Blue Pelican Java Answer Book

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The Inequality of Man Apress
Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, Learning SQL, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements

Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Nightmare Alley Addison-Wesley

Take control of your Facebook profile When you join Facebook, you're joining a community with over two billion people spread around the globe. It helps to have the insight on not only how to set up your profile and add content, but also how to make sure you control who sees—and doesn't see—your posts. Facebook For Dummies provides the trusted guidance you need to set up a profile, add content, and apply the many tools Facebook provides to give you control of your content. Primarily known as a way for individuals to share information, photos and videos, and calendar invitations, Facebook has gained prominence as a means to spread news, market products, and serve as a business platform. Whatever you're looking to use it for, this book shows you how to use all the features available to make it a more satisfying experience. Build your profile and start adding friends Use Facebook to send private messages and instant notes Discover ways to set privacy and avoid online nuisances Launch a promotion page Get ready to have a whole lot of fun on the largest social network in the world.

Java Coding Guidelines "O'Reilly Media, Inc."

Big Java: Early Objects, 7th Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. Objects and classes from the standard library are used where appropriate in early sections with coverage on object-oriented design starting in Chapter 8. This gradual approach allows students to use objects throughout their study of the core algorithmic topics, without teaching bad habits that must be un-learned later. The second half covers algorithms and data structures at a level suitable for beginning students. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Java in 21 Days, Sams Teach Yourself (Covering Java 8) Courier Corporation

#1 NEW YORK TIMES BEST SELLER • In his final hours in the Oval Office, the outgoing President grants a controversial last-minute

pardon to Joel Backman, a notorious Washington power broker who has spent the last six years hidden away in a federal prison. What no one knows is that the President issues the pardon only after receiving enormous pressure from the CIA. It seems Backman, in his power broker heyday, may have obtained secrets that compromise the world's most sophisticated satellite surveillance system. Backman is quietly smuggled out of the country in a military cargo plane, given a new name, a new identity, and a new home in Italy. Eventually, after he has settled into his new life, the CIA will leak his whereabouts to the Israelis, the Russians, the Chinese, and the Saudis. Then the CIA will do what it does best: sit back and watch. The question is not whether Backman will survive—there is no chance of that. The question the CIA needs answered is, who will kill him?

Mathematical Magic Show John Wiley & Sons
Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, fro

Learning XSLT Riverhead Books
Martin Gardner's Mathematical Games columns in Scientific American inspired and entertained several generations of mathematicians and scientists. Gardner in his crystal-clear prose illuminated corners of mathematics, especially recreational mathematics, that most people had no idea existed. His playful spirit and inquisitive nature invite the reader into an exploration of beautiful mathematical ideas along with him. These columns were both a revelation and a gift when he wrote them; no one--before Gardner--had

written about mathematics like this. They continue to be a marvel. This volume, first published in 1977, contains columns published in the magazine from 1965-1968. This 1990 MAA edition contains a foreword by Persi Diaconis and Ron Graham and a postscript and extended bibliography added by Gardner for this edition.

Professional CUDA C Programming Addison-Wesley Professional
Why should you, a competent software developer or programmer, care about your own brand? After all, it's not like you're an actor or musician. In fact, as Success in Programming: How to Gain Recognition, Power, and Influence Through Personal Branding demonstrates in many ways, it's never been more important for you to think about yourself as a brand. Doing so will provide rocket fuel for your career. You'll find better jobs and become the "go-to" person in various situations. You'll become known for your expertise and leadership, and you'll find it easier to strike out on your own. People will seek out your advice and point of view. You'll get paid to speak, write, and consult. What's not to like about becoming a rock star developer? The good news—as Mozilla's senior technology evangelist, Frédéric Harper, writes—is that it's never been easier to improve your skills, stand out, share more quickly, and grow your network. This book provides the tools you need to build your reputation and enhance your career, starting right now. You'll learn what personal branding is and why you should care about it. You'll also learn what the key themes of a

good brand are and where to find the ingredients to build your own, unique brand. Most importantly, you'll understand how to work your magic to achieve your goals and dreams. You'll also learn: How to use sites like StackOverflow and Github to build both your expertise and your reputation How to promote your brand in a way that attracts better-paying jobs, consulting gigs, industry invitations, and contract work How to become visible to the movers and shakers in your specific category of development How to exert power and influence to help yourself and others Success in Programming: How to Gain Recognition, Power, and Influence Through Personal Branding shows you how to scale your skills, gain visibility, make a real impact on people and within organizations, and achieve your goals. There's no need to become a marketing expert or hire a personal branding guru; this book and a desire to grow personally and professionally are all you need to leap to the next level of your career.

Head First Web Design No Starch Press
"Organizations worldwide rely on Java code to perform mission-critical tasks, and therefore that code must be reliable, robust, fast, maintainable, and secure. JavaTM Coding Guidelines brings together expert guidelines, recommendations, and code examples to help you meet these demands."--Publisher description.

Big Java John Wiley & Sons
"Math enthusiasts of all ages will delight in this collection of more than 200 riddles drawn from every mathematical discipline. Only an elementary background is needed to enjoy and solve the tremendous variety of puzzles, which include riddles based on geometry, trigonometry, algebra, infinity, probability, and logic. Includes complete solutions and 113 illustrations"--

The Everlasting Man "O'Reilly Media, Inc."
Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide Designed for professionals across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience.

Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market.

the book of the ocean Sams

Presents works of art selected from the South and Southeast Asian and Islamic collection of The Metropolitan Museum of Art, lessons plans, and classroom activities.

