

# Composite Ui Application Block Documentation

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[Kubernetes: Up and Running](#) Microsoft patterns & practices

Larman covers how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included

**Search Computing** Apress

You can choose several data access frameworks when building Java enterprise applications that work with relational databases. But what about big data? This hands-on introduction shows you how Spring Data makes it relatively easy to build applications across a wide range of new data access technologies such as NoSQL and Hadoop. Through several sample projects, you'll learn how Spring Data provides a consistent programming model that retains NoSQL-specific features and capabilities, and helps you develop Hadoop applications across a wide range of use-cases such as data analysis, event stream processing, and workflow. You'll also discover the features Spring Data adds to Spring's existing JPA and JDBC support for writing RDBMS-based data access layers. Learn about Spring's template helper classes to simplify the use of database-specific functionality Explore Spring Data's repository abstraction and advanced query functionality Use Spring Data with Redis (key/value store), HBase (column-family), MongoDB (document database), and Neo4j (graph database) Discover the GemFire distributed data grid solution Export Spring Data JPA-managed entities to the Web as RESTful web services Simplify the development of HBase applications, using a lightweight object-mapping framework Build example big-data pipelines with Spring Batch and Spring Integration

28th International Conference on Conceptual Modeling, Gramado, Brazil, November 9-12, 2009, Proceedings IBM Redbooks

"The book provides an up-to-date and authoritative treatment of pattern recognition and computer vision, with chapters written by leaders in the field. On the basic methods in pattern recognition and computer vision, topics range from statistical pattern recognition to array grammars to projective geometry to skeletonization, and shape and texture measures." --BOOK JACKET.

[Prescriptive Architecture Guidance for Cloud Applications](#) Microsoft Press

This book introduces one of the most exciting and popular .NET-oriented initiatives; the Enterprise Application Library, which offers nine classes of reusable code used to solve a variety of common problem spaces. It is the first book to introduce all ten of the enterprise application blocks, which have been recently updated for .NET 2.0. It covers a number of topics, including configuration, data access, exception management, caching, application updates, UI separation, asynchronous invocation, logging, security, and XML-based information aggregation. With this book readers will be able to build .NET applications faster and more efficiently.

Pro Android 4 Microsoft Press

Get the definitive guide on designing applications on the Microsoft application platform "€" straight from the Microsoft patterns & practices team. Learn how to choose the most appropriate architecture and the best implementation technologies that the Microsoft application platform offers applications developers. Get critical design recommendations and guidelines organized by application type "€" from Web, mobile, and rich Internet applications to Office Business Applications. You "€"™ll also get links to additional technical resources that can help with your application development.

[Improving .NET Application Performance and Scalability](#) Pearson Education

Conceptual modeling has long been recognized as the primary means to enable software development in

information systems and data engineering. Conceptual modeling provides languages, methods and tools to understand and represent the application domain; to elicit, conceptualize and formalize system requirements and user needs; to communicate systems designs to all stakeholders; and to formally verify and validate systems design on high levels of abstraction. Recently, ontologies added an important tool to conceptualize and formalize system specification. The International Conference on Conceptual Modeling – ER – provides the premiere forum for presenting and discussing current research and applications in which the major emphasis is centered on conceptual modeling. Topics of interest span the entire spectrum of conceptual modeling, including research and practice in areas such as theories of concepts and ontologies underlying conceptual modeling, methods and tools for developing and communicating conceptual models, and techniques for transforming conceptual models into effective implementations. The scientific program of ER 2009 features several activities running in parallel.

Fixing Access Annoyances Apress  
Pro Android 3 starts with the basics, giving you a firm foundation in Android development. It then builds on this foundation to teach you how to build real-world and fun mobile applications using the new Android 3.0 SDK. This book covers advanced concepts in detail including maps, geocoding, services, live folders, drag and drop, touchscreens, and the new Android 3.0 features: fragments and ActionBar. Pro Android 3 is uniquely comprehensive: it covers sensors, text to speech, OpenGL, live widgets, search, and the audio and video APIs. Using the code-heavy tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them

on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media, sensors, and long-running services. And you'll check out what's new with Android 3.0, including the improved UI across all Android platforms, drag and drop, fragment dialogs, and more, giving you the knowledge to create stunning, cutting-edge apps, while keeping you agile enough to respond to changes in the future.

