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Hygienic Review - Herbert M. Shelton 1996-09

The Electrical Review - 1911

The Pacific Dairy Review - 1906

Learning PostgreSQL - Salahaldin Juba 2015-11-30
Create, develop and manage relational databases in real world applications using PostgreSQL About This Book Learn about the PostgreSQL development life cycle including its testing and refactoring Build productive database solutions and use them in Java applications A comprehensive guide to learn about SQL, PostgreSQL procedural language and PL/pgSQL Who This Book Is For If you are a student, database developer or an administrator, interested in developing and maintaining a PostgreSQL database, then this book is for you. No knowledge of database programming or administration is necessary. What You Will Learn Learn concepts of data modelling and relation algebra Install and set up PostgreSQL database server and client software Implement data structures in PostgreSQL Manipulate data in the database using SQL Implement data processing logic in the database with stored functions, triggers and views Test database solutions and assess the performance Integrate database with Java applications Detailed knowledge of the main PostgreSQL building objects, most used extensions Practice database development life cycle including analysis, modelling, (documentation), testing, bug fixes and refactoring In Detail PostgreSQL is one of the most powerful and easy to use database management systems. It has strong support from the community and is being actively developed with a new release every year. PostgreSQL supports the most advanced features included in SQL standards. Also it provides NoSQL capabilities, and very rich data types and extensions. All that makes PostgreSQL a very attractive solution in various kinds of software systems. The book starts with the introduction of relational databases with PostegreSQL. It then moves on to covering data definition language (DDL) with emphasis on PostgreSQL and common DDL commands supported by ANSI SQL. You will then learn the data manipulation language (DML), and advanced topics like locking and multi version concurrency control (MVCC). This will give you a very robust background to tune and troubleshoot your application. The book then covers the implementation of data models in the database such as creating tables, setting up integrity constraints, building indexes, defining views and other schema objects. Next, it will give you an overview about the NoSQL capabilities of PostgreSQL along with Hstore, XML, Json and arrays. Finally by the end of the book, you'll learn to use the JDBC driver and manipulate data objects in the Hibernate framework. Style and approach An easy-to-follow guide to learn programming build applications with PostgreSQL, and manage a PostgreSQL database instance.

The Review of Reviews - William Thomas Stead 1901

Configuring IPCop Firewalls - Barrie Dempster 2006-01-01
How to setup, configure and manage your Linux firewall, web proxy, DHCP, DNS, time server, and VPN with this powerful Open Source solution
Ironwatch Issue 59 - Austin Peasley

The International Socialist Review - Algie Martin Simons 1916

Couchbase Essentials - John Zablocki 2015-02-25
This book is for those application developers who want to achieve greater flexibility and scalability from their software. Whether you are familiar with other NoSQL databases or have only used relational systems, this book will provide you with enough background to move you along at your own pace. If you are new to NoSQL document databases, the design discussions and introductory material will give you the information you need to get started with Couchbase.
The Word on College Reading and Writing - Carol Burnell 2020
An interactive, multimedia text that introduces students to reading and writing at the college level.
Single Tax Review - 1920

SoapUI Cookbook - Rupert Anderson 2015-02-27
This book is aimed at developers and technical testers who are looking for a quick way to take their SoapUI skills and understanding to the next level. Even if you are new to SoapUI but have basic Java skills and a reasonable grasp of RESTFul and Soap web services, then you should have no problem making use of this book.
The Missionary Review of the World - 1906

Drupal 6 Attachment Views - J. Ayen Green 2010
"This hands-on tutorial will teach Drupal developers across the experience spectrum how to use Attachment displays in Views, to make quick progress in functionality and added-value to users! Views are a common way to display a collection of similar content types on one page. This book provides several examples of introducing additional displays onto a web page,

and having them interact with each other. The result is pages that provide several types of information and behave more like a desktop application, increasing the value to your site visitors"--Resource description p.
Creating Data Stories with Tableau Public - Ashley Ohmann 2015-11-27
Illustrate your data in a more interactive and interesting way using Tableau Public About This Book Learn the basics of creating visualizations with Tableau using this concise reference book Understand how to join and aggregate your data sources using Tableau It is a step by step guide that uses examples to help you understand the key concepts and feature of Tableau Public Who This Book Is For This book is targeted at investigative journalists and bloggers with an interest in making rich and interactive data visualizations. Intermediate Tableau Public users and organizations can also use this book as a reference guide and teaching aid. Members of the media team, such as data specialists, web developers, editors, producers, and managers can also benefit from an understanding of the structure and challenges of writing an interactive and interesting data visualization using Tableau Public. What You Will Learn Connect to various data sources and understand what data is appropriate for Tableau Public Understand chart types and when to use specific chart types with different types of data Join and aggregate data for use in Tableau Public data stories Discover features of Tableau Public, from basic to advanced Involve calculations in Tableau Public Build geographic maps to bring context to data Create dashboards from one or more separate data visualizations Create filters and actions to allow greater interactivity to Tableau Public visualizations and dashboards Publish and embed Tableau visualizations and dashboards in articles In Detail Tableau Public is a very useful tool in anyone's data reporting toolbox that allows authors to add an interactive data element to any article. It allows investigative journalists and bloggers to tell a "data story", allowing others to explore your data visualization. The relative ease of Tableau Public visualization creation allows data stories to be developed rapidly. It allows readers to explore data associations in multiple-sourced public data, and uses state-of-the-art dashboard

and chart graphics to immerse the users in an interactive experience. This book offers investigative journalists, bloggers, and other data story tellers a rich discussion of visualization creation topics, features, and functions. This book allows data story tellers to quickly gain confidence in understanding and expanding their visualization-creation knowledge, and allows them to quickly create interesting, interactive data visualizations to bring a richness and vibrancy to complex articles. The book takes you from basic concepts in visualization creation, like connecting to data sources, cleansing data, chart types, common functions, map creation, and publishing to the Web, to more advanced functions. It is a great overview and reference guide for beginner to intermediate Tableau Public data story tellers, and covers creation of Tableau Public visualizations of varying complexities. Style and approach This book is a crisp, systematic, and tutorial-styled guide to building interactive Tableau visualizations.

Exporters' Review - 1910

International Socialist Review - 1909

Middleware Management with Oracle Enterprise Manager Grid Control 10g R5 Lite Edition - Arvind Maheshwari 2011-05-19
If you are a Middleware or System Administrator or an IT Architect who wants to maximize the system performance of Oracle Fusion Middleware solutions, then this book is for you. You'll also find it helpful if you are a DBA who wants to become a Middleware Administrator. You should have basic knowledge of middleware/application server management.
The Missionary Review - 1910

New York Produce Review and American Creamery - 1899

Amazon SimpleDB: LITE - Prabhakar Chaganti 2011-05-19
This focused book is an extracted LITE version of Packt's full: Amazon SimpleDB Developer Guide. It concentrates on getting a grounding in the value of SimpleDB, and shows how to set up an AWS account, enable a SimpleDB service for the account, and install and set up libraries for

Java, PHP, and Python. If you are a developer wanting to get to grips with a primer into SimpleDB, then this book is for you. You do not need to know anything about SimpleDB to read and learn from this book, and no basic knowledge is strictly necessary.
JBoss AS 5 Development - Francesco Marchioni 2009-12-16
Annotation JBoss AS is the most used Java application server on the market meeting high standards of reliability, efficiency, and robustness and is used to build powerful and secure Java EE applications. It supports the most important areas of Java Enterprise programming including EJB 3.0, dependency injection, web services, the security framework, and more. Getting started with JBoss application server development can be challenging; however, with the right approach and guidance, you can easily master it and this book promises that. Written in an easy-to-read style, this book will take you from the basics of JBoss AS_such as installing core components and plug-ins_to the skills that will make you a JBoss developer to be reckoned with, covering advanced topics such as developing applications with JBoss Messaging service, JBoss web services, clustered applications, and more. You will learn the necessary steps to install a suitable environment for developing enterprise applications on JBoss AS. Then, your journey will continue through the heart of the application server, explaining how to customize each service for optimal usage. You will learn how to design Enterprise applications using Eclipse and JBoss plug-ins. You will then learn how to enable distributed communication using JMS. Storing and retrieving objects will be made easier using Hibernate. The core section of the book will take you into the programming arena with tested, real-world examples. The example programs have been carefully crafted to be easy to understand and useful as starting points for your applications. This book will kick-start your productivity and help you to master JBoss AS development. The author's experience with JBoss enables him to share insights on JBoss AS development, in a clear and friendly way. By the end of the book, you will have the confidence to apply all the newest programming techniques to your JBoss applications.
jQuery Design Patterns - Thodoris Greasidis

