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Learning PostgreSQL

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IBM MQ as a Service: A Practical Approach

A Practical Guide to Web Scraping and Text Mining

MySQL and JSON: A Practical Programming Guide

Practical ES6

Digital Personalized Health and Medicine

The Big Ideas Behind Reliable, Scalable, and Maintainable Systems

A To-the-Point Guide to JSON

Learning Swift

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Json Document Example **OMB No.**
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HUANG ALEXIS

Learning PostgreSQL Packt Publishing

Thinking of migrating to PostgreSQL?

This clear, fast-paced introduction helps you understand and use this open source database system. Not only will

you learn about the enterprise class features in versions 9.5 to 10, you'll also discover that PostgreSQL is more than a database system—it's an impressive application platform as well. With examples throughout, this book shows you how to achieve tasks that are difficult or impossible in other databases. This third edition covers new features,

such as ANSI-SQL constructs found only in proprietary databases until now: foreign data wrapper (FDW) enhancements; new full text functions and operator syntax introduced in version 9.6; XML constructs new in version 10; query parallelization features introduced in 9.6 and enhanced in 10; built-in logical replication introduced in Version 10.e. If you're a current PostgreSQL user, you'll pick up gems you may have missed before. Learn basic administration tasks such as role management, database creation, backup, and restore Apply the psql command-line utility and the pgAdmin graphical administration tool Explore PostgreSQL tables, constraints, and indexes Learn powerful SQL constructs not generally found in other databases Use several different languages to write database functions Tune your queries to run as fast as your hardware will allow Query external and variegated data sources with foreign data wrappers Learn how to use built-in replication to replicate data

[Automate the Boring Stuff with Python, 2nd Edition](#) IBM Redbooks

A hands on guide to web scraping and text mining for both beginners and experienced users of R Introduces fundamental concepts of the main architecture of the web and databases and covers HTTP, HTML, XML, JSON, SQL. Provides basic techniques to query web documents and data sets (XPath and regular expressions). An extensive set of exercises are presented to guide the reader through each technique. Explores both supervised and unsupervised techniques as well as advanced techniques such as data scraping and text management. Case studies are featured throughout along with examples for each technique

presented. R code and solutions to exercises featured in the book are provided on a supporting website. *IBM MQ as a Service: A Practical Approach* "O'Reilly Media, Inc." Summary Get Programming with Haskell leads you through short lessons, examples, and exercises designed to make Haskell your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a new perspective on programming plus the practical ability to use Haskell in the everyday world. (The 80 IQ points: not guaranteed.) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Programming languages often differ only around the edges—a few keywords, libraries, or platform choices. Haskell gives you an entirely new point of view. To the software pioneer Alan Kay, a change in perspective can be worth 80 IQ points and Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on book, that's exactly what you'll learn to do. What's Inside Thinking in Haskell Functional programming basics Programming in types Real-world applications for Haskell About the Reader Written for readers who know one or more programming languages. Table of Contents Lesson 1 Getting started with Haskell Unit 1 - FOUNDATIONS OF FUNCTIONAL PROGRAMMING Lesson 2 Functions and functional programming Lesson 3 Lambda functions and lexical scope Lesson 4 First-class functions Lesson 5 Closures and partial application Lesson 6 Lists Lesson 7 Rules for recursion and

pattern matching Lesson 8 Writing recursive functions Lesson 9 Higher-order functions Lesson 10 Capstone: Functional object-oriented programming with robots! Unit 2 - INTRODUCING TYPES Lesson 11 Type basics Lesson 12 Creating your own types Lesson 13 Type classes Lesson 14 Using type classes Lesson 15 Capstone: Secret messages! Unit 3 - PROGRAMMING IN TYPES Lesson 16 Creating types with "and" and "or" Lesson 17 Design by composition—Semigroups and Monoids Lesson 18 Parameterized types Lesson 19 The Maybe type: dealing with missing values Lesson 20 Capstone: Time series Unit 4 - IO IN HASKELL Lesson 21 Hello World!—introducing IO types Lesson 22 Interacting with the command line and lazy I/O Lesson 23 Working with text and Unicode Lesson 24 Working with files Lesson 25 Working with binary data Lesson 26 Capstone: Processing binary files and book data Unit 5 - WORKING WITH TYPE IN A CONTEXT Lesson 27 The Functor type class Lesson 28 A peek at the Applicative type class: using functions in a context Lesson 29 Lists as context: a deeper look at the Applicative type class Lesson 30 Introducing the Monad type class Lesson 31 Making Monads easier with donotation Lesson 32 The list monad and list comprehensions Lesson 33 Capstone: SQL-like queries in Haskell Unit 6 - ORGANIZING CODE AND BUILDING PROJECTS Lesson 34 Organizing Haskell code with modules Lesson 35 Building projects with stack Lesson 36 Property testing with QuickCheck Lesson 37 Capstone: Building a prime-number library Unit 7 - PRACTICAL HASKELL Lesson 38 Errors in Haskell and the Either type Lesson 39 Making HTTP requests in Haskell Lesson 40 Working with JSON data by using Aeson Lesson

