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Sermons on Gospel Themes Apress

This book is a standard tutorial which provides step-by-step instructions and a lot of code examples that are easy to follow and help you to get started from page one. This book is suited for developers who are working with Spring-powered applications, and are looking for an easier way to write data access code that uses relational databases. Also, if you are interested in learning how you can utilize Redis in your applications, this is the book for you. This book assumes that you have got some experience with the Spring Framework and the Java Persistence API. No previous experience with Redis is required.

JavaScript for Absolute Beginners Springer Nature

If you're developing applications that access Oracle databases, you can save time and trouble by having the database do more work for you. That's where this book comes in. It teaches you how to create effective SQL queries to retrieve and update the data in an Oracle database. It teaches you how to design and implement a database, giving you insight into performance and security issues. It teaches you how to use Oracle's procedural language, PL/SQL, to take advantage of powerful features like stored procedures, functions, and triggers. In short, it teaches you to write the kind of SQL and PL/SQL that makes you a more effective and valuable developer.

The Functional Approach to Programming "O'Reilly Media, Inc."

The Spring framework is growing. It has always been about choice. Java EE focused on a few technologies, largely to the detriment of alternative, better solutions. When the Spring framework debuted, few would have agreed that Java EE represented the best-in-breed architectures of the day. Spring debuted to great fanfare, because it sought to simplify Java EE. Each release since marks the introduction of new features designed to both simplify and enable solutions. With version 2.0 and later, the Spring framework started targeting multiple platforms. The framework provided services on top of existing platforms, as always, but was decoupled from the underlying platform wherever possible. Java EE is a still a major reference point, but it's not the only target. OSGi (a promising technology for modular architectures) has been a big part of the SpringSource strategy here. Additionally, the Spring framework runs on Google App Engine. With the introduction of annotation-centric frameworks and XML schemas, SpringSource has built frameworks that effectively model the domain of a specific problem, in effect creating domain-specific languages (DSLs). Frameworks built on top of the Spring framework have emerged supporting application integration, batch processing, Flex and

Flash integration, GWT, OSGi, and much more.

Think DSP Apress

Progressive enhancement is an approach to web development that aims to deliver the best possible experience to the widest possible audience, and simplifies coding and testing as well. Whether users are viewing your sites on an iPhone, the latest and greatest high-end system, or even hearing them on a screen-reader, their experience should be easy to understand and use, and as fully-featured and functional as possible. Designing with Progressive Enhancement will show you how. It's both a practical guide to understanding the principles and benefits of progressive enhancement, and a detailed exploration of examples that will teach you—whether you're a designer or a developer—how, where, and when to implement the specific coding and scripting approaches that embody progressive enhancement. In this book, you'll learn: Why common coding approaches leave users behind, and how progressive enhancement is a more inclusive and accessible alternative How to analyze complex interface designs, see the underlying semantic HTML experience that will work everywhere, and layer on advanced enhancements safely A unique browser capabilities testing suite that helps deliver enhancements only to devices that can handle them Real-world best practices for coding HTML, CSS, and JavaScript to work with progressive enhancement, and cases where forward-looking HTML5 and CSS3 techniques can be applied effectively today How to factor in accessibility features like WAI-ARIA and keyboard support to ensure universal access Detailed techniques to transform semantic HTML into interactive components like sliders, tabs, tree controls, and charts, along with downloadable jQuery-based widgets to apply directly in your projects

Hacking with Spring Boot 2.3 Greg L. Turnquist

Getting started with Spring Framework is a hands-on guide to begin developing applications using Spring Framework. This book is meant for Java developers with little or no knowledge of Spring Framework. Getting started with Spring Framework, Third Edition has been updated to reflect changes in Spring 4.3 and also includes new chapters on Java-based configuration and Spring Data (covers Spring Data JPA and Spring Data MongoDB projects). The existing chapters have been revised to include information on Java-based configuration. The book also includes some new information on bean definition profiles, importing application context XML files, lazy autowiring, creating custom qualifier annotations, JSR 349 annotations, spring-messaging module, Java 8's Optional type, and more. The examples that accompany this book are based on Spring 4.3 and Java 8. You can download the examples (consisting of 74 sample projects) described in this book from the following GitHub project: <https://github.com/getting-started-with-spring/3rdEdition>