2016-02-26

Learn the best practices on writing efficient jQuery applications to maximize performance in large-scale deployments About This Book Learn about the observer pattern and the deferred observer pattern, two of the most popular design patterns that handle custom events Advance your jQuery skills by learning about patterns such as divide and conquer, facade, and builder and factory to handle complex results This step-by-step guide to applying micro-patterns and optimizing jQuery applications will help you get the best performance in a production environment Who This Book Is For This book is for existing jQuery Developers or new developers who want to get an understanding of the "correct way" to build jQuery applications, using best practices and industry standard patterns. What You Will Learn Respond to user actions Achieve greater flexibility and code decoupling Have a central point for emitting and receiving application level events Structure the application into small independent modules Abstract complex APIs Isolate the procedure of generating complex parts of the application Efficiently orchestrate asynchronous procedures using jQuery Deferred and Promises Utilize the most widely-used client-side templating libraries for more complex use cases In Detail jQuery is a feature-rich JavaScript library that makes HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a variety of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript. jQuery solves the problems of DOM manipulation, event detection, AJAX calls, element selection and document queries, element attribute and data management, as well as object management utilities. This book addresses these problems and shows you how to make the best of jQuery through the various design patterns available. The book starts off with a refresher to jQuery and will then take you through the different design patterns such as facade, observer, publisher/subscriber, and so on. We will also go into client-side templating techniques and libraries, as well as some plugin development patterns. Finally, we will look into some best practices that you can use to make the best of

jQuery. Style and approach The example-oriented guide covers the best and most widely used patterns to help you improve your development with jQuery.

Sencha Charts Essentials - Ajit Kumar 2015-05-30

If you are an Ext JS or Sencha Touch developer, designer, or architect who wants to build enterprise-scale data visualization capabilities using Sencha, then this book is ideal for you. You should have a knowledge of HTML, JavaScript, CSS, and Sencha Ext JS or Sencha Touch fundamentals, in particular. Some familiarity with SVG and HTML5 Canvas would be preferred, but not required.

Django 1.1 Testing and Debugging - Karen M. Tracey 2010-04-19

This book teaches by example. It walks in detail through development of a sample application, illustrating each step via complete working code and either screenshots or console snippets. The cumbersome and time consuming task of debugging will be a cake walk with this book. If you are a Django application developer who wants to create robust applications quickly that work well and are easy to maintain in the long term, this book is for you. This book is the right pick if you want to be smartly tutored to make best use of Django's rich testing and debugging support and make testing an effortless task. Basic knowledge of Python, Django, and the overall structure of a database-driven web application is assumed. However, the code samples are fully explained so that even beginners who are new to the area can learn a great deal from this book.

The Single Tax Review - 1920

The Saturday Review - 1923

Educational Review - Nicholas Murray Butler 1922

Vols. 19-34 include "Bibliography of education" for 1899-1906, compiled by James I. Wyer and others.

