACHINE LEARNING: A Beginner's Guide to Python Programming for Machine Learning and Deep Learning, Data Analysis, Algorithms and Data Science with Scikit Learn, TensorFlow, PyTorch and Keras Here's a sneak peek of what you'll learn with this book: - The Fundamentals of Python - Python for Machine Learning - Data Analysis in Python - Comparing Deep Learning and Machine Learning - The Role of Machine Learning in the Internet of Things (IoT) And much more... SQL FOR

BEGINNERS: A Step by Step Guide to Learn SQL Programming for Query Performance Tuning on SQL Database Throughout these pages, you will learn: - How to build databases and tables with the data you create. - How to sort through the data efficiently to find what you need. - The exact steps to clean your data and make it easier to analyze. - How to modify and delete tables and databases. And much more... LINUX FOR BEGINNERS: An Introduction to the Linux Operating System for Installation, Configuration and Command Line We will cover the following topics: - How to Install Linux - The Linux

Console - Command line interface - Network administration And much more... HACKING WITH KALI LINUX: A Beginner's Guide to Learn Penetration Testing to Protect Your Family and Business from Cyber Attacks Building a Home Security System for Wireless Network Security You will learn: - The importance of cybersecurity - How malware and cyber-attacks operate - How to install Kali Linux on a virtual box - VPNs & Firewalls And much more... ETHICAL HACKING: A Beginner's Guide to Computer and Wireless Networks Defense Strategies, Penetration Testing and Information Security Risk

Assessment Here's a sneak peek of what you'll learn with this book: - What is Ethical Hacking (roles and responsibilities of an Ethical Hacker) - Most common security tools - The three ways to scan your system - The seven proven penetration testing strategies ...and much more. This book won't make you an expert programmer, but it will give you an exciting first look at programming and a foundation of basic concepts with which you can start your journey learning computer programming, machine learning and cybersecurity Scroll up and click the BUY NOW BUTTON! **Programming Web Services with**

SOAP - James Snell 2001-12-20

The web services architecture provides a new way to think about and implement application-to-application integration and interoperability that makes the development platform irrelevant. Two applications, regardless of operating system, programming language, or any other technical implementation detail, communicate using XML messages over open Internet protocols such as HTTP or SMTP. The Simple Open Access Protocol (SOAP) is a specification that details how to encode that information and has become the messaging protocol of choice for Web

services. Programming Web Services with SOAP is a detailed guide to using SOAP and other leading web services standards--WSDL (Web Service Description Language), and UDDI (Universal Description, Discovery, and Integration protocol). You'll learn the concepts of the web services architecture and get practical advice on building and deploying web services in the enterprise. This authoritative book decodes the standards, explaining the concepts and implementation in a clear, concise style. You'll also learn about the major toolkits for building and deploying web services. Examples in Java,

Perl, C#, and Visual Basic illustrate the principles. Significant applications developed using Java and Perl on the Apache Tomcat web platform address real issues such as security, debugging, and interoperability. Covered topic areas include: The Web Services Architecture SOAP envelopes, headers, and encodings WSDL and UDDI Writing web services with Apache SOAP and Java Writing web services with Perl's SOAP::Lite Peer-to-peer (P2P) web services Enterprise issues such as authentication, security, and identity Up-and-coming standards projects for web services Programming Web

Services with SOAP provides you with all the information on the standards, protocols, and toolkits you'll need to integrate information services with SOAP. You'll find a solid core of information that will help you develop individual Web services or discover new ways to integrate core business processes across an enterprise.

DTrace - Brendan Gregg
2011-03-18

The Oracle Solaris DTrace feature revolutionizes the way you debug operating systems and applications. Using DTrace, you can dynamically instrument software and quickly answer virtually any question about its behavior. Now, for the first time,

there's a comprehensive, authoritative guide to making the most of DTrace in any supported UNIX environment--from Oracle Solaris to OpenSolaris, Mac OS X, and FreeBSD. Written by key contributors to the DTrace community, DTrace teaches by example, presenting scores of commands and easy-to-adapt, downloadable D scripts. These concise examples generate answers to real and useful questions, and serve as a starting point for building more complex scripts. Using them, you can start making practical use of DTrace immediately, whether you're an administrator, developer, analyst, architect, or

support professional. The authors fully explain the goals, techniques, and output associated with each script or command. Drawing on their extensive experience, they provide strategy suggestions, checklists, and functional diagrams, as well as a chapter of advanced tips and tricks. You'll learn how to Write effective scripts using DTrace's D language Use DTrace to thoroughly understand system performance Expose functional areas of the operating system, including I/O, filesystems, and protocols Use DTrace in the application and database development process Identify and fix security problems with

DTrace Analyze the operating system kernel Integrate DTrace into source code Extend DTrace with other tools This book will help you make the most of DTrace to solve problems more quickly and efficiently, and build systems that work faster and more reliably.

