Building Le Apps With Ionic 2 Joshmorony

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

This book presents 09 keynote and invited lectures and 177 technical papers from the 4th International Conference on Geotechnics for Sustainable Infrastructure Development, held on 28-29 Nov 2019 in Hanoi, Vietnam. The papers come from 35 countries of the five different continents, and are grouped in six conference themes: 1) Deep Foundations; 2) Tunnelling and Underground Spaces; 3) Ground Improvement; 4) Landslide and Erosion; 5) Geotechnical Modelling and Monitoring; and 6) Coastal Foundation Engineering. The keynote lectures are devoted by Prof. Harry Poulos (Australia), Prof. Adam Bezuijen (Belgium), Prof. Delwyn Fredlund (Canada), Prof. Lidija Zdravkovic (UK), Prof. Masaki Kitazume (Japan), and Prof. Mark Randolph (Australia). Four invited lectures are given by Prof. Charles Ng, ISSMGE President, Prof.Eun Chul Shin, ISSMGE Vice-President for Asia, Prof. Norikazu Shimizu (Japan), and Dr.Kenji Mori (Japan).
Creating Cross-Platform C# Applications with Uno shows you how the Uno Platform helps developers familiar with developing Windows apps build applications for all operating systems and browsers. By learning how to develop apps for various business scenarios, you'll gain the confidence and knowledge needed to create your own cross-platform app.
Special Edition Using Visual C++.NET is a comprehensive resource to help readers leverage the exciting new features of Visual C++.NET as well as port their existing skills to the new .NET development environment. The book shows how both Win32 and .NET applications work, not only instructing the reader in the use of Microsoft's Visual C++ wizards, but also showing what the wizards create. A variety of programming tasks from simple dialog boxes to database and Internet programming are included. Because of the new .NET platform developers in any of 17 languages (including Visual C++) will use the same class libraries to construct high-performance applications. SE Using Visual C++.NET will not only cover the new version of the software but also how to get maximum programming results from combining several languages into one project. Related technologies such as XML and XSLT are also covered, along with integrating Visual C++ code with Visual Basic and C# code.
This book represents an applied, up-to-date work on RRI developments and their potential positive impact on societies. The societal challenges of the 21st century require the ability to integrate the knowledge and expertise of different societal actors, using more innovative, efficient and open approaches. Educational methodologies are in perpetual development in their attempt to provide tentative answers to three ever-changing digital age challenges: the challenge of speed, the challenge of form/at and the challenge of persistency. The current book aims to address these issues by presenting relevant case studies in the field of art, science and giving value to territory that, by the means of projects and initiatives using RRI consistent methodologies, have succeeded in their attempt to: preserve and valorise cultural heritage by using digital storytelling or crowddreaming methodology, develop educational strategies grounded on RRI and Open Schooling principles, contribute to new ways of thinking in the school environment by using RRI and promote gender equality and stimulate critical reflections on women's role in science by the means of storytelling and RRI concepts.
Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types, such as Google Android smartwatches, which use the new WatchFaces API, as well as health-monitoring features and other cool features such as altimeters and compasses. It's time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware. As smartwatches continue to grab major IoT headlines, there is a growing interest in building Android apps that run on these wearables, which are now being offered by dozens of major manufacturers. This means more revenue earning opportunity for today's indie app developers. Additionally, this book provides new media design concepts which relate to using media assets, as well as how to optimize Wear applications for low-power, single-core, dual-core or quad-core CPUs, and how to use the IntelliJ Android Studio IDE, and the Android device emulators for popular new wearable devices.
Why simply play music or go online when you can use your iPhone or iPad for some really fun projects, such as building a metal detector, hacking a radio control truck, or tracking a model rocket in flight? Learn how to build these and other cool things by using iOS device sensors and inexpensive hardware such as Arduino and a Bluetooth Low Energy (LE)

Shield. This hands-on book shows you how to write simple applications with techBASIC, an Apple-approved development environment that runs on iOS devices. By using code and example programs built into techBASIC, you'll learn how to write apps directly on your Apple device and have it interact with other hardware. Build a metal detector with the iOS magnetometer Use the HiJack hardware platform to create a plant moisture sensor Put your iPhone on a small rocket to collect acceleration and rotation data Hack a radio control truck with Arduino and Bluetooth LE Create an arcade game with an iPad controller and two iPhone paddles Control a candy machine with an iOS device, a micro servo, and a WiFi connection

Includes separately paged "Junior union section."

NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.

Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7 Programming: Pushing the Limits will help you develop applications that take full advantage of everything iOS 7 has to offer.