Apache Spark Graph Processing - Rindra Ramamonjison 2015-09-10

Build, process and analyze large-scale graph data effectively with Spark About This Book Find solutions for every stage of data processing from loading and transforming graph data to Improve

the scalability of your graphs with a variety of real-world applications with complete Scala code. A concise guide to processing large-scale networks with Apache Spark. Who This Book Is For This book is for data scientists and big data developers who want to learn the processing and analyzing graph datasets at scale. Basic programming experience with Scala is assumed. Basic knowledge of Spark is assumed. What You Will Learn Write, build and deploy Spark applications with the Scala Build Tool. Build and analyze large-scale network datasets Analyze and transform graphs using RDD and graph-specific operations Implement new custom graph operations tailored to specific needs. Develop iterative and efficient graph algorithms using message aggregation and Pregel abstraction Extract subgraphs and use it to discover common clusters Analyze graph data and solve various data science problems using real-world datasets. In Detail Apache Spark is the next standard of open-source cluster-computing engine for processing big data. Many practical computing problems concern large graphs, like the Web graph and various social networks. The scale of these graphs - in some cases billions of vertices, trillions of edges - poses challenges to their efficient processing. Apache Spark GraphX API combines the advantages of both data-parallel and graph-parallel systems by efficiently expressing graph computation within the Spark data-parallel framework. This book will teach the user to do graphical programming in Apache Spark, apart from an explanation of the entire process of graphical data analysis. You will journey through the creation of graphs, its uses, its exploration and analysis and finally will also cover the conversion of graph elements into graph structures. This book begins with an introduction of the Spark system, its libraries and the Scala Build Tool. Using a hands-on approach, this book will quickly teach you how to install and leverage Spark interactively on the command line and in a standalone Scala program. Then, it presents all the methods for building Spark graphs using illustrative network datasets. Next, it will walk you through the process of exploring, visualizing and analyzing different network characteristics. This book will also teach you how to transform raw datasets into a usable form. In addition, you will learn powerful operations that can be used to transform graph elements and graph structures. Furthermore, this book also teaches how to create custom graph operations that are tailored for specific needs with efficiency in mind. The later chapters of this book cover more advanced topics such as clustering graphs, implementing graph-parallel iterative algorithms and learning methods from graph data. Style and approach A step-by-step guide that will walk you through the key ideas and techniques for processing big graph data at scale, with practical examples that will ensure an overall understanding of the concepts of Spark.

LiveCode Mobile Development: Beginner's Guide - Second Edition - Colin Holgate 2015-05-29 The ideal reader for this book would be someone who already knows LiveCode, is interested in creating mobile apps, and wants to save the many hours it took for me to track down all of the information on how to get started! Chapter 1, LiveCode Fundamentals, will help those of you who know programming but are not familiar with LiveCode. The knowledge you've acquired should be enough for you to benefit from the remainder of the book.

The Trained Nurse and Hospital Review - 1915 A monthly magazine of practical nursing, devoted to the improvement and development of the graduate nurse.

Emotional Intelligence for IT Professionals - Emilia M. Ludovino 2017-09-26 Learn the techniques used by the most successful IT people in the world. About This Book Get real-life case studies for different IT roles, developers, testers, analysts, project managers, DBAs Identify with your IT scenarios and take the right decision to move up in your career Improve your EQ and face any difficult scenario confidently and effectively Who This Book Is For This book is for professionals across the IT domain who work as developers, administrators, architects, administrators system analysts, and so on, who want to create a better working environment around them by improving their own emotional intelligence. This book assumes that you are a beginner to emotional intelligence and will help you understand the basic concepts before helping you with real life scenarios. What You Will Learn

