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Enterprise Information Systems IBM Redbooks

Agents are software processes that perceive and act in an environment, processing their perceptions to make intelligent decisions about actions to achieve their goals. Multi-agent systems have multiple agents that work in the same environment to achieve either joint or conflicting goals. Agent computing and technology is an exciting, emerging paradigm expected to play a key role in many society-changing practices from disaster response to manufacturing to agriculture. Agent and multi-agent researchers are focused on building working systems that bring together a broad range of technical areas from market theory to software engineering to user interfaces. Agent systems are expected to operate in real-world environments, with all the challenges complex environments present. After 11 successful PRIMA workshops/conferences (Pacific-Rim International Conference/Workshop on Multi-Agents), PRIMA became a new conference titled "International Conference on Principles of Practice in Multi-Agent Systems" in 2009. With over 100 submissions, an acceptance rate for full papers of 25% and 50% for posters, a demonstration session, an industry track, a RoboCup competition and workshops and tutorials, PRIMA has become an important venue for multi-agent research. Papers submitted are from all parts of the world, though with a higher representation of Pacific Rim countries than other major multi-agent research forums. This volume presents 34 high-quality and exciting technical papers on multimedia research and an additional 18 poster papers that give brief views on exciting research.

Innovations in Computing Sciences and Software Engineering Springer Science & Business Media

More than ten million people have downloaded BIRT (Business Intelligence and Reporting Tools) from the Eclipse web site, and more than one million developers are estimated to be using BIRT. Built on the open source Eclipse platform, BIRT is a powerful report development system that provides an end-to-end solution – from creating and deploying reports to integrating report

capabilities in enterprise applications. *ζ* The first in a two-book series about this exciting technology, BIRT: A Field Guide to Reporting, Third Edition, is the authoritative guide to using BIRT Report Designer, the graphical tool that enables users of all levels to build reports, from simple to complex, without programming. *ζ* This book is an essential resource for users who want to create presentation-quality reports quickly. The extensive examples, step-by-step instructions, and abundant illustrations help new users develop report design skills. Power users can find the information they need to make the most of the product's rich set of features to build sophisticated and compelling reports. *ζ* Readers of this book learn how to Design effective corporate reports that convey complex business information using images, charts, tables, and cross tabs Build reports using data from multiple sources, including databases, spreadsheets, web services, and XML documents Enliven reports with interactive features, such as hyperlinks, tooltips, and highlighting Create reports using a consistent style, and, drawing on templates and libraries of reusable elements, collaborate with other report designers Localize reports for an international audience The third edition, newly revised, adds updated examples, contains close to 1,000 new and replacement screenshots, and covers all the new and improved product features, including Result-set sharing to create dashboard-style reports Data collation conforming to local conventions Using cube data in charts, new chart types, and functionality Displaying bidirectional text, used in right-to-left languages Numerous enhancements to cross tabs, page management, and report layout

BIRT "O'Reilly Media, Inc."

This tutorial volume includes revised and extended lecture notes of six long tutorials, five short tutorials, and one peer-reviewed participant contribution held at the 4th International Summer School on Generative and Transformational Techniques in Software Engineering, GTTSE 2011. The school presents the state of the art in software language engineering and generative and transformational techniques in software engineering with coverage of foundations, methods, tools, and case studies.

Mobile Applications and Solutions for Social Inclusion Lars Vogel

Eclipse IDE Pocket Guide"O'Reilly Media, Inc."

[Altova® UModel® 2012 User & Reference Manual](#) Packt Publishing Ltd

Describes the features and functions of Hibernate, covering such topics as performing object/relational mapping, working with groups, using Hibernate Query Language, connecting Hibernate to MySQL, and installing Maven.

[Customizing and Extending IBM Content Navigator](#) "O'Reilly Media, Inc."

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections, arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency

[Principles of Practice in Multi-Agent Systems](#) "O'Reilly Media, Inc."

The following list describes what you can get from this book: Information that lets you get set up to develop using the Yocto Project. Information to help developers who are new to the open source environment and to the distributed revision control system Git, which the Yocto Project uses. An understanding of common end-to-end development models and tasks. Information about common development tasks generally used during image development for embedded devices. Information on using the Yocto Project integration of the QuickEMUlator (QEMU), which lets you simulate running on hardware an image you have built using the OpenEmbedded build system. Many references to other sources of related information.

