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PhoneGap Build**

If you've ever wanted to learn how to build and maintain your own blog, *Blogging with WordPress 3 for Beginners* is for you! This book will lead you through all the building blocks necessary for a fully functional blog in WordPress platform. The book covers: Different ways of installing WordPress Creating and managing blog contents through Posts and Pages Managing Media, Links and Comments Managing Themes, Custom Menus and Widgets. Managing user accounts, roles and setting profiles Extending features of blog through plugins. Using Tools and Settings Using Press This tool to grab web pages found on the net Importing contents from different blogging platforms Exporting the WordPress blog contents Submitting posts via email and through desktop client Generating search engine friendly URLs Translating blog contents into different languages Integrating blog with Facebook and Twitter Taking Online Backup Generating XML Sitemaps and displaying

advertisement for revenue About the Author
B.M.Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India that provides computer education in all programming and web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and also has a 'C' Level (master's diploma in computer technology) from DOEACC, Government Of India. Being involved in teaching field for over 16 years, he has developed the art of explaining even the most complicated topics in a straight forward and easily understandable fashion. He has written several books on various subjects that includes JSP, JSF, EJB, PHP, .Net, Joomla, jQuery, WordPress and Smartphones. To know more, visit his blog, <http://bmharwani.com/blog> Foundations of Joomla is a step by step practical guide that explains building web sites and blogs using Joomla - a very popular and powerful content management system (CMS). The book takes you through the steps of installing Joomla, configuring your database, creating a blog and a website, followed by instructions on creating new posts and adding content to your site. Even if you are an absolute beginner and don't have any programming experience, you can build responsive, powerful, and fully featured websites quickly. Following clear and easy to understand instructions, you'll master Joomla 3 by building a

sample site throughout the book. The book addresses newbie developers who don't have any knowledge about cloud computing or Windows Azure. The reader with small C# programming skills can easily understand how cloud applications are developed, maintained, tested and deployed. It not only explains core storage services provided by Windows Azure but also how to use Windows Azure SQL Database for creating databases, tables and running queries for inserting and fetching information stored in tables. For practical implementation the book also explains how to manage session state - an important concept that plays a major role in web applications

Key Topic Coverage

- 1. Understanding Cloud Computing and its components**
- 2. Manage core storage services - Table and BLOB.**
- 3. Using Windows Azure SQL database**
- 4. Deploying and managing applications**

Benefits this book will provide to its audience:

- 1. Reader will be able to understand the components of Cloud Architecture and their influence in today's technology**
- 2. Reader will be able to develop cloud applications that access Windows storage services**
- 3. Create, Access and Manage Database tables in Windows Azure SQL Database**

About the Author

B. M. Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India, which provides computer education in all programming and Web developing platforms. He

graduated with a BE in computer engineering from the University of Pune, and has a C Level (Master's Diploma in Computer Technology) from DOEACC, Government of India. Being involved in the teaching field for more than 19 years, he has developed the art of explaining even the most complicated topics in a straightforward and easily understandable fashion. His latest published books include Foundation Joomla, jQuery Recipes, Core Data iOS Essentials, Introduction to Python Programming and Developing GUI Applications with PyQt, Android Programming Unleashed and The Android Tablet Developer's Cookbook (Developer's Library). To know more, visit Harwani's blog at <http://bmharwani.com/blog>. jQuery is one of today's most popular JavaScript web application development frameworks and libraries. jQuery Recipes can get you started with jQuery quickly and easily, and it will serve as a valuable long-term reference. The book begins with small initial problems that developers typically face while working with jQuery, and gradually goes deeper to explore more complex problems. The solutions include illustrations and clear, concise explanations of the code. Using this book and jQuery, your web sites will be more dynamic and lively. If you've ever wanted to learn how to build and maintain your own blog, Blogging with WordPress 3 for Beginners is for you! This book will lead you through all the

building blocks necessary for a fully functional blog in WordPress platform. The book covers :

- Different ways of installing WordPress**
- Creating and managing blog contents through Posts and Pages**
- Managing Media, Links and Comments**
- Managing Themes, Custom Menus and Widgets.**
- Managing user accounts, roles and setting profiles**
- Extending features of blog through plugins.**
- Using Tools and Settings**
- Using Press This tool to grab web pages found on the net**
- Importing contents from different blogging platforms**
- Exporting the WordPress blog contents**
- Submitting posts via email and through desktop client**
- Generating search engine friendly URLs**
- Translating blog contents into different languages**
- Integrating blog with Facebook and Twitter**
- Taking Online Backup**
- Generating XML Sitemaps and displaying advertisement for revenue**

"This book--a renamed new edition of Android Wireless Application Development, Volume II--is the definitive guide to advanced commercial-grade Android development, updated for the latest Android SDK. The book serves as a reference for the Android API."--

PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native app—allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to

write a single line of code. Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples. The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems PhoneGap Build to develop mobile apps in the cloud PhoneGap with Sencha Touch and jQuery Mobile Back end databases to store and retrieve information The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms. Supplying authoritative guidance and proven best practices for designing

cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings. The book is an important module in all technical courses and its deep understanding is required in developing system applications that includes compiler construction, memory management, application of operating systems, and developing device driver routines. In this book, every effort is done to explain each concept with the help of running program along with figures at each step. This book is very useful for students, professionals, trainers, and system software developers who want to understand and solve the web of linked lists; doubly linked list; binary trees; threaded binary trees; height balanced trees; breadth and depth first graph traversals; shortest path algorithms; infix, post fix, and prefix conversions.

