

Beginning Django Cms

Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets. Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process. What You'll Learn Get the most out of great Flutter widgets Create custom widgets, both stateless and stateful Exercise expert control over your Flutter layouts Make your app respond to gestures like swiping, pinching and tapping Initiate async Ajax calls to RESTful APIs — including Google Firebase! Who This Book Is For Developers who have coded in Java, C#, C++, or any similar language. It brings app development within the reach of younger developers, so STEM groups are likely to pick up the technology. Managers, product owners, and business analysts need to understand Flutter's capabilities.

Build a world-class website in less than a week with Django CMS. Beginning Django CMS shows you how to simply and easily write a dynamic website with a full content management system in the backend. It is written for Internet developers who are sick and tired of dealing with complicated, bloated website frameworks that are a pain to build and a nightmare to maintain. Django CMS is an Open Source website building framework that is experiencing exponential growth because it is built on the simple, secure and scalable architecture of Django. This book takes you from knowing nothing about Django CMS, to building a functional website and content management system that you can deploy for your own website or for your customers. What You'll Learn: Install and configure Django CMS Build a dynamic website quickly and easily Author and submit content for publication Administer Django CMS Install and use custom and third-party plugins Deploy a website using Django CMS Who This Book is For: Beginning Django CMS is for programmers, in particular Python and Django programmers, wishing to build a simple, custom content management system (CMS). They do not have to be directly interested in the Django CMS application, Beginning Django CMS will be equally useful to a programmer looking to build a functioning CMS rapidly.

From an idea to a prototype – a complete guide for web development with the Django framework About This Book Explore the best practices to develop applications of a superior quality with Django framework Unravel the common problems of web development in Django This course teaches you major Django functions and will help you improve your skills by developing models, forms, views, and templates Experience the challenges of working on an end-to-end social network project Who This Book Is For Web developers who want to use modern Python-based web frameworks like Django to build powerful web applications. The course is mostly self-contained and introduces web development with Python to a reader who is familiar with web development concepts and can help him become an expert in this trade. It's intended for all levels of web developers, both students and practitioners from novice to experts. What You Will Learn Use Django models to store information in the database and generate queries to access a database across models Quickly develop web pages to create, read, update, and delete data from the model using class-based views Generate very maintainable forms with Django Import data from local sources and external web services as well as exporting your data to third parties Deep dive into various aspects of Django from models and views to testing and deployment Familiarize yourself with the various nuances of web development such as browser attacks and databases In Detail Data science is hot right now, and the need for multitalented developers is greater than ever before. A basic grounding in building apps with a framework as minimalistic, powerful, and easy-to-learn as Django will be a useful skill to launch your career as an entrepreneur or web developer. Django is a web framework that was designed to strike a balance between rapid web development and high performance. This course will take you on a journey to become an efficient web developer thoroughly understanding the key concepts of Django framework. This learning path is divided into three modules. The course begins with basic concepts of the Django framework. The first module, Django Essentials, is like a practical guide, filled with many real-world examples to build highly effective Django web application. After getting familiar with core concepts of Django, it's time to practice your learning from the first module with the help of over 90 recipes available in this module. In the second module, Web Development with Django Cookbook, you'll learn varying complexities to help you create multilingual, responsive, and scalable websites with Django. By the end of this module, you will have a good understanding of the new features added to Django 1.8 and be an expert at web development processes. The next step is to discover the latest best practices and idioms in this rapidly evolving Django framework. This is what you'll be learning in our third module, Django Design Patterns and Best Practices. This module will teach you common design patterns to develop better Django code. By the end of the module, you will be able to leverage the Django framework to develop a fully functional web application with minimal effort. Style and approach This course includes all the resources that will help you jump into the web development field with Django and learn how to make scalable and robust web applications. The aim is to create a smooth learning path that will teach you how to get started with the powerful Django framework and perform various web development techniques in depth. Through this comprehensive course, you'll learn web development with Django from scratch to finish!

Learn Spring Boot and how to build Java-based enterprise, web, and microservice applications with it. In this book, you'll see how to work with relational and NoSQL databases, build your first microservice, enterprise, or web application, and enhance that application with REST APIs. You'll also learn how to build reactive web applications using Spring Boot along with Spring Web Reactive. Then you'll secure your Spring Boot-created application or service before testing and deploying it. After reading and learning with Beginning Spring Boot 2, you'll have the skills and techniques to start building your first Spring Boot applications and microservices with confidence to take the next steps in your career journey. What You'll Learn Use Spring Boot autoconfiguration Work with relational and NoSQL databases Build web applications with Spring Boot Apply REST APIs using Spring Boot Create reactive web applications using Spring Web Reactive Secure your Spring Boot applications or web services Test and deploy your Spring Boot applications Who This Book Is For Experienced Java and Spring Framework developers who are new to the new Spring Boot micro-framework.

Develop and use bots in video gaming to automate game processes and see possible ways to avoid this kind of automation. This book explains how bots can be very helpful in games such as multiplayer online games, both for training your character and for automating repetitious game processes in order to start a competition with human opponents much faster. Some players might use bots for cheating or avoiding game rules to gain an advantage over opponents - a sophisticated form of hacking that includes some elements of artificial intelligence (AI). However, while Practical Video Game Bots considers these topics, it is not a cheater's guide. Rather, this book is an attempt to overcome the information vacuum regarding bot development in video game applications. Through the use of three case study game examples, it covers most methods and technologies that are used by bot developers, and the details of anti-cheating systems. This book provides answers and useful advice for topics such as process automation, reverse engineering, and network applications. Modern bot applications use technologies from all these domains. You will also consider the work mechanisms of different kinds of bots and will

write simple prototypes. What You Will Learn Discover bots and apply them to game applications Use clicker bots with OS-level embedding data, output-device capture, and more Develop in-game bots, with process memory analysis and access Work with out-game bots, with network interception and embedding data Deal with input device emulation and OS-level interception data Who This Book Is For Those with some prior experience in game development and coding experience in Python, C++, and Windows APIs.