Java Cookbook Springer

Debugging is crucial to successful software development, but even many experienced programmers find it challenging. Sophisticated debugging tools are available, yet it may be difficult to determine which features are useful in which situations. The Art of Debugging is your guide to making the debugging process more efficient and effective. The Art of Debugging illustrates the use three of the most popular debugging tools on Linux/Unix platforms: GDB, DDD, and Eclipse. The text-command based GDB (the GNU Project Debugger) is included with most distributions. DDD is a popular GUI front end for GDB, while Eclipse provides a complete integrated development environment. In addition to offering specific advice for debugging with each tool, authors Norm Matloff and Pete Salzman cover general strategies for improving the process of finding and fixing coding errors, including how to: – Inspect variables and data structures – Understand segmentation faults and core dumps – Know why your program crashes or throws exceptions – Use features like catchpoints, convenience variables, and artificial arrays – Avoid common debugging pitfalls Real world examples of coding errors help to clarify the authors' guiding principles, and coverage of complex topics like thread, client-server, GUI, and parallel programming debugging will make you even more proficient. You'll also learn how to prevent errors in the first place with text editors, compilers, error reporting, and static code checkers. Whether you dread the thought of debugging your programs or simply want to improve your current debugging efforts, you'll find a valuable ally in The Art of Debugging.

[Android Apps with Eclipse](#) Packt Publishing Ltd

This book contains substantially extended and revised versions of the best papers from the 14th International Conference on Enterprise Information Systems (ICEIS 2012), held in Wroclaw, Poland, in June/July 2012. The 25 full and 3 invited papers included in this volume were carefully reviewed and selected from 299 submissions. They reflect state-of-the-art research work focusing mainly on real-world applications and highlighting the benefits of information systems and technology for industry and services, thus connecting academia with the world of real enterprises. The topics covered are: databases and information systems integration; artificial intelligence and decision support systems; information systems analysis and specification; software agents and internet computing; human-computer interaction; and enterprise architecture.

Eclipse Web Tools Platform Altova, Inc.

An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

Thinking in Java "O'Reilly Media, Inc."

Presents instructions for creating Android applications for mobile devices using Java.

Android Tutorials - Herong's Tutorial Examples Pearson Education

Training Manual: Covering Ubuntu 64.04 LTS Server, Debian 8, Application Servers: Apache Tomcat 8, JBoss-eap 6, GlassFish 4, Eclipse IDE, and Postfix with Dovecot, OpenLDAP, phpLDAPadmin

Consolidation of Customized Product Copies into Software Product Lines Prentice Hall Professional
Leverage the power of Linux to develop captivating and powerful embedded Linux projects About This Book Explore the best practices for all embedded product development stages Learn about the compelling features offered by the Yocto Project, such as customization, virtualization, and many more Minimize project costs by using open source tools and programs Who This Book Is For If you are a developer who wants to build embedded systems using Linux, this book is for you. It is the ideal guide for you if you want to become proficient and broaden your knowledge. A basic understanding of C programming and experience with systems programming is needed. Experienced embedded Yocto developers will find new insight into working methodologies and ARM specific development competence. What You Will Learn Use the Yocto Project in the embedded Linux development process Get familiar with and customize the bootloader for a board Discover more about real-time layer, security, virtualization, CGL, and LSB See development workflows for the U-Boot and the Linux kernel, including debugging and optimization Understand the open source licensing requirements and how to comply with them when cohabiting with proprietary programs Optimize your production systems by reducing the size of both the Linux kernel and root filesystems Understand device trees and make changes to accommodate new hardware on your device Design and write multi-threaded applications using POSIX threads Measure real-time latencies and tune the Linux kernel to minimize them In Detail Embedded Linux is a complete Linux distribution employed to operate embedded devices such as smartphones, tablets, PDAs, set-top boxes, and many more. An example of an embedded Linux distribution is Android, developed by Google. This learning path starts with the module Learning Embedded Linux Using the Yocto Project. It introduces embedded Linux software and hardware architecture and presents information about the bootloader. You will go through Linux kernel features and source code and get an overview of the Yocto Project components available. The next module Embedded Linux Projects Using Yocto Project Cookbook takes you through the installation of a professional embedded Yocto setup, then advises you on best practices. Finally, it explains how to quickly get hands-on with the Freescale ARM ecosystem and community layer using the affordable and open source Wandboard embedded board. Moving ahead, the final module Mastering Embedded Linux Programming takes you through the product cycle and gives you an in-depth description of the components and options that are available at each stage. You will see how functions are split between processes and the usage of POSIX threads. By the end of this learning path, your capabilities will be enhanced to create robust and versatile

