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BEGINNING JAVA 8 APIS, EXTENSIONS AND LIBRARIES

SWING, JAVAFX, JAVASCRIPT, JDBC AND NETWORK PROGRAMMING APIS

Apress Beginning Java 8 APIs, Extensions and Libraries completes the Apress Java learning journey and is a comprehensive approach to learning the Java Swing, JavaFX, Java Scripting, JDBC and network programming APIs. This book covers the key extensions of the Java programming language such as Swing, JavaFX, network programming, and JDBC. Each topic starts with a discussion of the topic's background. A step-by-step process, with small snippets of Java code, provides easy-to-follow instructions. At the end of a topic, a complete and ready-to-run Java program is provided. This book contains over 130 images and diagrams to help you visualize and better understand the topics. More than 130 complete programs allow you to practice and quickly learn the topics. The Swing chapters discuss various aspects of working with a GUI, from the very basic concepts of developing a Swing application, to the most advanced topics, such as decorating a Swing component with a JLayer, drag-and-drop features, Synth Skinnable L&F, etc. The chapter on network programming covers the basics of network technologies first, and then, the advanced topics of network programming, using a Java class library. It covers IPv4 and IPv6, addressing schemes, subnetting, supernetting, multicasting, TCP/IP sockets, UPD sockets, asynchronous socket I/O, etc. The chapter on JDBC provides the details of connecting and working with databases such as Oracle, SQL Server, MySQL, DB2, Java DB (Apache Derby), Sybase, Adaptive Server Anywhere, etc. It contains a complete discussion on processing a ResultSet and a RowSet. It discusses how to use the RowSetFactory, to obtain a RowSet object of a specific type. Working with Large Objects (LOBs), such as Blob, Clob, and NClob, is covered in detail with Java code examples and database scripts.

BUILDING PORTALS WITH THE JAVA PORTLET API

Apress * Covers the brand new Portlet Specification (JSR-168) to provide a standard API to portal applications. * Focuses on the key issues of portal development including integration, security and single sign-on. * Readers can learn how to port existing applications into the new portal environment firsthand from Jeff Linwood who helped to create the actual specification. * Readers can learn how to port existing applications into the new portal environment firsthand from Jeff Linwood who helped to create the actual specifications.

NETWORKS

INTERNET · TELEPHONY · MULTIMEDIA

Springer Science & Business Media This handbook delivers a complete and practice-oriented overview of the fundamentals of today's telecommunications networks and the future prospects for next generation networks (NGN). The very clear and concise text is supplemented by many colour illustrations and embedded into a functional four-colour layout.

ENHANCED SERVICES ON THE NEXT-GENERATION NETWORK: TECHNOLOGIES, BUSINESS DRIVERS, MARKETS, AND ARCHITECTURES

Intl. Engineering Consortiu

NETWORK WORLD

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

BLUETOOTH APPLICATION PROGRAMMING WITH THE JAVA APIS

Morgan Kaufmann About the Authors C Bala Kumar is a Distinguished Member of the Technical Staff at Motorola. He chaired the industry expert group that defined the Java APIs for Bluetooth wireless technology. He currently leads the systems software team for wireless platforms in Motorola's Semiconductor Products Sector. Paul J. Kline is a Distinguished Member of the Technical Staff at Motorola and the maintenance lead for the JABWT specification. He currently works on the System Software Architecture team in Motorola's Semiconductor Products Sector. Timothy J. Thompson is a Senior Software Engineer on the System Software Architecture team in Motorola's Semiconductor Products Sector. He was the OBEX architect on the JABWT specification team at Motorola.-

NEXT-GENERATION OPTICAL NETWORKS

ADVANCED TECHNOLOGIES AND MARKET OPPORTUNITIES

Intl. Engineering Consortiu Addressing the developments in optical networking, this guide covers the market for advanced optical communications products used by interexchange carriers (IXC)/internet service providers (ISP), incumbent local-exchange carriers (ILEC), competitive local-exchange carriers (CLEC), and cable-television (CATV) operators. The focus of this research report is on next-generation systems that include the new generation of synchronous optical network (SONET) systems, which offer more intelligence and lower cost than previous generations of such systems, and commercial products that have begun to embody the dream of an all-optical network. Both transmission and switching equipment are covered.

