

Oracle Application Framework Developer39s Guide R1

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Algorithms and Applications Wipf and Stock Publishers

Learn key topics such as language basics, pointers and pointer arithmetic, dynamic memory management, multithreading, and network programming. Learn how to use the compiler, the make tool, and the archiver. **Beginning Kubernetes on the Google Cloud Platform** Apress

Developing Web Applications with Oracle ADF Essentials covers the basics of Oracle ADF and then works through more complex topics such as debugging and logging features and JAAS Security in JDeveloper as the reader gains more skills. This book will follow a tutorial approach, using a practical example, with the content and tasks getting harder throughout. "Developing Web Applications with Oracle ADF Essentials" is for you if you want to build modern, user-friendly web applications for all kinds of data gathering, analysis, and presentations. You do not need to know any advanced HTML or JavaScript programming. Business logic can be implemented by adding Java code at well-defined hook points, so you do not need do know advanced object-oriented programming-regular Java programming skills are enough.

Developing Data Migrations and Integrations with Salesforce John Wiley & Sons

Take a problem-solving approach to learning all about transformers and get up and running in no time by implementing methodologies that will build the future of NLP Key Features Explore quick prototyping with up-to-date Python libraries to create effective solutions to industrial problems Solve advanced NLP problems such as named-entity recognition, information extraction, language generation, and conversational AI Monitor your model's performance with the help of BertViz, exBERT, and TensorBoard Book Description Transformer-based language models have dominated natural language processing (NLP) studies and have now become a new paradigm. With this book, you'll learn how to build various transformer-based NLP applications using the Python Transformers library. The book gives you an introduction to Transformers by showing you how to write your first hello-world program. You'll then learn how a tokenizer works and how to train your own tokenizer. As you advance, you'll explore the architecture of autoencoding models, such as BERT, and autoregressive models, such as GPT. You'll see how to train and fine-tune models for a variety of natural language understanding (NLU) and natural language generation (NLG) problems, including text classification, token classification, and text representation. This book also helps you to learn efficient models for challenging problems, such as long-context NLP tasks with limited computational capacity. You'll also work with multilingual and cross-lingual problems, optimize models by monitoring their performance, and discover how to deconstruct these models for interpretability and explainability. Finally, you'll be able to deploy your transformer models in a production environment. By the end of this NLP book, you'll have learned how to use Transformers to solve advanced NLP problems using advanced models. What you

will learn Explore state-of-the-art NLP solutions with the Transformers library Train a language model in any language with any transformer architecture Fine-tune a pre-trained language model to perform several downstream tasks Select the right framework for the training, evaluation, and production of an end-to-end solution Get hands-on experience in using TensorBoard and Weights & Biases Visualize the internal representation of transformer models for interpretability Who this book is for This book is for deep learning researchers, hands-on NLP practitioners, as well as ML/NLP educators and students who want to start their journey with Transformers. Beginner-level machine learning knowledge and a good command of Python will help you get the best out of this book.

JD Edwards EnterpriseOne, The Complete Reference Apress

Handbook of Wireless Local Area Networks: Applications, Technology, Security, and Standards captures the current state of wireless LANs, and serves as the single comprehensive reference on the subject. Addressing challenges related to the further development of WLAN technology, the Handbook covers the entire spectrum of topics from basic concepts t Graphical Models, Exponential Families, and Variational Inference Packt Publishing Ltd

IBM® Cloud Private is an application platform for developing and managing containerized applications across hybrid cloud environments, on-premises and public clouds. It is an integrated environment for managing containers that includes the container orchestrator Kubernetes, a private image registry, a management console, and monitoring frameworks. This IBM Redbooks® publication covers tasks that are performed by IBM Cloud™ Private application developers, such as deploying applications, application packaging with helm, application

automation with DevOps, using Microclimate, and managing your service mesh with Istio. The authors team has many years of experience in implementing IBM Cloud Private and other cloud solutions in production environments. Throughout this book, we used the approach of providing you the recommended practices in those areas. As part of this project, we also developed several code examples, which can be downloaded from the Redbooks GitHub web page. If you are an IBM Cloud Private application developer, this book is for you. If you are an IBM Cloud Private systems administrator, you can see the IBM Redbooks publication IBM Private Cloud Systems Administrator's Guide, SG248440.

