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Practical Ajax Projects with Java Technology Frank Zammetti,2006-12-15 This book will save Java developers countless hours of development time by providing seven complete Ajax applications to learn from and adapt for use in their own projects. The applications include an online calendaring/scheduling system, a FlickrTM-style photo gallery application, and an Ajax role-playing game. The book also details the set-up of a perfect Java/Ajax development environment in which to construct the applications; Java technologies covered include Apache, Ant, Ajax Tags, Struts, Prototype, DWR, Dojo, and more. This is the first book of its kind, aimed at Java/Ajax developers.

Practical JavaScript, DOM Scripting and Ajax Projects Frank Zammetti,2007-09-08 This learn by example book offers 10 complete JavaScript projects that will save web developers countless hours of development time. These projects can serve as samples to learn from and/or be adapted for use in other projects. The 10 projects all address common needs in modern web applications, including a utility library, a validation framework, a GUI widget framework, a dynamic event calendar application, a drag and drop shopping cart, and more! Coverage details JavaScript best practices, Ajax techniques, and some of the most popular JavaScript libraries, such as Prototype, Script.aculo.us, and the Yahoo YUI library.

Practical jQuery Ankur Kumar,Mukund Chaudhary,2015-07-09 Practical jQuery is your step-by-step guide to using jQuery in the real world, taking you from downloading jQuery all the way to extending it by writing your own plug-ins and testing the DOM using QUnit. jQuery is one of today's most popular JavaScript web application development frameworks and libraries. While getting started with the tool is easy, sometimes it's not as simple to completely realize the power and automation that it can bring to your development work—and that's especially the case when you're in the middle of a project, up against a deadline. Using this book, you will learn how to use jQuery's powerful DOM manipulation tools to dynamically update content on your site. You will be able to extend jQuery's capabilities by writing your own plugins on top of the framework, animate elements, build your own jQuery elements, employ best practices, and avoid common errors. Practical jQuery teaches you how, with jQuery, you can unit test and refactor your code. You'll see how expressive yet concise jQuery's code is and how much quicker and efficient it is to develop with jQuery. Get a fundamental perspective on how jQuery works, how to understand, select, and build your own plug-ins, and how to make sure your projects run at the peak of their potential performance using Practical jQuery today.

Real-world Ajax Dion Hinchcliffe,Kate Allen,2006-06-01

Workshop Processes, Practices and Materials Bruce Black,2010-10-28 Workshop Processes, Practices and Materials is an ideal introduction to workshop processes, practices and materials for entry-level engineers and workshop technicians. With detailed illustrations throughout and simple, clear language, this is a practical introduction to what can be a very complex subject. It has been significantly updated and revised to include new material on adhesives, protective coatings, plastics and current Health and Safety legislation. It covers all the standard topics, including safe practices, measuring equipment, hand and machine tools, materials and joining methods, making it an indispensable handbook for use both in class and the workshop. Its broad coverage makes it a useful reference book for many different courses worldwide.

Head First Java Kathy Sierra,Bert Bates,2005-02-09 Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Machine Learning for Cybersecurity Cookbook Emmanuel Tsukerman,2019-11-25 Learn how to apply modern AI to create powerful cybersecurity solutions for malware, pentesting, social engineering, data privacy, and intrusion detection
Key Features
Manage data of varying complexity to protect your system using the Python ecosystem
Apply ML to pentesting, malware, data privacy, intrusion detection system(IDS) and social engineering
Automate your daily workflow by addressing various security challenges using the recipes covered in the book
Book Description
Organizations today face a major threat in terms of cybersecurity, from malicious URLs to credential reuse, and having robust security systems can make all the difference. With this book, you'll learn how to use Python libraries such as TensorFlow and scikit-learn to implement the latest artificial intelligence (AI) techniques and handle challenges faced by cybersecurity researchers. You'll begin by exploring various machine learning (ML) techniques and tips for setting up a secure lab environment. Next, you'll implement key ML algorithms such as clustering, gradient boosting, random forest, and XGBoost. The book will guide you through constructing classifiers and features for malware, which you'll train and test on real samples. As you progress, you'll build self-learning, reliant systems to handle cybersecurity tasks such as identifying malicious URLs, spam email detection, intrusion detection, network protection, and tracking user and process behavior. Later, you'll apply generative adversarial networks (GANs) and autoencoders to advanced security tasks. Finally, you'll delve into secure and private AI to protect the privacy rights of consumers using your ML models. By the end of this book, you'll have the skills you need to tackle real-world problems faced in the cybersecurity domain using a recipe-based approach. What you will learn
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Apply ML to generate custom malware to pentest your security
Use ML algorithms with complex datasets to implement cybersecurity concepts
Create neural networks to identify fake videos and images
Secure your organization from one of the most popular threats – insider threats
Defend against zero-day threats by constructing an anomaly detection system
Detect web vulnerabilities effectively by combining Metasploit and ML
Understand how to train a model without exposing the training data
Who this book is for
This book is for cybersecurity professionals and security researchers who are looking to implement the latest machine learning techniques to boost computer security, and gain insights into securing an organization using red and blue team ML. This recipe-based book will also be useful for data scientists and machine learning developers who want to experiment with smart techniques in the cybersecurity domain. Working knowledge of Python programming and familiarity with cybersecurity fundamentals will help you get the most out of this book.