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Get up to speed with core PostgreSQL tasks such as database administration, application development, database performance monitoring, and database testing Key Features Build real-world enterprise database management systems using Postgres 12 features Explore the development, administrative and security aspects of PostgreSQL 12 Implement best practices from industry experts to build powerful database applications Book Description PostgreSQL is an open-source object-relational database management system (DBMS) that provides enterprise-level services, including high performance and scalability. This book is a collection of unique projects providing you with a wealth of information relating to administering, monitoring, and testing PostgreSQL. The focus of each project is on both the development and the administrative aspects of PostgreSQL. Starting by exploring development aspects such as database design and its implementation, you'll then cover PostgreSQL administration by understanding PostgreSQL architecture, PostgreSQL performance, and high-availability clusters. Various PostgreSQL projects are explained through current technologies such as DevOps and cloud platforms using programming languages like Python and Node.js. Later, you'll get to grips with the well-known database API tool, PostgREST, before learning how to use popular PostgreSQL database testing frameworks. The book is also packed with essential tips and tricks and common patterns for working seamlessly in a production environment. All the chapters will be explained with the help of a real-world case study on a small banking application for managing ATM locations in a city. By the end of this DBMS book, you'll be proficient in building reliable database solutions as per your organization's needs. What you will learn Set up high availability PostgreSQL database clusters in the same containment, a cross-containment, and on the cloud Monitor the performance of a PostgreSQL database Create automated unit tests and implement test-driven development for a PostgreSQL database Develop PostgreSQL apps on cloud platforms using DevOps with Python and Node.js Write robust APIs for PostgreSQL databases using Python programming, Node.js, and PostgREST Create a geospatial database using PostGIS and PostgreSQL Implement automatic configuration by Ansible and Terraform for Postgres Who this book is for This PostgreSQL book is for database developers, database administrators, data architects, or anyone who wants to build end-to-end database projects using Postgres. This book will also appeal to software engineers, IT technicians, computer science researchers, and university students who are interested in database development and administration. Some familiarity with PostgreSQL and Linux is required to grasp the concepts covered in the book effectively.

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This updated and expanded second edition of the Artech House bestseller, Inside Bluetooth Low Energy, presents the recent developments within the Bluetooth Core Specifications 4.1 and 4.2. This new edition explores both Internet of Things (IoT) and Bluetooth Low Energy (LE) in one single flow and demonstrates how this technology is very well suited for IoT implementations. The book covers all the advances within

the new specifications including Bluetooth LE enhanced power efficiency, faster connections, and enhanced privacy and security. Developed for ultra-low power devices, such as heart rate monitors, thermometers, and sensors, Bluetooth LE is one of the latest, most exciting enhancements to Bluetooth technology. This cutting-edge book presents an easy-to-understand, broad-based explanation of Bluetooth LE, its building blocks and how they all come together. Packed with examples and practical scenarios, the book helps readers rapidly gain a clear, solid understanding of Bluetooth LE in order to work more effectively with its specification. This book explores the architecture of the Bluetooth LE stack and functionality of its layers and includes a broad view of the technology, identifies the various building blocks, and explains how they come together. Readers will also find discussions on Bluetooth basics, providing the background information needed to master Bluetooth LE.

This book provides readers with detailed coverage of the documents generated during the building construction process. Introducing readers to the major participants and their responsibilities to the documents commonly produced during the design and construction of a building, the First Edition focuses on the origin and format—which documents are used and why, how documents are used in the real world, and how they work together as a system, which ties the whole process together. For professionals with a career or interest in residential construction, construction law, commercial construction, construction claims, and/or construction management.

Describes developments in the areas of meteorology, aerodynamics and structural engineering, which effects the wind on buildings and structures.

"The Lean Entrepreneur" banishes the "Myth of the Visionary" and shows you how you can implement proven, actionable techniques to create products and disrupt existing markets on your way to entrepreneurial success. This guide combines the concepts of customer insight, rapid experimentation, and actionable data from the Lean Startup methodology to allow individuals, teams, or even entire companies to solve problems, create value, and ramp up their vision quickly and efficiently.

Learn to rapidly build and deploy cross-platform applications from a single codebase with practical, real-world solutions using the mature Delphi 10.4 programming environment Key Features Implement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful servers Become a Delphi code and project guru by learning best practices and techniques for cross-platform development Deploy your complete end-to-end application suite anywhere Book Description Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features such as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learn Discover the latest enhancements in the Delphi IDE Overcome the barriers that hold you back from embracing cross-platform development Become fluent with FireMonkey controls, styles, LiveBindings, and 3D objects Build Delphi packages to extend RAD Server or modularize your applications Use FireDAC to get quick and direct access to any data Leverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry Pi Enable remote apps with backend servers on Windows and Linux through REST APIs Develop modules for IIS and Apache web servers Who this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

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The last decade has been one of dramatic progress in the field of Natural Language Processing (NLP). This hitherto largely academic discipline has found itself at the center of an information revolution ushered in by the Internet age, as demand for human-computer communication and informa tion access has exploded. Emerging applications in computer-assisted infor mation production and dissemination, automated understanding of news, understanding of spoken language, and processing of foreign languages have given impetus to research that resulted in a new generation of robust tools, systems, and commercial products. Well-positioned government research funding, particularly in the U. S. , has helped to advance the state-of-the art at an unprecedented pace, in no small measure thanks to the rigorous 1 evaluations. This volume focuses on the use of Natural Language Processing in In formation Retrieval (IR), an area of science and technology that deals with cataloging, categorization, classification, and search of large amounts of information, particularly in textual form. An outcome of an information retrieval process is usually a set of documents containing information on a given topic, and may consist of newspaper-like articles, memos, reports of any kind, entire books, as well as annotated image and sound files. Since we assume that the information is primarily encoded as text, IR is also a natural language processing problem: in order to decide if a document is relevant to a given information need, one needs to be able to understand its content.

Learn how to build apps using Apple’s native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices.Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API’s and HTTPS. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to gain a rough understanding of what is involved in Internet of Things development for iOS.