

Download Ebook Apex Code Developer Guide Read Pdf Free

[A Frontend Web Developer's Guide to Testing](#) Mar 14 2021 This book is a comprehensive guide to frontend web app testing. You'll develop a solid understanding of the advanced features that lead testing frameworks offer and the pillars of a successful web app testing strategy. With this book, you'll be able to devise a suitable testing strategy using both code coverage and test coverage measurements.

Git Essentials Dec 03 2022 Git Essentials is a book for for all developers, beginner to advanced, and written to get you up to speed with the world's most popular version control system. Git has become synonymous with VCSs and is expected to be in the wheelhouse of every developer as one of the most fundamental tools used to coordinate software development. Stop turning to Google every time you need to commit some code, create a feature branch, or tag a release. With this book, you'll actually learn Git instead of just memorize the commands. We're all guilty of copy-pasting Git commands from the first result that shows up in Google, but the important question we're missing is - is that really the right thing for our situation? Learning and understanding these commands will help you become a more productive member of your team. This book assumes no prior experience with Git, it applies to any operating system, and will work with any source files that can be version controlled. It covers almost everything you need to know, from why version control systems are considered fundamental tools to the basics of Git to advanced operations and best practices. - Contents- Introduction- Prerequisites- Source Code Management- Getting Started- The Basics of Git- Branching- Remote- Branching Models- Advanced Operations- Good/Bad Practices- Conclusion

Mac OS X Developer's Guide Sep 12 2023 Mac OS X, Apple's newest operating system for the Macintosh platform, is profoundly different from its earlier versions because of its similarity to the UNIX operating system. For developers writing software for OS X this means adjusting to two new environments to create applications and to access the enhanced features of the new OS, Cocoa and Carbon. Cocoa is an object-oriented API in which all future OS X programs will be written. Carbon is a transitional technology allowing compatibility of applications written for earlier versions of the Mac OS with Mac OS X. *Mac OS X Developer's Guide* focuses equally on Cocoa and Carbon, guiding the reader through these technologies and showing how to write applications in both. It is the first book for Mac OS X developers written for those who are already working on applications, as well as new developers just getting started. It starts off describing the new OS and its development tools then focuses on specific programming issues, providing tips on making the transition from classic Mac OS code to Mac OS X. * A guide for developers already writing applications as well as new developers just getting started * Focuses equally on both Cocoa and Carbon environments * Provides tips on transitioning

from writing code for classic Mac OS to OS X * References Apple online materials extensively, to keep developers up to speed on changes

CUDA Programming Oct 13 2023 'CUDA Programming' offers a detailed guide to CUDA with a grounding in parallel fundamentals. It starts by introducing CUDA and bringing you up to speed on GPU parallelism and hardware, then delving into CUDA installation.

A Developer's Guide to the Semantic Web Jul 30 2022 The Semantic Web represents a vision for how to make the huge amount of information on the Web automatically processable by machines on a large scale. For this purpose, a whole suite of standards, technologies and related tools have been specified and developed over the last couple of years and they have now become the foundation for numerous new applications. A Developer's Guide to the Semantic Web helps the reader to learn the core standards, key components and underlying concepts. It provides in-depth coverage of both the what-is and how-to aspects of the Semantic Web. From Yu's presentation, the reader will obtain not only a solid understanding about the Semantic Web, but also learn how to combine all the pieces to build new applications on the Semantic Web. The second edition of this book not only adds detailed coverage of the latest W3C standards such as SPARQL 1.1 and RDB2RDF, it also updates the readers by following recent developments. More specifically, it includes five new chapters on schema.org and semantic markup, on Semantic Web technologies used in social networks and on new applications and projects such as data.gov and Wikidata and it also provides a complete coding example of building a search engine that supports Rich Snippets. Software developers in industry and students specializing in Web development or Semantic Web technologies will find in this book the most complete guide to this exciting field available today. Based on the step-by-step presentation of real-world projects, where the technologies and standards are applied, they will acquire the knowledge needed to design and implement state-of-the-art applications.