Fonts & Encodings - Yannis Haralambous 2007-09-26

The era of ASCII characters on green screens is long gone. Industry leaders such as Apple, HP, IBM, Microsoft, and Oracle have adopted the Unicode Worldwide Character Standard. This book explains information on fonts and typography that software and web developers need to know to get typography

and fonts to work properly.

Code Complete - Steve McConnell 2004-06-09

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

Introduction to Python

Programming - Gowrishankar S
2018-12-07

Introduction to Python

Programming is written for students who are beginners in the field of computer programming. This book presents an intuitive approach to the concepts of Python Programming for students. This book differs from traditional texts not only in its philosophy but also in its overall focus, level of activities, development

of topics, and attention to programming details. The contents of the book are chosen with utmost care after analyzing the syllabus for Python course prescribed by various top universities in USA, Europe, and Asia. Since the prerequisite know-how varies significantly from student to student, the book's overall overture addresses the challenges of teaching and learning of students which is fine-tuned by the authors' experience with large sections of students. This book uses natural language expressions instead of the traditional shortened words of the programming world. This book has been written with the

goal to provide students with a textbook that can be easily understood and to make a connection between what students are learning and how they may apply that knowledge. Features of this book This book does not assume any previous programming experience, although of course, any exposure to other programming languages is useful This book introduces all of the key concepts of Python programming language with helpful illustrations Programming examples are presented in a clear and consistent manner Each line of code is numbered and explained in detail Use of f-

strings throughout the book
Hundreds of real-world
examples are included and they
come from fields such as
entertainment, sports, music
and environmental studies
Students can periodically check
their progress with in-chapter
quizzes that appear in all
chapters

Mining the Social Web -

Matthew Russell 2011-01-21
Provides information on data
analysis from a vareity of social
networking sites, including
Facebook, Twitter, and
LinkedIn.

IBM PowerKVM: Configuration and Use - Scott Vetter

2016-05-31

This IBM® Redpaper

Redbooks® publication presents
the IBM PowerKVM
virtualization for scale-out Linux
systems, including the new LC
IBM Power Systems™.
PowerKVM is open source
server virtualization that is
based on the IBM POWER8®
processor technology. It
includes the Linux open source
technology of KVM
virtualization, and it
complements the performance,
scalability, and security qualities
of Linux. This book describes
the concepts of PowerKVM and
how you can deploy your virtual
machines with the software
stack included in the product. It
helps you install and configure
PowerKVM on your Power

Systems server and provides guidance for managing the supported virtualization features by using the web interface and command-line interface (CLI). This information is for professionals who want to acquire a better understanding of PowerKVM virtualization technology to optimize Linux workload consolidation and use the POWER8 processor features. The intended audience also includes people in these roles: Clients Sales and marketing professionals Technical support professionals IBM Business Partners Independent software vendors Open source community IBM OpenPower partners It does not

replace the latest marketing materials and configuration tools. It is intended as an additional source of information that, along with existing sources, can be used to increase your knowledge of IBM virtualization solutions. Before you start reading, you must be familiar with the general concepts of kernel-based virtual machine (KVM), Linux, and IBM Power architecture.

Linux Power Tools - Roderick W. Smith 2003-08-01
Step-by-Step Instructions Show You How to Supercharge Your Linux System Wondering if it's possible to work more efficiently in the X Window System, or squeeze more oomph from your

existing hardware? Or perhaps you're searching for a way to improve your web browser's performance, or want to know how to choose the best mail server for your needs. If you've mastered the basics and are itching to go beyond, Linux Power Tools can take you there. Spanning a broad range of topics (from ALSA to zombies), Linux Power Tools covers the top five Linux distributions (Debian, Mandrake, Red Hat, Slackware, and SuSE). Using his easy-to-follow style, Linux expert Rod Smith shares his secrets for creating the optimum Linux system, from top to bottom. Coverage includes: * Optimizing Hardware

* Creating the Perfect GUI Environment * Using Digital Image Tools * Fine-tuning the X Window System * Doing Real Work in Text Mode * Using Multiple Operating Systems * Managing Packages Efficiently * Optimizing Your Filesystem * Improving Network Performance * Preventing and Detecting Intrusions * Getting the Most From Your Web Server * Blocking That Obnoxious Spam Mail
Running Linux - Matthias Kalle Dalheimer 2005-12-22
You may be contemplating your first Linux installation. Or you may have been using Linux for years and need to know more about adding a network printer

or setting up an FTP server. Running Linux, now in its fifth edition, is the book you'll want on hand in either case. Widely recognized in the Linux community as the ultimate getting-started and problem-solving book, it answers the questions and tackles the configuration issues that frequently plague users, but are seldom addressed in other books. This fifth edition of Running Linux is greatly expanded, reflecting the maturity of the operating system and the teeming wealth of software available for it. Hot consumer topics such as audio and video playback applications, groupware

functionality, and spam filtering are covered, along with the basics in configuration and management that always have made the book popular. Running Linux covers basic communications such as mail, web surfing, and instant messaging, but also delves into the subtleties of network configuration--including dial-up, ADSL, and cable modems--in case you need to set up your network manually. The book can make you proficient on office suites and personal productivity applications--and also tells you what programming tools are available if you're interested in contributing to these

applications. Other new topics in the fifth edition include encrypted email and filesystems, advanced shell techniques, and remote login applications. Classic discussions on booting, package management, kernel recompilation, and X configuration have also been updated. The authors of *Running Linux* have anticipated problem areas, selected stable and popular solutions, and provided clear instructions to ensure that you'll have a satisfying experience using Linux. The discussion is direct and complete enough to guide novice users, while still providing the additional

information experienced users will need to progress in their mastery of Linux. Whether you're using Linux on a home workstation or maintaining a network server, *Running Linux* will provide expert advice just when you need it.

Modeling Creativity - Tom De Smedt 2013-02-01

Modeling Creativity (doctoral thesis, 2013) explores how creativity can be represented using computational approaches. Our aim is to construct computer models that exhibit creativity in an artistic context, that is, that are capable of generating or evaluating an artwork (visual or linguistic), an interesting new idea, a

subjective opinion. The research was conducted in 2008–2012 at the Computational Linguistics Research Group (CLiPS, University of Antwerp) under the supervision of Prof. Walter Daelemans. Prior research was also conducted at the Experimental Media Research Group (EMRG, St. Lucas University College of Art & Design Antwerp) under the supervision of Lucas Nijs. Modeling Creativity examines creativity in a number of different perspectives: from its origins in nature, which is essentially blind, to humans and machines, and from generating creative ideas to evaluating and

learning their novelty and usefulness. We will use a hands-on approach with case studies and examples in the Python programming language. **Managing Multimedia and Unstructured Data in the Oracle Database** - Marcelle Kratochvil
2013-03-21

This book is written in simple, easy to understand format with lots of screenshots and step-by-step explanations. If you are an Oracle database administrator, Museum curator, IT manager, Developer, Photographer, Intelligence team member, Warehouse or Software Architect then this book is for you. It covers the basics and then moves to advanced

concepts. This will challenge and increase your knowledge enabling all those who read it to gain a greater understanding of multimedia and how all unstructured data is managed.

.NET Design Patterns - Praseed Pai 2017-01-31

Explore the world of .NET design patterns and bring the benefits that the right patterns can offer to your toolkit today. About This Book Dive into the powerful fundamentals of .NET framework for software development. The code is explained piece by piece and the application of the pattern is also showcased. This fast-paced guide shows you how to implement the patterns into your

existing applications. Who This Book Is For This book is for those with familiarity with .NET development who would like to take their skills to the next level and be in the driver's seat when it comes to modern development techniques. Basic object-oriented C# programming experience and an elementary familiarity with the .NET framework library is required. What You Will Learn Put patterns and pattern catalogs into the right perspective. Apply patterns for software development under C#/.NET. Use GoF and other patterns in real-life development scenarios. Be able to enrich your design vocabulary and well articulate

your design thoughts Leverage
object/functional programming
by mixing OOP and FP
Understand the reactive
programming model using Rx
and RxJs Writing compositional
code using C# LINQ constructs
Be able to implement
concurrent/parallel programming
techniques using idioms under
.NET Avoiding pitfalls when
creating compositional,
readable, and maintainable
code using imperative,
functional, and reactive code. In
Detail Knowing about design
patterns enables developers to
improve their code base,
promoting code reuse and
making their design more
robust. This book focuses on

the practical aspects of
programming in .NET. You will
learn about some of the
relevant design patterns (and
their application) that are most
widely used. We start with
classic object-oriented
programming (OOP)
techniques, evaluate parallel
programming and concurrency
models, enhance
implementations by mixing OOP
and functional programming,
and finally to the reactive
programming model where
functional programming and
OOP are used in synergy to
write better code. Throughout
this book, we'll show you how to
deal with architecture/design
techniques, GoF patterns,

relevant patterns from other catalogs, functional programming, and reactive programming techniques. After reading this book, you will be able to convincingly leverage these design patterns (factory pattern, builder pattern, prototype pattern, adapter pattern, facade pattern, decorator pattern, observer pattern and so on) for your programs. You will also be able to write fluid functional code in .NET that would leverage concurrency and parallelism!