embedded projects. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Embedded Linux Using the Yocto Project by Alexandru Vaduva Embedded Linux Projects Using Yocto Project Cookbook by Alex Gonzalez Mastering Embedded Linux Programming by Chris Simmonds Style and approach This comprehensive, step-by-step, pragmatic guide enables you to build custom versions of Linux for new embedded systems with examples that are immediately applicable to your embedded developments. Practical examples provide an easy-to-follow way to learn Yocto project development using the best practices and working methodologies. Coupled with hints and best practices, this will help you understand embedded Linux better.

Beginning Samsung ARTIK "O'Reilly Media, Inc."

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

Mono Addison-Wesley Professional

Eclipse is the most adopted integrated development environment (IDE) for Java programmers. And, now, Eclipse seems to be the preferred IDE for Android apps developers. Android Apps with Eclipse provides a detailed overview of Eclipse, including steps and the screenshots to help Android developers to quickly get up to speed on Eclipse and to streamline their day-to-day software development. This book includes the following: Overview of Eclipse fundamentals for both Java and C/C++ Development. Using Eclipse Android Development Toolkit (ADT) to develop, debug, and troubleshoot Android applications. Using Eclipse C/C++ Development Toolkit (CDT) in conjunction with Android Native Development Kit (NDK) to integrate, develop and troubleshoot native Android components through Eclipse.

Android Developer Tools Essentials Apress

If you can build websites with CSS and JavaScript, this book takes you to the next level—creating dynamic, database-driven websites with PHP and MySQL. Learn how to build a database, manage your content, and interact with users. With step-by-step tutorials, this completely revised edition gets you started with expanded coverage of the basics and takes you deeper into the world of server-side programming. The important stuff you need to know: Get up to speed quickly. Learn how to install PHP and MySQL, and get them running on both your computer and a remote server. Gain new techniques. Take advantage of the all-new chapter on integrating PHP with HTML web pages. Manage your content. Use the file system to access user data, including images and other binary files. Make it dynamic. Create pages that change with each new viewing. Build a good database. Use MySQL to store user information and other data. Keep your site working. Master the tools for fixing things that go wrong. Control operations. Create an administrative interface to oversee your site.

Eclipse John Wiley & Sons

Includes Gtk#, MonoDevelop, Web services, and IKVM.

Altova® UModel® 2010 User & Reference Manual Altova, Inc.

About software development through constant testing.

Eclipse For Dummies Addison-Wesley Professional

The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here ' s a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve productivity, effectiveness, and code quality throughout your entire project lifecycle. You ' ll start with a product tour that introduces the core techniques and terminology you ' ll use in all your projects – including views, perspectives, outlines, and much more. You ' ll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You ' ll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications. Instant Eclipse Application Testing How-to Addison-Wesley Professional

his book is a collection of notes and sample codes written by the author while he was learning Android system. Topics include Installing of Android SDK R24 on Windows, Creating and running Android emulators, Developing First Android Application - HelloAndroid, Creating Android Project with 'android' Command, Building, Installing and Running the Debug Binary Package, Inspecting Android Application Package (APK) Files, Using Android Debug Bridge (adb) Tool, Copying files from and to Android device, Understanding Android File Systems, Using Android Java class libraries, Using 'adb logcat' Command for Debugging, Understanding Android application build process. Updated in 2021 (Version v3.03): minor updates. For latest updates and free sample chapters, visit <http://www.herongyang.com/Android>.