Iran Military Power ,2019

The Scrum Field Guide Mitch Lacey,2015-12-22 Thousands of organizations are adopting Scrum to transform the way they execute complex projects, in software and beyond. This guide will give you the skills and confidence needed to deploy Scrum, resulting in high-performing teams and satisfied customers. Drawing on years of hands-on experience helping companies succeed, Certified Scrum Trainer (CST) Mitch Lacey helps you overcome the major challenges of Scrum adoption and the deeper issues that emerge later. Extensively revised to reflect improved Scrum practices and tools, this edition adds an all-new section of tips from the field.

Lacey covers many new topics, including immersive interviewing, collaborative estimation, and deepening business alignment. In 35 engaging chapters, you'll learn how to build support and maximize value across your company. Now part of the renowned Mike Cohn Signature Series on agile development, this pragmatic guide addresses everything from establishing roles and priorities to determining team velocity, setting sprint length, and conducting customer reviews. Coverage includes Bringing teams and new team members on board Creating a workable definition of "done" Planning for short-term wins, and removing impediments to success Balancing predictability and adaptability in release planning Running productive daily scrums Fixing failing sprints Accurately costing projects, and measuring the value they deliver Managing risks in dynamic Scrum projects Prioritizing and estimating backlogs Working with distributed and offshore teams Institutionalizing improvements, and extending agility throughout the organization Packed with real-world examples straight from Lacey's experience, this book will be invaluable to anyone transitioning to Scrum, seeking to improve their early results, or trying to get back on track.

Data Visualization with D3 and AngularJS Christoph Körner,2015-04-27 If you are a web developer with experience in AngularJS and want to implement interactive visualizations using D3.js, this book is for you. Knowledge of SVG or D3.js will give you an edge to get the most out of this book.

The Great War for Civilisation Robert Fisk,2007-12-18 A sweeping and dramatic history of the last half century of conflict in the Middle East from an award-winning journalist who has covered the region for over forty years, The Great War for Civilisation unflinchingly chronicles the tragedy of the region from the Algerian Civil War to the Iranian Revolution; from the American hostage crisis in Beirut to the Iran-Iraq War; from the 1991 Gulf War to the American invasion of Iraq in 2003. A book of searing drama as well as lucid, incisive analysis, The Great War for Civilisation is a work of major importance for today's world.

Plato's 'Republic': An Introduction Sean McAleer,2020-11-09 It is an excellent book – highly intelligent, interesting and original. Expressing high philosophy in a readable form without trivialising it is a very difficult task and McAleer manages the task admirably. Plato is, yet again, intensely topical in the chaotic and confused world in which we are now living. Philip Allott, Professor Emeritus of International Public Law at Cambridge University This book is a lucid and accessible companion to Plato's Republic, throwing light upon the text's arguments and main themes, placing them in the wider context of the text's structure. In its illumination of the philosophical ideas underpinning the work, it provides readers with an understanding and appreciation of the complexity and literary artistry of Plato's Republic. McAleer not only unpacks the key overarching questions of the text – What is justice? And Is a just life happier than an unjust life? – but also highlights some fascinating, overlooked passages which contribute to our understanding of Plato's philosophical thought. Plato's 'Republic': An Introduction offers a rigorous and thought-provoking analysis of the text, helping readers navigate one of the world's most influential works of philosophy and political theory. With its approachable tone and clear presentation, it constitutes a welcome contribution to the field, and will be an indispensable resource for philosophy students and teachers, as well as general readers new to, or returning to, the text.