MySQL and Java Developer's Guide Feb 05 2023 Shows Java developers everything they need to know to build Java database applications with MySQL. Takes a hands-on, code-intensive approach in which readers will learn how to build a sophisticated Web database management application. Begins with a review of the fundamentals of MySQL. Explains using Java's JDBC with MySQL, as well as servlet and JSP programming with MySQL. Provides a code-rich tutorial on how to build the sample Java database application using EJBs. The companion Web site provides the full code examples plus links to useful sites.

Borland Delphi 6 Developer's Guide Jan 24 2022 Borland(r) Delphi 6 Developer's Guide is a new edition of the #1 best-selling Delphi book by authors Steve Teixeira and Xavier Pacheco. Steve and Xavier are of the winners of the Delphi Informant Reader's Choice Award for both Delphi 4 Developer's Guide and Delphi 5 Developer's Guide. Borland(r) Delphi 6 Developer's Guide is completely updated for Delphi 6 and includes in-depth coverage on Borland's new CLX architecture, DBExpress Applications, SOAP, CORBA, WebSnap and BizSnap features. It continues as a complete reference and authoritative guide to the newest version of Delphi.

Developer Testing Mar 06 2023 How do successful agile teams deliver bug-free,

maintainable software—iteration after iteration? The answer is: By seamlessly combining development and testing. On such teams, the developers write testable code that enables them to verify it using various types of automated tests. This approach keeps regressions at bay and prevents “testing crunches”—which otherwise may occur near the end of an iteration—from ever happening. Writing testable code, however, is often difficult, because it requires knowledge and skills that cut across multiple disciplines. In *Developer Testing*, leading test expert and mentor Alexander Tarlinder presents concise, focused guidance for making new and legacy code far more testable. Tarlinder helps you answer questions like: When have I tested this enough? How many tests do I need to write? What should my tests verify? You’ll learn how to design for testability and utilize techniques like refactoring, dependency breaking, unit testing, data-driven testing, and test-driven development to achieve the highest possible confidence in your software. Through practical examples in Java, C#, Groovy, and Ruby, you’ll discover what works—and what doesn’t. You can quickly begin using Tarlinder’s technology-agnostic insights with most languages and toolsets while not getting buried in specialist details. The author helps you adapt your current programming style for testability, make a testing mindset “second nature,” improve your code, and enrich your day-to-day experience as a software professional. With this guide, you will

- Understand the discipline and vocabulary of testing from the developer’s standpoint
- Base developer tests on well-established testing techniques and best practices
- Recognize code constructs that impact testability
- Effectively name, organize, and execute unit tests
- Master the essentials of classic and “mockist-style” TDD
- Leverage test doubles with or without mocking frameworks
- Capture the benefits of programming by contract, even without runtime support for contracts
- Take control of dependencies between classes, components, layers, and tiers
- Handle combinatorial explosions of test cases, or scenarios requiring many similar tests
- Manage code duplication when it can’t be eliminated
- Actively maintain and improve your test suites
- Perform more advanced tests at the integration, system, and end-to-end levels
- Develop an understanding for how the organizational context influences quality assurance
- Establish well-balanced and effective testing strategies suitable for agile teams

Docs Like Code May 20 2024 Looking for a way to invigorate your technical writing team and grow that expertise to include developers, designers, and writers of all backgrounds? When you treat docs like code, you multiply everyone’s efforts and streamline processes through collaboration, automation, and innovation. Second edition now available with updates and more information about version control for documents and continuous publishing.

Docs for Developers Dec 15 2023 Learn to integrate programming with good documentation. This book teaches you the craft of documentation for each step in the software development lifecycle, from understanding your users’ needs to publishing, measuring, and maintaining useful developer documentation. Well-documented projects save time for both developers on the project and users of the software. Projects without adequate documentation suffer from poor developer productivity, project scalability, user adoption, and accessibility. In short: bad documentation kills projects. *Docs for Developers* demystifies the process of creating great developer documentation, following a team of software developers as they work to launch a new product. At each step along

the way, you learn through examples, templates, and principles how to create, measure, and maintain documentation—tools you can adapt to the needs of your own organization. What You'll Learn Create friction logs and perform user research to understand your users' frustrations Research, draft, and write different kinds of documentation, including READMEs, API documentation, tutorials, conceptual content, and release notes Publish and maintain documentation alongside regular code releases Measure the success of the content you create through analytics and user feedback Organize larger sets of documentation to help users find the right information at the right time Who This Book Is For Ideal for software developers who need to create documentation alongside code, or for technical writers, developer advocates, product managers, and other technical roles that create and contribute to documentation for their products and services.