Start making the most of the latest collaboration tools in Office 365—including SharePoint, OneDrive, Office 365 Groups, Office, Teams, Yammer, Planner, Stream, Forms, and Flow—and integrate them into your team's projects to boost productivity, engagement, innovation, and enjoyment at work. This book walks you through the features, teaching you how to choose the right tools for your situation. While technologies for collaboration are more advanced than ever before, there also are more of them. Beginning Office 365 Collaboration Apps will help you make sense of what is available and how it can help you and your team be more productive. What You'll Learn Know the collaboration features available across Office 365, and how to choose the ones that are right for you and your colleagues in any given situation Understand the software-as-a-service (SaaS) model and how it enables users to be more productive and effective Discover how multi-device usability and real-time cloud synchronization can help your team collaborate any time, anywhere, across the apps Find out how Planner can help you manage projects and tasks, even without a project manager Explore Microsoft Flow to connect applications and services and create code-less workflows Who This Book is For Office 365 business users with a limited technical background. You should be familiar with the Microsoft Office suite products such as Word and Outlook, and work in a team environment.

Delivers absolutely everything you will ever need to know to become a master Django programmer About This Book Gain a complete understanding of Django—the most popular, Python-based web framework in the world Gain the skills to successfully designing, developing, and deploying your app This book is packaged with fully described code so you can learn the fundamentals and the advanced topics to get a complete understanding of all of Django's core functions Who This Book Is For This book assumes you have a basic understanding of the Internet and programming. Experience with Python or Django would be an advantage, but is not necessary. It is ideal for beginner to intermediate programmers looking for a fast, secure, scalable, and maintainable alternative web development platform to those based on PHP, Java, and dotNET. What You Will Learn Use Django to access user-submitted form data, validate it, and work with it Get to know advanced URLconf tips and tricks Extend Django's template system with custom code Define models and use the database API to create, retrieve, update, and delete records Fully extend and customize the default implementation as per your project's needs Test and deploy your Django application Get to know more about Django's session, cache Framework, and middleware In Detail Mastering Django: Core is a completely revised and updated version of the original Django Book, written by Adrian Holovaty and Jacob Kaplan-Moss - the creators of Django. The main goal of this book is to make you a Django expert. By reading this book, you'll learn the skills needed to develop powerful websites quickly, with code that is clean and easy to maintain. This book is also a programmer's manual that provides complete coverage of the current Long Term Support (LTS) version of Django. For developers creating applications for commercial and business critical deployments, Mastering Django: Core provides a complete, up-to-date resource for Django 1.8LTS with a stable code-base, security fixes and support out to 2018. Style and approach This comprehensive step-by-step practical guide offers a thorough understanding of all the web development concepts related to Django. In addition to explaining the features of Django, this book provides real-world experience on how these features fit together to build extraordinary apps.

Discover how to leverage modern Unix even if you've never worked with Unix before. This book presents everything in conceptual terms that you can understand, rather than tips to be committed raw to memory. You will learn everyday tasks ranging from basic system administration—partitioning and mounting filesystems, software installation, network configuration, working from the command line) — to Bourne shell scripting, using graphical applications, as well as fanciful things such as emulation layers for Windows and Linux and virtualization with VirtualBox. It's now 50 years since the creation of Unix but it is still growing. As Unix now moves to everyone's OS (open-source FreeBSD/Linux), it is the perfect time to start your journey with Beginning Modern Unix as your guide. What You'll Learn Live comfortably in a modern Unix environment, both on the command-line and in the graphical world. Choose the right hardware for Unix Work with Unix in real world settings Develop Unix applications Review advanced techniques in Shell scripting Who This Book Is For Everyone who uses a computer – those who intend to migrate to Unix as well as those who are worried about migrating to Unix, perhaps fearing it is a pure command-line or 'difficult' world.

Write Android user interface (UI) tests using Google Espresso for Android. You'll cover all the major topics of writing functional UI automated tests using the Espresso testing framework, including different ways of running automated tests, architecting test projects in an easy and maintainable way, and using tools which help to implement automated tests with less effort. Android Espresso Revealed explains the basics of using Espresso to write automated UI tests, and how to customize the framework for advanced functionality. The author provides examples in both Java and Kotlin, and includes dealing with network operations in UI tests, testing application accessibility, implementing supervised monkey tests, and more. What You Will Learn Write Espresso tests with both Kotlin and Java including test project migration from Java to Kotlin Test web views inside the application under test Use Espresso to set up test devices or emulators to minimize test flakiness and run tests in Firebase Test Lab Verify and stub intents with Espresso-Intents Move test projects to AndroidX Test notifications or operate on third-party apps during Espresso test execution Apply different test architecture approaches to the test project to reduce maintenance effort Implement supervised monkey tests using Espresso and UIAutomator Who This Book Is For Engineers with experience of Android test automation will benefit from this book

Use this guide to master the XML metalanguage and JSON data format along with significant Java APIs for parsing and creating XML and JSON documents from the Java language. New in this edition is coverage of Jackson (a JSON processor for Java) and Oracle's own Java API for JSON processing (JSON-P), which is a JSON processing API for Java EE that also can be used with Java SE. This new edition of Java XML and JSON also expands coverage of DOM and XSLT to include additional API content and useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mJson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll Learn Master the XML language Create, validate, parse, and transform XML documents Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mJson, Gson, JsonPath Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