Basics of Geomatics Mario A. Gomarasca,2009-09-18 Geomatics is a neologism, the use of which is becoming increasingly widespread, even if it is not still universally accepted. It includes several disciplines and techniques for the study of the Earth's surface and its environments, and computer science plays a decisive role. A more meaningful and appropriate expression is G- spatial Information or GeoInformation. Geo-spatial Information embeds topography in its more modern forms (measurements with electronic instrumentation, sophisticated techniques of data analysis and network compensation, global satellite positioning techniques, laser scanning, etc.), analytical and digital photogrammetry, satellite and airborne remote sensing, numerical cartography, geographical information systems, decision support systems, WebGIS, etc. These specialized elds are intimately interrelated in terms of both the basic science and the results pursued: rigid separation does not allow us to discover several common aspects and the fundamental importance assumed in a search for solutions in the complex survey context. The objective pursued by Mario A. Gomarasca, one that is only apparently modest, is to publish an integrated text on the surveying theme, containing simple and comprehensible concepts relevant to experts in Geo-spatial Information and/or specially in one of the disciplines that compose it. At the same time, the book is rigorous and synthetic, describing with precision the main instruments and methods connected to the multiple techniques available today.

Cloud Computing Synopsis and Recommendations Tim Grance,U.s. Department of Commerce,Robert Patt-Corner,2012-05-31 This document reprises the NIST-established definition of cloud computing, describes cloud computing benefits and open issues, presents an overview of major classes of cloud technology, and provides guidelines and recommendations on how organizations should consider the relative opportunities and risks of cloud computing. Cloud computing has been the subject of a great deal of commentary. Attempts to describe cloud computing in general terms, however, have been problematic because cloud computing is not a single kind of system, but instead spans a spectrum of underlying technologies, configuration possibilities, service models, and deployment models. This document describes cloud systems and discusses their strengths and weaknesses.

Applied Integer Programming Der-San Chen,Robert G. Batson,Yu Dang,2011-09-20 An accessible treatment of the modeling and solution of integer programming problems, featuring modern applications and software In order to fully comprehend the algorithms associated with integer programming, it is important to understand not only how algorithms work, but also why they work. Applied Integer Programming features a unique emphasis on this point, focusing on problem modeling and solution using commercial software. Taking an application-oriented approach, this book addresses the art and science of mathematical modeling related to the mixed integer programming (MIP) framework and discusses the algorithms and associated practices that enable those models to be solved most efficiently. The book begins with coverage of successful applications, systematic modeling procedures, typical model types, transformation of non-MIP models, combinatorial optimization problem models, and automatic preprocessing to obtain a better formulation. Subsequent chapters present algebraic and geometric basic concepts of linear programming theory and network flows needed for understanding integer programming. Finally, the book concludes with classical and modern solution approaches as well as the key components for building an integrated software system capable of solving large-scale integer programming and combinatorial optimization problems. Throughout the book, the authors demonstrate essential concepts through numerous examples and figures. Each new concept or algorithm is accompanied by a numerical example, and, where applicable, graphics are used to draw together diverse problems or approaches into a unified whole. In addition, features of solution approaches found in today's commercial software are identified throughout the book. Thoroughly classroom-tested, Applied Integer Programming is an excellent book for integer programming courses at the upper-undergraduate and graduate levels. It also serves as a well-organized reference for professionals, software developers, and analysts who work in the fields of applied mathematics, computer science, operations research, management science, and engineering and use integer-programming techniques to model and solve real-world optimization problems.

Introduction to College Mathematics with A Programming Language Edward J. LeCuyer,2012-12-06 The topics covered in this text are those usually covered in a full year's course in finite mathematics or mathematics for liberal arts students. They correspond very closely to the topics I have taught at Western New England College to freshmen business and liberal arts students. They include set theory, logic, matrices and determinants, functions and graph ing, basic differential and integral calculus, probability and statistics, and trigonometry. Because this is an introductory text, none of these topics is dealt with in great depth. The idea is to introduce the student to some of the basic concepts in mathematics along with some of their applications. I believe that this text is self-contained and can be used successfully by any college student who has completed at least two years of high school mathematics including one year of algebra. In addition, no previous knowledge of any programming language is necessary. The distinguishing feature of this text is that the student is given the opportunity to learn the mathematical concepts via A Programming Language (APL). APL was developed by Kenneth E. Iverson while he was at Harvard University and was presented in a book by Dr. Iverson entitled A i Programming Language in 1962. He invented APL for educational purposes. That is, APL was designed to be a consistent, unambiguous, and powerful notation for communicating mathematical ideas. In 1966, APL became available on a time-sharing system at IBM.