PROGRAMMING WIRELESS DEVICES WITH THE JAVA 2 PLATFORM

MICRO EDITION

Addison-Wesley Professional bull; Provides a key overview and introduction to J2ME and two vital J2ME technologies - Mobile Information Device Profile (MIDP) 2.0 and Connected Limited Device Configuration (CDLC) bull; Shows how to build, develop, and code J2ME Applications, how to understand the Game Profile API and the latest J2ME security enhancements bull; Written by the architects of the Java 2 Micro Edition platform

ANNUAL REVIEW OF WIRELESS COMMUNICATIONS

Intl. Engineering Consortiu Containing essays from leading experts in the industry that discuss academic theories and practical applications of wireless communications, this book focuses on the latest wireless technologies and advancements. A diverse volume, it seeks to shed light on such topics as business strategies and current trends while combining the perspectives of many specialists across the nation.

IP COMMUNICATIONS

Intl. Engineering Consortiu An indispensable volume for both specialists and field professionals, this guide looks into the world of IP communications and the societal impacts it will have. From corporate perspectives to voice over IP to quality of service, the authors share their distinct perspectives, making it a diverse study of the field.

IMPLEMENTING VOICE OVER IP

John Wiley & Sons Public and private networks will eventually be configured in such a way that all voice calls are routed using Internet protocols Reviews existing and emerging standards for voice over IP Provides detailed guidance on how to engineer an efficient VoIP network Discusses quality of service (QoS) enforcement techniques Shows how to prototype and test a network's performance

ANNUAL REVIEW OF COMMUNICATIONS: VOLUME 59

Intl. Engineering Consortiu An indispensable reference publication for telecommunication and information-industry professionals. Each year, the IEC brings together into one unique resource the most current thinking and practical experience of industry leaders around the world on a variety of topics facing their areas of specialization. This 700+ page reference tool is a must for executives, managers, engineers, analysts, and educators in all sectors of today's changing information industry.

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THE INTERNET ENCYCLOPEDIA, VOLUME 2 (G - O)

John Wiley & Sons The Internet Encyclopedia in a 3-volume reference work on the internet as a business tool, IT platform, and communications and commerce medium.

COMPUTERWORLD

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

JAVA PROGRAMMING

Cengage Learning JAVA PROGRAMMING, Sixth Edition provides the beginning programmer with a guide to developing applications using the Java programming language. Java is popular among professional programmers because it can be used to build visually interesting GUI and Web-based applications. Java also provides an excellent environment for the beginning programmer -- students can quickly build useful programs while learning the basics of structured and object-oriented programming techniques. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

PERFORMANCE PROBLEM DIAGNOSTICS BY SYSTEMATIC EXPERIMENTATION

KIT Scientific Publishing

WIRELESS INTERNET HANDBOOK

TECHNOLOGIES, STANDARDS, AND APPLICATIONS

CRC Press Wireless applications are definitely the next big thing in communications. Millions of people around the world use the Internet every day - to stay in touch with remote locations, follow the stock market, keep up with the news, check the weather, make travel plans, conduct business, shop, entertain themselves, and learn. The logical next step is the development of the wireless Internet, where cell phones, PDAs, and laptops let us receive and send e-mails, and perform all the activities that we are currently performing over the wireline Internet. Filled with contributions from international experts, Wireless Internet Handbook: Technologies, Standards, and Applications describes basic concepts, current developments, and future trends in designing modern architectures. The book covers: Wireless local access techniques to the mobile Internet User mobility in IP networks Multimedia streaming over wireless Internet Quality of service issues Location management techniques and clustering architectures Wireless Internet security issues Bluetooth, CDMA, TDMA, Wireless Application Protocol, 802.11x, and more Different mobile and wireless Internet services Wireless Internet enterprise applications Mobile multimedia and graphics applications Mobile video telephony Wireless video surveillance Wireless applications in medicine The scope of the information covered and the expertise of leading researchers and industry professionals combine to make Wireless Internet Handbook: Technologies, Standards, and Applications the definitive resource on current and future trends in designing modern architectures for the wireless Internet.