Gain a gentle introduction to the world of Artificial Intelligence (AI) using the Raspberry Pi as the computing platform. Most of the major AI topics will be explored, including expert systems,

machine learning both shallow and deep, fuzzy logic control, and more! AI in action will be demonstrated using the Python language on the Raspberry Pi. The Prolog language will also be introduced and used to demonstrate fundamental AI concepts. In addition, the Wolfram language will be used as part of the deep machine learning demonstrations. A series of projects will walk you through how to implement AI concepts with the Raspberry Pi. Minimal expense is needed for the projects as only a few sensors and actuators will be required. Beginners and hobbyists can jump right in to creating AI projects with the Raspberry Pi using this book. What You'll Learn What AI is and—as importantly—what it is not Inference and expert systems Machine learning both shallow and deep Fuzzy logic and how to apply to an actual control system When AI might be appropriate to include in a system Constraints and limitations of the Raspberry Pi AI implementation Who This Book Is For Hobbyists, makers, engineers involved in designing autonomous systems and wanting to gain an education in fundamental AI concepts, and non-technical readers who want to understand what AI is and how it might affect their lives.

This book 'Introduction to Computing and Problem Solving with Python' will help every student, teacher and researcher to understand the computing basics and advanced Python Programming language. The Python programming topics include the reserved keywords, identifiers, variables, operators, data types and their operations, flow control techniques which include decision making and looping, modules, files and exception handling techniques. Advanced topics like Python regular expressions, Database Programming and Object Oriented Programming concepts are also covered in detail. All chapters have worked out programs, illustrations, review and frequently asked interview questions. The simple style of presentation makes this a friend for self-learners. More than 300 solved lab exercises available in this book is tested in Python 3.4.3 version for Windows. The book covers syllabus for more than 35 International Universities and 45 Indian universities like Dr. APJ Abdul Kalam Technological University, Christ University, Savitribai Phule Pune University, University of Delhi, University of Calicut, Mahatma Gandhi University, University of Mumbai, AICTE, CBSE, MIT, University of Virginia, University of Chicago, University of Toronto, Technical University of Denmark etc.

This book reports on cutting-edge research into innovative system interfaces, highlighting both lifecycle development and human-technology interaction, especially in virtual, augmented and mixed-reality systems. It describes advanced methodologies and tools for evaluating and improving interface usability and discusses new models, as well as case studies and good practices. The book addresses the human, hardware, and software factors in the process of developing interfaces for optimizing total system performance, particularly innovative computing technologies for teams dealing with dynamic environments, while minimizing total ownership costs. It also highlights the forces currently shaping the nature of computing and systems, including the need for decreasing hardware costs; the importance of portability, which translates to the modern tendency toward hardware miniaturization and technologies for reducing power requirements; the necessity of a better assimilation of computation in the environment; and social concerns regarding access to computers and systems for people with special needs. The book, which is based on the AHFE 2018 International Conference on Human Factors and Systems Interaction, held on July 21–25, 2018, in Orlando, Florida, USA, offers a timely survey and practice-oriented guide for systems interface users and developers alike.

Discover the Django web application framework and get started building Python-based web applications. This book takes you from the basics of Django all the way through to cutting-edge topics such as creating RESTful applications. Beginning Django also covers ancillary, but essential, development topics, including configuration settings, static resource management, logging, debugging, and email. Along with material on data access with SQL queries, you'll have all you need to get up and running with Django 1.11 LTS, which is compatible with Python 2 and Python 3. Once you've built your web application, you'll need to be the admin, so the next part of the book covers how to enforce permission management with users and groups. This technique allows you to restrict access to URLs and content, giving you total control of your data. In addition, you'll work with and customize the Django admin site, which provides access to a Django project's data. After reading and using this book, you'll be able to build a Django application top to bottom and be ready to move on to more advanced or complex Django application development. What You'll Learn Get started with the Django framework Use Django views, class-based views, URLs, middleware, forms, templates, and Jinja templates Take advantage of Django models, including model relationships, migrations, queries, and forms Leverage the Django admin site to get access to the database used by a Django project Deploy Django REST services to serve as the data backbone for mobile, IoT, and SaaS systems Who This Book Is For Python developers new to the Django web application development framework and web developers new to Python and Django.

This Book is special design for ITI COPA candidate based on latest pattern and more than 1500 mcq in this book. Tier I :--Scope of Examination (CBT) No of Questions (150) Maximum Marks(150) Section A: [no. of question 50] Quantitative Ability/ Aptitude, General Intelligence & Reasoning Ability, General Awareness, English Language (Basic Knowledge), General Science. Section B: [no. of question 100] Specific to trade/ discipline of a post code. The total duration for Tier I is 120 Mins i.e. 2 Hours The Tier-II Trade Test will be of qualifying in nature. The trade test will be of ITI level in the related trade to test the practical skills of the candidates. The total duration for the trade test will be of 1 to 2 Hours duration. Selection Process:- Screening Criteria – Tier I exam is for screening. The minimum qualifying marks for Tier I is 40% for UR/OBC candidates and 35% for SC/ST candidates. Candidates will be provisionally shortlisted based on Tier I examination merit in a ratio of 1:10 (No. of vacancy : No. of shortlisted candidates) provided they secure the minimum qualifying marks in examination. However, this ratio may increase depending upon organizational requirements. The last candidate securing equal marks in the bracket will be included. These shortlisted candidates will be called for Tier II examination. Provisional Selection Criteria – The provisional selection will be based on the merit obtained in Tier II examination depending upon the post/category/sub-category of the candidate. The minimum qualifying marks for Tier-II is 40% for UR/OBC and 35% for SC/ST candidates. (Merit based on Tier -I)

