

Chapter 1 Introduction To Object Oriented Design

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Think Java Elsevier

The digital enterprise has resulted in an explosion of data, and data volumes are expected to grow in zettabyte scale in the next few years. This explosive growth is largely fueled by unstructured data, such as video, social media, photos, and text. IBM® Cloud Object Storage (previously known as Cleversafe®) provides organizations the flexibility, scalability, and simplicity required to store, manage, and access today's rapidly growing unstructured data. Cloud Object Storage (COS) provides access to your unstructured data via a self-service portal from anywhere in the world with RESTful APIs, including OpenStack Swift API and S3-compatible API, enterprise availability, and security. IBM COS is available in the following deployment models: Private on-premises object storage Dedicated object storage (single-tenant) Public object storage (multi-tenant) Hybrid object storage (a mix of on-premises, dedicated or public offerings) This IBM Redbooks® publication focuses on the IBM COS public offering, IBM COS Public Services, and hybrid solutions leveraging this offering. This book is for solution developers, architects, and IT specialists who are implementing Cloud Object Storage solutions.

The Ultimate Guide to Modern JavaScript Development Addison-Wesley Professional

Processing, Analyzing and Learning of Images, Shapes, and Forms: Volume 19, Part One provides a comprehensive survey of the contemporary developments related to the analysis and learning of images, shapes and forms. It covers mathematical models as well as fast computational techniques, and includes new chapters on Alternating diffusion: a geometric approach for sensor fusion, Shape Correspondence and Functional Maps, Geometric models for perception-based image processing, Decomposition schemes for nonconvex composite minimization: theory and applications, Low rank matrix recovery: algorithms and theory, Geometry and learning for deformation shape correspondence, and Factoring scene layout from monocular images in presence of occlusion. Presents a contemporary view on the topic, comprehensively covering the newest developments and content Provides a comprehensive survey of the contemporary developments related to the analysis and learning of images, shapes and forms

Text Databases Elsevier

"This book presents empirical research and acquired experience on the original solutions and mathematical algorithms for motion detection and object identification problems, emphasizing a wide variety of applications of security systems"--Provided by publisher.

Plasma Technology in the Preservation and Cleaning of Cultural Heritage Objects CRC Press

Scala is now an established programming language developed by Martin Odersky and his team at the EPFL. The name Scala is derived from Sca(lable) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

A Beginner's Guide to Scala, Object Orientation and Functional Programming "O'Reilly Media, Inc."

This book is a guide to creating a software architecture comprised of distributed components. While it is based on OMG's CORBA standard, the principles also apply to architecture built with other technology, such as Microsoft's DCOM.

Introduction to Object-Oriented Programming "O'Reilly Media, Inc."

Presents guidelines on the art of coding with Perl, covering such topics as references and scoping, object-oriented programming, writing and using modules, testing Perl code, and contributing to CPAN.

The Semantics of Generics in Dutch and Related Languages CCH Australia Limited

During the last few years, parallel object-relational database management systems have emerged as the leading data management technology on the market. These systems are extensible by user-defined data types and user-defined functionality for the data. This work focuses on the efficient parallel execution of user-defined functionality. The main contributions describe techniques to support data parallelism for user-defined scalar and aggregate functions and intra-function parallelism for the execution of a scalar function on a large object, and a new technology to provide extensibility with

regard to new set-oriented database operations that can efficiently implement user-defined functionality in parallel object-relational database management systems.

The Object-Oriented Thought Process Rodopi

Guides the reader through the development of object-oriented, distributed business systems using CORBA.

Secure Connected Objects Springer

Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques - garnered from the mainstream areas of object-oriented software development - to meet the demanding qualifications of real-time programming. Bruce Douglass offers ideas that are up-to-date with the latest concepts and trends in programming. By using the industry standard Unified Modeling Language (UML), as well as the best practices from object technology, he guides you through the intricacies and specifics of real-time systems development. Important topics such as schedulability, behavioral patterns, and real-time frameworks are demystified, empowering you to become a more effective real-time programmer.

A First Book of C++ "O'Reilly Media, Inc."

In this book, the authors focus on the concrete aspects of IoT (Internet of Things): the daily operation, on the ground, of this domain, including concrete and detailed discussion of the designs, applications and realizations of Secure Connected Things and IoT. As experts in the development of RFID and IoT technologies, the authors offer the reader a highly technical discussion of these topics, including the many approaches (technical, security, safety, ergonomic, economic, normative, regulations, etc.) involved in Secure Connected Objects projects. This book is written both for readers wishing to familiarize themselves with the complex issues surrounding networking objects and for those who design these connective "things".

na IGI Global

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C#

book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Video Surveillance Techniques and Technologies World Scientific