An iOS Developer's Guide to SwiftUI Apr 14 2021 Get started with SwiftUI and accelerate your iOS app development with this guide to leveraging the declarative approach, with key images printed in color Key Features Learn how to structure and maintain clean app architecture Integrate SwiftUI with relevant frameworks to create professional and responsive apps Understand the declarative functional approach and focus on asynchronous programming within the context of SwiftUI Purchase of the print or Kindle book includes a free PDF eBook Book Description– SwiftUI transforms Apple Platform app development with intuitive Swift code for seamless UI design. – Explore SwiftUI's declarative programming: define what the app should look like and do, while the OS handles the heavy lifting. – Hands-on approach covers SwiftUI fundamentals and often-omitted parts in introductory guides. – Progress from creating views and modifiers to intricate, responsive UIs and advanced techniques for complex apps. – Focus on new features in asynchronous programming and architecture patterns for efficient, modern app design. – Learn UIKit and SwiftUI integration, plus how to run tests for SwiftUI applications. – Gain confidence to harness SwiftUI's full potential for building professional-grade apps across Apple devices. What you will learn Get to grips with UI coding across Apple platforms using SwiftUI Build modern apps, delving into complex architecture and asynchronous programming Explore animations, graphics, and user gestures to build responsive UIs Respond to asynchronous events and store and share data the modern way Add advanced features by integrating SwiftUI and UIKit to enhance your apps Gain proficiency in testing and debugging SwiftUI applications Who this book is for – This book is for iOS developers interested in mastering SwiftUI, software developers with extensive iOS development experience using UIKit transitioning to SwiftUI, as well as mobile consultants and engineers who want to gain an in-depth understanding of the framework. – Newcomers equipped with knowledge of Swift, UIKit, XCode, and asynchronous programming will find this book invaluable for launching a career in mobile software development with iOS.

Visual Studio 2019 Tricks and Techniques May 08 2023 Harness the full power of the Visual Studio IDE to take your coding skills to the next level by learning about IDE productivity practices and exclusive techniques Key Features Increase your productivity by leveraging Visual Studio 2019's improvements and features Explore powerful editing, code intelligence, and source code control features to increase productivity Delve into VS's powerful, untapped features such as custom project templates and extensions Book

Description Visual Studio 2019 (VS 2019) and Visual Studio Code (VS Code) are powerful professional development tools that help you to develop applications for any platform with ease. Whether you want to create web, mobile, or desktop applications, Microsoft Visual Studio is your one-stop solution. This book demonstrates some of the most sophisticated capabilities of the tooling and shows you how to use the integrated development environment (IDE) more efficiently to be more productive. You'll begin by gradually building on concepts, starting with the basics. The introductory chapters cover shortcuts, snippets, and numerous optimization tricks, along with debugging techniques, source control integration, and other important IDE features that will help you make your time more productive. With that groundwork in place, more advanced concepts such as the inner workings of project and item templates are covered. You will also learn how to write quality, secure code more efficiently as well as discover how certain Visual Studio features work 'under the hood'. By the end of this Visual Studio book, you'll have learned how to write more secure code faster than ever using your knowledge of the extensions and processes that make developing successful solutions more enjoyable and repeatable. What you will learn Understand the similarities and differences between VS 2019 and VS Code Get to grips with numerous keyboard shortcuts to improve efficiency Discover IDE tips and tricks that make it easier to write code Experiment with code snippets that make it easier to write repeating code patterns Find out how to customize project and item templates with the help of hands-on exercises Use Visual Studio extensions for ease and improved productivity Delve into Visual Studio's behind the scene operations Who this book is for This book is for C# and .NET developers who want to become more efficient and take advantage of features they may not be aware of in the IDE. Those looking to increase their productivity and write quality code more quickly by fully utilizing the power of the Visual Studio IDE will also find this book useful.

Metal Programming Guide Jul 18 2021 Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal® Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement computationally expensive techniques

Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework

CGI Developer's Guide Jul 10 2023 Now developers can learn how to write robust, secure, and efficient Common Gateway Interface programs for the Web. Ideal for DOS, UNIX, or Windows users since CGI is platform independent, the book contains an abundance of solutions to "real-world" problems, along with a helpful focus on CGI scripting. The CD-ROM includes source code and examples from the book.