Become a more effective tech professional by learning how to provide the most useful IT support for your users. You'll learn how to efficiently and effectively deal with any type of problem, including operating systems, software, and hardware. IT support is often complex, time-consuming, and expensive, but it doesn't have to be with the right processes in place. Whether you're an individual, part of an IT support team, or managing staff supporting PC users in their homes, The IT Support Handbook will help you understand the right way to approach, troubleshoot, and isolate problems so they can be handled efficiently, with least disruption and cost to your business. You'll make yourself popular with your colleagues, and keep your customers and users happy and productive. What You'll Learn Manage reporting, and keep a record of issues that occur Provide effective remote support for users away from home or working in another office Use

error and system reporting in Windows to obtain high-quality, relevant information Spot patterns in user behavior that may be causing difficult-to-diagnose problems Be familiar with best practices to make you a better support professional Who This Book Is For IT professionals, IT support (on-site and remote), and system administrators who manage support teams. No prior knowledge is required.

Are you interested in learning more about the next computing generation especially about the Internet of Things? You want something which can easily, almost efficiently connect you to the Internet of Things? You already own a Raspberry Pi 3 or you are about to purchase it? If these questions relate to you in any way, this book will be your best companion. Considering the latest technological advancements especially when it comes to the Internet of Things, there is no wonder why you are interested in boosting your knowledge and expanding your skills with the Raspberry Pi 3 Model B For Beginners. This extremely powerful single-board computer packed with Bluetooth connectivity and wireless LAN can perform various kinds of magic within seconds. The model also delivers a great boost to your Wi-Fi connectivity as well as your Pi's overall speed. This model is a fantastically adept, very tiny computer which performs significantly better than its traditional cousins. Since the model is very small in size, it is ideal for carrying around when you travel and it is also compatible with the Internet of Things. In other words, its future looks brighter than ever. In fact, the popularity of this tiny single-board computer grows daily. Thanks to the book, you get to explore everything you are interested in knowing about your Raspberry Pi 3 Model B. Inside You Will Discover How to install operating system What is the difference between the Raspberry Pi 3 Model B and the traditional computer How to prepare your Raspberry Pi 3 Model B Explore what can Raspberry Pi 3 Model B do Internet of Things, voice control and image recognition with Pi3 Model B Learn the most useful Raspbian commands Explore Python Basic with Raspberry Pi 3 Different Raspberry Pi 3 Model B projects to explore And much much more... Get this book NOW, learn how to get the most out of your Raspberry Pi3 Model B and take advantage of everything which modern technological advancements offer!

Develop standalone Django apps to serve as the reusable building blocks for larger Django projects. This book explores best practices for publishing these apps, with special considerations for testing Django apps, and strategies for extracting existing functionality into a separate package. This jumpstart reference is divided into four distinct and sequential sections, all containing short, engaging chapters that can be read in a modular fashion, depending on your level of experience. The first section covers the structure and scope of standalone Django apps. The second section digs into questions about pulling code out of existing projects and into new standalone apps for reuse. The third section details additional, advanced technical best practices toward making standalone apps as broadly useful as possible. The fourth and final section covers strategies for managing a published Django app. Django Standalone Apps is the perfect resource for developers who have at least some prior experience working with Django web applications and want to simplify their deployments and share their knowledge as open source packages. What You'll Learn Scope a standalone Django app project for optimum usefulness Extract code from existing projects to reuse Test a standalone app outside of your Django project Reuse your own code for increased delivery cadence and code quality Review best practices for maintaining a Django app package Who This Book Is For Professional developers who work with Django. Deep expertise is not required or expected, but readers should have working familiarity with Django.

Analyze your company's data quickly and easily using Microsoft's latest tools. You will learn to build scalable and robust data models to work from, clean and combine different data sources effectively, and create compelling visualizations and share them with your colleagues. Author Dan Clark takes you through each topic using step-by-step activities and plenty of screen shots to help familiarize you with the tools. This second edition includes new material on advanced uses of Power Query, along with the latest user guidance on the evolving Power BI platform. Beginning Power BI is your hands-on guide to quick, reliable, and valuable data insight. What You'll Learn Simplify data discovery, association, and cleansing Build solid analytical data models Create robust interactive data presentations Combine analytical and geographic data in map-based visualizations Publish and share dashboards and reports Who This Book Is For Business analysts, database administrators, developers, and other professionals looking to better understand and communicate with data

Using the simple, robust, Python-based Django framework, you can build powerful Web solutions with remarkably few lines of code. In Python Web Development with Django®, three experienced Django and Python developers cover all the techniques, tools, and concepts you need to make the most of Django 1.0, including all the major features of the new release. The authors teach Django through in-depth explanations, plus provide extensive sample code supported with images and line-by-line explanations. You'll discover how Django leverages Python's development speed and flexibility to help you solve a wide spectrum of Web development problems and learn Django best practices covered nowhere else. You'll build your first Django application in just minutes and deepen your real-world skills through start-to-finish application projects including Simple Web log (blog) Online photo gallery Simple content management system Ajax-powered live blogger Online source code sharing/syntax highlighting tool How to run your Django applications on the Google App Engine This complete guide starts by introducing Python, Django, and Web development concepts, then dives into the Django framework, providing a deep understanding of its major components (models, views, templates), and how they come together to form complete Web applications. After a discussion of four independent working Django applications, coverage turns to advanced topics, such as caching, extending the template system, syndication, admin customization, and testing. Valuable reference appendices cover using the command-line, installing and configuring Django, development tools, exploring existing Django applications, the Google App Engine, and how to get more involved with the Django community. Introduction 1 Part I: Getting Started Chapter 1: Practical Python for Django 7 Chapter 2: Django for the Impatient: Building a Blog 57 Chapter 3: Starting Out 77 Part II: Django in Depth Chapter 4: Defining and Using Models 89 Chapter 5: URLs, HTTP Mechanisms, and Views 117 Chapter 6: Templates and Form Processing 135 Part III: Django Applications by Example Chapter 7: Photo Gallery 159 Chapter 8: Content Management System 181 Chapter 9: Liveblog 205 Chapter 10: Pastebin 221 Part IV: Advanced Django Techniques and Features Chapter 11: Advanced Django Programming 235 Chapter 12: Advanced Django Deployment 261 Part V: Appendices Appendix A: Command Line Basics 285 Appendix B: Installing and Running Django 295 Appendix C: Tools for Practical Django Development 313 Appendix D: Finding, Evaluating, and Using Django Applications 321 Appendix E: Django on the Google App Engine 325 Appendix F: Getting Involved in the Django Project 337 Index 339 Colophon 375