An Introduction to Object-Oriented Programming with Java provides an accessible and technically thorough introduction to the basics of programming using java. The fourth edition continues to take a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning. In the fourth edition, the coverage on defining classes has been made more accessible. The material has been broken down into smaller chunks and spread over two chapters, making it more student-friendly. Also, new to this edition is the incorporation of Java 5.0 features, including use of the Scanner Class and the Formatter Class. The hallmark feature of the book, Sample Development Programs, are continued in this edition. These provide students with an opportunity to incrementally, step by step, walk through program design, learning the fundamentals of software engineering. Object diagrams, using a subset of UML, also continue to be an important element of Wu's approach. The consistent, visual approach assists students in understanding concepts. Handles: • Consistent Problem solving approach at the end of each chapter, that follows: o Problem Statement o Overall Plano Designo Codeo Testo Diagrams---SHOW Problem Solvingo Placement of Objects firsto Aids students in Problem Solvingo 5.0 update is included in this revision***With the 5.0 Revision is the: incorporation of two new classes. 1. The Scanner Class 2. Formatter Class Pedagogyo Tools to Problem Solve Design GuidelinesHelpful RemindersTake my Advice BoxesYou Might Want to Know BoxesQuick Check Exercises

Beginning JavaScript Apress

This book offers a corpus-based synchronic and diachronic investigation of Experiential constructions in Latin, focusing on patterns of variation and change in argument realization and non-canonical case-marking and providing insights in the domain of diachronic verbal syntax and semantics.

How to Think Like a Computer Scientist Cambridge University Press

ICSE-Computer Application-TB-10-R1

Java in a Nutshell Routledge

Gary Bronson's A FIRST BOOK OF C++, 4e, International Edition takes a hands-on, applied approach to the first programming language course for students studying computer science. The book begins with procedural programming in C, and then gradually introduces object-oriented programming features and the C++ language syntax that enables first-time programmers to use them.

The Key to Enterprise Integration John Wiley & Sons

This monograph is a comprehensive study of the various ways in which genericity can be expressed in Dutch, dialects of Dutch, and languages related to Dutch. On the basis of empirical (corpus- and questionnaire-based) data, a wide range of topics are discussed which have been addressed in the literature on the semantics and pragmatics of generics. The empirical data presented in this book shed new light on issues crucial to the study of genericity. A number of widely accepted ideas are shown to be problematic. For example, arguments are presented against the well-known claim that progressive forms typically exclude characterizing interpretations. Furthermore, the author shows that speakers do not agree in their judgements of the acceptability of bare plurals (as well as other noun phrase types) in generic contexts. Such data are a problem for the influential thesis that bare plurals refer to kinds unambiguously.

Object-Oriented Analysis, Design and Implementation Butterworth-Heinemann

The second edition of this textbook includes revisions based on the feedback on the first edition. In a new chapter the authors provide a concise introduction to the remainder of UML diagrams, adopting the same holistic approach as the first edition. Using a case-study-based approach for providing a comprehensive introduction to the principles of object-oriented design, it includes: A sound footing on object-oriented concepts such as classes, objects, interfaces, inheritance, polymorphism, dynamic

linking, etc. A good introduction to the stage of requirements analysis Use of UML to document user requirements and design An extensive treatment of the design process Coverage of implementation issues Appropriate use of design and architectural patterns Introduction to the art and craft of refactoring Pointers to resources that further the reader's knowledge The focus of the book is on implementation aspects, without which the learning is incomplete. This is achieved through the use of case studies for introducing the various concepts of analysis and design, ensuring that the theory is never separate from the implementation aspects. All the main case studies used in this book have been implemented by the authors using Java. An appendix on Java provides a useful short tutorial on the language.

Fundamentals of Object Tracking Cambridge University Press

The Structure and Function of Animal Cell Components: An Introductory Text provides an introduction to the study of animal cells, specifically the structure and function of the cells. To help readers appreciate the discussions, this book first provides an introduction to the physiological and biochemical function of animal cells, which is followed by an introduction to animal cell structure. This text then presents topics on the components of the cells, such as the mitochondria and the nucleus, and processes in the cells, including protein synthesis. This selection will be invaluable to cytologists, anatomists, and pathologists, as well as to readers who have an elementary knowledge of both biochemistry and cytology.

Doing Hard Time Cambridge University Press

This book makes visible the hidden relations between things and individuals through a discussion of creative processes and cultural practices. Italian life and culture are filled with objects that cross, accompany, facilitate or disrupt experience, desires, and dreams. Yet in spite of their ubiquity, theoretical engagement in the Italian context is still underdeveloped. Paolo Bartoloni investigates four typologies—the fictional, migrant, multicultural/transnational, and the artificial—to hypothesize that the ability to treat things as partners of emotional and creative expression creates a sense of identity predicated on inclusivity, openness, care, and attention.

Processing, Analyzing and Learning of Images, Shapes, and Forms: Brill Archive

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." —Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.