CPI-C Programming in C Nov 02 2022 Disk includes all the show codes shown in the text.

Advanced Palm Programming Jun 09 2023 Graduate to the next level of Palm programming Advanced Palm(TM) Programming Professional Developer's Guide If you've been looking for an expert guide to Palm programming that goes beyond the basics, here it is. This book shows you how to create real-world applications that will put you at the forefront of development for the most rapidly growing OS in handheld computing. Pioneering Palm software developers Mann and Rischpater walk you through the source code for their programming examples, teaching you both about algorithms that solve problems specific to the Palm OS and more general purpose application-level programs. In stand-alone chapters designed for easy reference, they provide: * A practical modest-precision trigonometric library * Routines for floating-point data entry, formatting, and conversion * An application to create Palm database (PDB) files on the desktop * Map display applications with rich graphics support * Simple yet powerful global searching techniques for Palm devices * Guidance for building a transport-independent communications API * Solutions for quickly accessing records in large databases * Debugging techniques for the Palm OS The CD-ROM contains complete source code for all the programming samples in the book. Professional Developer's Guides The Professional Developer's Guide series provides the first in-depth look at recent or emerging programming technologies. Experienced programmers and developers will find comprehensive coverage of new programming standards as well as code, sample programs, developer's tools, and applications that will make learning a new programming language much easier.

From Java to C# Mar 18 2024 Offers a guide to the C# computer programming language for current Java users.

ActionScript Developer's Guide to Robotlegs Apr 19 2024 Robotlegs is a standout among the ActionScript 3 development frameworks available today. With it, Flash, Flex, and AIR developers can create well-architected, testable, and flexible Rich Internet Applications—fast. This concise guide shows you how the light footprint and focused scope of this open source framework not only solves your immediate coding problems, it helps you gain insight into AS3 architecture on a much deeper level. The authors provide a walkthrough of specific features in two applications they've written in Robotlegs, complete with code for each application as a whole. You'll learn how to achieve a balance of flexibility and consistency in your own projects. Solve 80% of your coding problems with 20% of the API Gain code-base flexibility with automated Dependency Injection Learn the anatomy of a Robotlegs application Understand the relationships between

models, services, control code, and views in the framework's MVCS architecture See how the Robotlegs' approach facilitates Test Driven Development (TDD) Pick up practical methods for architecting Robotlegs solutions Get expert insights to power-up your existing Robotlegs code

Vulkan Programming Guide Apr 26 2022 The Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics The next generation of the OpenGL specification, Vulkan, has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API lead Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The author introduces Vulkan, its goals, and the key concepts framing its API, and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power. You'll find authoritative coverage of topics ranging from drawing to memory, and threading to compute shaders. The author especially shows how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility. Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for. Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new memory system Thorough discussion of queues, commands, moving data, and presentation Full explanations of the SPIR-V binary shading language and compute/graphics pipelines Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary Example code can be found here: Example code can be found here:

<https://github.com/vulkanprogrammingguide/examples>

Code with Gemini AI Oct 01 2022 Unleash the power of AI in your development workflow with Gemini AI! This cutting-edge multimodal AI model offers a comprehensive suite of capabilities that can revolutionize the way you code. Whether you're a seasoned developer or just starting out, Gemini AI can empower you to: Boost Productivity: Automate repetitive tasks like code commenting and documentation generation, freeing up valuable time for tackling complex problems. Enhance Creativity: Explore innovative ideas and approaches with Gemini's text generation capabilities. Craft compelling product descriptions, marketing copy, or even generate code snippets based on your prompts. Improve Code Quality: Leverage Gemini's code understanding to write cleaner, more efficient code and identify potential errors early in the development