The Definitive Guide to the Microsoft Enterprise Library Springer Pro Android 4 shows you how to build real-world and fun mobile apps using the new Android SDK 4 (Ice Cream Sandwich), which unifies Gingerbread for smartphones, Honeycomb for tablets and augments further with Google TV and more. This Android 4 book updates the best selling Pro Android 3 and covers everything from the fundamentals of building apps for embedded devices, smartphones, and tablets to advanced concepts such as custom 3D components, multi-tasking, sensors/augmented reality, better accessories support and much more. Using the tutorials and expert advice, you'll quickly be able to build cool mobile apps and run them on dozens of Android-based smartphones. You'll explore and use the Android APIs, including those for media and sensors. And you'll check out what's new with Android 4, including the improved user interface across all Android platforms, integration with services, and more. After reading this definitive tutorial and reference, you gain the knowledge and experience to create stunning, cutting-edge Android 4 apps that can make you money, while keeping you agile enough to respond to changes in the future.

Designing Data-Intensive Applications Pearson Deutschland GmbH Microsoft Azure Essentials from Microsoft Press is a series of free ebooks designed to help you advance your technical skills with Microsoft Azure. The first ebook in the series, Microsoft Azure Essentials: Fundamentals of Azure, introduces developers and IT professionals to the wide range of capabilities in Azure. The authors - both Microsoft MVPs in Azure - present both conceptual and how-to content for key areas, including: Azure Websites and Azure Cloud Services Azure Virtual Machines Azure Storage Azure Virtual Networks Databases Azure Active Directory Management tools Business scenarios Watch Microsoft Press 's blog and Twitter (@MicrosoftPress) to learn about other free ebooks in the "Microsoft Azure Essentials" series.

Doing Objects in Visual Basic 2005 Cambridge University Press Learn how to leverage the BlackBerry

10 Cascades framework to create rich native applications. Learn BlackBerry 10 App Development gives you a solid foundation for creating BlackBerry 10 apps efficiently. Along the way, you will learn how to use QML and JavaScript for designing your app 's UI, and C++/Qt for the application logic. No prior knowledge of C++ is assumed and the book covers the fundamental aspects of the language for writing BlackBerry 10 apps. Also a particular emphasis is put on how to create a visually enticing user experience with the Cascades framework, which is based on Qt and QML. Starting with the native SDK configuration and an overview of the Momentics IDE, the book is fast-paced and you will rapidly learn many of the best practices and techniques required for developing beautiful BlackBerry 10 apps. Learn BlackBerry 10 App Development is written for developers wishing to learn how to write apps for the new BlackBerry 10 OS and those interested in porting existing iOS and Android apps to BlackBerry 10 as native applications.

Enterprise SOA PixelMed Publishing

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR Introduction to Information Retrieval Springer

Legend has it that Google deploys over two billion application containers a week. How 's that possible? Google revealed the secret through a project called Kubernetes, an open source cluster orchestrator (based on its internal Borg system) that radically simplifies the task of building, deploying, and maintaining scalable distributed systems in the cloud. This practical guide shows you how Kubernetes and container technology can help you achieve

new levels of velocity, agility, reliability, and efficiency. Authors Kelsey Hightower, Brendan Burns, and Joe Beda—who 've worked on Kubernetes at Google and other organizations—explain how this system fits into the lifecycle of a distributed application. You will learn how to use tools and APIs to automate scalable distributed systems, whether it is for online services, machine-learning applications, or a cluster of Raspberry Pi computers. Explore the distributed system challenges that Kubernetes addresses Dive into containerized application development, using containers such as Docker Create and run containers on Kubernetes, using the docker image format and container runtime Explore specialized objects essential for running applications in production Reliably roll out new software versions without downtime or errors Get examples of how to develop and deploy real-world applications in Kubernetes Understanding single-page web applications John Wiley & Sons The Software Factory methodology is based on recognition of these similarities and a drive to extend the concept of "reusability" to the point where we achieve entirely automated product lines. Based on an analysis and understanding of the common features and techniques of a set of applications, a Software Factory defines a tailored, end-to-end methodology for building these applications. At the heart of the Software factory methodology is the concept of Domain Specific Languages (DSLs), which in essence are development environments specifically tailored to the set of applications in hand. It removes a certain degree of flexibility but greatly enhances productivity by removing a lot of the coding complexity (for an analogy, consider the use of the now ubiquitous drag-and-drop controls in Winforms or Visual Basic). Further, in the SF methodology, patterns, process advice, and best practices can be harvested and applied for all applications in the set. There are some good books on the theory of SF already on the market. Up until

this point, a lot of these concepts were fairly theoretical and abstract. [12th International Conference, WEBIST 2016, Rome, Italy, April 23–25, 2016, Revised Selected Papers](#) "O'Reilly Media, Inc."