Style and approach This tutorial-based book takes a step-by-step approach. It covers the major patterns and explains them in a detailed manner

along with code examples.

Mastering Lotus Notes and Domino 6 - Scot Haberman
2003-02-11

You Know the Value of Effective Collaboration--Make It a Reality with Notes and Domino The latest release of Notes and Domino makes collaboration and information management easier than ever. Whether you're a user or a developer, Mastering Lotus Notes and Domino 6 ensures that you get everything you can out of this integrated collection of powerful, flexible business tools. Thanks to practical, step-by-step instruction from a team of top Notes/Domino experts, you'll master these

fundamentals. Coverage includes: * Organizing and optimizing your email and calendar interactions * Delegating tasks to others using the To Do list, meeting delegation, and calendar authorization * Using Notes' powerful, built-in search facility as well as searching Internet directories using LDAP * Keeping information current with replication * Protecting your information assets with Notes/Domino security * Browsing the Web from inside the Lotus Notes client and accessing Domino databases with a web browser * Managing your email and calendar with iNotes * Building Domino

applications using forms, views, and pages * Using framesets, outlines, and navigators in an application * Designing applications for use by a Notes client and a web browser * Creating shared resources for re-usability in a database * Using mail rules to filter incoming messages and control spam * Creating connection and location documents to communicate with a Domino server * Customizing replication by controlling what replicates and when * Encrypting sensitive information * Integrating Notes with Microsoft Excel and connecting to external databases using ODBC * Coding actions for use in forms

and views * Programming workflow using Formula Language and learn about advanced programming techniques * Exploring the LotusScript language and the Domino event model

The Social Media Reader -

Michael Mandiberg 2012-03

The first collection to address the collective transformation happening in response to the rise of social media With the rise of web 2.0 and social media platforms taking over vast tracts of territory on the internet, the media landscape has shifted drastically in the past 20 years, transforming previously stable relationships between media creators and

consumers. The Social Media Reader is the first collection to address the collective transformation with pieces on social media, peer production, copyright politics, and other aspects of contemporary internet culture from all the major thinkers in the field.

Culling a broad range and incorporating different styles of scholarship from foundational pieces and published articles to unpublished pieces, journalistic accounts, personal narratives from blogs, and whitepapers,

The Social Media Reader promises to be an essential text, with contributions from Lawrence Lessig, Henry Jenkins, Clay Shirky, Tim

O'Reilly, Chris Anderson, Yochai Benkler, danah boyd, and Fred von Loehmann, to name a few. It covers a wide-ranging topical terrain, much like the internet itself, with particular emphasis on collaboration and sharing, the politics of social media and social networking, Free Culture and copyright politics, and labor and ownership. Theorizing new models of collaboration, identity, commerce, copyright, ownership, and labor, these essays outline possibilities for cultural democracy that arise when the formerly passive audience becomes active cultural creators, while warning of the dystopian potential of

new forms of surveillance and control.

Designing Highly Useable Software - Jeff Cogswell
2004-03-15

Learn What Usability Really Is, Why to Strive for It, and How to Achieve It "Highly useable" software is easy to use. It does what you expect it to. And it does it well. It's not easy to build but as this book demonstrates, it's well worth the effort. Highly useable software is highly successful software—and everyone wins. Inside, an accomplished programmer who has made usability his business systematically explores the world of programming, showing

you how every aspect of the work is implicated in the usability of the final product. This is not just an "issues" book, however, but systematic, real-world instructions for developing applications that are better in every way. As you'll learn, there's no such thing as "intuitive" software. Instead, there are just the factors that make it highly useable: simplicity, consistency, the recognition of accepted conventions, and the foregrounding of the user's perspective. With these principles under your belt, you'll quickly discover dozens of ways to make your applications more useable: Making windows and

dialog boxes easy to comprehend and use Designing software that is time- and resource-efficient Making your software easy to navigate Reducing the complexity of reports and other presentations of data Understanding how the wrong programming decisions can limit usability Ensuring smooth starts and stops Capitalizing on the usability advantages of object-oriented programming Understanding how usability affects your product's financial success Using the testing process to improve usability Promoting usability in training, installation, and online help Making management decisions that will

benefit software usability Some chapters are written primarily for programmers, one primarily for managers. Most are for everyone, and all are filled with illuminating, usually amusing examples drawn from both inside and outside the technical world. A helpful appendix provides information on standards, usability groups, and sources for more information.