OPERATIONS SUPPORT SYSTEMS 2002

ENABLING THE NEXT GENERATION NETWORK

Intl. Engineering Consortiu This comprehensive report explores network management in an internet protocol (IP) world, open-system OSS implementation and integration, evolving network architectures, and key OSS business drivers from the perspectives of a wide variety of leading industry professionals. It focuses on the innovations that are shaping the future of network management in light of the industry's transition to packet-based and wireless networks, broadband services, and converged voice-data architectures and is intended to provide unique and informed insights into the challenges involving OSSs today and the solutions and strategies that are being developed to combat those challenges.

BEGINNING JAVA 7

Apress Beginning Java 7 guides you through version 7 of the Java language and a wide assortment of platform APIs. New Java 7 language features that are discussed include switch-on-string and try-with-resources. APIs that are discussed include Threading, the Collections Framework, the Concurrency Utilities, Swing, Java 2D, networking, JDBC, SAX, DOM, StAX, XPath, JAX-WS, and SAAJ. This book also presents an introduction to Android app development so that you can apply some of its knowledge to the exciting world of Android app development. This book presents the following table of contents: Chapter 1 introduces you to Java and begins to cover the Java language by focusing on fundamental concepts such as comments, identifiers, variables, expressions, and statements. Chapter 2 continues to explore this language by presenting all of its features for working with classes and objects. You learn about features related to class declaration and object creation, encapsulation, information hiding, inheritance, polymorphism, interfaces, and garbage collection. Chapter 3 focuses on the more advanced language features related to nested classes, packages, static imports, exceptions, assertions, annotations, generics, and enums. Additional chapters introduce you to the few features not covered in Chapters 1 through 3. Chapter 4 largely moves away from covering language features (although it does introduce class literals and strictfp) while focusing on language-oriented APIs. You learn about Math, StrictMath, Package, Primitive Type Wrapper Classes, Reference, Reflection, String, StringBuffer and StringBuilder, Threading, BigDecimal, and BigInteger in this chapter. Chapter 5 begins to explore Java's utility APIs by focusing largely on the Collections Framework. However, it also discusses legacy collection-oriented APIs and how to create your own collections. Chapter 6 continues to focus on utility APIs by presenting the concurrency utilities along with the Objects and Random classes. Chapter 7 moves you away from the command-line user interfaces that appear in previous chapters and toward graphical user interfaces. You first learn about the Abstract Window Toolkit foundation, and then explore the Java Foundation Classes in terms of Swing and Java 2D. Appendix C explores Accessibility and Drag and Drop. Chapter 8 explores filesystem-oriented I/O in terms of the File, RandomAccessFile, stream, and writer/reader classes. Chapter 9 introduces you to Java's network APIs (e.g., sockets). It also introduces you to the JDBC API for interacting with databases along with the Java DB database product. Chapter 10 dives into Java's XML support by first presenting an introduction to XML (including DTDs and schemas). It next explores the SAX, DOM, StAX, XPath, and XSLT APIs. It even briefly touches on the Validation API. While exploring XPath, you encounter namespace contexts, extension functions and function resolvers, and variables and variable resolvers. Chapter 11 introduces you to Java's support for SOAP-based and RESTful web services. As well as providing you with the basics of these web service categories, Chapter 11 presents some advanced topics, such as working with the SAAJ API to communicate with a SOAP-based web service without having to rely on JAX-WS. You will appreciate having learned about XML in Chapter 10 before diving into this chapter. Chapter 12 helps you put to use some of the knowledge you've gathered in previous chapters by showing you how to use Java to write an Android app's source code. This chapter introduces you to Android, discusses its architecture, shows you how to install necessary tools, and develops a simple app. Appendix A presents the solutions to the programming exercises that appear near the end of Chapters 1 through 12. Appendix B introduces you to Java's Scripting API along with Java 7's support for dynamically typed languages. Appendix C introduces you to additional APIs and architecture topics. Examples include Accessibility, classloaders, Console, Drag and Drop, Java Native Interface, and System Tray. Appendix D presents a gallery of significant applications that demonstrate various aspects of Java. Unfortunately, there are limits to how much knowledge can be crammed into a print book. For this reason, Appendixes A, B, C, and D are not included in this book's pages. Instead, these appendixes are freely distributed as PDF files. Appendixes A and B are bundled with the book's associated code file at the Apress website (http://www.apress.com/9781430239093). Appendixes C and D are bundled with their respective code files at my TutorTutor.ca website (http://tutortutor.ca/cgi-bin/makepage.cgi?/books/bj7).