Practical Software Factories in .NET Apress

[How to Fix the Most Annoying Things About Your Favorite Database](#)

Practical Software Factories in .NET Pro Android is the first book to include coverage of Google Android 1.5 SDK (including the branch formerly called Cupcake). This essential book covers the fundamentals of building applications for embedded devices through to advanced concepts, such as custom 3D components. Takes a pragmatic approach to developing Google Android applications. Examines the Android Virtual Device; the Input-Method Framework, special development considerations for touch screen vs. keyboard/traditional input, Voice Recognition, and Live Folders, Covers the Android media APIs (media APIs, Wi-Fi APIs, etc), including the new simplified OpenGL, improved media framework and more. With Android 1.5 and this book that includes Android 1.5 coverage, developers should will be able to build leading-edge mobile applications ranging from games to Google Apps like add-ons to Google Docs and more—no matter the device interface. Extend and run APIs of the Google Chrome browser/WebOS on G1, G2 and other forthcoming next-generation Google phones and other Android-enabled devices and netbooks.

[DICOM Structured Reporting](#) Apress Vaughn Vernon presents concrete and realistic domain-driven design (DDD) techniques through examples from familiar domains, such as a Scrum-based project management application that integrates with a collaboration suite and security provider. Each principle is backed up by realistic Java examples, and all content is tied together by a single case study of a company charged with delivering a set of advanced software systems with DDD.

Programming Microsoft Composite UI Application Block and Smart Client Software Factory Apress

The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future

success in and out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

[Cloud Design Patterns](#) Manning Publications

Information Technology professionals can use this book to move beyond the excitement of web services and service oriented architecture (SOA) and begin the process of finding actionable ideas to innovate and create business value. In Enterprise SOA: Designing IT for Business Innovation, SAP's blueprint for putting SOA to work is analyzed from top to bottom. In addition to design, development, and architecture, vital contextual issues such as governance, security, change management, and culture are also explored. This comprehensive perspective reduces risk as IT departments implement ESA, a sound, flexible architecture for adapting business processes in response to changing market conditions. This book answers the following questions: What forces created the need for Enterprise Services Architecture? How does ESA enable business process innovation? How is model-driven development used at all levels of design, configuration, and deployment? How do all the layers of technology that support ESA work together? How will composite applications extend business process automation? How does ESA create new models for IT governance? How can companies manage disruptive change? How can enterprise services be discovered and designed? How will the process of adapting applications be simplified? Based on extensive research with experts from the German software company SAP, this definitive book is ideal for architects, developers, and other IT professionals who want to understand the technology and business relevance of ESA in a detailed way--especially those who want to move on the technology now, rather than in the next year or two. [A JavaScript and jQuery Developer's Guide](#) Simon and Schuster Summary F# Deep Dives presents a

collection of real-world F# techniques, each written by expert practitioners. Each chapter presents a new use case where you'll read how the author used F# to solve a complex problem more effectively than would have been possible using a traditional approach. You'll not only see how a specific solution works in a specific domain, you'll also learn how F# developers approach problems, what concepts they use to solve them, and how they integrate F# into existing systems and environments. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology F# is an elegant, cross-platform, functional-first programming language. With F#, developers create consistent and predictable programs that are easier to test and reuse, simpler to parallelize, and less prone to bugs. The language, its tooling, and the functional programming style have proven effective in many application areas like secure financial engines, machine learning algorithms, scientific calculations, collaborative web applications, games, and more. About the Book F# Deep Dives is a selection of real-world F# techniques written by expert practitioners. Each chapter presents an important use case where you'll solve a real programming challenge effectively using F# and the functional-first approach. Not only will you see how a specific solution works in a specific domain, but you'll also learn how functional programmers think about problems, how they solve them, and how they integrate F# into existing systems and environments. Readers should have at least an introductory knowledge of the F# language. What's Inside Numerical computing Data visualization Business logic Domain-specific languages Practical solutions to real problems Information-rich programming, including LINQ and F# type providers Covers F# 3.1 and VS 2013 About the Authors Tomas Petricek contributed to the development of the F# language at Microsoft Research. Phil Trelford is an early adopter of F# and one of its most vocal advocates. They are joined by F# experts Chris Ballard, Keith Battocchi, Colin Bull, Chao-Jen Chen, Yan Cui, Johann Deneux, Kit Eason, Evelina Gabasova, Dmitry Morozov, and Don Syme. Table of Contents Succeeding with functional-first languages in the industry PART 1 INTRODUCTION Calculating cumulative binomial distributions Parsing text-based languages PART 2

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DEVELOPING ANALYTICAL COMPONENTS Numerical computing in the financial domain Understanding social networks Integrating stock data into the F# language PART 3 DEVELOPING COMPLETE SYSTEMS Developing rich user interfaces using the MVC pattern Asynchronous and agent-based programming Creating games using XNA Building social web applications PART 4 F# IN THE LARGER CONTEXT F# in the enterprise Software quality APPLYING UML & PATTERNS 3RD EDITION Simon and Schuster

Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures.