Sams Teach Yourself Apache 2 In 24 Hours Daniel Lopez

In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

Figures and code appear as they do in Xcode 5.x Covers iOS 7, Xcode 5.x, iPhone, iPad, and More! Additional files and updates available online In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color—figures and code appear as they do in Xcode Covers iOS 7 and up Learn to navigate the Xcode 5.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout to adapt to different screen sizes, orientations, and iOS versions Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications using the latest iOS 7 techniques Trace, debug, and monitor your applications as they run

Sams Teach Yourself SQL in 10 Minutes, Fourth Edition New full-color code examples help you see how SQL statements are structured Whether you're an application developer, database administrator, web application designer, mobile app developer, or Microsoft Office users, a good working knowledge of SQL is an important part of interacting with databases. And Sams Teach Yourself SQL in 10 Minutes offers the straightforward, practical answers you need to help you do your job. Expert trainer and popular author Ben Forta teaches you just the parts of SQL you need to know–starting with simple data retrieval and quickly going on to more complex topics including the use of joins, subqueries, stored procedures, cursors, triggers, and table constraints. You'll learn methodically, systematically, and simply–in 22 short, quick lessons that will each take only 10 minutes or less to complete. With the Fourth Edition of this worldwide bestseller, the book has been thoroughly updated, expanded, and improved. Lessons now cover the latest versions of IBM DB2, Microsoft Access, Microsoft SQL Server, MySQL, Oracle, PostgreSQL, SQLite, MariaDB, and Apache Open Office Base. And new full-color SQL code listings help the beginner clearly see the elements and structure of the language. 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements using multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Work with views, stored procedures, and more Table of Contents 1 Understanding SQL 2 Retrieving Data 3 Sorting Retrieved Data 4 Filtering Data 5 Advanced Data Filtering 6 Using Wildcard Filtering 7 Creating Calculated Fields 8 Using Data Manipulation Functions 9 Summarizing Data 10 Grouping Data 11 Working with Subqueries 12 Joining Tables 13 Creating Advanced Joins 14 Combining Queries 15 Inserting Data 16 Updating and Deleting Data 17 Creating and Manipulating Tables 18 Using Views 19 Working with Stored Procedures 20 Managing Transaction Processing 21 Using Cursors 22 Understanding Advanced SQL Features Appendix A: Sample Table Scripts Appendix B: Working in Popular Applications Appendix C : SQL Statement Syntax

Appendix D: Using SQL Datatypes Appendix E: SQL Reserved Words

Normal 0 false false false MicrosoftInternetExplorer4 Quickly start using jQuery Mobile with HTML, CSS, and JavaScript. jQuery Mobile makes it easy for developers to add "native" mobile functionality to their sites and applications, delivering seamless experiences to customers using diverse mobile devices, all from a single code base. In this book, leading mobile expert Phil Dutson helps readers master the latest version of jQuery Mobile, even if they have no previous experience. In just 24 lessons of one hour or less, Dutson guides readers through every step of creating and customizing a mobile website with jQuery Mobile. Each short, easy lesson builds on all that's come before, teaching jQuery Mobile's newest features in the context of real solution development. Readers learn how to: -Create user interfaces with toolbars, buttons, forms, lists, events, and themes -Build responsive layouts and develop new themes -Detect diverse devices -Encode and embed mobile video -Use mobile device simulators -Build apps with PhoneGap and jQuery Mobile -Incorporate QR and Microsoft Tag Codes -And much more Step-by-step instructions walk developers through common questions, issues, and tasks... Quizzes and Exercises build and test knowledge... "Did You Know?" tips offer insider advice and shortcuts... and "Watch Out!" alerts help readers avoid problems. By the time they're finished, readers will be comfortable going beyond the book to "mobilize" virtually any site.

A quick, hands-on guide to creating a blog using Blogger, the world's most popular blogging tool.

"Covers: Unix/Linux/Solaris/Mac OS X"--Page 4 of cover.

In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to… Install and configure the Django web development framework Cleanly separate data, logic, and view layers Implement site interfaces with build templates and views Utilize templates and views to store, access, and retrieve data Use the Django forms library Define custom tags and filters to minimize coding Secure sites with registration, authorization, logins, and permissions Manage sessions and cookies Implement middleware for request and response handling Create sitemaps to inform search engines of your content Internationalize your site Optimize performance with caching Deploy Django in multiple configurations Maintain sites with Django's administrator interface Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7: Implementing Django Templates to Create Custom Views 117 Hour 8: Using Built-in Template Tags to Enhance Views 139 Hour 9: Using Built-in Template Filters to Enhance Views 155 Hour 10: Adding Forms to Views 185 Hour 11: Using Views to Add and Update Data in the Database 209 Hour 12: Utilizing Generic Views 231 Hour 13: Advanced View Configurations 269 Part III: Implementing a Full-Featured Website Hour 14: Managing Site Users 295 Hour 15: Adding Website Security 313 Hour 16: Managing Sessions and Cookies 333 Hour 17: Customizing Models in the Admin Interface 347 Hour 18: Customizing the Admin Interface 365 Part IV: Implementing Advanced Website Components Hour 19: Implementing Middleware 383 Hour 20: Internationalization and Localization 407 Hour 21: Creating Sitemaps 423 Hour 22: Implementing Multiple Websites 437 Hour 23: Configuring Caching 451 Hour 24: Deploying Django 465 Appendixes Appendix A: Django Resources 477 Appendix B: Django Form Field Objects 481 Appendix C: Formatting Dates and Times 491 Index 493

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to… Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML

Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

This innovative new textbook, co-authored by an established academic and a leading practitioner, is the first to bring together issues of cloud computing, business intelligence and big data analytics in order to explore how organisations use cloud technology to analyse data and make decisions. In addition to offering an up-to-date exploration of key issues relating to data privacy and ethics, information governance, and the future of analytics, the text describes the options available in deploying analytic solutions to the cloud and draws on real-world, international examples from companies such as Rolls Royce, Lego, Volkswagen and Samsung. Combining academic and practitioner perspectives that are crucial to the understanding of this growing field, Business Analytics acts an ideal core text for undergraduate, postgraduate and MBA modules on Big Data, Business and Data Analytics, and Business Intelligence, as well as functioning as a supplementary text for modules in Marketing Analytics. The book is also an invaluable resource for practitioners and will quickly enable the next generation of 'Information Builders' within organisations to understand innovative cloud based-analytic solutions.

Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows, Linux, or Mac system.

Sams Teach Yourself Java in 21 Days Covering Java 7 and Android App Development Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by an expert technical writer, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. The sixth edition of Sams Teach Yourself Java in 21 Days adds coverage of Java 7 and places a special emphasis on Android programming, capitalizing on the fastest-growing area of Java programming. There will be a new chapter on Android development and additional material where appropriate throughout the book. This edition also includes new material on using NetBeans, the free integrated IDE for Java. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. ¿ Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 7 Learn to develop standalone Java applications, Android apps, and Java Web Start applications Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.1 programming with the Java DB database and XML parsing with the open source XOM class library Covers new features of Java 7 such as improved try-catch exception handling, the new switch, and Nimbus look and feel

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development – from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to: • Build web pages with HTML5 and CSS • Use JavaScript to build dynamic, interactive web pages • Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications • Enhance interactivity with AJAX • Leverage JavaScript libraries such as jQuery • Work with cookies and user sessions • Get user input with web-based forms • Use basic SQL commands • Interact with the MySQL database using PHP • Write maintainable code and get started with version control • Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful • Create a web-based discussion forum or calendar • Add a storefront and shopping cart to your site Contents at a Glance PART I Web Application Basics 1 Understanding How the Web Works 2 Structuring HTML and Using Cascading Style Sheets 3 Understanding the CSS Box Model and Positioning 4 Introducing JavaScript 5 Introducing PHP PART II Getting Started with Dynamic Web Sites 6 Understanding Dynamic Web Sites and HTML5 Applications 7 JavaScript Fundamentals: Variables, Strings, and Arrays 8 JavaScript Fundamentals: Functions, Objects, and Flow Control 9 Understanding JavaScript Event Handling 10 The Basics of Using jQuery PART III Taking Your Web Applications to the Next Level 11 AJAX: Getting Started with Remote Scripting 12 PHP Fundamentals: Variables, Strings, and Arrays 13 PHP Fundamentals: Functions, Objects, and Flow Control 14 Working with Cookies and User Sessions 15 Working with Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting

Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

Think of all the things you could do in 24 hours. Go sightseeing. Read a book. Learn PHP. Sams Teach Yourself PHP in 24 Hours is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and how to apply that knowledge to create dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. Sams Teach Yourself PHP in 24 Hours is a quick and easy way to learn how to create interactive websites for your end user.