process. Simplify Complex Tasks: Utilize natural language processing to summarize lengthy documents, translate languages, or answer your coding questions in an informative way. (if applicable) Explore the power of computer vision to recognize objects, classify images, and extract valuable insights from visual data. This comprehensive guide delves into everything you need to know to get started with Gemini AI. You'll explore its core functionalities, including natural language processing and (if applicable) computer vision. We'll walk you through the process of setting up your development environment, obtaining the necessary credentials, and seamlessly integrating Gemini AI into your code. But that's not all! We'll also delve into advanced features like Gemini Pro and Pro Vision (if applicable), unlocking even greater potential for specialized tasks. Discover real-world application examples showcasing how Gemini AI is transforming industries and shaping the future of software development. Here's what you'll learn in this guide: An introduction to Gemini AI and its key functionalities How to set up your development environment and obtain API credentials A breakdown of core functionalities like NLP (Natural Language Processing) and (if applicable) computer vision Utilizing advanced features with Gemini Pro and Pro Vision (if applicable) Best practices for integrating Gemini AI effectively into your code Troubleshooting techniques for handling errors Inspiring real-world application examples showcasing the power of Gemini AI A glimpse into the future of Gemini AI and its potential impact on software development Don't wait any longer! Start your journey with Gemini AI today and unlock a world of possibilities in software development. This guide is your one-stop resource for mastering its capabilities and propelling your projects to the next level.

The Developer's Guide to Debugging Jun 21 2024 "The Developer's Guide to Debugging" is a book for both professional software developers seeking to broaden their skills and students that want to learn the tricks of the trade from the ground up. With small inlined examples and exercises at the end of each chapter it is well suited to accompany a CS course or lecture. At the same time it can be used as a reference used to address problems as the need arises. This book goes beyond the level of simple source code debugging scenarios. In addition, it covers the most frequent real-world problems from the areas of program linking, memory access, parallel processing and performance analysis.

Visual Basic .NET Developer's Guide to ASP.NET, XML, and ADO.NET Mar 26 2022 Topics covered in this book include coverage of the .NET Foundation Classes that are most used by developers—ASP.NET, XML, and ADO.NET, plus details about the construction of Web Services and how they programmatically communicate with each other.

Team Geek Jan 16 2024 In a perfect world, software engineers who produce the best code are the most successful. But in our perfectly messy world, success also depends on how you work with people to get your job done. In this highly entertaining book, Brian Fitzpatrick and Ben Collins-Sussman cover basic patterns and anti-patterns for working with other people, teams, and users while trying to develop software. This is valuable information from two respected software engineers whose popular series of talks—including "Working with Poisonous People"—has attracted hundreds of thousands of followers. Writing software is a team sport, and human factors have as much influence

on the outcome as technical factors. Even if you've spent decades learning the technical side of programming, this book teaches you about the often-overlooked human component. By learning to collaborate and investing in the "soft skills" of software engineering, you can have a much greater impact for the same amount of effort. Team Geek was named as a Finalist in the 2013 Jolt Awards from Dr. Dobb's Journal. The publication's panel of judges chose five notable books, published during a 12-month period ending June 30, that every serious programmer should read.

The .NET Developer's Guide to Directory Services Programming Aug 19 2021 "If you have any interest in writing .NET programs using Active Directory or ADAM, this is the book you want to read." —Joe Richards, Microsoft MVP, directory services Identity and Access Management are rapidly gaining importance as key areas of practice in the IT industry, and directory services provide the fundamental building blocks that enable them. For enterprise developers struggling to build directory-enabled .NET applications, The .NET Developer's Guide to Directory Services Programming will come as a welcome aid. Microsoft MVPs Joe Kaplan and Ryan Dunn have written a practical introduction to programming directory services, using both versions 1.1 and 2.0 of the .NET Framework. The extensive examples in the book are in C#; a companion Web site includes both C# and Visual Basic source code and examples. Readers will Learn to create, rename, update, and delete objects in Active Directory and ADAM Learn to bind to and search directories effectively and efficiently Learn to read and write attributes of all types in the directory Learn to use directory services within ASP.NET applications Get concrete examples of common programming tasks such as managing Active Directory and ADAM users and groups, and performing authentication Experienced .NET developers—those building enterprise applications or simply interested in learning about directory services—will find that The .NET Developer's Guide to Directory Services Programming unravels the complexities and helps them to avoid the common pitfalls that developers face.