Mastering C# Database

Programming - Jason Price

2003-05-06

Enter a New World of Database Programming C# and ADO.NET facilitate the development of a new generation of database applications, including remote applications that run on the

Web. Mastering C# Database Programming is the resource you need to thrive in this new world. Assuming no prior experience with database programming, this book teaches you every aspect of the craft, from GUI design to server development to middle-tier implementation. If you're familiar with earlier versions of ADO, you'll master the many new features of ADO.NET all the more quickly. You'll also learn the importance of XML within the new .NET paradigm.

Coverage includes: Accessing a database using C# and ADO.NET Using SQL to access a database Using Visual Studio .NET to build applications

Creating and modifying database tables Understanding ADO.NET classes Designing, building, and deploying Web applications that access a database Designing, building, and deploying effective Web services Using SQL Server's built-in XML capabilities Working with a database in a disconnected manner Using advanced transaction controls Using Transact-SQL to create stored procedures and functions in a SQL Server database **ZeroMQ** - Pieter Hintjens 2013-03-15 Offers instruction on how to use the flexible networking tool for exchanging messages among clusters, the cloud, and other

multi-system environments. *.NET Wireless Programming* - Mark Ridgeway 2002-02-19 Microsoft's .NET strategy embraces a vision for integrating diverse elements of computing technology and data services. The wireless Internet and mobile devices are core components of that strategy. Visual Studio .NET includes a powerful set of tools the Mobile Internet Toolkit for developing websites and applications that can be accessed from all kinds of mobile devices .NET Wireless Programming provides the technical details you need to master to develop end-to-end wireless solutions based on .NET technology. You'll learn to

take advantage of the Mobile Internet Toolkit's automated deployment capabilities, which enable a single site or application to work with nearly any mobile device. Freed from the task of writing code to accommodate various devices, you'll be able to apply other skills to build a more powerful application: Work with styles and templates. Create custom controls. Read from and write to databases. And use Microsoft's Web Services in support of a distributed architecture. Five case studies, including a mobile intranet, a contacts database, and an online game, illustrate solutions to real problems and techniques for maximizing

application flexibility. A set of appendices provide detailed information on the WML language and the Toolkit's classes. This book presents its many code examples in Visual Basic .NET, but the greater emphasis is on Visual Studio .NET and the flexibility it gives developers in choosing the language they want to use.

Hack the Stack - Michael Gregg
2006-11-06

This book looks at network security in a new and refreshing way. It guides readers step-by-step through the "stack" -- the seven layers of a network. Each chapter focuses on one layer of the stack along with the attacks, vulnerabilities, and exploits that

can be found at that layer. The book even includes a chapter on the mythical eighth layer: The people layer. This book is designed to offer readers a deeper understanding of many common vulnerabilities and the ways in which attacker's exploit, manipulate, misuse, and abuse protocols and applications. The authors guide the readers through this process by using tools such as Ethereal (sniffer) and Snort (IDS). The sniffer is used to help readers understand how the protocols should work and what the various attacks are doing to break them. IDS is used to demonstrate the format of specific signatures and provide

the reader with the skills needed to recognize and detect attacks when they occur. What makes this book unique is that it presents the material in a layer by layer approach which offers the readers a way to learn about exploits in a manner similar to which they most likely originally learned networking. This methodology makes this book a useful tool to not only security professionals but also for networking professionals, application programmers, and others. All of the primary protocols such as IP, ICMP, TCP are discussed but each from a security perspective. The authors convey the mindset of the attacker by examining how

seemingly small flaws are often the catalyst of potential threats. The book considers the general kinds of things that may be monitored that would have alerted users of an attack. * Remember being a child and wanting to take something apart, like a phone, to see how it worked? This book is for you then as it details how specific hacker tools and techniques accomplish the things they do. * This book will not only give you knowledge of security tools but will provide you the ability to design more robust security solutions * Anyone can tell you what a tool does but this book shows you how the tool works

XML Schemas - Chelsea

Valentine 2006-07-05

Whether it is used for web development, creating documentation, or exchanging data between business partners, XML continues to grow in importance as a highly flexible document-design and data-modeling tool. Despite the limitations of using SGML Document Type Definitions (DTDs) to define document structures, XML has made inroads wherever data must flow among disparate platforms. The Schema specification has achieved W3C recommendation status, providing an alternative to DTDs that enables you to precisely structure XML data. But using the Schema

Language does more than provide a more powerful way of defining data; it's also a better way because it uses XML's structure, syntax, and namespaces, instead of those derived from the complex SGML. XML Schemas introduces you to this elegant new technology, which brings the power of data modeling and data structuring to XML. A truly practical book has to give you more than just the details on syntax and semantics, examples of constructs and datatypes, and instruction in standard procedures. You get all that, but you'll also find lots of expert tips and techniques for document modeling, all

reinforced with practical, real-world examples. Even as you're discovering the advantages of XML Schema, you'll learn about the continuing use of DTDs. In some situations -- when designing document-oriented XML, for example -- DTDs might still be the way to go. You'll learn about visual XML Schema tools, but you'll also see how setting out armed with just a text editor gives you insights you might not acquire otherwise. It won't be long before you're developing your own XML Schema documents, using the power of XML to structure data for seamless, cross-platform exchange.