Sams Teach Yourself Apache 2 in 24 HoursSams Publishing

Sams Teach Yourself Apache 2 in 24 Hours covers the installation, configuration, and ongoing administration of the Apache Web server on Unix and Windows platforms. Using a hands-on, task-oriented format, it concentrates on the most popular features and common quirks of the server. The book is divided in two parts. The first part helps the reader build, configure, and get started with Apache. After completing these chapters the reader will be able to start, stop, and monitor the Web server. He also will be able to serve both static content and dynamic content (via CGIs), customize the logs, and restrict access to certain parts of the Web server. The second part explains in detail the architecture of Apache and how to extend the server via third-party modules like PHP and Tomcat. It covers server performance and scalability, content management, and how to set up a secure server with SSL.

In just 24 sessions of one hour or less, you'll learn how to build great new social applications with the latest versions of the Twitter API. Using this book's straightforward, step-by-step approach, you'll discover all you can do with the Twitter API, and master everything from the absolute basics to the newest innovations. One step at a time, you'll learn how to build Twitter clients and extend them with more power… use advanced features like streaming and geotagging… even build mobile Twitter apps for iPhone and Android! Each lesson builds on what you've already learned resulting in a fully functional Twitter application, giving you a strong real-world foundation for success, even if you're completely new to Twitter development! Step-by-step instructions carefully walk you through the most common Twitter API programming tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… Make the right upfront decisions in planning your application Integrate Twitter support into existing sites, services, and applications Set up your Twitter development environment Make Twitter API calls, handle responses, and develop readers Construct dynamic frameworks to efficiently generate and manage multiple API calls Build basic clients and extend them to handle more powerful tasks Securely access server resources with OAuth Use Direct Messages, Lists, Search, and other Twitter API features Enable users to control their accounts, establish favorites and friendships, send notifications, and block individuals Build location-based, geotagged applications with Twitter's GEO API Give users up-to-the-minute information about the hottest Twitter topics Get started with Twitter development for iPhone and Android Understand the future of Twitter API development

Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.

A guide to WordPress provides bloggers with lessons to help build, design, manage, and customize their blogs.

Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

Provides information on using HTML, CSS, and JavaScript to design, create, and maintain Web sites, including formatting text, working with multimedia, and using external and internal links, with practical examples and exercises.

A software architecture manifests the major early design decisions, which determine the system's development, deployment and evolution. Thus, making better architectural decisions is one of the large challenges in software engineering. Software architecture knowledge management is about capturing practical experience and translating it into generalized architectural knowledge, and using this knowledge in the communication with stakeholders during all phases of the software lifecycle. This book presents a concise description of knowledge management in the software architecture discipline. It explains the importance of sound knowledge management practices for improving software architecture processes and products, and makes clear the role of knowledge management in software architecture and software development processes. It presents many approaches that are in use in software companies today, approaches that have been used in other domains, and approaches under development in academia. After an initial introduction by the editors, the contributions are grouped in three parts on "Architecture Knowledge Management", "Strategies and Approaches for Managing Architectural Knowledge", and "Tools and Techniques for Managing Architectural Knowledge". The presentation aims at information technology and software engineering professionals, in particular software architects and software architecture researchers. For the industrial audience, the book gives a broad and concise understanding of the importance of knowledge management for improving software architecture process and building capabilities in designing and evaluating better architectures for their mission- and business-critical systems. For researchers, the book will help to understand the applications of various knowledge management approaches in an industrial setting and to identify research challenges and opportunities.

Describes how to get the most out of digital cameras, Photoshop Elements, iTunes, iMovies, and other digital equipment and functions using a Mac.

-The Compact Framework brings familiar .NET development to mobile devices.-This technology enables millions of Microsoft programmers to develop Windows CE applications.-Written by

two Microsoft Compact Framework team members.

In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows Contents at a Glance Part I Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets 4 Understanding JavaScript 5 Validating and Debugging Your Code Part II Building Blocks of Practical Web Design 6 Working with Fonts, Text Blocks, Lists, and Tables 7 Using External and Internal Links 8 Working with Colors, Images, and Multimedia Part III Advanced Web Page Design with CSS 9 Working with Margins, Padding, Alignment, and Floating 10 Understanding the CSS Box Model and Positioning 11 Using CSS to Do More with Lists, Text, and Navigation 12 Creating Fixed or Liquid Layouts Part IV Getting Started with Dynamic Sites 13 Understanding Dynamic Websites and HTML5 Applications 14 Getting Started with JavaScript Programming 15 Working with the Document Object Model (DOM) 16 Using JavaScript Variables, Strings, and Arrays 17 Using JavaScript Functions and Objects 18 Controlling Flow with Conditions and Loops 19 Responding to Events 20 Using Windows Part V Advanced JavaScript Programming 21 JavaScript Best Practices 22 Using Third-Party JavaScript Libraries and Frameworks 23 A Closer Look at jQuery 24 First Steps Toward Creating Rich Interactions with jQuery UI 25 AJAX: Remote Scripting Part VI Advanced Website Functionality and Management 26 Working with Web-Based Forms 27 Organizing and Managing a Website