Android 6 Programming Feb 10 2021 This is a guide to Android application developers on how to use Android Studio 6 to develop their apps. The first part is a guide on how to use the Code Editor in Android 6. The Code Editor provides programmers with an environment in which they can write their code, and perform some editing to it. The various features and functionalities provided by the Code Editor are discussed. Auto completion, which helps you to avoid too much typing, is also discussed, and you will learn how to enjoy using this feature. You will also learn how to split the Code Editor window so as to get various panels. Code folding is explored in detail. The various parts which form the code editor in Android Studio 6 are examined, along with the Designer Tool in Android Studio, which helps the user to create the user interface part for their Android apps.. You will learn how to use in its various modes, that is, the Text and the Design modes. The use of Java Code in Android Studio 6 to create the user interface is explained in detail. The following areas are discussed: - The Code Editor in Android 6 - The Designer Tool in Android Studio - Designing the User Interface with Android Designer - Use of Java Code in Android 6 to Create the User Interface

Effective Software Testing Aug 31 2022 Effective Software Testing is a hands-on guide to creating bug-free software. Written for developers, it guides you through all the

different types of testing, from single units up to entire components. You'll also learn how to engineer code that facilitates testing and how to write easy-to-maintain test code. Offering a thorough, systematic approach, this book includes annotated source code samples, realistic scenarios, and reasoned explanations.

Crafting Code with LangChain Jun 28 2022 Welcome to the inaugural chapter of "Crafting code with LangChain: a developer's guide to LLM mastery." In this section, we embark on a journey into the realm of LangChain and the fascinating world of Large Language Models (LLMs). Here, we set the stage for an exploration that will unfold the intricacies of developing intelligent applications, unraveling the potential of LLMs, and empowering you as a developer to master this cutting-edge technology. Let's dive into the foundations of LangChain and discover the role you play in the mastery of LLMs. - page 6.

Serial Communications Developer's Guide Dec 23 2021 Thoroughly revised and updated with new material on the 32-bit windows platform, this comprehensive guide delivers everything you need to write robust applications for embedded, data logging, point-of-sale, and other communications systems. You'll get a complete introduction to serial communications basics, tips on getting the most out of Windows APIs, methods for maximizing data exchange rates over high-speed modems, and the latest techniques for object-oriented programming. Featuring a CD-ROM packed with ready-to-run code modules, this is the one guide you need for successful serial communications development.

The Software Developer's Guide to Linux Jan 04 2023 A must-read for software developers lacking command-line skills, focusing on Linux. It provides transferable command-line proficiency for use in Mac OS, Unix, and Windows with WSL Key Features A practical, no-nonsense guide specifically written for developers (not sysadmins) who need to quickly learn command-line skills Expand your practical skills and look like a wizard on the command line Build practical skills to work effectively with the most common CLI tools on Unix-like systems Book Description Developers are always looking to raise their game to the next level, yet most are completely lost when it comes to the Linux command line. This book is the bridge that will take you to the next level in your software development career. Most of the skills in the book can be immediately put to work to make you a more efficient developer. It's written specifically for software engineers, not Linux system administrators, so each chapter will equip you with just enough theory to understand what you're doing before diving into practical commands that you can use in your day-to-day work as a software developer. As you work through the book, you'll quickly absorb the basics of how Linux works while you get comfortable moving around the command line. Once you've got the core skills, you'll see how to apply them in different contexts that you'll come across as a software developer: building and working with Docker images, automating boring build tasks with shell scripts, and troubleshooting issues in production environments. By the end of the book, you'll be able to use Linux and the command line comfortably and apply your newfound skills in your day-to-day work to save time, troubleshoot issues, and be the command-line wizard that your team turns to. What you will learn Learn useful command-line tricks and tools that make software development, testing, and

troubleshooting easy Understand how Linux and command line environments actually work Create powerful, customized tools and save thousands of lines of code with developer-centric Linux utilities Gain hands-on experience with Docker, SSH, and Shell scripting tasks that make you a more effective developer Get comfortable searching logs and troubleshooting problems on Linux servers Handle common command-line situations that stump other developers Who this book is for This book is for software developers who want to build practical Command-Line (CLI) and Linux skills and who want to quickly fill the gap to advance their skills and their career. Basic knowledge of editing text, working with files and folders, having some idea of what “operating systems” are, installing software, and using a development environment is assumed.