Hands-On Network

Programming with C - Lewis

Van Winkle 2019-05-13

A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C

Key Features

Leverage your C or C++ programming skills to build powerful network applications

Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more

Write portable network code for operating systems such as Windows, Linux, and macOS

Book Description

Network programming, a challenging topic in C, is made easy to understand with a

careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and

server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including

Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learnUncover cross-platform socket programming APIsImplement techniques for supporting IPv4 and IPv6Understand how TCP and UDP connections work over IPDiscover how hostname resolution and DNS workInterface with web APIs using HTTP and HTTPSAcquire hands-on experience with Simple Mail Transfer Protocol (SMTP)Apply network programming to the Internet of Things (IoT)Who this book is for If you're a developer or a system administrator who wants to enter the world of network

programming, this book is for you. Basic knowledge of C programming is assumed.

Masterminds of Programming - Federico Biancuzzi 2009-03-21

Masterminds of Programming features exclusive interviews with the creators of several historic and highly influential programming languages. In this unique collection, you'll learn about the processes that led to specific design decisions, including the goals they had in mind, the trade-offs they had to make, and how their experiences have left an impact on programming today.

Masterminds of Programming includes individual interviews with:

Adin D. Falkoff: APL

Thomas E. Kurtz: BASIC

Charles H. Moore: FORTH

Robin Milner: ML Donald D. Chamberlin: SQL Alfred Aho, Peter Weinberger, and Brian Kernighan: AWK Charles Geschke and John Warnock: PostScript Bjarne Stroustrup: C++ Bertrand Meyer: Eiffel Brad Cox and Tom Love: Objective-C Larry Wall: Perl Simon Peyton Jones, Paul Hudak, Philip Wadler, and John Hughes: Haskell Guido van Rossum: Python Luiz Henrique de Figueiredo and Roberto Ierusalimschy: Lua James Gosling: Java Grady Booch, Ivar Jacobson, and James Rumbaugh: UML Anders Hejlsberg: Delphi inventor and

lead developer of C# If you're interested in the people whose vision and hard work helped shape the computer industry, you'll find Masterminds of Programming fascinating.

Code Complete, 2nd Edition - Steve McConnell

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.

Web Application Architecture -

Leon Shklar 2009-04-27

In-depth examination of concepts and principles of Web application development

Completely revised and updated, this popular book returns with coverage on a

range of new technologies. Authored by a highly respected duo, this edition provides an in-depth examination of the core concepts and general principles of Web application development. Packed with examples featuring specific technologies, this book is divided into three sections: HTTP protocol as a foundation for Web applications, markup languages (HTML, XML, and CSS), and survey of emerging technologies. After a detailed introduction to the history of Web applications, coverage segues to core Internet protocols, Web browsers, Web application development, trends and directions, and more.

Includes new coverage on technologies such as application primers, Ruby on Rails, SOAP, XPath, P3P, and more Explores the fundamentals of HTTP and its evolution Looks at HTML and its roots as well as XML languages and applications Reviews the basic operation of Web Servers, their functionality, configuration, and security Discusses how to process flow in Web browsers and looks at active browser pages Addresses the trends and various directions that the future of Web application frameworks may be headed This book is essential reading for anyone who needs to design or debug

complex systems, and it makes it easier to learn the new application programming interfaces that arise in a rapidly changing Internet environment.

Hacking- The art Of Exploitation

- J. Erickson 2018-03-06

This text introduces the spirit and theory of hacking as well as the science behind it all; it also provides some core techniques and tricks of hacking so you can think like a hacker, write your own hacks or thwart potential system attacks.

Python Web Programming -

Steve Holden 2002

A Python community leader teaches professionals how to integrate web applications with Python.

Semantic Web Programming -

John Hebel 2011-02-25

The next major advance in the Web-Web 3.0-will be built on semantic Web technologies, which will allow data to be shared and reused across application, enterprise, and community boundaries. Written by a team of highly experienced Web developers, this book explains examines how this powerful new technology can unify and fully leverage the ever-growing data, information, and services that are available on the Internet. Helpful examples demonstrate how to use the semantic Web to solve practical, real-world problems while you take a look at the set

of design principles, collaborative working groups, and technologies that form the semantic Web. The companion Web site features full code, as well as a reference section, a FAQ section, a discussion forum, and a semantic blog.

