

Bundle An Object Oriented Approach To Programming Logic And Design 4th A Guide To Working With Visual Logic Visual Logic Software Printed Access Card

This book contains the keynote, invited and full contributed papers presented at COMPSTAT 2000, held in Utrecht. The papers range over all aspects of the link between statistical theory and applied statistics, with special attention for developments in the area of official statistics. The papers have been thoroughly refereed.

Over recent years most business processes have changed in various dimensions (e. g. , flexibility, interconnectivity, coordination style, autonomy) due to market conditions, organizational models, and usage scenarios of information systems. Frequently, information is relocated within a geographically distributed system according to rules that are only seldom defined as a well-coded business process. This creates the need for a software infrastructure that enables ubiquitous mobile and collaboration systems (UMICS). The anywhere/anytime/any means paradigm is becoming the major challenge in conceiving, designing, and releasing next-generation information systems. New technologies, like wireless networks and 3rd-generation mobile phones, are offering the infrastructure to conceive of information systems as ubiquitous information systems, that is, systems that are accessible from anywhere, at any time, and with any device. Ubiquity is not yet another buzzword pushed by emerging technologies, but is mainly a means to support new business models and encourage new ways of working. This new wave of UMICS will exploit the knowledge developed and deployed for conventional information systems, but will also need new concepts, models, methodologies, and supporting technologies to fully exploit the potentials of the enabling infrastructure and to be ready for the challenge. Moreover, people need to move across organizational boundaries and collaborate with others within an organization as well as between organizations. The ability to query the company's distributed knowledge base and to cooperate with co-workers is still a requirement, but mobility brings new access scenarios and higher complexity.

The two-volume set LNCS 3749 and LNCS 3750 constitutes the refereed proceedings of the 8th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2005, held in Palm Springs, CA, USA, in October 2005. Based on rigorous peer reviews the program committee selected 237 carefully revised full papers from 632 submissions for presentation in two volumes. The first volume includes all the contributions related to image analysis and validation, vascular image segmentation, image registration, diffusion tensor image analysis, image segmentation and analysis, clinical applications - validation, imaging systems - visualization, computer assisted diagnosis, cellular and molecular image analysis, physically-based modeling, robotics and intervention, medical image computing for clinical applications, and biological imaging - simulation and modeling. The second volume collects the papers related to robotics, image-guided surgery and interventions, image registration, medical image computing, structural and functional brain analysis, model-based image analysis, image-guided intervention: simulation, modeling and display, and image segmentation and analysis.

This book constitutes the refereed proceedings of the 9th International Conference on Object-Oriented Information Systems, OOIS 2003, held in Geneva, Switzerland in September 2003. The 29 revised full papers and 11 revised short papers presented together with an invited paper and abstracts of 2 invited talks were carefully reviewed and selected from 80 submissions. The papers are organized in topical sections on evolution of OOIS, OOIS

frameworks, patterns and components, object-oriented databases, XML on Web aspects, evolution, object-oriented design and architecture, and modeling of information systems. The object oriented paradigm has become one of the dominant forces in the computing world. According to a recent survey, by the year 2000, more than 80% of development organizations are expected to use object technology as the basis for their distributed development strategies. Handbook of Object Technology encompasses the entire spectrum of disciplines and topics related to this rapidly expanding field - outlining emerging technologies, latest advances, current trends, new specifications, and ongoing research. The handbook divides into 13 sections, each containing chapters related to that specific discipline. Up-to-date, non-abstract information provides the reader with practical, useful knowledge - directly applicable to the understanding and improvement of the reader's job or the area of interest related to this technology. Handbook of Object Technology discusses: the processes, notation, and tools for classical OO methodologies as well as information on future methodologies prevalent and emerging OO languages standards and specifications frameworks and patterns databases metrics business objects intranets analysis/design tools client/server application development environments

Anybody can start building simple apps for the Android platform, and this book will show you how! Recently updated to include Android Jelly Bean, *Android Apps for Absolute Beginners, Second Edition* takes you through the process of getting your first Android apps up and running using plain English and practical examples. This book cuts through the fog of jargon and mystery that surrounds Android apps development, and gives you simple, step-by-step instructions to get you started. Teaches Android application development in language anyone can understand, giving you the best possible start in Android development Provides simple, step-by-step examples that make learning easy, allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible This book is Android Jelly Bean compliant, but is backwards compatible to most of the previous Android releases.