This guide teaches readers how to design and implement their an open source database. Topics include designing and creating a database; normalizing data; adding tables, columns and indexes; importing and exporting data; administering, optimizing and troubleshooting My SQL; and locks and keys.

Sun predicts that more Web developers without Java experience will be migrating to JSP in 2002-2003 and beyond. This is one of few JSP books aimed at this group rather than Java professionals. Packed with hundreds of practical, real-world examples, this title offers a proven tutorial format to teach JSP in 21 example-driven lessons.

SQL Server??????????????????????????????????????,?????SQL Server???,???XML??????????,??????????????????????????,??????"????"?

In JavaServer Pages 2.0, Sun has added new features that make it even easier to create dynamic, interactive Web pages in Java. These include a built-in expression language and a library of tags (the JSP Standard Tag Library) that facilitate creation of pages. Sams Teach Yourself JavaServer Pages 2.0 in 24 Hours starts with the basics of JSP, and explains the expression language, JSTL, creating new tags and more. Each lesson builds on the previous one, giving you a full picture of JSP development. Later chapters describe how to incorporate XML, interface with larger Java applications, work with popular frameworks such as Struts, and more. The book includes Apache Tomcat, Sun's reference implementation of JSP, so you can start developing applications immediately.

Supporting the needs and preferences of the cancer community in their learning communication is necessary. As they communicate very frequently among each other. Caregivers communicate with medical practitioners, patients communicate with each other on their progress, and a lot more. Currently they communicate through telephone calls, which incur a lot of expenditure. This book describes a study that proves the necessity of an online collaborative communication system among the cancer community. Readers will find the content of this book useful in terms of the facts about the cancer community, methods in carrying out this kind of study, and elaborate discussions on the necessity of the online collaborative communication system, which is specially designed for the cancer community and is called the CCS.

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to… · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Ruby is a high-level, fully object-oriented programming (OOP) language. It is very powerful and relatively easy to learn, read, and maintain. Sams Teach Yourself Ruby in 21 Days provides the best introduction to this language and addresses one of the key constraints it faces: "The paucity of quality English-language documentation is one of the few things holding Ruby back from widespread adoption," according to Dr. Curtis Clifton of Iowa State University¿s Department of Graduate Computer Science.

A guide to the Web programming technology covers implementation in C and Perl, customizing existing programs, and writing CGI scripts for survey forms, interactive games, order forms, search tools, and guest books.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day is a new edition of the best-selling book that started the whole HTML/web publishing phenomenon. The entire book has been

revised and refined to reflect current web publishing practices and technologies. It includes extensive coverage of Cascading Style Sheets (CSS), which have become a staple in web development. You'll have no problem learning from expert author Laura Lemay's clear and approachable writing style. Simple, step-by-step instructions with lots of practical, interesting examples of web pages will guide you as you master current web publishing technologies and practices.

Digital Systems Design with FPGAs and CPLDs explains how to design and develop digital electronic systems using programmable logic devices (PLDs). Totally practical in nature, the book features numerous (quantify when known) case study designs using a variety of Field Programmable Gate Array (FPGA) and Complex Programmable Logic Devices (CPLD), for a range of applications from control and instrumentation to semiconductor automatic test equipment. Key features include: * Case studies that provide a walk through of the design process, highlighting the trade-offs involved. * Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design. With this book engineers will be able to: * Use PLD technology to develop digital and mixed signal electronic systems * Develop PLD based designs using both schematic capture and VHDL synthesis techniques * Interface a PLD to digital and mixed-signal systems * Undertake complete design exercises from design concept through to the build and test of PLD based electronic hardware This book will be ideal for electronic and computer engineering students taking a practical or Lab based course on digital systems development using PLDs and for engineers in industry looking for concrete advice on developing a digital system using a FPGA or CPLD as its core. Case studies that provide a walk through of the design process, highlighting the trade-offs involved. Discussion of real world issues such as choice of device, pin-out, power supply, power supply decoupling, signal integrity- for embedding FPGAs within a PCB based design.