Chapter 1: Programming Concepts and Introduction to C· **Chapter 2: Managing Input and Output Operations**· **Chapter 3: Working with Operators and Expressions in C**· **Chapter 4: Control Structures**· **Chapter 5: Arrays**· **Chapter 6: Pointers**· **Chapter 7: Working with Functions**· **Chapter 8: Structures and Unions**· **Chapter 9: File Handling in C**

The Android Tablet Developer's Cookbook helps experienced Android developers leverage new Android 4.2.2 features to build compelling applications that take full

advantage of tablets' bigger screens, dual-core processors, and larger, faster memory. Tightly focused on Android 4.2.2's tablet-related capabilities, it presents an unparalleled library of easy-to-reuse code for solving real-world problems. Everything's organized in modular, standalone sections to help you quickly find what you're looking for, even when you need to use multiple classes together. Throughout, B.M. Harwani clearly explains how Android tablet apps are unique, how to leverage Android skills and libraries you've already mastered, and how to efficiently integrate tablet APIs and features. From media to NFC, porting phone apps to integrating analytics, this book will help you do it fast and do it right. Coverage includes Providing user control via the system clipboard, notifications, and pending intents Supporting drag and drop for both text and images Displaying navigation and core app functionality via the ActionBar Using widgets to present calendars, number pickers, image stacks, and options lists Delivering powerful graphics via animation and hardware accelerated 2D Recording audio, video, and images Responding to sensors Pairing tablets to other Bluetooth-enabled Android devices or PCs Using Wi-Fi Direct to share media Creating custom home screen widgets Making the most of threads and the AsyncTask class Exchanging data via JSON Displaying and browsing

Web content via the WebView widget Creating fragments dynamically at runtime and implementing communication between fragments Porting apps from smartphones to tablets and building new apps for both Supporting older versions of the Android SDK Sharing data and messages via NFC with Android Beam Integrating app analytics and tracking Turn to The Android Tablet Developer's Cookbook for proven, expert answers--and the code you need to implement them. It's all you need to jump-start any project and quickly create compelling Android tablet apps that sell! C++ is a powerful language that is known for its OOPs (Object Oriented Programming) concepts that has revolutionized the software industry. Because of its numerous advantages, C++ is a lanch pad for professionals who want to learn higher programming languages like Java, PHP, C# or any 4GL, as all of them require a good understanding of OOPs before going ahead with them. This book will be very useful for students, professionals, trainers and software developers who want to understand and feel the depth of the powerful features that this "classic" programming language supports. With a focus on hands-on projects, this title presents a comprehensive guide to all the features of C# 5.0. It covers all the fundamentals, beginning with easy examples and gradually delving deeper into complex topics,

providing the essential information you'll need to learn Visual C#. This book covers all the above topics in great detail with complete examples and their sample output at each step. Beside this, the distinguishing features of Java SE 6 are also explained Do you want the ability to manage documents, photos, and other content over the Web but don't want to shell out thousands of dollars in proprietary solutions? Want to create an online community for your hobby or user group? You're not alone. For thousands of like-minded around the globe, the answer is Joomla!, an open-source content management system (CMS) used to manage all sorts of data over the Web. While Joomla! is relatively easy to install, a fair amount of knowledge is required in order to configure the application to your specific needs. Foundation Joomla! is an entry developer and user's guide that gets you started with this popular CMS in little or no time. Based on a standard web-application framework, JavaServer Faces (JSF), this book provides a step-by-step practical approach to understand the basic controls of JSF and its real life applications. It includes examples to apply different techniques provided by JSF, such as tags, converters and validators in real life situations. Special Features of The Book Any body can easily understand the working of JSP and Java Beans. Reader can easily understand how JSP fetches and

updates a database. The reader must know core Java and HTML programming before reading this book All commands included in the project with syntax are explained. The working of programs is explained in easy English Theory is included wherever necessary for better understanding of a particular concept This book can be useful for students pursuing B.E. M.C.A, M.Sc.(C.S-), IGNOU, BCA, B.Sc. (I.T.), M.Sc(I.T.) courses who have to make and submit a project as part of their curriculum. Beside them, this book can be of great use for professionals involved in software development or technical services. This book is for anyone who wants to program dynamic, feature rich web applications in JSP Android Programming Unleashed is the most comprehensive and technically sophisticated guide to best-practice Android development with today's powerful new versions of Android: 4.1 (Jelly Bean) and 4.0.3 (Ice Cream Sandwich). Offering the exceptional breadth and depth developers have come to expect from the Unleashed series, it covers everything programmers need to know to develop robust, high-performance Android apps that deliver a superior user experience. Leading developer trainer Bintu Harwani begins with basic UI controls, then progresses to more advanced topics, finally covering how to develop feature rich Android applications that can access Internet-based