41 Using databases in Haskell Lesson 42 Efficient, stateful arrays in Haskell Afterword - What's next? Appendix - Sample answers to exercise *A Practical Guide to Web Scraping and Text Mining* "O'Reilly Media, Inc." Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures [MySQL and JSON: A Practical Programming Guide](#) "O'Reilly Media, Inc." Practically and deeply understand concurrency in Python to write efficient

programs About This Book Build highly efficient, robust, and concurrent applications Work through practical examples that will help you address the challenges of writing concurrent code Improve the overall speed of execution in multiprocessor and multicore systems and keep them highly available Who This Book Is For This book is for Python developers who would like to get started with concurrent programming. Readers are expected to have a working knowledge of the Python language, as this book will build on these fundamentals concepts. What You Will Learn Explore the concept of threading and multiprocessing in Python Understand concurrency with threads Manage exceptions in child threads Handle the hardest part in a concurrent system — shared resources Build concurrent systems with Communicating Sequential Processes (CSP) Maintain all concurrent systems and master them Apply reactive programming to build concurrent systems Use GPU to solve specific problems In Detail Python is a very high level, general purpose language that is utilized heavily in fields such as data science and research, as well as being one of the top choices for general purpose programming for programmers around the world. It features a wide number of powerful, high and low-level libraries and frameworks that complement its delightful syntax and enable Python programmers to create. This book introduces some of the most popular libraries and frameworks and goes in-depth into how you can leverage these libraries for your own high-concurrent, highly-performant Python programs. We'll cover the fundamental concepts of concurrency needed to be able to write your own concurrent and parallel software

systems in Python. The book will guide you down the path to mastering Python concurrency, giving you all the necessary hardware and theoretical knowledge. We'll cover concepts such as debugging and exception handling as well as some of the most popular libraries and frameworks that allow you to create event-driven and reactive systems. By the end of the book, you'll have learned the techniques to write incredibly efficient concurrent systems that follow best practices. Style and approach This easy-to-follow guide teaches you new practices and techniques to optimize your code, and then moves toward more advanced ways to effectively write efficient Python code. Small and simple practical examples will help you test the concepts yourself, and you will be able to easily adapt them for any application.

Practical ES6 IBM Redbooks

JSON (JavaScript Object Notation) is a lightweight text-based data interchange format used to create objects to transfer data over the Internet. It's widely used today by common web applications, as well as mobile applications. This book gives you clear ways that you can exchange objects using JSON, regardless of whether you're developing a web or traditional networked application. You'll start with a brief refresher on JSON and JavaScript syntax and read and write on the client and server. Then, you'll learn how to use JSON in simple AJAX applications using AngularJS and jQuery. Next, you will learn how to exchange objects with databases using MongoDB and CouchDB. You'll also explore how to use JSON in a type-safe manner, writing programs that have fewer bugs.

Digital Personalized Health and Medicine
McGraw Hill Professional

This IBM® Redpaper™ publication

provides information about how to build, deploy, and use IBM MQ as a service. The information in this paper includes the key factors that must be considered while planning the use of IBM MQ as a service. Through descriptions and examples, this paper explains how to apply as a service methodologies to an IBM MQ environment, and describes techniques and preferred practices for integrating IBM MQ into a self-service portal. This paper explains how to create and use an IBM MQ as a service self-service menu for a portal. It includes examples that show how to use an IBM MQ as a service catalog. This paper describes options and techniques for deploying IBM MQ as a service that is tailored to the specific enterprise messaging needs of an organization. Although these techniques can be employed in a cloud environment, they are equally applicable in an on-premises enterprise data center. This paper includes information about the various infrastructure options that can be selected when implementing IBM MQ as a service. The information in this paper helps infrastructure administrators to define services so that you can provision IBM MQ resources quickly. The target audiences of this paper are developers, infrastructure administrators, and line-of-business (LOB) professionals who want to provision IBM MQ resources to be accessed as services in small, medium, large, and complex implementations.