Essential Computational Thinking: Computer Science from Scratch helps students build a theoretical and practical foundation for learning computer science. Rooted in fundamental science, this text defines elementary ideas including data and information, quantifies these ideas mathematically, and, through key concepts in physics and computation, demonstrates the relationship between computer science and the universe itself. In Part I, students explore the theoretical underpinnings of computer science in a wide-ranging manner. Readers receive a robust overview of essential computational theories and programming ideas, as well as topics that examine the mathematical and physical foundations of computer science. Part 2 presents the basics of computation and underscores programming as an invaluable tool in the discipline. Students can apply their newfound knowledge and begin writing substantial programs immediately. Finally, Part 3 explores more sophisticated computational ideas, including object-oriented programming, databases, data science, and some of the underlying principles of machine learning. *Essential Computational Thinking* is an ideal text for a firmly technical CS0 course in computer science. It is also a valuable resource for highly-motivated non-computer science majors at the undergraduate or graduate level who are interested in learning more about the discipline for either professional or personal development.

The discussion provides a representative sample of how object-oriented design and programming techniques have been used to solve a variety of practical computer graphics problems. Based on underlying principles such as encapsulation, class inheritance, polymorphism and dynamic binding.

This book constitutes the refereed proceedings of the Tenth International KES Conference on Intelligent Interactive Multimedia Systems and Services: IIMSS-17. It includes 57 full papers organized into topical sections, ranging from visual data processing to big data analytics, and

from multimedia to intelligent and cognitive systems. The conference took place as part of the Smart Digital Futures 2017 multi-theme conference, held in Vilamoura, Algarve, Portugal on 21–23 June 2017, which brings together AMSTA, IDT, InHorizons, InMed, SEEL and IIMSS in one venue. It provided an international forum for researchers and scientists to share their work and experiences in the field of multimedia and intelligent interactive systems and services. This book presents the R software environment as a key tool for oceanographic computations and provides a rationale for using R over the more widely-used tools of the field such as MATLAB. Kelley provides a general introduction to R before introducing the 'oce' package. This package greatly simplifies oceanographic analysis by handling the details of discipline-specific file formats, calculations, and plots. Designed for real-world application and developed with open-source protocols, oce supports a broad range of practical work. Generic functions take care of general operations such as subsetting and plotting data, while specialized functions address more specific tasks such as tidal decomposition, hydrographic analysis, and ADCP coordinate transformation. In addition, the package makes it easy to document work, because its functions automatically update processing logs stored within its data objects. Kelley teaches key R functions using classic examples from the history of oceanography, specifically the work of Alfred Redfield, Gordon Riley, J. Tuzo Wilson, and Walter Munk. Acknowledging the pervasive popularity of MATLAB, the book provides advice to users who would like to switch to R. Including a suite of real-life applications and over 100 exercises and solutions, the treatment is ideal for oceanographers, technicians, and students who want to add R to their list of tools for oceanographic analysis.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Component Oriented Programming offers a unique programming-centered approach to component-based software development that delivers the well-developed training and practices you need to successfully apply this cost-effective method. Following an overview of basic theories and methodologies, the authors provide a unified component infrastructure for building component software using JavaBeans, EJB, OSGi, CORBA, CCM, .NET, and Web services. You'll learn how to develop reusable software components; build a software system of pre-built software components; design and implement a component-based software system using various component-based approaches. Clear organization and self-testing features make Component Oriented Programming an ideal textbook for graduate and undergraduate courses in computer science, software engineering, or information technology as well as a valuable reference for industry professionals.