Build Android apps using the popular and efficient Android Studio 3 suite of tools, an integrated development environment (IDE) with which Android developers can now use the Kotlin programming language. With this book, you'll learn the latest and most productive tools in the Android tools ecosystem, ensuring quick Android app development and minimal effort on your part. Along the way, you'll use Android Studio to develop apps tier by tier through practical examples. These examples cover core Android topics such as Activities, Intents, BroadcastReceivers, Services and AsyncTask. Then, you'll learn how to publish your apps and sell them online and in the Google Play store. What You'll Learn Use Android Studio 3 to quickly and confidently build your first Android apps Build an Android user interface using activities and layouts, event handling, images, menus and the action bar Incorporate new elements including fragments Learn how data is persisted Use Kotlin to build apps Who This Book Is For Those who may be new to Android Studio 3 or Android Studio in general. You may or may not be new to Android development in general. Some prior experience with Java is also recommended.

William "Bo" Rothwell's Advanced Perl Programming continues where his previous book left off, more or less, as it guides you through advanced techniques of the Perl programming language starting with command-line options, references, and arrays and hashes from advanced data types. Next, you'll learn about typeglobs for symbolic entries. Additionally, you'll see advanced subroutine handling, then packages and namespaces. Furthermore, you'll build advanced modules and install CPAN modules. Unlike Java and C++, modules have been around in Perl for a long time now. Along the way, you'll learn

and use POD mark up language for Perl documentation. Moreover, you'll get a survey of the many advanced features and data structures of the current Perl programming language. You'll also get a survey of the new features of the latest Perl 5.x release. After reading and using this book, you'll have the tools, techniques, and source code to be an expert Perl programmer. What You Will Learn Carry out command-line parsing and extract scripts Create references; return values from a reference; work with the ref Function and strict refs Work with advanced Perl data types using arrays, hashes, and hash of hashes Use Typeglobs for symbol table entries Build modules and install CPAN modules Write documentation for Perl using POD Work with the newest features in Perl, including the smartmatch operator, yada yada, automated regex modifiers, the CORE namespace and more Who This Book Is For Those with experience with Perl or who have read Rothwell's prior books, Beginning Perl Programming and Pro Perl Programming.

Navigate the tricky issues around cross-browser inconsistencies and use jQuery to avoid wasting time fixing these bugs. This book is your step-by-step guide to learning the jQuery library and allows you to concentrate on what really matters to you, mastering the most popular JavaScript library in a web developer's toolkit. Throughout this book, you'll discover how expressive yet concise jQuery's code is and how much quicker and efficiently you can develop with jQuery. Beginning jQuery takes you from the basics of getting you started with jQuery, right through to extending jQuery by writing your own plug-ins. You'll discover best practices you can follow, how you can avoid common mistakes, and learn about the many other assets that jQuery has to offer. This second edition is completely updated for jQuery version 3.x, including integration with npm, and guidelines for working with the Data set API specification. What You'll Learn Use jQuery's powerful tools to dynamically update content on your site, including DOM manipulation. Extend jQuery's capabilities by writing your own plugins on top of the framework. Animate elements and build your own jQuery slider. Employ best practices and avoid common errors made by beginners. Who This Book is For Web developers confident with HTML and CSS and now ready to get to grips with JavaScript and for the developers wanting to enhance their skill set and learn new tools.

Build powerful back-end business logic and complex Enterprise JavaBeans (EJB)-based applications using Java EE 8, Eclipse Enterprise for Java (EE4J), Web Tools Project (WTP), and the Microprofile platform. Targeted at Java and Java EE developers, with or without prior EJB experience, this book is packed with practical insights, strategy tips, and code examples. As each chapter unfolds, you'll see how you can apply the new EJB spec to your own applications through specific examples. Beginning EJB in Java EE 8 serves not only as a reference, but also as a how-to guide and repository of practical examples to which you can refer as you build your own applications. It will help you harness the power of EJBs and take your Java EE 8 development to the next level. You'll gain the knowledge and skills you'll need to create the complex enterprise applications that run today's transactions and more. What You'll Learn Build applications with Enterprise JavaBeans (EJBs) in the new Java EE 8 platform Discover when to use EJBs over contexts and dependency injection Use message-driven beans to do tasks asynchronously Integrate EJBs with microservices using the new Eclipse Microprofile project Manage complex enterprise transactions and much more Who This Book Is For Java programmers new to enterprise development and for those who may have experience with EJBs but are new to Java EE 8, EE4J, and related Eclipse projects.