Chapter 1 - Introduction to Spring Framework Chapter 2 - Spring Framework

basics Chapter 3 - Configuring beans Chapter 4 - Dependency injection Chapter 5 - Customizing beans and bean definitions Chapter 6 - Annotation-driven development with Spring Chapter 7 - Java-based container configuration (New) Chapter 8 - Database interaction using Spring Chapter 9 - Spring Data (New) Chapter 10 - Messaging, emailing, asynchronous method execution, and caching using Spring Chapter 11 - Aspect-oriented programming Chapter 12 - Spring Web MVC basics Chapter 13 - Validation and data binding in Spring Web MVC Chapter 14 - Developing RESTful web services using Spring Web MVC Chapter 15 - More Spring Web MVC - internationalization, file upload and asynchronous request processing Chapter 16 - Securing applications using Spring Security You can post your questions and feedback on the following Google group: <https://groups.google.com/forum/#!forum/getting-started-with-spring-framework>

Software Systems Architecture "O'Reilly Media, Inc."

Provides information on building interactive Web applications using Ajax.

Scala for the Impatient Apress

If you are ready to dive into the MapReduce framework for processing large datasets, this practical book takes you step by step through the algorithms and tools you need to build distributed MapReduce applications with Apache Hadoop or Apache Spark. Each chapter provides a recipe for solving a massive computational problem, such as building a recommendation system. You'll learn how to implement the appropriate MapReduce solution with code that you can use in your projects. Dr. Mahmoud Parsian covers basic design patterns, optimization techniques, and data mining and machine learning solutions for problems in bioinformatics, genomics, statistics, and social network analysis. This book also includes an overview of MapReduce, Hadoop, and Spark. Topics include: Market basket analysis for a large set of transactions Data mining algorithms (K-means, KNN, and Naive Bayes) Using huge genomic data to sequence DNA and RNA Naive Bayes theorem and Markov chains for data and market prediction Recommendation algorithms and pairwise document similarity Linear regression, Cox regression, and Pearson correlation Allelic frequency and mining DNA Social network analysis (recommendation systems, counting triangles, sentiment analysis)

Clojure Programming "O'Reilly Media, Inc."

Aimed at the moderately experienced Java programmer who needs to build on existing knowledge, this accessible volume covers all the important aspects of standard C++ emphasizing more lower-level C-style details as the book progresses.

Data Algorithms Apress

A complete handbook covering the most widely used object-oriented programming languages with comprehensive coverage

of each language, including history, syntax, variables, tips and traps. Unique leaders in the field of object oriented programming provide insightful information about the language that they helped to create. The books in the bundle are "Handbook of Programming Languages, Vol. I" and "Handbook of Programming Languages, Vol. II".

[Java Enterprise in a Nutshell](#) Packt Pub Limited

If you understand basic mathematics and know how to program with Python, you're ready to dive into signal processing. While most resources start with theory to teach this complex subject, this practical book introduces techniques by showing you how they're applied in the real world. In the first chapter alone, you'll be able to decompose a sound into its harmonics, modify the harmonics, and generate new sounds. Author Allen Downey explains techniques such as spectral decomposition, filtering, convolution, and the Fast Fourier Transform. This book also provides exercises and code examples to help you understand the material. You'll explore: Periodic signals and their spectrums Harmonic structure of simple waveforms Chirps and other sounds whose spectrum changes over time Noise signals and natural sources of noise The autocorrelation function for estimating pitch The discrete cosine transform (DCT) for compression The Fast Fourier Transform for spectral analysis Relating operations in time to filters in the frequency domain Linear time-invariant (LTI) system theory Amplitude modulation (AM) used in radio Other books in this series include Think Stats and Think Bayes, also by Allen Downey.

[Head First Ajax](#) "O'Reilly Media, Inc."

Advances in Genetic Programming reports significant results in improving the power of genetic programming, presenting techniques that can be employed immediately in the solution of complex problems in many areas, including machine learning and the simulation of autonomous behavior. Popular languages such as C and C++ are used in many of the applications and experiments, illustrating how genetic programming is not restricted to symbolic computing languages such as LISP. Researchers interested in getting started in genetic programming will find information on how to begin, on what public-domain code is available, and on how to become part of the active genetic programming community via electronic mail.