Inventing the Organizations of the 21st Century MIT Press

This book gives an overview on fundamental issues within the field of multimedia metadata focusing on contextualized, ubiquitous, accessible and interoperable services on a higher semantic level. The book provides a selection of basic articles being a base for multimedia metadata research. Furthermore, it brings together experts from research and industry to present a view on the current state-of-the-art in recent research in Multimedia Semantics and the role of Metadata.

Effectively balance today's most important programming principles and concepts with the latest insights into C# using Doyle's C# PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 4E. This insightful introductory book highlights the latest Visual Studio 2012 and C# 4.0 software with a unique, principles-based approach to give readers a deep understanding of programming. Respected author Barbara Doyle admirably balances principles and concepts, offering just the right amount of detail to create a strong foundation for beginning students. A straightforward approach and understandable

vocabulary make it easy for readers to grasp new programming concepts without distraction. The book introduces a variety of fundamental programming concepts, from data types and expressions to arrays and collections, all using the popular C# language. New programming exercises and new numbered examples throughout this edition reflect the latest updates in Visual Studio 2012, while learning objectives, case studies and Coding Standards summaries in each chapter ensure mastery. While this edition assumes no prior programming knowledge, coverage extends beyond traditional programming books to cover new advanced topics, such as portable class libraries to create applications for Windows Phone and other platforms. With entire chapters devoted to working with databases and Web-based applications, you'll find everything you need for a solid understanding of C# and programming fundamentals for ongoing success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book offers a unified treatment of mobile middleware technology Mobile Middleware: Architecture, Patterns and Practice provides a comprehensive overview of mobile middleware technology. The focus is on understanding the key design and architectural patterns, middleware layering, data presentation, specific technological solutions, and standardization. The author addresses current state of the art systems including Symbian, Java 2 Micro Edition, W3C technologies and many others, and features a chapter on widely deployed middleware systems. Additionally, the book includes a summary of relevant mobile middleware technologies, giving the reader an insight into middleware architecture design and well-known, useful design patterns. Several case studies are included in order to demonstrate how the presented patterns, solutions, and architectures are applied in practice. The case studies pertain to mobile service platforms, mobile XML processing, thin clients, rich clients, and mobile servers. Chapters on Architectures and Platforms, Mobile Messaging, Publish/Subscribe, Data Synchronization and Security are also included. Key Features: Provides a comprehensive overview of mobile middleware technology Unified treatment of three core topical areas: messaging, publish/subscribe, and data synchronization Discusses the role of middleware in the protocol stack Focus on both standards and research systems including current state- of-the-art systems such as Symbian, Java 2 Micro Edition, W3C technologies Contains concrete examples showing the presented architectures and solutions in practice Includes an accompanying website with links to open source software, and other resources This book serves as an invaluable guide to systems architects, researchers, and developers. It will also be of interest to graduate and undergraduate students studying computer science (distributed systems, computer networks).

The World's Easiest Perl 5 Tutorial—Updated for Today's Applications and "Modern Perl" Best Practices "When I look at my bookshelf, I see eleven books on Perl programming. Perl by Example, Third Edition, isn't on the shelf; it sits on my desk, where I use it almost daily. I still think it is the best Perl book on the