Workforce Management Simon and Schuster

IBM Cloud Private Application Developer's Guide IBM

Redbooks

Go Web Programming Packt Publishing Ltd

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

JPRS Report Packt Publishing Ltd

Get started developing on the Force.com platform in no time. With step-by-step guidance, starting with setting up your developer environment and progressing through to deploying to production, you will learn industry best practices to release robust custom

applications with tangible benefits to your company or your client.

Geared specifically toward beginning developers, Beginning Salesforce Developer establishes a strong understanding of basic code constructs through examples. Rather than simply explaining how to use the platform, you will receive a comprehensive understanding of why, allowing you to address platform quirks and "gotchas" that might occur. The book also serves to lay the foundation for continuing on to Salesforce Developer Pro. What You ' ll Learn Configure your Salesforce development environment Understand the Salesforce data model and query languages Create basic Apex triggers Use standard controllers with basic Visualforce pages Utilize Visualforce with custom-built Apex controllers Write test coverage Who This Book Is For Salesforce administrators who wish to transition into developing on the Force.com platform. The book also serves as a quick immersion into the world of development for complete beginners through proprietary Salesforce development languages on the Force.com platform.

The Ultimate Mac User Book IBM Cloud Private Application Developer's Guide

Are you facing a challenging Salesforce.com problem--say, relating to automation, configuration, formulation, or reporting--that you can't quite crack? Or maybe you are hoping to infuse some creativity into your solution design strategy to solve problems faster or make solutions more efficient? Practical Salesforce.com Development Without Code shows you how to unlock the power of the Force.com platform to solve real business problems--and all without writing a line of code. Adhering to Salesforce.com's "clicks, not code" mantra, Salesforce.com expert Phil Weinmeister walks you through different business problems and identifies effective, creative--and proven--approaches to solutions using the platform's declarative framework. If you are a Salesforce.com administrator, analyst, consultant, or developer, you can attest to the insatiable appetite of users for new functionality. Your clients expect solutions--and now. By adopting Practical Salesforce.com Development Without Code as your guide, you will learn how to deliver business solutions within Salesforce.com by combining analysis, creativity, and logic with some of its core elements, including validation rules, workflow rules, and formula fields. In addition, Weinmeister dissects and explains the most useful functions and features for developers, and shows you how to use them. Among other things, you will learn how to: Build objects, fields, and relationships to establish a sensible data model Automate

business processes by using workflow rules and flows (Visual Workflow) Utilize functions and develop formulas effectively for a variety of business needs Develop intricate approval processes to handle exception scenarios Employ publisher actions to drive additional functionality from the Chatter feed Manage your data using Data Loader Best of all, Weinmeister uses real-life business scenarios and visuals to keep you engaged and learning something new with every page you read. Practical Salesforce.com Development Without Code will help you absorb the principles behind dozens of creative and thoughtful ways to solve your business problems. Applying the lessons learned from this how-to guide will ultimately save you time and ensure that your clients or internal customers are well satisfied and productive.

Handbook of Wireless Local Area Networks John Wiley & Sons Learn how to create your very own game using the libGDX cross-platform framework About This Book Learn the core features of libGDX to develop your own exciting games Explore game development concepts through example projects Target games for major app stores quickly and easily with libGDX's cross-platform functionality Who This Book Is For This book is intended for those who wish to learn the concepts of game development using libGDX. An understanding of Java and other programming languages would definitely be helpful, although it is not a must. What You Will Learn Create and configure a libGDX project to get started with making games Get to grips with a simple game loop that will drive your games Manage game assets to reduce code duplication and speed up development Pack game assets together into single assets to increase your game's performance Display textures on the screen and manipulate them with play input Play various types of sounds that a game can generate Design and modify a game user interface with libGDX's built-in tools Develop a game that will run across various platforms In Detail LibGDX is a cross-platform game development framework in Java that makes game programming easier and fun to do. It currently supports Windows, Linux, Mac OS X, Android, and HTML5. With a vast feature set on offer, there isn't a game that can't be made using libGDX. It allows you to write your code once and deploy it to multiple platforms without modification. With cross-platform delivery at its heart, a game can be made to target the major markets quickly and cost effectively. This book starts with