[The Big Ideas Behind Reliable, Scalable, and Maintainable Systems](#) No Starch Press

Provides information on the basics of Ajax to create Web applications that function like desktop programs.

[A To-the-Point Guide to JSON](#) "O'Reilly Media, Inc."

"This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works ... begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"--Publisher's description.

[Learning Swift](#) IOS Press

Prepare for the newest versions of Microsoft Exam 70-533--and help demonstrate your real-world mastery of implementing Microsoft Azure Infrastructure as a Service (IaaS). Designed for experienced IT professionals ready to advance their status, Exam Ref focuses on the critical thinking and decision-making acumen needed for success at the MCSA level. Focus on the expertise measured by these objectives: Design and implement Azure App Service Apps Create and manage compute resources, and implement containers Design and implement a storage strategy, including storage encryption Implement virtual networks, including new techniques for hybrid connections Design and deploy ARM Templates Manage Azure security and Recovery Services Manage Azure operations, including automation and data analysis Manage identities with Azure AD Connect Health, Azure AD Domain Services, and Azure AD single sign on This Microsoft Exam Ref: Organizes its coverage by exam objectives Features strategic, what-if

scenarios to challenge you Assumes you are an IT professional with experience implementing and monitoring cloud and hybrid solutions and/or supporting application lifecycle management This book covers the 533 objectives as of December 2017. If there are updates for this book, you will find them at <https://aka.ms/examref5332E/errata>. About the Exam Exam 70-533 focuses on skills and knowledge for provisioning and managing services in Microsoft Azure, including: implementing infrastructure components such as virtual networks, virtual machines, containers, web and mobile apps, and storage; planning and managing Azure AD, and configuring Azure AD integration with on-premises Active Directory domains. About Microsoft Certification Passing this exam helps qualify you for MCSA: Cloud Platform Microsoft Certified Solutions Associate certification, demonstrating your expertise in applying Microsoft cloud technologies to reduce costs and deliver value. To earn this certification, you must also pass any one of the following exams: 70-532 Developing Microsoft Azure Solutions, or 70-534 Architecting Microsoft Azure Solutions, or 70-535, Architecting Microsoft Azure Solutions, or 70-537: Configuring and Operating a Hybrid Cloud with Microsoft Azure Stack.

[Practical Data Integration for the Web](#)
"O'Reilly Media, Inc."

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 Definitive Guide Microsoft Press Digital health and medical informatics have grown in importance in recent years, and have now become central to the provision of effective healthcare around the world. This book presents the proceedings of the 30th Medical Informatics Europe conference (MIE). This edition of the conference, hosted by the European Federation for Medical Informatics (EFMI) since the 1970s, was due to be held in Geneva, Switzerland in April 2020, but as a result of measures to prevent the spread of the Covid19 pandemic, the conference itself had to be cancelled. Nevertheless, because this collection of papers offers a wealth of knowledge and experience across the full spectrum of digital health and medicine, it was decided to publish the submissions accepted in the review process and confirmed by the Scientific Program Committee for publication, and these are published here as planned. The 232 papers are themed under 6 section headings: biomedical data, tools and methods; supporting care delivery; health and prevention; precision medicine and public health; human

factors and citizen centered digital health; and ethics, legal and societal aspects. A 7th section deals with the Swiss personalized health network, and section 8 includes the 125 posters accepted for the conference. Offering an overview of current trends and developments in digital health and medical informatics, the book provides a valuable information resource for researchers and health practitioners alike.

Learning Concurrency in Python IBM Redbooks

Are You Ready To Learn JSON Easily?

This book contains the steps, strategies, and techniques you need to learn, explore, and use JSON, the preferred and standard data format of the web. It was conceptualized and developed to provide beginners and web developers a comprehensive training that will help them master JSON in as short as one day. What is JSON and why should you learn it? JSON stands for JavaScript Object Notation. A subset of JavaScript, it is a way of storing information in an organized manner. It provides human readable data that can be accessed easily and logically. JSON facilitates data transfer between a server and a web application. The JSON format is used to serialize and transmit structured data over the internet. Its simplicity and flexibility allows it to be used across applications, programming languages, and framework. JSON is a lightweight text-only format that can be easily transferred to and from a server. While it is strongly associated with JavaScript, JSON is a language-independent format that is popularly used in modern programming languages such as Python, PERL, Java, Ruby, and PHP. You'll typically find built-in functions, methods, or workaround that allow these