market for anyone—beginner or seasoned programmer—who uses Perl daily.” —Bill Maples, Enterprise Network Support, Fidelity National Information Services Perl by Example, Fifth Edition, is the proven, easy way to master Perl 5 programming. Legendary Silicon Valley programming instructor Ellie Quigley has fully updated and focused her classic text on today’s key Perl applications, especially automation, testing, data extraction, and legacy code maintenance. She has also revised this edition to reflect “modern Perl” practices that have emerged since Perl 5.10. Quigley illuminates every technique with focused, classroom-tested code examples. For each example, she shows you code, input, and output, and provides detailed, line-by-line explanations of how the code generates that output. And her coverage is comprehensive, from basic syntax to regular expression handling, files, references, objects, working with databases, and much more...plus appendices that contain a complete list of functions and definitions, command-line switches, special variables, and popular modules. New in This Edition • Modern Perl approaches to using data types, operators, conditions, subroutines, packages, modules, references, pointers, files, objects, and more • Many new examples, covering automation, testing, and data extraction • A tutorial on writing object-oriented Perl with the Moose object system • An introduction to Dancer, a powerful web application framework designed to replace CGI • Updated code examples throughout More than 50,000 sysadmins, power users, and developers have used this book’s previous editions to become expert Perl programmers, and you can, too—even if you’re completely new to Perl. Then, once you’re an expert, you’ll routinely return to this practical guide as the best source for reliable answers, solutions, and code. A more focused, quicker read than ever, this clear and practical guide will take you from your first Perl script to advanced applications. It’s the only Perl text you’ll need. Ellie Quigley has taught scripting in Silicon Valley for more than twenty-five years. Her Perl and shell programming classes at the University of California, Santa Cruz Extension are part of Silicon Valley lore. Her other best-selling Prentice Hall books include UNIX® Shells by Example, Fourth Edition; PHP and MySQL by Example (with Marko Gargenta); and JavaScript by Example. A major player in developing UCSC’s Silicon Valley Extension program, she has created and customized courses for pioneering firms, including Xilinx, NetApp, Yahoo, and Juniper.

Presents an introduction to PHP and object-oriented programming, with information on such topics as classes, inheritance, RSS readers, and XML. This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network

programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, Perl in a Nutshell has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod_perl XML::* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, Perl in a Nutshell is for readers who want a single reference for all their needs. "In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible."-- Larry Wall, creator of Perl

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

More than ever, mission-critical and business-critical applications depend on object-oriented (OO) software. Testing techniques tailored to the unique challenges of OO technology are necessary to achieve high reliability and quality. "Testing Object-Oriented Systems: Models, Patterns, and Tools" is an authoritative guide to designing and automating test suites for OO applications. This comprehensive book explains why testing must be model-based and provides in-depth coverage of techniques to develop testable models from state machines, combinational logic, and the Unified Modeling Language (UML). It introduces the test design pattern and presents 37 patterns that explain how to design responsibility-based test suites, how to tailor integration and regression testing for OO code, how to test reusable components and frameworks, and how to develop highly effective test suites from use cases. Effective testing must be automated and must leverage object technology. The author describes how to design and code specification-based assertions to offset testability losses due to inheritance and polymorphism. Fifteen micro-patterns present oracle strategies--practical solutions for one of the hardest problems in test design. Seventeen design patterns explain how to automate your test suites with a coherent OO test harness framework. The author provides thorough coverage of testing issues such as: The bug hazards of OO programming and differences from testing procedural code How to design responsibility-based tests for

classes, clusters, and subsystems using class invariants, interface data flow models, hierarchic state machines, class associations, and scenario analysis How to support reuse by effective testing of abstract classes, generic classes, components, and frameworks How to choose an integration strategy that supports iterative and incremental development How to achieve comprehensive system testing with testable use cases How to choose a regression test approach How to develop expected test results and evaluate the post-test state of an object How to automate testing with assertions, OO test drivers, stubs, and test frameworks Real-world experience, world-class best practices, and the latest research in object-oriented testing are included. Practical examples illustrate test design and test automation for Ada 95, C++, Eiffel, Java, Objective-C, and Smalltalk. The UML is used throughout, but the test design patterns apply to systems developed with any OO language or methodology.