Geospatial Thinking Marco Painho,Maribel Yasmina Santos,Hardy Pundt,2010-07-20 For the fourth consecutive year, the Association of Geographic Information Laboratories for Europe (AGILE) promoted the edition of a

book with the collection of the scientific papers that were submitted as full-papers to the AGILE annual international conference. Those papers went through a th competitive review process. The 13 AGILE conference call for fu- papers of original and unpublished fundamental scientific research resulted in 54 submissions, of which 21 were accepted for publication in this - lume (acceptance rate of 39%). Published in the Springer Lecture Notes in Geoinformation and Car- th graphy, this book is associated to the 13 AGILE Conference on G- graphic Information Science, held in 2010 in Guimarães, Portugal, under the title “Geospatial Thinking”. The efficient use of geospatial information and related technologies assumes the knowledge of concepts that are fundamental components of Geospatial Thinking, which is built on reasoning processes, spatial conc- tualizations, and representation methods. Geospatial Thinking is associated with a set of cognitive skills consisting of several forms of knowledge and cognitive operators used to transform, combine or, in any other way, act on that same knowledge. The scientific papers published in this volume cover an important set of topics within Geoinformation Science, including: Representation and Visualisation of Geographic Phenomena; Spatiotemporal Data Analysis; Geo-Collaboration, Participation, and Decision Support; Semantics of Geoinformation and Knowledge Discovery; Spatiotemporal Modelling and Reasoning; and Web Services, Geospatial Systems and Real-time Appli- tions.

Pots & Plays Oliver Taplin,2007-10-15 This interdisciplinary study opens up a fascinating interaction between art and theater. It shows how the mythological vase-paintings of fourth-century B.C. Greeks, especially those settled in southern Italy, are more meaningful for those who had seen the myths enacted in the popular new medium of tragedy. Of some 300 relevant vases, 109 are reproduced and accompanied by a picture-by-picture discussion. This book supplies a rich and unprecedented resource from a neglected treasury of painting.

The Multi-Agent Transport Simulation MATSim Andreas Horni,Kai Nagel,Kay W. Axhausen,2016-08-10 The MATSim (Multi-Agent Transport Simulation) software project was started around 2006 with the goal of generating traffic and congestion patterns by following individual synthetic travelers through their daily or weekly activity programme. It has since then evolved from a collection of stand-alone C++ programs to an integrated Java-based framework which is publicly hosted, open-source available, automatically regression tested. It is currently used by about 40 groups throughout the world. This book takes stock of the current status. The first part of the book gives an introduction to the most important concepts, with the intention of enabling a potential user to set up and run basic simulations. The second part of the book describes how the basic functionality can be extended, for example by adding schedule-based public transit, electric or autonomous cars, paratransit, or within-day replanning. For each extension, the text provides pointers to the additional documentation and to the code base. It is also discussed how people with appropriate Java programming skills can write their own extensions, and plug them into the MATSim core. The project has started from the basic idea that traffic is a consequence of human behavior, and thus humans and their behavior should be the starting point of all modelling, and with the intuition that when simulations with 100 million particles are possible in computational physics, then behavior-oriented simulations with 10 million travelers should be possible in travel behavior research. The initial implementations thus combined concepts from computational physics and complex adaptive systems with concepts from travel behavior research. The third part of the book looks at theoretical concepts that are able to describe important aspects of the simulation system; for example, under certain conditions the code becomes a Monte Carlo engine sampling from a discrete choice model. Another important aspect is the interpretation of the MATSim score as utility in the microeconomic sense, opening up a connection to benefit cost analysis. Finally, the book collects use cases as they have been undertaken with MATSim. All current users of MATSim were invited to submit their work, and many followed with sometimes crisp and short and sometimes longer contributions, always with pointers to additional references. We hope that the book will become an invitation to explore, to build and to extend agent-based modeling of travel behavior from the stable and well tested core of MATSim documented here.

Linear Algebra and Its Applications Gilbert Strang,2006 Renowned professor and author Gilbert Strang demonstrates that linear algebra is a fascinating subject by showing both its beauty and value. While the mathematics is there, the effort is not all concentrated on proofs. Strang's emphasis is on understanding. He explains concepts, rather than deduces. This book is written in an informal and personal style and teaches real mathematics. The gears change in Chapter 2 as students reach the introduction of vector spaces. Throughout the book, the theory is motivated and reinforced by genuine applications, allowing pure mathematicians to teach applied mathematics.

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