Provides information about the new lightweight software development methodology.

Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition—SDK version 1.4—is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Sams Teach Yourself Apache in 24 Hours covers the installation, configuration, and ongoing administration of the Apache Web server, the most popular Internet Web server. It covers both the 1.3 and the new 2.0 versions of Apache. Using a hands-on, task-oriented format, it concentrates on the most popular features and common quirks of the server. The first part of the book helps the reader build, configure, and get started with Apache. After completing these chapters the reader will be able to start, stop, and monitor the Web server. He also will be able to serve both static content and dynamic content, customize the logs, and restrict access to certain parts of the Web server. The second part of the book explains in detail the architecture of Apache and how to extend the server via third-party modules like PHP and Tomcat. It covers server performance and scalability, content management, and how to set up a secure server with SSL.

Learn jQuery and JavaScript in 24 one-hour lessons Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common jQuery and JavaScript development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to… Quickly start building web pages with jQuery and JavaScript Master jQuery syntax, logic, functions, and objects Efficiently access, manipulate, and navigate DOM elements Build highly interactive web pages with events and event handlers Implement cookies, pop-up windows, and timers Create animations, special effects, and image galleries Construct, interact with, and validate forms Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines Access server-side data via AJAX Work with data using JSON, XML, queues, and binding Build superior user interfaces more quickly with jQuery UI Add richer page interactions with jQuery UI Widgets Create mobile-friendly pages with jQuery Mobile Customize your mobile pages with jQuery Mobile ThemeRoller Contents at a Glance PART I: Introduction to jQuery and JavaScript Development HOUR 1: Intro to Dynamic Web Programming HOUR 2: Debugging jQuery and JavaScript Web Pages HOUR 3: Understanding Dynamic Web Page Anatomy HOUR 4: Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout HOUR 5: Jumping into jQuery and JavaScript Syntax HOUR 6: Understanding and Using JavaScript Objects PART II: Implementing jQuery and JavaScript in Web Pages HOUR 7: Accessing DOM Elements Using JavaScript and jQuery Objects HOUR 8: Navigating and Manipulating jQuery Objects and DOM Elements with jQuery HOUR 9: Applying Events for Richly Interactive Web Pages HOUR 10: Dynamically Accessing and Manipulating Web Pages HOUR 11: Accessing Data Outside the Web Page PART III: Building Richly Interactive Web Pages HOUR 12: Enhancing User Interaction Through Animation and Other Special Effects HOUR 13: Interacting with Web Forms HOUR 14: Creating Advanced Web Page Elements PART IV: Advanced Concepts HOUR 15: Accessing Server-Side Data via AJAX HOUR 16: Interacting with External Services, Facebook, Google, Twitter, and Flickr PART V: jQuery UI HOUR 17: Introducing jQuery UI HOUR 18: Using jQuery UI Effects HOUR 19: Advanced Interactions Using jQuery UI Interaction Widgets HOUR 20: Using jQuery UI Widgets to Add Rich Interactions to Web Pages PART VI: jQuery Mobile HOUR 21: Introducing Mobile Website Development HOUR 22: Implementing Mobile Web Pages HOUR 23: Formatting Content in Mobile Pages HOUR 24: Implementing Mobile Form Elements and Controls

Offers an updated tutorial for beginners explaining how to use Java to incorporate games, animation, and special effects into Web pages.

Annotation An easy-to-follow tutorial that introduces developers, programmers, and designers to Scalable Vector Graphics (SVG). Micah Laaker is the art director of a leading New York Web development firm that implemented Battlebots.com, the first commercial application of SVG. Distribution of the Adobe SVG Viewer is expected to exceed 50 million by the end of 2001. Provides a clear introduction to SVG, a technology that is set to revolutionize the way graphics function on the Web. Sams Teach Yourself SVG in 24 Hours provides a thorough understanding of the technology, complete with working examples and practical answers to common development questions. The book focuses on how to create imagery in SVG for static and dynamic graphics. Micah Laaker is the art director of Iguana Studios, Inc., a leading New York City-based creative digital services firm. Iguana received a contract from Adobe Systems to create the first commercial application of SVG (Battlebots.com). Laaker and Iguana have won numerous awards for design and Web development, including the 2000 Web Marketing Association Award. He has lectured on new media topics at New York's Fordham University and serves as a judge of Web advertising for the annual New York Festivals Award committee. His corporate and entertainment clients have included Disney Channel, Sprint PCS, Lockheed Martin, and Adobe Systems.