Open Sources 2.0 - Chris DiBona 2005-10-21

Open Sources 2.0 is a collection of insightful and thought-provoking essays from today's technology leaders that continues painting the evolutionary picture that developed in the 1999 book *Open Sources: Voices from the Revolution*. These essays explore open source's impact on the software industry and

reveal how open source concepts are infiltrating other areas of commerce and society.

The essays appeal to a broad audience: the software developer will find thoughtful reflections on practices and methodology from leading open source developers like Jeremy Allison and Ben Laurie, while the business executive will find analyses of business strategies from the likes of Sleepycat co-founder and CEO Michael Olson and Open Source Business Conference founder Matt Asay. From China, Europe, India, and Brazil we get essays that describe the developing world's efforts to join the technology forefront and use

open source to take control of its high tech destiny. For anyone with a strong interest in technology trends, these essays are a must-read. The enduring significance of open source goes well beyond high technology, however. At the heart of the new paradigm is network-enabled distributed collaboration: the growing impact of this model on all forms of online collaboration is fundamentally challenging our modern notion of community. What does the future hold? Veteran open source commentators Tim O'Reilly and Doc Searls offer their perspectives, as do leading open source scholars Steven

Weber and Sonali Shah. Andrew Hessel traces the migration of open source ideas from computer technology to biotechnology, and Wikipedia co-founder Larry Sanger and Slashdot co-founder Jeff Bates provide frontline views of functioning, flourishing online collaborative communities. The power of collaboration, enabled by the internet and open source software, is changing the world in ways we can only begin to imagine. Open Sources 2.0 further develops the evolutionary picture that emerged in the original Open Sources and expounds on the transformative open source philosophy. "This is a wonderful

collection of thoughts and examples by great minds from the free software movement, and is a must have for anyone who follows free software development and project histories." --Robin Monks, Free Software Magazine The list of contributors include Alolita Sharma Andrew Hessel Ben Laurie Boon-Lock Yeo Bruno Souza Chris DiBona Danese Cooper Doc Searls Eugene Kim Gregorio Robles Ian Murdock Jeff Bates Jeremy Allison Jesus M. Gonzalez-Barahona Kim Polese Larry Sanger Louisa Liu Mark Stone Mark Stone Matthew N. Asay Michael Olson Mitchell Baker Pamela Jones Robert Adkins Russ Nelson

Sonali K. Shah Stephen R. Walli Steven Weber Sunil Saxena Tim O'Reilly Wendy Seltzer
Creating Interactive Websites with PHP and Web Services -
Eric Rosebrock 2003-12-23
Build Dynamic Websites with PHP and MySQL—and Extend Those Sites with Web Services
PHP and MySQL are great tools for building database-driven websites. There's nothing new about that. What is new is the environment in which your site operates—a world rich (and growing richer) in web services that can add value and functionality in many different ways. **Creating Interactive Web Sites with PHP and Web**

Services walks you through every step of a major web project—a content-management system—teaching you both the basic techniques and little-known tricks you need to build successful web sites. And you can use those skills to develop dynamic applications that will meet your special requirements. Here's some of what you'll find covered inside: Adding, deleting, and displaying data with a custom content-management system Building a template system with PHP Interacting with web services using PHP and MySQL Creating and managing a user system and a shopping cart Processing credit card

payments using merchant accounts and third-party payment solutions Tracking site statistics using PHP and MySQL Enhancing your site with third-party scripts Tons of examples, complete with explanations and supported by online source code, will speed your progress, whether you're a true beginner or already have PHP experience. This book is platform-agnostic, so it doesn't matter if you're deploying your site on Linux or Windows. You also get PHP and MySQL references, so you can quickly resolve questions about syntax and similar issues.

Hack Proofing Your Web Applications - Syngress

2001-06-18

From the authors of the bestselling *Hack Proofing Your Network!* OPEC, Amazon, Yahoo! and E-bay: If these large, well-established and security-conscious web sites have problems, how can anyone be safe? How can any programmer expect to develop web applications that are secure? *Hack Proofing Your Web Applications* is the only book specifically written for application developers and webmasters who write programs that are used on web sites. It covers Java applications, XML, ColdFusion, and other database applications. Most hacking

books focus on catching the hackers once they've entered the site; this one shows programmers how to design tight code that will deter hackers from the word go. Comes with up-to-the-minute web based support and a CD-ROM containing source codes and sample testing programs
Unique approach: Unlike most hacking books this one is written for the application developer to help them build less vulnerable programs