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JAVA FOR BIOINFORMATICS AND BIOMEDICAL APPLICATIONS

Springer Science & Business Media Medical science and practice have undergone fundamental changes in the last 5 years, as large-scale genome projects have resulted in the sequencing of a number of important microbial, plant and animal genomes. This book aims to combine industry standard software engineering and design principles with genomics, bioinformatics and cancer research. Rather than an exercise in learning a programming platform, the text focuses on useful analytical tools for the scientific community.

IBPS BANK CLERK GUIDE FOR PRARHAMBHIK AVUM MUKHYA PARIKSHA 7TH HINDI EDITION

Disha Publications

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APIS AND PROTOCOLS FOR CONVERGENT NETWORK SERVICES

McGraw Hill Professional The Telecom companies are looking to converged services to replace the lost revenue they used to get from long distance and simple access charges. APIs (Application Programming Interfaces) are the crucial tool used for creating these services. * Detailed coverage of JAIN (Java Integrated Networks) and Parlay, the first open APIs released * Provides software basics for telecom professionals * Thoroughly details object-oriented environments * Endorsed by the creators of JAIN and parlay

PRO JAVAFXTM PLATFORM

SCRIPT, DESKTOP AND MOBILE RIA WITH JAVATM TECHNOLOGY

Apress The JavaFXTM technology and platform is essentially Sun's response to Adobe Flash and Microsoft's Silverlight. JavaFX lets developers play with the open-source scripting, desktop, and mobile APIs offered to create dynamic, seamless visual user interfaces (UIs) that are "Flash–like" and beyond... Learn from bestselling JavaFX author Jim Weaver and expert JavaFX developers Weiqi Gao, Stephen Chin, and Dean Iverson to discover the JavaFX technology and platform that enables developers and designers to create rich Internet applications (RIAs) that can run across diverse devices. Covering the JavaFX Script language, JavaFX Mobile, and development tools, Pro JavaFXTM Platform: Script, Desktop and Mobile RIA with JavaTM Technology is the first book that fully provides JavaFX version 1.2 code examples that cover virtually every language and API feature. This book contains the following: Tutorials that teach JavaFX 1.2 to an application developer or graphics designer who has had no exposure to JavaFX. These tutorials will be exhaustive, covering virtually every facet of JavaFX Script and are fully updated for the JavaFX 1.2 release. Reference materials on JavaFX 1.2 that augment what is available from the JavaFX 1.2 Language Reference and API documentation. How to take JavaFX 1.2 to other platforms besides the desktop, such as mobile. Visit projavafx.com for more resources and information from the authors.

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PRO JAVAFX 8

A DEFINITIVE GUIDE TO BUILDING DESKTOP, MOBILE, AND EMBEDDED JAVA CLIENTS

Apress In Pro JavaFX 8 expert authors show you how to use the JavaFX platform to create rich-client Java applications. You'll discover how you can use this powerful Java-based UI platform, which is capable of handling large-scale data-driven business applications for PC as well as now mobile and embedded devices. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 8 which comes as part of Oracle's new Java (SE) 8 release. This book also contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. After reading and using this book, you'll have the authoritative knowledge that should give you an edge in your next JavaFX-based application projects for your job or your clients.

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I-NET+ GUIDE TO THE INTERNET

Course Technology Ptr Prepares the user for CompTIA's 2002 i-Net+ certification exam and surveys the various different technologies that form and make the Internet work.

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PRO JAVAFX 2

A DEFINITIVE GUIDE TO RICH CLIENTS WITH JAVA TECHNOLOGY

Apress In Pro JavaFX 2: A Definitive Guide to Rich Clients with Java Technology, Jim Weaver, Weiqi Gao, Stephen Chin, Dean Iverson, and Johan Vos show you how you can use the JavaFX platform to create rich-client Java applications. You'll see how JavaFX provides a powerful Java-based UI platform capable of handling large-scale data-driven business applications. Covering the JavaFX API, development tools, and best practices, this book provides code examples that explore the exciting new features provided with JavaFX 2. It contains engaging tutorials that cover virtually every facet of JavaFX development and reference materials on JavaFX that augment the JavaFX API documentation. Written in an engaging and friendly style, Pro JavaFX 2 is an essential guide to JavaFX 2.