programming languages to utilize JSON. Here Is What You'll Learn After Downloading This JSON Programming Book: ✓ Introduction CHAPTER 1: THE BASICS ✓ CHAPTER 2: JSON SYNTAX CHAPTER 3: DATA TYPES ✓ CHAPTER 4: CREATING JSON OBJECTS CHAPTER 5: PARSING JSON ✓ CHAPTER 6: JSON DATA PERSISTENCE CHAPTER 7: DATA INTERCHANGE ✓ CHAPTER 8: CROSS-ORIGIN RESOURCES CHAPTER 9: POSTING JSON ✓ CHAPTER 10: WORKING WITH TEMPLATES CHAPTER 11: JSON WITH PHP What Are You Waiting For? Start Coding with JSON Right Now!

YOUR GUIDE TO EASILY LEARN JSON IN 7 DAYS

Apress

This compact syntax reference covers syntax and parameters central to JSON object definitions. You'll learn the syntax used in the JSON object definition language, logically organized by topical chapters, and getting more advanced as chapters progress, covering structures and file formats which are best for use with HTML5. Furthermore, the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process, the in-lining of CSS and JS files, and why a data footprint optimization work process is important. What You'll Learn • Use the object definition syntax supported in JSON • Define a JSON content production workflow • Gain an understanding of the concepts and principles behind JSON object definitions • Use JSON code snippets and apply them in your web applications • Utilize the NetBeans, Android Studio, and Eclipse IDEs for your JSON coding Who This Book Is For Web developers, Android application developers, and user interface designers.

FUNCTIONAL PROGRAMMING FOR THE MASSES

Packt Publishing Ltd

There's no doubt that the JavaScript ecosystem changes fast. Not only are new tools and frameworks introduced and developed at a rapid rate, the language itself has undergone big changes with the introduction of ES2015 (aka ES6). Understandably, many articles have been written complaining about how difficult it is to learn modern JavaScript development these days. We're aiming to minimize that confusion with this set of books on modern JavaScript. This book provides an introduction to many of the powerful new JavaScript language features that were introduced in ECMAScript 2015, as well as features introduced in ECMAScript 2016 and 2017. It also takes a look at the features planned for ECMAScript 2018 in this rapidly evolving language. It contains: New Keywords: let and const by Aurelio de Rosa Using Map, Set, WeakMap, WeakSet by Kyle Pennell New Array.* and Array.prototype.* Methods by Aurelio de Rosa New String Methods by Aurelio de Rosa New Number Methods by Aurelio de Rosa ES6 Arrow Functions: Fat and Concise Syntax in JavaScript by Kyle Pennell Symbols and Their Uses by Nilson Jacques How to Use Proxies by Craig Buckler Destructuring Assignment by Craig Buckler ES6 Generators and Iterators: a Developer' Guide by Byron Houwens Object-oriented JavaScript: A Deep Dive into ES6 Classes by Jeff Mott Understanding ES6 Modules by Craig Buckler An Overview of JavaScript Promises by Sandeep Panda JavaScript Decorators: What They Are and When to Use Them by Graham Cox Enhanced Object Literals by Craig Buckler

Introduction to the Fetch API by Ludovico Fischer ES6 (ES2015) and Beyond: Understanding JavaScript Versioning by James Wright What's New in ES2017: Async Functions, Improved Objects, and More by Craig Buckler What's New in ES2018 by Craig Buckler This book is for all front-end developers who wish to improve their JavaScript skills. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

A pragmatic guide to designing and building RESTful APIs using Java Packt Publishing Ltd

Build sophisticated web applications by mastering the art of Object-Oriented Javascript About This Book Learn popular Object-Oriented programming (OOP) principles and design patterns to build robust apps Implement Object-Oriented concepts in a wide range of frontend architectures Capture objects from real-world elements and create object-oriented code that represents them Learn the latest ES6 features and how to test and debug issues with JavaScript code using various modern mechanisms Who This Book Is For JavaScript developers looking to enhance their web developments skills by learning object-oriented programming. What You Will Learn Get acquainted with the basics of JavaScript language constructs along with object-oriented programming and its application. Learn to build scalable server application in JavaScript using Node.js Generate instances in three programming languages: Python, JavaScript, and C# Work with a combination of access modifiers, prefixes, properties, fields, attributes, and local variables to encapsulate and hide data Master DOM manipulation, cross-browser strategies, and ES6