a simple game through which the game update cycle is explained, including loading textures onto your screen, moving them around, and responding to input. From there you'll move on to more advanced concepts such as creating a formal game structure with a menu screen, adding a game screen and loading screen, sprite sheets, and animations. You'll explore how to introduce a font to optimize text, and with the help of a game that you'll create, you'll familiarise yourself with the 2D tile map API to create worlds that scroll as the characters move. In the final sample game of the book, you'll implement a basic version of an Angry Birds clone, which will allow you to use the physics library box2D that libGDX provides access to. An overview of exporting games to different platforms is then provided. Finally, you will discover how to integrate third-party services into games and take a sneak peak at the Social Media API to get a basic understanding of how it fits into the libGDX ecosystem. Style and approach With this book you'll learn game development with libGDX through example game projects. You'll finish the book with a thorough understanding of libGDX game development, along with completed games that you'll have built yourself.

Head First C Springer Nature

The things you need to do to set up a new software project can be daunting. First, you have to select the back-end framework to create your API, choose your database, set up security, and choose your build tool. Then you have to choose the tools to create your front end: select a UI framework, configure a build tool, set up Sass processing, configure your browser to auto-refresh when you make changes, and configure the client and server so they work in unison. If you're building a new application using Spring Boot and Angular, you can save days by using JHipster. JHipster generates a complete and modern web app, unifying: - A high-performance and robust Java stack on the server side with Spring Boot - A sleek, modern, mobile-first front-end with Angular and Bootstrap - A robust microservice architecture with the JHipster Registry, Netflix OSS, the ELK stack, and Docker - A powerful workflow to build your application with Yeoman, Webpack, and Maven/Gradle

Agile Scrum Apress

Migrate your data to Salesforce and build low-maintenance and high-performing data integrations to get the most out of Salesforce and make it a "go-to" place for all your organization's customer information. When companies choose to roll out Salesforce, users expect it to be the place to find any and all

Information related to a customer—the coveted Client 360 ° view. On the day you go live, users expect to see all their accounts, contacts, and historical data in the system. They also expect that data entered in other systems will be exposed in Salesforce automatically and in a timely manner. This book shows you how to migrate all your legacy data to Salesforce and then design integrations to your organization's mission-critical systems. As the Salesforce platform grows more powerful, it also grows in complexity. Whether you are migrating data to Salesforce, or integrating with Salesforce, it is important to understand how these complexities need to be reflected in your design. **Developing Data Migrations and Integrations with Salesforce** covers everything you need to know to migrate your data to Salesforce the right way, and how to design low-maintenance, high-performing data integrations with Salesforce. This book is written by a practicing Salesforce integration architect with dozens of Salesforce projects under his belt. The patterns and practices covered in this book are the results of the lessons learned during those projects. **What You ' ll Learn** Know how Salesforce ' s data engine is architected and why Use the Salesforce Data APIs to load and extract data Plan and execute your data migration to Salesforce Design low-maintenance, high-performing data integrations with Salesforce Understand common data integration patterns and the pros and cons of each Know real-time integration options for Salesforce Be aware of common pitfalls Build reusable transformation code covering commonly needed Salesforce transformation patterns **Who This Book Is For** Those tasked with migrating data to Salesforce or building ongoing data integrations with Salesforce, regardless of the ETL tool or middleware chosen; project sponsors or managers nervous about data tracks putting their projects at risk; aspiring Salesforce integration and/or migration specialists; Salesforce developers or architects looking to expand their skills and take on new challenges

LibGDX Game Development By Example Addison-Wesley Professional Annotation ADempiere is one the of the leading open source ERP products in today's business market. ADempiere offers everything you need to make your business successful: efficient data management, streamlined business processes, reduction in costs, and minimal complexity. This practical cookbook offers effective recipes for the extension and customization of ADempiere. It bypasses unnecessary theory. You will learn to install ADempiere correctly and get straight into practical tasks. When you read the book, you'll understand ADempiere workflow and the

important functions of managing your data. Real-world business-critical activities such as integrating ADempiere with e-mail clients, office suites, shipping data, analytical processing tools, reporting tools, shopping carts, and web services are covered in detail.