Improve your observation skills to understand people better Know how to identify what motivates you and those around you Develop strategies for working more effectively with others Increase your capacity to influence people and improve your communication skills Understand how to successfully complete tasks through other people Discover how to control the emotional content of your decision-making In Detail This book will help you discover your emotional quotient (EQ) through practices and techniques that are used by the most successful IT people in the world. It will make you familiar with the core skills of Emotional Intelligence, such as understanding the role that emotions play in life, especially in the workplace. You will learn to identify the factors that make your behavior consistent, not just to other employees, but to yourself. This includes recognizing, harnessing, predicting, fostering, valuing, soothing, increasing, decreasing, managing, shifting, influencing or turning around emotions and integrating accurate emotional information into decision-making, reasoning, problem solving, etc., because, emotions run business in a way that spreadsheets and logic cannot. When a deadline lurks, you'll know the steps you need to take to keep calm and composed. You'll find out how to meet the deadline, and not get bogged down by stress. We'll explain these factors and techniques through real-life examples faced by IT employees and you'll learn using the choices that they made. This book will give you a detailed analysis of the events and behavioral pattern of the employees during that time. This will help you improve your own EQ to the extent that you don't just survive, but thrive in a competitive IT industry. Style and approach You will be taken through real-life events faced by IT employees in different scenarios. These real-world cases are analyzed along with the response of the employees, which will help you to develop your own emotion intelligence quotient and face any difficult scenario confidently and effectively.

Game Programming Using Qt: Beginner's Guide - Witold Wysota 2016-01-29
A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample games introduced step-by-step in each chapter Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory. What You Will Learn Install Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt's Network module Script your game with Qt Script Program resolution-independent and fluid UI using QML and Qt Quick Control your game flow as per the sensors of a mobile device See how to test and debug your game easily with Qt Creator and Qt Test In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a

must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.
The Saturday Review of Politics, Literature, Science and Art - 1861

Kindergarten Review - 1907

Cape Town - John Bradley 2011-05
With detailed city maps and plenty of relevant photographs, this is the perfect guide for navigating Cape Town's unique neighborhoods or exploring one of the surrounding wine estates for an afternoon of wine tasting and gourmet meals. The guidebook is also packed with recommendations for adventure activities, including practical advice on which route to ascend Table Mountain to the best destinations for riding an ostrich or cage diving with great white sharks. Along with insider tips and detailed coverage of Cape Town's coastal cities and vibrant townships, accurate satellite-based maps and GPS coordinates are provided for every listing to make finding destinations as easy as possible.
Illustrated Review - 1917

Gas Review - 1925

Farmers' Review - 1890

Go Design Patterns - Mario Castro Contreras 2017-02-24
Learn idiomatic, efficient, clean, and extensible Go design and concurrency patterns by using TDD About This Book A highly practical guide filled with numerous examples unleashing the power of design patterns with Go. Discover an introduction of the CSP concurrency model by explaining GoRoutines and channels. Get a full explanation, including comprehensive text and examples, of all known GoF design patterns in

Go. Who This Book Is For The target audience is both beginner- and advanced-level developers in the Go programming language. No knowledge of design patterns is expected. What You Will Learn All basic syntax and tools needed to start coding in Go Encapsulate the creation of complex objects in an idiomatic way in Go Create unique instances that cannot be duplicated within a program Understand the importance of object encapsulation to provide clarity and maintainability Prepare cost-effective actions so that different parts of the program aren't affected by expensive tasks Deal with channels and GoRoutines within the Go context to build concurrent application in Go in an idiomatic way In Detail Go is a multi-paradigm programming language that has built-in facilities to create concurrent applications. Design patterns allow developers to efficiently address common problems faced during developing applications. Go Design Patterns will provide readers with a reference point to software design patterns and CSP concurrency design patterns to help them build applications in a more idiomatic, robust, and convenient way in Go. The book starts with a brief introduction to Go programming essentials and quickly moves on to explain the idea behind the creation of design patterns and how they appeared in the 90's as a common "language" between developers to solve common tasks in object-oriented programming languages. You will then learn how to apply the 23 Gang of Four (GoF) design patterns in Go and also learn about CSP concurrency patterns, the "killer feature" in Go that has helped Google develop software to maintain thousands of servers. With all of this the book will enable you to understand and apply design patterns in an idiomatic way that will produce concise, readable, and maintainable software. Style and approach This book will teach widely used design patterns and best practices with Go in a step-by-step manner. The code will have detailed examples, to allow programmers to apply design patterns in their day-to-day coding.