JAVAFX 2.0: INTRODUCTION BY EXAMPLE

Apress JavaFX 2.0: Introduction by Example provides a quick start to programming the JavaFX 2.0 platform. JavaFX 2.0 provides a rich set of APIs for use in creating graphically exciting client applications written solely in Java. You get a large set of customizable components that can be skinned using CSS techniques that you already know from doing web development. The platform even includes a web rendering engine enabling you to mix HTML content into your applications. Hardware acceleration means that your applications are fast and snappy, taking full advantage of modern graphics processing support at the hardware level. JavaFX 2.0 opens the door to business applications that look good, are fun to use, that take advantage of the medium to present data of all types—text, audio, video, etc.—in ways that engage the user and lead to increased productivity. Getting started with JavaFX 2.0 is surprisingly easy. You already have the Java skills. Very likely you know enough of CSS to get by. All that's left is to get a leg up on the API, and that's where JavaFX 2.0: Introduction by Example can help. In this short book, author Carl Dea takes you through a series of engaging, fun-to-work examples that bring you up to speed with the major facets of the platform. Begin with the fundamentals of installing the software and creating a simple interface. Move in progressive steps through the process of developing a working dialog box for an application. Then let the fun begin as you explore images and animations, audio and video, and finally learn to embed JavaFX applications in a web page as well as embedding HTML5 content within an application. At the end of this book you'll have a good grasp of what JavaFX is all about, and you'll be ready to begin your journey towards mastery of the platform. Entirely example-based Focused on practical applications Full of working code for you to adapt and extend

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DATA & TELECOMMUNICATIONS DICTIONARY

CRC Press This fully illustrated dictionary -- a technically, comprehensive, standard-setting reference -- compiles more than 14,000 terms and concepts to describe emerging and converging communications fields. The book documents significant information in a substantial, consistent, and relevant manner, containing illustrations, timelines, and charts to enhance its readability and appeal.

TELECOSM

HOW INFINITE BANDWIDTH WILL REVOLUTIONIZE OUR WORLD

Simon and Schuster The computer age is over. After a cataclysmic global run of thirty years, it has given birth to the age of the telecosm -- the world enabled and defined by new communications technology. Chips and software will continue to make great contributions to our lives, but the action is elsewhere. To seek the key to great wealth and to understand the bewildering ways that high tech is restructuring our lives, look not to chip speed but to communication power, or bandwidth. Bandwidth is exploding, and its abundance is the most important social and economic fact of our time. George Gilder is one of the great technological visionaries, and "the man who put the 's' in 'telecosm'" (Telephony magazine). He is equally famous for understanding and predicting the nuts and bolts of complex technologies, and for putting it all together in a soaring view of why things change, and what it means for our daily lives. His track record of futurist predictions is one of the best, often proving to be right even when initially opposed by mighty corporations and governments. He foresaw the power of fiber and wireless optics, the decline of the telephone regime, and the explosion of handheld computers, among many trends. His list of favored companies outpaced even the soaring Nasdaq in 1999 by more than double. His long-awaited Telecosm is a bible of the new age of communications. Equal parts science story, business history, social analysis, and prediction, it is the one book you need to make sense of the titanic changes underway in our lives. Whether you surf the net constantly or not at all, whether you live on your cell phone or hate it for its invasion of private life, you need this book. It has been less than two decades since the introduction of the IBM personal computer, and yet the enormous changes wrought in our lives by the computer will pale beside the changes of the telecosm. Gilder explains why computers will "empty out," with their components migrating to the net; why hundreds of low-flying satellites will enable hand-held computers and communicators to become ubiquitous; why television will die; why newspapers and magazines will revive; why advertising will become less obnoxious; and why companies will never be able to waste your time again. Along the way you will meet the movers and shakers who have made the telecosm possible. From Charles Townes and Gordon Gould, who invented the laser, to the story of JDS Uniphase, "the Intel of the Telecosm," to the birthing of fiberless optics pioneer TeraBeam, here are the inventors and entrepreneurs who will be hailed as the next Edison or Gates. From hardware to software to chips to storage, here are the technologies that will soon be as basic as the air we breathe.

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