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This brief book explains the advantages of the object model, inheritance, both classical and prototypical, and shows how these concepts can be implemented in JavaScript. It also shows how object programming (OP) opens a new world of design possibilities that go far beyond inheritance. This book will help the intermediate JavaScript programmer learn to use both types of inheritance. For classical inheritance, it is accompanied by a substantial online system (a windowing UI library) that shows classical inheritance at its best. The same system shows how OP "capabilities" can eliminate much of the need for inheritance. For experienced JavaScript programmers, this book shows why most of the old views of JavaScript's inheritance have not done it justice. JavaScript classes inherit from JavaScript's prototypes, a fact that makes JavaScript's prototypes, when used correctly, functional equivalents to C++ classes (not to prototypes in true prototypical languages, like Self). JavaScript's object programming (not inheritance) is what separates it from classical OOP languages like C++ and Java. Most important, basing inheritance on JavaScript's prototypal chain is possible, but is not the best choice for prototypal inheritance or classical inheritance. What You'll Learn What are objects, JavaScript objects and object programming What is and how to use inheritance and JavaScript inheritance as well as inheritance alternatives How to design for JavaScript What are and how to use OO principles in JavaScript How to use Constructors with JavaScript and more Audience This book is for both intermediate and advanced JavaScript and Web development programmers. However, any programmer will understand the concepts and any JavaScript programmer should understand all of the concepts in this book. The code there is shows examples of the concepts discussed.

This evaluation of the potential of remote sensing of urban areas helps to close a gap between the research-focused results offered by the "urban remote sensing" community, and the application of these data and products by the governing bodies of cities and urban regions. The authors present data from six urban regions worldwide. They explain what the important questions are, and how data and scientific skills can help answer them.

Several lists of criteria are offered to help the reader select the most suitable technologies and standards for their specific projects. Examples of object technology in

the "real world" are provided in particular case studies in computer-integrated manufacturing (CIM) from SEMATECH and some of its member companies. Manufacturing a product is not difficult, the difficulty consists in manufacturing a product of high quality, at a low cost and rapidly. Drastic technological advances are changing global markets very rapidly. In such conditions the ability to compete successfully must be based on innovative ideas and new products which has to be of high quality yet low in price. One way to achieve these objectives would be through massive investments in research of computer based technology and by applying the approaches presented in this book. The First International Conference on Advanced Manufacturing Systems and Technology AMST87 was held in Opatija (Croatia) in October 1987. The Second International Conference on Advanced Manufacturing Systems and Technology AMSV90 was held in Trento (Italy) in June 1990. The Third, Fourth, Fifth and Sixth Conferences on Advanced Manufacturing Systems and Technology were all held in Udine (Italy) as follows: AMST93 in April 1993, AMST96 in September 1996, AMST99 in June 1999 and AMST02 in June 2002.

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction *Beginning Java Programming: The Object Oriented Approach* is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. *Beginning Java Programming: The Object Oriented Approach* provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, *Beginning Java Programming* is a thorough, comprehensive guide.

Software engineering is understood as a broad term linking science, traditional engineering, art and management and is additionally conditioned by social and external factors (conditioned to the point that brilliant engineering solutions based on strong science, showing artistic creativity and skillfully managed can still fail for reasons beyond the control of the development team). Modern software engineering needs a paradigm shift commensurate with a change of the computing paradigm from: 1. Algorithms to interactions (and from procedural to object-oriented programming) 2. Systems development to systems integration 3. Products to services Traditional software engineering struggles to address this paradigm shift to interactions, integration, and services. It offers only incomplete and disconnected methods for building information systems with fragmentary ability to dynamically accommodate change and to grow gracefully. The principal objective of contemporary software engineering should therefore be to try to redefine the entire discipline and offer a complete set of methods,

tools and techniques to address challenges ahead that will shape the information systems of the future.

The Handbook of Mathematical Methods in Imaging provides a comprehensive treatment of the mathematical techniques used in imaging science. The material is grouped into two central themes, namely, Inverse Problems (Algorithmic Reconstruction) and Signal and Image Processing. Each section within the themes covers applications (modeling), mathematics, numerical methods (using a case example) and open questions. Written by experts in the area, the presentation is mathematically rigorous. The entries are cross-referenced for easy navigation through connected topics. Available in both print and electronic forms, the handbook is enhanced by more than 150 illustrations and an extended bibliography. It will benefit students, scientists and researchers in applied mathematics. Engineers and computer scientists working in imaging will also find this handbook useful.

How to invent the future of business organization.