[Mastering OpenCV 4](#) Manning Publications

Never before has a book been published that describes the techniques and technology used in writing text editors, word processors and other software. Written for the working professional and serious student, this book covers all aspects of the task. The topics range from user psychology to selecting a language to implementing redisplay to designing the command set. More than just facts are involved, however, as this book also promotes insight into an understanding of the issues encountered when designing such software. After reading this book, you should have a clear understanding of how to go about writing text editing or word processing software. In addition, this book introduces the concepts and power of the Emacs-type of text editor. This type of editor can trace its roots to the first computer text editor written and is still by far the most powerful editor available.

[D3. Js in Action](#) MacMillan Technical Publishing

What is this book about? The results of using J2EE in practice are often disappointing: applications are often slow, unduly complex, and take too long to develop. Rod Johnson believes that the problem lies not in J2EE itself, but in that it is often used badly. Many J2EE publications advocate approaches that, while fine in theory, often fail in reality, or deliver no real business value. Expert One-on-One: J2EE Design and Development aims to demystify J2EE development. Using a practical focus, it shows how to use J2EE technologies to reduce, rather than increase, complexity. Rod draws on his experience of designing successful high-volume J2EE applications and salvaging failing projects, as well as intimate knowledge of the J2EE specifications, to offer a real-world, how-to guide on how you too can make J2EE work in practice. It will help you to solve common problems with J2EE and avoid the expensive mistakes often made in J2EE projects. It will guide you through the complexity of the J2EE services and APIs to enable you to build the simplest possible solution, on time and on

budget. Rod takes a practical, pragmatic approach, questioning J2EE orthodoxy where it has failed to deliver results in practice and instead suggesting effective, proven approaches. What does this book cover? In this book, you will learn When to use a distributed architecture When and how to use EJB How to develop an efficient data access strategy How to design a clean and maintainable web interface How to design J2EE applications for performance Who is this book for? This book would be of value to most enterprise developers. Although some of the discussion (for example, on performance and scalability) would be most relevant to architects and lead developers, the practical focus would make it useful to anyone with some familiarity with J2EE. Because of the complete design-deployment coverage, a less advanced developer could work through the book along with a more introductory text, and successfully build and understand the sample application. This comprehensive coverage would also be useful to developers in smaller organisations, who might be called upon to fill several normally distinct roles. What is special about this book? Wondering what differentiates this book from others like it in the market? Take a look: It does not just discuss technology, but stress its practical application. The book is driven from the need to solve common tasks, rather than by the elements of J2EE. It discusses risks in J2EE development It takes the reader through the entire design, development and build process of a non-trivial application. This wouldn't be compressed into one or two chapters, like the Java Pet Store, but would be a realistic example comparable to the complexity of applications readers would need to build. At each point in the design, alternative choices would be discussed. This would be important both where there's a real problem with the obvious alternative, and where the obvious alternatives are perhaps equally valid. It emphasizes the use of OO design and design patterns in J2EE, without becoming a theoretical book

[Head Rush Ajax](#) "O'Reilly Media, Inc."

With the recent release of Java 2 Enterprise Edition 1.4, developers are being called on to add even greater, more complex levels of interconnectivity to their applications. To do this, Java developers need a clear understanding of how to apply the new APIs, and the capabilities and pitfalls in the program--which they can discover in this edition.

[Learning JavaScript Design Patterns](#) Manning Publications With Learning JavaScript Design Patterns, you'll learn how to write beautiful, structured, and maintainable JavaScript by applying classical and modern design patterns to the language. If you want to keep your code efficient, more manageable, and up-to-date with the latest best practices, this book is for you. Explore many popular design patterns, including Modules, Observers, Facades, and Mediators. Learn how modern architectural patterns—such as MVC, MVP, and MVVM—are useful from the perspective of a modern web application developer. This book also walks experienced JavaScript developers through modern module formats, how to namespace code effectively, and other essential topics. Learn the structure of design patterns and how they are written Understand different pattern categories, including creational, structural, and behavioral Walk through more than 20 classical and modern design patterns in JavaScript Use several options for writing modular code—including the Module pattern, Asynchronous Module Definition (AMD), and CommonJS Discover design patterns implemented in the jQuery library Learn popular design patterns for writing maintainable jQuery plug-ins "This book should be in every JavaScript developer's hands. It's the go-to book on JavaScript patterns that will be read and referenced many times in the future."—Andrée Hansson, Lead Front-End Developer, presis!