This book constitutes the refereed proceedings of the 11th Joint Conference on Knowledge-Based Software-Engineering, JCKBSE 2014, held in Volgograd, Russia, in September 2014. The 59 full and 3 short papers presented were carefully reviewed and selected from 197 submissions. The papers are organized in topical sections on methodology and tools for knowledge discovery and data mining; methods and tools for software engineering education; knowledge technologies for semantic web and ontology engineering; knowledge-based methods and tools for testing, verification and validation, maintenance and evolution; natural language processing, image analysis and recognition; knowledge-based methods and applications in information security, robotics and navigation; decision support methods for software engineering; architecture of knowledge-based systems, including intelligent agents and softbots; automating software design and synthesis; knowledge management for business processes, workflows and enterprise modeling; knowledge-based methods and applications in bioscience, medicine and justice; knowledge-based requirements engineering, domain analysis and modeling; intelligent user interfaces and human-machine interaction; lean software engineering; program understanding, programming knowledge, modeling programs and programmers.

Knowledge for Free... Get that job, you aspire for! Want to switch to that high paying job? Or are you already been preparing hard to give interview the next weekend? Do you know how many people get rejected in interviews by preparing only concepts but not focusing on actually which questions will be asked in the interview? Don't be that person this time. This is the most comprehensive Python language interview questions book that you can ever find out. It contains: 1000 most frequently asked and important PYTHON interview questions and answers Wide range of questions which cover not only basics in Python Language but also most advanced and complex questions which will help freshers, experienced professionals, senior developers, testers to crack their interviews.

A beginner's guide that will help you get familiar with Django for web development. KEY FEATURES ? Learn to build websites with a strong blend of concepts and practical learning. ? Set up your public website with advanced functionalities from scratch. ? Explore Django architecture, components, navigation panel and templates. DESCRIPTION 'Building Websites with Django' book teaches readers to develop their high-quality, feature-rich website by learning Django and its various tools. You will learn the best techniques to develop a dynamic website, right from scratch. This book focuses not only on just creating a particular application but rather develops a strong understanding of theoretical concepts with rich examples. You will learn to troubleshoot errors, develop navigation panels and add advanced functionalities like deploying on heroku server. You will read about models, templates, different types of views. You will learn to create apps and learn how to integrate different apps. By the end of this book, You will create a project from scratch and will deploy it as a public website by yourself. WHAT YOU WILL LEARN ? Create a Django project from scratch and deploy them as a public website. ? Work with Django components such as Model, View, and Template. ? Interact with the database using Query Sets. ? Deploy your Django application for free on Heroku. ? Learn how to use Django's built-in authentication and authorization module effectively. WHO THIS BOOK IS FOR This book is for early entrepreneurs, beginners, software professionals, bloggers and hobbyists who want to create their online presence on their own without having any prior technical knowledge about web tools. TABLE OF CONTENTS 1. Introduction to Django 2. An Overview of the MTV Architecture 3. Understanding Django Settings 4. Django Admin Utility 5. Interacting with the Database using Query Sets 6. Enhancing your Project 7. Understanding Models 8. Django Views 9. Django Templates 10. URL and Regex 11. Forms in Django 12. Setting up a Project 13. The Account app 14. The Genre app 15. The Post app 16. Deploying the Website

Django is a framework designed to balance rapid web development with high performance. It handles high levels of user traffic and interaction, integrates with a variety of databases, and

collects and processes data in real time. This book follows a task-based approach to guide you through developing with the Django 2.1 framework, starting with ...

Build a Django content management system, blog, and social networking site with James Bennett as he introduces version 1.1 of the popular Django framework. You'll work through the development of each project, implementing and running the applications while learning new features along the way. Web frameworks are playing a major role in the creation of today's most compelling web applications, because they automate many of the tedious tasks, allowing developers to instead focus on providing users with creative and powerful features. Python developers have been particularly fortunate in this area, having been able to take advantage of Django, a very popular open-source web framework whose stated goal is to "make it easier to build better web applications more quickly with less code." Practical Django Projects introduces this popular framework by way of a series of real-world projects. Readers follow along with the development of each project, implementing and running each application while learning new features along the way. This edition is updated for Django 1.1 and includes an all-new chapter covering practical development tools and techniques you'll be able to apply to your own development workflow.

Get started with the Hibernate 5 persistence layer and gain a clear introduction to the current standard for object-relational persistence in Java. This updated edition includes the new Hibernate 5.0 framework as well as coverage of NoSQL, MongoDB, and other related technologies, ranging from applications to big data. Beginning Hibernate is ideal if you're experienced in Java with databases (the traditional, or connected, approach), but new to open-source, lightweight Hibernate. The book keeps its focus on Hibernate without wasting time on nonessential third-party tools, so you'll be able to immediately start building transaction-based engines and applications. Experienced authors Joseph Ottinger with Dave Minter and Jeff Linwood provide more in-depth examples than any other book for Hibernate beginners. They present their material in a lively, example-based manner—not a dry, theoretical, hard-to-read fashion. What You'll Learn Build enterprise Java-based transaction-type applications that access complex data with Hibernate Work with Hibernate 5 using a present-day build process Use Java 8 features with Hibernate Integrate into the persistence life cycle Map using Java's annotations Search and query with the new version of Hibernate Integrate with MongoDB using NoSQL Keep track of versioned data with Hibernate Envers Who This Book Is For Experienced Java developers interested in learning how to use and apply object-relational persistence in Java and who are new to the Hibernate persistence framework.