Tcl/Tk Sep 19 2021 In just a few chapters you will learn about Tcl features that allow you to isolate and protect your code from being damaged in large applications. You will even learn how to extend the language itself. *Tcl/Tk: A Developer's Guide* clearly discusses development tools, proven techniques, and existing extensions. It shows how to use Tcl/Tk effectively and provides many code examples. This fully revised new edition is the complete resource for computer professionals, from systems administrators to programmers. It covers versions 7.4 to 8.4 and includes a CD-ROM containing the interpreters, libraries, and tutorials to get you started quickly. Additional materials in the book include case studies and discussions of techniques for the advanced user. On the CD-ROM *Distributions for Tcl 8.3 and 8.4 for Linux, Solaris, Macintosh, and Windows. *A copy of ActiveTcl from ActiveState. *The latest release of TclTutor. *How-to's and tutorials as well as copies of all the tools discussed in the book.

Palm Programming Nov 21 2021 Endorsed by Palm as their official developer's guide, this tutorial-style book shows intermediate to experienced C programmers how to build a Palm application from the ground up. Includes a CD-ROM with source code and third-party developer tools.

Codename One Developer Guide Feb 17 2024 Learn how to build native mobile applications for iOS, Android, Windows and more using the worlds leading cross platform Java framework. In this official guide from the creators of Codename One.Codename One is a revolutionary mobile development solution started by ex-Sun Microsystems developers based on work that started within Sun. Codename One delivers the Write Once Run Anywhere (WORA) promise of Java for mobile devices by intelligently cross compiling to native code.Codename One is used across the globe by millions of users. It is used at banks, government, tech and telecom giants all the way down to independent developers. Its core appeal is its unrestricted access to the native platform allowing developers to write native code directly from Java and access everything that the native mobile platform can provide.

HTML5 Multimedia Developer's Guide May 28 2022 Develop cross-platform multimedia applications with HTML5 Now you can create rich, interactive content in the browser and deploy it across all platforms. *HTML5 Multimedia Developer's Guide* shows you how. You'll learn to use the revolutionary new features of HTML5, including the native audio, video, and drawing elements that eliminate the need for third-party plug-ins. New tags, the simplified doctype, local data storage, drag-and-drop, and geolocation are also covered. Detailed code examples illustrate the techniques discussed. By the end of

the book, you'll be able to develop amazing multimedia applications and websites with HTML5. Use canvas for drawing, animation, effects, and events Create and view videos with the native video element Add and play audio files with the native audio element Take advantage of local data storage functions Apply drag-and-drop functionality Build location-aware web pages with the geolocation property Develop well-structured pages using the new semantic layout tags Add functionality to web forms with the new form objects Learn about new CSS3 properties and enhancements Use the editable content and offline files features Work with JavaScript and other technologies

Iron Speed Designer Application Developer's Guide Feb 22 2022 Iron Speed Designer is a software development tool to rapidly build database, forms, and reporting applications for .NET. Quickly create online forms, advanced data grids, sophisticated page controls and all the SQL - without hand-coding. Iron Speed Designer creates about 80% of an application's infrastructure programming, allowing you to focus on the remaining 20% of the application logic that is unique. Application Developer's Guide is a comprehensive companion to Iron Speed Designer. This guide is designed to assist developers in getting the most out of Iron Speed Designer. Topics include: Getting Started, Customizing Your Application, Customizing Page Layout, Extending Generated Application Code, Deploying Applications, Extending the Code Generator and Coding Examples and Layout Page Tutorial. A reference section includes a complete description of Elements, Tables and Properties Files.

ASP.Net Web Developer's Guide Nov 14 2023 ASP.Net Web Developer's Guide provides information to make use of Microsoft's newest Web development platform. ASP.NET is a revolutionary programming framework that enables the rapid development of powerful web applications and services. Part of the emerging Microsoft .NET Platform, it provides the easiest and most scalable way to build, deploy and run distributed web applications that can target any browser or device. ASP.NET (formerly referred to as ASP+) is more than the next version of Active Server Pages (ASP); it is a unified Web development platform that provides the services necessary for developers to build enterprise-class Web applications. ASP .net Web Developer's Guide assists Web developers to quickly and easily build solutions for the Microsoft .NET platform. Programmers who are expert in asp and other languages will find this book invaluable. This book will appeal to all web developers - regardless of what language they are using or what platform they will be using. Comprehensive Coverage of the Entire .net Framework for B2B commerce.