Identify and apply the most common design patterns such as Singleton, Factory, Observer, Model-View-Controller, and Mediator Patterns Design applications using a modular architecture based on SOLID principles In Detail JavaScript is the behavior, the third pillar in today's paradigm that looks at web pages as something that consists of : content (HTML), presentation (CSS), and behavior (JavaScript). Using JavaScript, you can create interactive web pages along with desktop widgets, browser, and application extensions, and other pieces of software. Object-oriented programming, which is popularly known as OOP, is basically based on the concept of objects rather than actions. The first module will help you master JavaScript and build futuristic web applications. You will start by getting acquainted with the language constructs and how to organize code easily. You develop concrete understanding of variable scoping, loops, and best practices on using types and data structures, as well as the coding style and recommended code organization patterns in JavaScript. The book will also teach you how to use arrays and objects as data structures. By the end of the book, you will understand how reactive JavaScript is going to be the new paradigm. The second module is an easy-to-follow course, which includes hands-on examples of solutions to common problems with object-oriented code. It will help to identify objects from real-life scenarios, to protect and hide data with the data encapsulation features of Python, JavaScript, and C#. You will discover the advantage of duck typing in both Python and JavaScript, while you work with interfaces and generics in C#. With a fair understanding of interfaces, multiple inheritance, and

composition, you will move on to refactor existing code and to organize your source for easy maintenance and extension. The third module takes you through all the in-depth and exciting futures hidden behind the facade. You should read through this course if you want to be able to take your JavaScript skills to a new level of sophistication. Style and approach This course is a comprehensive guide where each chapter consists of best practices, constructive advice, and few easy-to-follow examples that will build up your skills as you advance through the book. Get object oriented with this course, which takes you on a journey to get acquainted with few useful hands-on tools, features, and ways to enhance your productivity using OOP techniques. It will also act as a reference guide with useful examples on resolving problems with object-oriented code in Python, JavaScript, and C#.

Customizing and Extending IBM Content Navigator "O'Reilly Media, Inc."

Get valuable hands-on experience with Swift 3, the latest version of Apple's programming language. With this practical guide, skilled programmers with little or no knowledge of Apple development will learn how to code with Swift 3 by developing three complete, tightly linked versions of the Notes application for the OS X, iOS, and watchOS platforms. In the process, you'll learn Swift's fundamentals, including its syntax and features, along with the basics of the Cocoa, CocoaTouch, and WatchKit frameworks. This book teaches you how to use common design patterns for Swift, how to structure an application for Apple's platforms, and how to submit working apps to the App Store. Divided into four distinct parts, this book includes: Swift 2 basics: Learn Swift's

basic building blocks and features for object-oriented development OS X app development: Set up the document model, build out features, and sync data with iCloud iOS app development: Use multimedia, contacts, location, notifications, and iCloud files to build a fully featured iOS Notes app Advanced app extensions: Build an Apple Watch app, and learn how to debug, monitor, and test all three of your Swift apps

PRACTICAL PROGRAMMING FOR TOTAL BEGINNERS

Springer

This book constitutes the refereed proceedings of the 19th International Conference on Data Analytics and Management in Data Intensive Domains, DAMDID/RCDL 2017, held in Moscow, Russia, in October 2017. The 16 revised full papers presented together with three invited papers were carefully reviewed and selected from 75 submissions. The papers are organized in the following topical sections: data analytics; next generation genomic sequencing: challenges and solutions; novel approaches to analyzing and classifying of various astronomical entities and events; ontology population in data intensive domains; heterogeneous data integration issues; data curation and data provenance support; and temporal summaries generation.

DIVE INTO ES6 AND THE FUTURE OF JAVASCRIPT

Apress

This fast-moving tutorial introduces you to OCaml, an industrial-strength programming language designed for expressiveness, safety, and speed. Through the book's many examples, you'll quickly learn how OCaml stands out as a tool for writing fast, succinct,

and readable systems code. Real World OCaml takes you through the concepts of the language at a brisk pace, and then helps you explore the tools and techniques that make OCaml an effective and practical tool. In the book's third section, you'll delve deep into the details of the compiler toolchain and OCaml's simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules. Explore advanced features such as functors, first-class modules, and objects. Leverage Core, a comprehensive general-purpose standard library for OCaml. Design effective and reusable libraries, making the most of OCaml's approach to abstraction and modularity. Tackle practical programming problems from command-line parsing to asynchronous network programming. Examine profiling and interactive debugging techniques with tools such as GNU gdb.

Javascript: Object Oriented Programming
Independently Published

Learning a complex new language is no easy task especially when it's an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know

what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

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