Over 70 practical recipes to help you create scalable websites using the Django 1.8 framework About This Book This is the latest book on the market that will help you take advantage of the new features added to Django 1.8 This book consists of recipes of varying complexities to help you create multilingual, responsive, and scalable websites with Django This updated edition teaches you major Django functions and will help you improve your skills by developing models, forms, views, and templates Who This Book Is For This book is for intermediate-level and professional Django users who need to build projects that are multilingual, functional on devices of different screen sizes, and that scale over a period of time. If you have created websites with Django but you want to sharpen your knowledge and learn some good approaches to different aspects of web development, you should definitely read this book. What You Will Learn Get started with the basic configuration necessary to start any Django project Build a database structure out of reusable model mixins Manage forms and views and get to know some useful patterns that are used to create them Create handy template filters and tags that you can reuse in every project Integrate your own functionality into the Django CMS Manage hierarchical structures with MPTT Import data from local sources and external web services as well as exporting your data to third parties Implement a multilingual search with Haystack Test and deploy your project efficiently In Detail Django is a web framework that was designed to strike a balance between rapid web development and high performance. It has the capacity to handle applications with high levels of user traffic and interaction, and can integrate with massive databases on the backend, constantly collecting and processing data in real time. Through this book, you'll discover that collecting data from different sources and providing it to others in different formats isn't as difficult as you thought. It follows a task-based approach to guide you through all the web development processes using the Django framework. We'll start by setting up the virtual environment for a Django project and configuring it. Then you'll learn to write reusable pieces of code for your models and find out how to manage database schema changes using South migrations. After that, we'll take you through working with forms and views to enter and list data. With practical examples on using templates and JavaScript together, you will discover how to create the best user experience. In the final chapters, you'll be introduced to some programming and debugging tricks and finally, you will be shown how to test and deploy the project to a remote dedicated server. By the end of this book, you will have a good understanding of the new features added to Django 1.8 and be an expert at web development processes. Style and approach Every chapter consists of practical examples and a mix of basic and advanced recipes that will guide you through the entire web development process, starting from project configuration and taking you right through to deployment.

Make your websites more dynamic by adding a feedback form, creating a private area where members can upload images that are automatically resized, or perhaps storing all your content in a database. David Powers has updated his definitive book to incorporate the latest techniques and changes to PHP, including the arrival of PHP 7. New features include the spaceship and null coalesce operators, generators, using array shorthand syntax for list(), array dereferencing, and array unpacking with the splat operator. The problem is, you're not a programmer and the thought of writing code sends a chill up your spine. Or maybe you've dabbled a bit in PHP and MySQL, but you can't get past baby steps. If this describes you, then you've just found the right book. PHP and the MySQL database are deservedly the most popular combination for creating dynamic websites. They're free, easy to use, and provided by many web hosting companies in their standard packages. This book also covers MariaDB, a seamless replacement for MySQL that has been adopted on many web servers. Unfortunately, most PHP books either expect you to be an expert already or force you to go through endless exercises of little practical value. In contrast, this book gives you real value right away through a series of practical examples that you can incorporate directly into your sites, optimizing performance and adding functionality such as file uploading, email feedback forms, image galleries, content management systems, and much more. Each solution is created with not only functionality in mind, but also visual design. But this book doesn't just provide a collection of ready-made scripts: each PHP solution builds on what's gone before, teaching you the basics of PHP and database design quickly and painlessly. By the end of the book, you'll have the confidence to start writing your own scripts or—if you prefer to leave that task to others—to adapt existing scripts to your own requirements. Right from the start, you're shown how easy it is to protect your sites by adopting secure coding practices. What You Will Learn Design and build dynamic PHP-based web sites and applications Get started right away through practical examples that you can reuse Incorporate PHP 7 elements

including new ways of handling arrays Work with the latest PHP 7 techniques, innovations, and best practices Who This Book Is For Readers should have at least some prior exposure to web development using PHP.

Learn to program with Rust in an easy, step-by-step manner on Unix, Linux shell, macOS and the Windows command line. As you read this book, you'll build on the knowledge you gained in previous chapters and see what Rust has to offer. Beginning Rust starts with the basics of Rust, including how to name objects, control execution flow, and handle primitive types. You'll see how to do arithmetic, allocate memory, use iterators, and handle input/output. Once you have mastered these core skills, you'll work on handling errors and using the object-oriented features of Rust to build robust Rust applications in no time. Only a basic knowledge of programming is required, preferably in C or C++. To understand this book, it's enough to know what integers and floating-point numbers are, and to distinguish identifiers from string literals. After reading this book, you'll be ready to build Rust applications. What You'll Learn Get started programming with Rust Understand heterogeneous data structures and data sequences Define functions, generic functions, structs, and more Work with closures, changeable strings, ranges and slices Use traits and learn about lifetimes Who This Book Is For Those who are new to Rust and who have at least some prior experience with programming in general: some C/C++ is recommended particularly.

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 9 and .NET 5 with hands-on exercises using VS Code Key Features Explore the newest additions to C# 9, the .NET 5 class library, Entity Framework Core and Blazor Strengthen your command of ASP.NET Core 5.0 and create professional websites and services Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description In C# 9 and .NET 5 – Modern Cross-Platform Development, Fifth Edition, expert teacher Mark J. Price gives you everything you need to start programming C# applications. This latest edition uses the popular Visual Studio Code editor to work across all major operating systems. It is fully updated and expanded with a new chapter on the Microsoft Blazor framework. The book's first part teaches the fundamentals of C#, including object-oriented programming and new C# 9 features such as top-level programs, target-typed new object instantiation, and immutable types using the record keyword. Part 2 covers the .NET APIs, for performing tasks like managing and querying data, monitoring and improving performance, and working with the file system, async streams, serialization, and encryption. Part 3 provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core or mobile apps using Xamarin.Forms. By the end of the book, you will have acquired the understanding and skills you need to use C# 9 and .NET 5 to create websites, services, and mobile apps. What you will learn Build your own types with object-oriented programming Query and manipulate data using LINQ Build websites and services using ASP.NET Core 5 Create intelligent apps using machine learning Use Entity Framework Core and work with relational databases Discover Windows app development using the Universal Windows Platform and XAML Build rich web experiences using the Blazor framework Build mobile applications for iOS and Android using Xamarin.Forms Who this book is for This book is best for C# and .NET beginners, or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can certainly benefit from this book.