A Guide to Automating Application Deployment, Scaling, and Management Lulu.com

Get a comprehensive overview on how to set up and design an effective database with MySQL. This thoroughly updated edition covers MySQL's latest version, including its most important aspects. Whether you're deploying an environment, troubleshooting an issue, or engaging in disaster recovery, this practical guide provides the insights and tools necessary to take full advantage of this powerful RDBMS. Authors Vinicius Grippa and Sergey Kuzmichev from Percona show developers and DBAs methods for minimizing costs and maximizing availability and performance. You'll learn how to perform basic and advanced querying, monitoring and troubleshooting, database management and security, backup and recovery, and tuning for improved efficiency. This edition includes new chapters on high availability, load balancing, and using MySQL in the cloud. Get started with MySQL and learn how to use it in production Deploy MySQL databases on bare metal, on virtual machines, and in the cloud Design database infrastructures Code highly efficient queries Monitor and troubleshoot MySQL databases Execute efficient backup and restore operations Optimize database costs in the cloud Understand database concepts, especially those pertaining to MySQL **Patterns and Best Practices** Packt Publishing Ltd

Essential Skills--Made Easy! Written by a Microsoft MVP and Visual Studio expert, this hands-on guide gets you started with the latest release of Microsoft's flagship Integrated Development Environment (IDE). **Microsoft Visual Studio 2010: A Beginner's Guide** shows you how to build applications from the ground up, covering C#, VB.NET, ASP.NET, Silverlight, Windows Presentation Foundation (WPF), and Windows Communication Foundation (WCF). You'll also learn how to customize the IDE, adding your own tools that integrate with Visual Studio 2010, and edit and debug your applications. **Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated** Joe Mayo is an independent consultant, specializing in Microsoft.NET technologies. He is the author of LINQ Programming and other books. Joe is also the recipient of multiple Microsoft MVP awards.

C# for Programmers John Wiley & Sons

Your definitive guide to JD Edwards EnterpriseOne Implement and maintain a fully integrated, SOA-based ERP framework across your entire corporation. **JD Edwards EnterpriseOne: The**

Complete Reference explains how to install and administer JD Edwards EnterpriseOne, store BI information in data marts and warehouses, manage servers and portals, and develop customized applications and kernel processes. You'll also learn how to create and distribute packages, use the security workbench, optimize performance, and apply the latest JD Edwards EnterpriseOne updates and tools releases. Set up and configure the JD Edwards EnterpriseOne applications suite Work with Oracle, SQL Server, DB2, MSDE, and SSE data sources Define JD Edwards EnterpriseOne path codes, task views, and environments Deploy the object configuration manager and solution explorer Build client and server packages, media objects, and data warehouses Secure JD Edwards EnterpriseOne using LDAP, single sign-on, and third-party tools Administer portals and Web sites using JD Edwards EnterpriseOne's HTML server and server manager Troubleshoot and tune your system using the performance workbench Covers Release 8.12

[Business Periodicals Index](#) Now Publishers Inc
EXPANDED AND UPDATED Deliver Products in Short Cycles with Rapid Adaptation to Change, Fast Time-to-Market, and Continuous Improvement -- Which Supports Innovation and Drives Competitive Advantage Shifting customer needs are common in today's marketplace. Businesses must be adaptive and responsive to change while delivering an exceptional customer experience to be competitive. There are a variety of frameworks supporting the development of products and services, and most approaches fall into one of two broad categories: traditional or agile. Traditional practices such as waterfall engage sequential development, while agile involves iterative and incremental deliverables. Organizations are increasingly embracing agile to manage projects, and best meet their business needs of rapid response to change, fast delivery speed, and more. With clear and easy to follow step-by-step instructions, Agile Scrum helps you: - Implement and use the most popular agile framework -- Scrum - Deliver products in short cycles with rapid adaptation to change, fast time-to-market, and continuous improvement - Support innovation and drive competitive advantage Agile Scrum is for those interested or involved in innovation, project management, product development, software development or technology management. It's for those who have not yet used Scrum. It's