[Oracle SQL and PL/SQL for Developers](#) Packt Publishing Ltd

"Clojure programming ... This functional programming language not only lets you take advantage of Java libraries, services, and other JVM resources, it rivals other dynamic languages such as Ruby and Python. With this comprehensive guide, you'll learn Clojure fundamentals with examples that relate it to languages you already know"—Page 4 of cover

[Head First Servlets and JSP](#) "O'Reilly Media, Inc."

Spring Boot 2.3 is the hottest ticket in town... ..when it comes to Java development. Learn the latest features that can scale your

apps including: * Web and Data access * Developer tools and test support * Operational features * Docker container baking * Bottleneck discovery with BlockHound * Messaging * Security * More! Written cover-to-cover using Project Reactor, your apps will scale like never before. Grab your copy today and learn to build top-notch, scalable solutions with modern tactics. Greg L. Turnquist works on the Spring team as a principal developer at VMware. He is a committer to Spring HATEOAS, Spring Data, Spring Boot, R2DBC, and Spring Session for MongoDB. He also wrote Packt's best-selling title, Learning Spring Boot 2.0 2nd Edition. He co-founded the Nashville Java User Group in 2010 and hasn't met a Java app (yet) that he doesn't like. Follow him on Twitter @gregturn and subscribe for all his Spring Boot videos at YouTube.com/GregTurnquist.

[C++ for Java Programmers](#) Springer Science & Business Media Advanced text on how to program in the functional way; has exercises, solutions and code.

[Handbook of Programming Languages](#) John Wiley & Sons Prototype and Scriptaculous in Action is a comprehensive, practical guide that walks you feature-by-feature through the two libraries. First, you'll use Scriptaculous to make easy but powerful UI improvements. Then you'll dig into Prototype's elegant and sparse syntax. See how a few characters of Prototype code can save a dozen lines of JavaScript. By applying these techniques, you can concentrate on the function and flow of your application instead of the coding details. This is a comprehensive, practical guide that walks you feature-by-feature through the two libraries. First, you'll use Scriptaculous to make easy but powerful UI improvements. Then you'll dig into Prototype's elegant and sparse syntax. By applying these techniques, you can concentrate on the function and the flow of your application instead of the coding details. · Introducing Prototype and Scriptaculous · Introducing QuickGallery · Simplifying Ajax with Prototype · Using Prototype's Advanced Ajax Features · Scriptaculous Effects · Scriptaculous Controls · Scriptaculous Drag and Drop · All About Objects · Fun with Functions · Arrays Made Easy · Back to the Browser · Prototype and Scriptaculous in Practice · Prototype, Scriptaculous, and Rails

[Pro Spring Security](#) MIT Press

Work on practical computer vision projects covering advanced object detector techniques and modern deep learning and machine learning algorithms Key Features Learn about the new features that help unlock the full potential of OpenCV 4 Build face detection applications with a cascade classifier using face landmarks Create an optical character recognition (OCR) model using deep learning and convolutional neural networks Book Description Mastering OpenCV, now in its third edition, targets computer vision engineers taking their first steps toward mastering OpenCV. Keeping the mathematical formulations to a solid but bare minimum, the book delivers complete projects from ideation to running code, targeting current hot topics in computer vision such as face recognition, landmark detection and pose estimation, and number recognition with deep convolutional networks. You'll learn from experienced OpenCV experts how to implement computer vision products and projects both in academia and industry in a comfortable package. You'll get acquainted with API functionality and gain insights into design choices in a complete computer vision project. You'll also go beyond the basics of computer vision to implement solutions for complex image processing projects. By the end of the book, you will have created various working prototypes with the help of projects in the book and be well versed with the new features of OpenCV4. What you will learn Build real-world computer vision problems with working OpenCV code samples Uncover best practices in engineering and maintaining OpenCV projects Explore algorithmic design approaches for complex computer vision tasks Work with OpenCV's most updated API (v4.0.0) through projects Understand 3D scene reconstruction and Structure from Motion (SfM) Study camera calibration and overlay AR using the ArUco Module Who this book is for This book is for those who have a basic knowledge of OpenCV and are competent C++ programmers. You need to have an understanding of some of the more theoretical/mathematical concepts, as we move quite quickly throughout the book.

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