Build a website with Django 3 is the fourth edition of my popular Django beginners book, fully updated for Django 3 Not only has the book been updated to cover the latest version of Django, but I've added install instructions for macOS users. Your complete introduction to Django 3 Build a website with Django 3 covers all the core concepts of Django to get you up and running fast: - Why Django is the premier Python framework for developing web applications - The big picture - how Django is structured - Django Models - Django Views - Django Templates - The Django admin - Generic views - Simple forms - Complex forms and model forms - Managing Users - Restricted content - File uploads - Sending email - Deploying a Django application Build a real website This book is not about boring theory. You'll be building a fully functioning website as you learn Django. I even show you how to deploy your website to the Internet for free.

Get started with Julia for engineering and numerical computing, especially data science, machine learning, and scientific computing applications. This book explains how Julia provides the functionality, ease-of-use and intuitive syntax of R, Python, MATLAB, SAS, or Stata combined with the speed, capacity, and performance of C, C++, or Java. You'll learn the OOP principles required to get you started, then how to do basic mathematics with Julia. Other core functionality of Julia that you'll cover, includes working with complex numbers, rational and irrational numbers, rings, and fields. Beginning Julia Programming takes you beyond these basics to harness Julia's powerful features for mathematical functions in Julia, arrays for matrix operations, plotting, and more. Along the way, you also learn how to manage strings, write functions, work with control flows, and carry out I/O to implement and leverage the mathematics needed for your data science and analysis projects. "Julia walks like Python and runs like C". This phrase explains why Julia is quickly growing as the most favored option for data analytics and numerical computation. After reading and using this book, you'll have the essential knowledge and skills to build your first Julia-based application. What You'll Learn Obtain core skills in Julia Apply Julia in engineering and science applications Work with mathematical functions in Julia Use arrays, strings, functions, control flow, and I/O in Julia Carry out plotting and display basic graphics Who This Book Is For Those who are new to Julia; experienced users may also find this helpful as a reference.

Leverage the numerical and mathematical modules in Python and its standard library as well as popular open source numerical Python packages like NumPy, SciPy, FiPy, matplotlib and more. This fully revised edition, updated with the latest details of each package and changes to Jupyter projects, demonstrates how to numerically compute solutions and mathematically model applications in big data, cloud computing, financial engineering, business management and more. Numerical Python, Second Edition, presents many brand-new case study examples of applications in data science and statistics using Python, along with extensions to many previous examples. Each of these demonstrates the power of Python for rapid development and exploratory computing due to its simple and high-level syntax and multiple options for data analysis. After reading this book, readers will be familiar with many computing techniques including array-based and symbolic computing, visualization and numerical file I/O, equation solving, optimization, interpolation and integration, and domain-specific computational problems, such as differential equation solving, data analysis, statistical modeling and machine learning. What You'll Learn Work with vectors and matrices using NumPy Plot and visualize data with Matplotlib Perform data analysis tasks with Pandas and SciPy Review statistical modeling and machine learning with statsmodels and scikit-learn Optimize Python code using Numba and Cython Who

This Book Is For Developers who want to understand how to use Python and its related ecosystem for numerical computing.

A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description This latest edition is extensively revised to accommodate all the latest features that come with C# 10 and .NET 6. You will learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, serialization, and encryption. It provides examples of cross-platform apps you can build and deploy, such as websites and services using ASP.NET Core. The best application for learning the C# language constructs and many of the .NET libraries does not distract with unnecessary application code. Hence, the C# and .NET topics covered in Chapters 1 to 12 feature console applications. In Chapters 13 to 17, having mastered the basics, you will build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. There are also two new online chapters on using .NET MAUI to build cross-platform apps and building services using a variety of technologies, including Web API, OData, gRPC, GraphQL, SignalR, and Azure Functions. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using .NET MAUI and XAML Who this book is for This book is for beginners to C# and .NET or programmers who have worked with C# in the past but feel left behind by the changes in the past few years. This book doesn't expect you to have any C# or .NET experience; however, you should have a general understanding of programming. Students and professionals with a science, technology, engineering, or mathematics (STEM) background can benefit from this book.

Learn how to use a Raspberry Pi in conjunction with an Arduino to build a basic robot with advanced capabilities. Getting started in robotics does not have to be difficult. This book is an insightful and rewarding introduction to robotics and a catalyst for further directed study. You'll be led step by step through the process of building a robot that uses the power of a Linux based computer paired with the simplicity of Arduino. You'll learn why the Raspberry Pi is a great choice for a robotics platform; its strengths as well as its shortcomings; how to overcome these limitations by implementing an Arduino; and the basics of the Python programming language as well as some of the more powerful features. With the Raspberry Pi you can give your project the power of a Linux computer, while Arduino makes interacting with sensors and motors very easy. These two boards are complimentary in their functions; where one falters the other performs admirably. The book also includes references to other great works to help further your growth in the exciting, and now accessible, field of smart robotics. As a bonus, the final chapter of the book demonstrates the real power of the Raspberry Pi by implementing a basic vision system. Using OpenCV and a standard USB web cam, you will build a robot that can chase a ball. What You'll Learn Install Raspbian, the operating system that drives the Raspberry Pi Drive motors through an I2C motor controller Read data through sensors attached to an Arduino Who This Book Is For Hobbyists and students looking for a rapid start in robotics. It assumes no technical background. Readers are guided to pursue the areas that interest them in more detail as they learn.

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