Fully updated to reflect advances in GIS concepts and techniques, this guide approaches the subject from the broader context of information technology. Gives complete, up-to-date coverage to the concepts and techniques pertaining to every stage of the systems development life cycle of GIS, as well as its applications to various areas of spatial problem solving and decision making. For GIS specialists, GIS technologists, GIS sales directors, urban planners, natural resource managers, land surveyors, geomatics engineers, and foresters who want a complete understanding of GIS and how GIS applies to their fields of interest.

This book takes a humorous slant on the programming practice manual by reversing the usual approach: under the pretence of teaching you how to become the world's worst programmer who generally causes chaos, the book teaches you how to avoid the kind of bad habits that introduce bugs or cause code contributions to be rejected. Why be a code monkey when you can be a chaos monkey? OK, so you want to become a terrible programmer. You want to write code that gets vigorously rejected in review. You look forward to reading feedback plastered in comments like "WTF???". Even better, you fantasize about your bug-ridden changes sneaking through and causing untold chaos in the codebase. You want to build a reputation as someone who writes creaky, messy, error-prone garbage that frustrates your colleagues. Bad

Programming Practices 101 will help you achieve that goal a whole lot quicker by teaching you an array of bad habits that will allow you to cause maximum chaos. Alternatively, you could use this book to identify those bad habits and learn to avoid them. The bad practices are organized into topics that form the basis of programming (layout, variables, loops, modules, and so on). It's been remarked that to become a good programmer, you must first write 10,000 lines of bad code to get it all out of your system. This book is aimed at programmers who have so far written only a small portion of that. By learning about poor programming habits, you will learn good practices. In addition, you will find out the motivation behind each practice, so you can learn why it is considered good and not simply get a list of rules. What You'll Learn

Become a better coder by learning how (not) to program Choose your tools wisely Think of programming as problem solving Discover the consequences of a program's appearance and overall structure Explain poor use of variables in programs Avoid bad habits and common mistakes when using conditionals and loops See how poor error-handling makes for unstable programs Sidestep bad practices related specifically to object-oriented programming Mitigate the effects of ineffectual and inadequate bug location and testing Who This Book Is For Those who have some practical programming knowledge (can program in at least one programming language), but little or no professional experience, which they would like to quickly build up. They are either still undergoing training in software development, or are at the beginning of their programming career. They have at most 1-2 years of professional experience.

Read PDF Bundle An Object Oriented Approach To Programming Logic And Design 4th A Guide To Working With Visual Logic Visual Logic Software Printed Access Card

This indispensable text introduces the foundations of three-dimensional computer vision and describes recent contributions to the field. Fully revised and updated, this much-anticipated new edition reviews a range of triangulation-based methods, including linear and bundle adjustment based approaches to scene reconstruction and camera calibration, stereo vision, point cloud segmentation, and pose estimation of rigid, articulated, and flexible objects. Also covered are intensity-based techniques that evaluate the pixel grey values in the image to infer three-dimensional scene structure, and point spread function based approaches that exploit the effect of the optical system. The text shows how methods which integrate these concepts are able to increase reconstruction accuracy and robustness, describing applications in industrial quality inspection and metrology, human-robot interaction, and remote sensing. Save time and trouble when using Scala to build object-oriented, functional, and concurrent applications. With more than 250 ready-to-use recipes and 700 code examples, this comprehensive cookbook covers the most common problems you'll encounter when using the Scala language, libraries, and tools. It's ideal not only for experienced Scala developers, but also for programmers learning to use this JVM language. Author Alvin Alexander (creator of DevDaily.com) provides solutions based on his experience using Scala for highly scalable, component-based applications that support concurrency and distribution. Packed with real-world scenarios, this book provides recipes for: Strings, numeric types, and control structures Classes, methods, objects, traits, and packaging Functional programming in a variety of situations Collections covering Scala's wealth of classes and methods Concurrency, using the Akka Actors library Using the Scala REPL and the Simple Build Tool (SBT) Web services on both the client and server sides Interacting with SQL and NoSQL databases Best practices in Scala development

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