OpenGL Programming Guide Apress

Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

The Art of South and Southeast Asia Pearson Education
Blue Pelican JavaVirtualbookworm Publishing
Python Projects "O'Reilly Media, Inc."
Send and receive email from Java applications by using the JavaMail API. With this concise book, you'll learn how to communicate with existing SMTP, POP, and IMAP servers, and how to write your own. Whether you need to build an

email-centric application like a mailing list manager or simply add email notification to a larger product, JavaMail is the answer. Packed with code examples, this book shows you how JavaMail enables you to avoid low-level protocol details, so you can focus on what you actually want to say in a message. Send, receive, and store email with POP3 and IMAP Add password authentication to your programs Manage mailboxes and accounts Download mail attachments Respond to asynchronous email events Design protocol-independent email programs

Facebook For Dummies Cambridge University Press

A guide to completing Python projects for those ready to take their skills to the next level Python Projects is the ultimate resource for the Python programmer with basic skills who is ready to move beyond tutorials and start building projects. The preeminent guide to bridge the gap between learning and doing, this book walks readers through the "where" and "how" of real-world Python programming with practical, actionable instruction. With a focus on real-world functionality, Python Projects details the ways that Python can be used to complete daily tasks and bring efficiency to businesses and individuals alike. Python Projects is written specifically for those who know the Python syntax and lay of the land, but may still be intimidated by larger, more complex projects. The book provides a walk-through of the basic set-up for an application and the building and packaging for a library, and explains in detail the functionalities related to the projects. Topics include: *How to maximize the power of the standard library modules *Where to get third party libraries, and the best practices for utilization *Creating, packaging, and reusing libraries within and across projects *Building multi-layered functionality including networks, data, and user interfaces *Setting up development environments and using virtualenv, pip, and more Written by veteran Python trainers, the book is structured for easy navigation and logical progression that makes it ideal for individual, classroom, or corporate training. For Python developers looking to apply their skills to real-world challenges, Python Projects is a goldmine of information and expert insight.

Kinship and Marriage Simon and Schuster

The second edition of the best-selling Python book in the world (over 1 million copies sold!). A fast-paced, no-nonsense guide to programming in Python. Updated and thoroughly revised to reflect the latest in Python code and practices. Python Crash Course is the world's best-selling guide to the Python programming language. This fast-paced, thorough introduction to programming with Python will have you writing programs, solving problems, and making things that work in no time. In the first half of the book, you'll learn basic programming concepts, such as variables, lists, classes, and loops, and practice writing clean code with exercises for each topic. You'll also learn how to make your programs interactive and test your code safely before adding it to a project. In the second half, you'll put your new knowledge into practice with three substantial projects: a Space Invaders-inspired arcade game, a set of data visualizations with Python's handy libraries, and a simple web app you can deploy online. As you work through the book, you'll learn how to: • Use powerful Python libraries and tools, including Pygame, Matplotlib, Plotly, and Django • Make 2D games that respond to keypresses and mouse clicks, and that increase in difficulty • Use data to generate interactive visualizations • Create and customize web apps and deploy them safely online • Deal with mistakes and errors so you can solve your own programming problems If you've been thinking about digging into programming, Python Crash Course will get you writing

real programs fast. Why wait any longer? Start your engines and code!

Sams Teach Yourself Java in 21 Days (Covers Java 11/12)
Springer Science & Business Media
This study developed out of the personal experience of daily life that I and my family had in the years 1932-1942 among the Biak speaking people of the Radja Ampat area (Sorong), West New Guinea. Our family had become integrated into the community as far as possible, and we used the Biak language every day. Three of the movements described in this book took place in that area, so that I was able to study them under the favorable conditions of direct participation and observation. The first edition of the book in 1954 (in Dutch) was the writer's doctoral thesis (Ph. D.), written under the guidance of the late Professor J. P. B. de Josselin de Jong. I am very grateful to the Royal Institute of Linguistics and Anthro pology, Leiden, for publishing the revised English edition in its Translation Series. The Biak material deserves more readers than the Dutch edition was able to reach.

Pro Web 2.0 Application Development with GWT Raven Books
Traces the author's decision to quit her job and travel the world for a year after suffering a midlife crisis and divorce, an endeavor that took her to three places in her quest to explore her own nature, experience fulfillment and learn the art of spiritual balance. (Biography & autobiography). Reissue. A best-selling book. Movie tie-in.

Hand-book of Practical Cookery Virtualbookworm Publishing
Happy Kids ~ Happy Readers! Are you looking for a kid's or children's book that is highly entertaining, great for early readers, and is jam-packed with bedtime stories, jokes, games, and more? This children's storybook has it all! A sheep, a bear, and a pelican become best friends. They decide to go on a vacation together to the Amazon Jungle to meet new friends. What happens on their adventure? This is an excellent read for beginning and early readers. Each story is easy to read and exciting with cute and bright illustrations for younger readers. This book is especially great for traveling, waiting rooms, and reading aloud at home. 5 fun short stories Fun games and puzzles included Excellent for beginning and early readers Cute short stories that are great for a quick bedtime story Funny and hilarious jokes for kids Scroll up and click 'buy' and spend some quality time with your child!

Spring Batch in Action Apress
In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans–an excellent programming platform Easy-to-

understand, practical examples clearly illustrate the fundamentals
of Java programming Discover how to quickly develop programs
with a graphical user interface Find out about JDBC
programming with the Derby database Learn how to use Inner
Classes and Lambda Expressions Learn rapid application
development with Apache NetBeans Create a game using Java