C#.Net Developer's Guide Oct 21 2021 Microsoft's C# ("C sharp") is a modern, object-oriented programming language built from the ground up to exploit the power of XML-based Web services on Microsoft's new .NET platform. With its Visual C++ development system heritage, C# will enable millions of C and C++ developers to use existing skills to rapidly build sophisticated XML-based .NET applications. Why Will Web Developers Switch to C#? ...Because it's the ideal solution for C and C++ programmers who need to combine rapid development with the power to access all the functionality of the Microsoft.NET platform. They want an environment that is completely in sync with emerging Web standards and one that provides easy integration with existing applications. C#.net Web Developer's Guide will enhance developer productivity and

help them eliminate programming errors that can lead to increased development costs. This book teaches Web developers to quickly and easily build solutions for the Microsoft .NET platform. Web developers will learn to use C# components to build Web services and applications that are available across the Internet, from any application running on any platform. * Timely coverage of newly released product - programmers and developers are anxious to learn about the new technology * Comes with Syngress' revolutionary wallet-sized CD containing a printable HTML version of the book and all of the source code examples and demos of popular C# upgrade and programming tools

The Complete Software Developer's Career Guide Apr 07 2023 "Early in his software developer career, John Sonmez discovered that technical knowledge alone isn't enough to break through to the next income level - developers need "soft skills" like the ability to learn new technologies just in time, communicate clearly with management and consulting clients, negotiate a fair hourly rate, and unite teammates and coworkers in working toward a common goal. Today John helps more than 1.4 million programmers every year to increase their income by developing this unique blend of skills. Who Should Read This Book? Entry-Level Developers - This book will show you how to ensure you have the technical skills your future boss is looking for, create a resume that leaps off a hiring manager's desk, and escape the "no work experience" trap. Mid-Career Developers - You'll see how to find and fill in gaps in your technical knowledge, position yourself as the one team member your boss can't live without, and turn those dreaded annual reviews into chance to make an iron-clad case for your salary bump. Senior Developers - This book will show you how to become a specialist who can command above-market wages, how building a name for yourself can make opportunities come to you, and how to decide whether consulting or entrepreneurship are paths you should pursue. Brand New Developers - In this book you'll discover what it's like to be a professional software developer, how to go from "I know some code" to possessing the skills to work on a development team, how to speed along your learning by avoiding common beginner traps, and how to decide whether you should invest in a programming degree or "bootcamp."--

Skill Up: A Software Developer's Guide to Life and Career Jun 16 2021 This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail

This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks.

Novell's NDS Developer's Guide May 16 2021 Novell's NDS™ Developer's Guide "Novell's hard-earned experience deploying NDS in thousands of customer sites, supporting millions of daily users, has taught us a lot about how to build applications and services that really get the most out of a directory service. We're glad to share that experience with developers like you through this book. "Building directory-enabled applications and services with NDS means delivering more value, more customer benefit. That's the promise of directories — giving developers more time and technologies with which to innovate, and giving customers more return for their investment. Together, it's an unbeatable combination." — Dr. Eric Schmidt, Chairman and CEO, Novell, Inc. Leverage the Power of Novell Directory Services Develop NDS-aware ActiveX controls and JavaBeans Use Delphi to create a password administration application Build reports using the NDS ODBC Driver and Crystal Reports Learn the fundamentals of JavaScript and CGI scripting for Web programming Manipulate NDS using cross-platform APIs and the LDAP APIs Master NetBasic NDS library calls and other related libraries Access NDS using JNDI and ADSI Find out how to extend NetWare® Administrator and ConsoleOne™ Exclusive Novell Software Inside Sample code and Novell Developer Kits on CD-ROM! Watch for future updates www.idgbooks.com/novell

JAVA Developer's Guide Aug 11 2023 This advanced-level guide offers a detailed look at developing real-world applications using Java, the hot new technology that allows programmers to embed applications within Web pages. Assuming knowledge of HTML and some Java, the book sharply enhances the programmer's ability to manipulate the Web. The CD-ROM contains Sun's JDK v. 1.1, Cafe Lite from Symantec, and a variety of third-party applets and source code.

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