JSON at Work - Tom Marrs

2017-06-19

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 Marrs 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
Ajax Design Patterns - Michael Mahemoff 2006-06-29

Ajax, or Asynchronous JavaScript and XML, exploded onto the scene in the spring of 2005 and remains the hottest story among web developers. With its rich combination of technologies, Ajax provides a strong foundation for creating interactive web applications with XML or JSON-based web services by using JavaScript in the browser to process the web server response. *Ajax Design Patterns* shows you best practices that can dramatically improve your web development projects. It investigates how others have successfully dealt with conflicting design principles in the past and then relays that information directly to you. The

patterns outlined in the book fall into four categories:

Foundational technology:

Examines the raw technologies required for Ajax development

Programming: Exposes techniques that developers have discovered to ensure their Ajax applications are

maintainable

Functionality and usability: Describes the types of user interfaces you'll come

across in Ajax applications, as well as the new types of

functionality that Ajax makes

possible

Development: Explains the process being used to

monitor, debug, and test Ajax applications

Ajax Design Patterns will also get you up to speed with core Ajax

technologies, such as XMLHttpRequest, the DOM, and JSON. Technical discussions are followed by code examples so you can see for yourself just what is-and isn't-possible with Ajax. This handy reference will help you to produce high-quality Ajax architectures, streamline web application performance, and improve the userexperience. Michael Mahemoff holds a PhD in Computer Science and Software Engineering from the University of Melbourne, where his thesis was "Design Reuse in Software Engineering and Human-Computer Interaction." He lives in London and consults on software development issues

in banking, health care, and logistics. "Michael Mahemoff's Ajax Design Patterns is a truly comprehensive compendium of webapplication design expertise, centered around but not limited to Ajax techniques. Polished nuggets of design wisdom are supported by tutorials and real-world code examples resulting in a book that serves not only as an intermediate to expert handbook but also as an extensive reference for building rich interactive web applications." -- Brent Ashley, remote scripting pioneer
Fun and Software - Olga Goriunova 2016-05-19
Fun and Software offers the

untold story of fun as constitutive of the culture and aesthetics of computing. Fun in computing is a mode of thinking, making and experiencing. It invokes and convolutes the question of rationalism and logical reason, addresses the sensibilities and experience of computation and attests to its creative drives. By exploring topics as diverse as the pleasure and pain of the programmer, geek wit, affects of play and coding as a bodily pursuit of the unique in recursive structures, Fun and Software helps construct a different point of entry to the understanding of software as culture. Fun is a form of

production that touches on the foundations of formal logic and precise notation as well as rhetoric, exhibiting connections between computing and paradox, politics and aesthetics. From the formation of the discipline of programming as an outgrowth of pure mathematics to its manifestation in contemporary and contradictory forms such as gaming, data analysis and art, fun is a powerful force that continues to shape our life with software as it becomes the key mechanism of contemporary society. Including chapters from leading scholars, programmers and artists, Fun and Software makes a major contribution to

the field of software studies and opens the topic of software to some of the most pressing concerns in contemporary theory.

[Practices of the Python Pro](#) -

Dane Hillard 2019-12-22

Summary Professional developers know the many benefits of writing application code that's clean, well-organized, and easy to maintain. By learning and following established patterns and best practices, you can take your code and your career to a new level. With *Practices of the Python Pro*, you'll learn to design professional-level, clean, easily maintainable software at scale using the incredibly

popular programming language, Python. You'll find easy-to-grok examples that use pseudocode and Python to introduce software development best practices, along with dozens of instantly useful techniques that will help you code like a pro.

Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Professional-quality code does more than just run without bugs. It's clean, readable, and easy to maintain.

To step up from a capable Python coder to a professional developer, you need to learn industry standards for coding style, application design, and

development process. That's where this book is indispensable. About the book Practices of the Python Pro teaches you to design and write professional-quality software that's understandable, maintainable, and extensible. Dane Hillard is a Python pro who has helped many dozens of developers make this step, and he knows what it takes. With helpful examples and exercises, he teaches you when, why, and how to modularize your code, how to improve quality by reducing complexity, and much more. Embrace these core principles, and your code will become easier for you and others to

read, maintain, and reuse.

What's inside Organizing large Python projects Achieving the right levels of abstraction Writing clean, reusable code Inheritance and composition Considerations for testing and performance About the reader For readers familiar with the basics of Python, or another OO language. About the author Dane Hillard has spent the majority of his development career using Python to build web applications. Table of Contents: PART 1 WHY IT ALL MATTERS 1 | The bigger picture PART 2 FOUNDATIONS OF DESIGN 2 | Separation of concerns 3 | Abstraction and encapsulation 4 | Designing for

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