also for people already using Scrum, in roles such as Product Owners, Scrum Masters, Development Team members (business analysts, solution and system architects, designers, developers, testers, etc.), customers, end users, agile coaches, executives, managers, and other stakeholders. For those already using Scrum, this guide can serve as a reference on practices for consideration and potential adaptation. Reactions to Agile Scrum have been incredibly positive. "A superbly written and presented guide to team-based project management that is applicable across a broad range of businesses from consumer products to high-tech." - IndieBRAG "Recommended." - The US Review of Books "The book is excellent." - Readers' Favorite "An all-inclusive instruction guide that is impressively 'user-friendly' in tone, content, clarity, organization, and presentation." - Midwest Book Review "A-type personalities (those inclined to avoid instruction manuals) and non-readers will rejoice upon discovering this guide which makes getting started with Agile Scrum a breeze." - Literary Classics Book Reviews "A must-have for a project manager wanting to introduce Scrum to the organization." - PM World Journal "A clear and authoritative roadmap for successful implementation." - BookViral Agile Scrum has received 17 FIRST PLACE WINS in national and international competitions: 5th Annual Beverly Hills International Book Awards - Business-General category 5th Annual Beverly Hills International Book Awards - Technology category 2016 London Book Festival - Business category Fall 2016 Pinnacle Book Achievement Awards - Business category 2017 Feathered Quill Book Awards - Informational (Business) category 2016 New Apple Book Awards - Technology category 2017 Independent Press Award - Technology category 11th Annual National Indie Excellence Awards - Technology category 2017 Pacific Rim Book Festival - Business category 2017 Bookvana Awards - Green/Conscious Business category 2017 Book Excellence Awards - Technology category 14th Annual Best Book Awards - Business Reference category 2017 New York City Big Book Awards - Technology category 2017 Royal Dragonfly Book Awards - Science & Technology category 2017 Human Relations Indie Book Awards - Workplace category 2018 Florida Book Festival - Business category 2018 Pacific Book Awards - Business category Agile Scrum -- get your copy today!
[Administrator's Guide to SQL Server 2005](#) Packt Publishing

Ltd
For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

[Science & technology. Europe/international](#) Prentice Hall Professional
In-depth instruction and practical techniques for buildingwith the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringinggadgets, gizmos, and robots to life using the popular BeagleBoneembedded Linux platform. Comprehensive content and deep detailprovide more than just a BeagleBone instructionmanual—you ' ll also learn the underlying engineeringtechniques that will allow you to create your own projects. Thebook begins with a foundational primer on essential skills, andthen gradually moves into communication, control, and advancedapplications using C/C++, allowing you to learn at your own pace.In addition, the book ' s companion website featuresinstructional videos, source code, discussion forums, and more, toensure that you have everything you need. The BeagleBone ' s small size, high performance, low cost,and extreme adaptability have made it a favorite developmentplatform, and the Linux software base allows for complex yetflexible functionality. The BeagleBone has applications in smartbuildings, robot control, environmental sensing, to name a few;and, expansion boards and peripherals dramatically increase thepossibilities. Exploring BeagleBone provides areader-friendly guide to the device, including a crash coursein computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, andprogramming Master interfacing electronic circuits, buses and modules, withpractical examples Explore the Internet-connected BeagleBone and the BeagleBonewith a display Apply the BeagleBone to sensing applications, including videoand sound Explore the BeagleBone ' s Programmable Real-TimeControllers Hands-on learning helps ensure that your new skills stay withyou, allowing you to design with electronics, modules, orperipherals even beyond the BeagleBone. Insightful guidance andonline peer support help you transition from beginner to expert asyou master the techniques presented in Exploring BeagleBone,the practical handbook for the popular computing platform.

The Busy Coder's Guide to Advanced Android Development McGraw Hill Professional

The Cape Town Commitment, which arose from The Third Lausanne Congress on World Evangelization (Cape Town, 2010), stands in the historic line of The Lausanne Covenant (1974) and The Manila Manifesto (1989). It has been translated into twenty-five languages and has commanded wide acceptance around the world. The Commitment is set in two parts. Part 1 is a Confession of Faith, crafted in the language of

covenantal love. Part 2 is a Call to Action. The local church, mission agencies, special-interest groups, and Christians in the professions are all urged to find their place in its outworking. This annotated bibliography of The Cape Town Commitment, arranged by topic, has been compiled by specialists in a range of fields. As such, it is the first bibliography of its kind. Arranged in sections for graduate-level teaching Equally useful for research students