services and store data. He illuminates each important SDK component through complete, self-contained code examples that show developers the most effective ways to build production-ready code. Coverage includes: understanding the modern Android platform from the developer's standpoint... using widgets, containers, resources, selection widgets, dialogs, and fragments... supporting actions and persistence... incorporating menus, ActionBars, content providers, and databases... integrating media and animations... using web, map, and other services... supporting communication via messaging, contacts, and emails... publishing Android apps, and much more. Understand data structures for more efficient application development

Beginning Data Structures and Algorithms in Java is a comprehensive guide to data structuring, using a version agnostic approach that applies to any iteration of Java. This book starts with small initial problems, covering algorithms for each concept, and gradually dives deeper into more complex topics with explanations and figures at every step. The dozens of Try It Out exercises allow you to test what they've learned along the way, and the solutions are presented in a way that's accessible with little or no Java experience. By the end of the book, you will be well versed in the deep concepts of data structures and the different operations that can be applied to

them. Data structures are used for organizing data in a computer. It is important to know how information is arranged or grouped, so it can be accessed efficiently when desired. Beginning Data Structures and Algorithms in Java explains the pros and cons of each structure, as well as the memory requirement, time complexity, accessing speed, and data maintenance complexities, giving you a firm grasp before using them in any application. Understand Linked Lists and the operations they can perform Learn to use Stacks, Queues, Circular Queues, and Sparse Matrices Traverse Binary trees, balance AVL trees, and work efficiently with threaded trees Discover graph representation, conversion, and different sorting techniques As one of the world's most popular programming languages, Java is the first language many developers learn. Regardless of Java proficiency, understanding the data structures is an essential skill for effective application development. Beginning Data Structures and Algorithms in Java is your detailed guide, with clear explanations and plenty of hands-on work. A comprehensive guide with curated recipes to help you gain a deeper understanding of modern C. Key Features Learn how to make your applications swift and robust by leveraging powerful features of C Understand the workings of arrays, strings, functions, and more down to how they operate in memory Master

process synchronization during multi-tasking and server-client process communication Book

Description C is a high-level language that's popular among developers. It enables you to write drivers for different devices, access machine-level hardware, apply dynamic memory allocation, and much more. With self-contained tutorials, known as recipes, this book will guide you in dealing with C and its idiosyncrasies and help you benefit from its latest features. Beginning with common tasks, each recipe addresses a specific problem followed by explaining the solution to get you acquainted with what goes on under the hood. You will explore core concepts of the programming language, including how to work with strings, pointers, and single and multi-dimensional arrays. You will also learn how to break a large application into small modules by creating functions, handling files, and using a database. Finally, the book will take you through advanced concepts such as concurrency and interprocess communication. By the end of this book, you'll have a clear understanding and deeper knowledge of C programming, which will help you become a better developer. What you will learn

Manipulate single and multi-dimensional arrays
Perform complex operations on strings
Understand how to use pointers and memory optimally
Discover how to use arrays, functions, and strings to make large applications
Implement multitasking using

threads and process synchronization Establish communication between two or more processes using different techniques Store simple text in files and store data in a database Who this book is for If you're a programmer with basic experience in C and want to leverage its features through modern programming practices, then this book is for you. Explore Python's GUI frameworks and create visually stunning and feature-rich applications Key FeaturesIntegrate stunning data visualizations using Tkinter Canvas and MatplotlibUnderstand the basics of 2D and 3D animation in GUI applicationsExplore PyQt's powerful features to easily design and customize your GUI applicationsBook Description A responsive graphical user interface (GUI) helps you interact with your application, improves user experience, and enhances the efficiency of your applications. With Python, you'll have access to elaborate GUI frameworks that you can use to build interactive GUIs that stand apart from the rest. This Learning Path begins by introducing you to Tkinter and PyQt, before guiding you through the application development process. As you expand your GUI by adding more widgets, you'll work with networks, databases, and graphical libraries that enhance its functionality. You'll also learn how to connect to external databases and network resources, test your code, and maximize performance using

asynchronous programming. In later chapters, you'll understand how to use the cross-platform features of Tkinter and Qt5 to maintain compatibility across platforms. You'll be able to mimic the platform-native look and feel, and build executables for deployment across popular computing platforms. By the end of this Learning Path, you'll have the skills and confidence to design and build high-end GUI applications that can solve real-world problems. This Learning Path includes content from the following Packt products: Python GUI Programming with Tkinter by Alan D. MooreQt5 Python GUI Programming Cookbook by B. M. HarwaniWhat you will learnVisualize graphs in real time with Tkinter's animation capabilitiesUse PostgreSQL authentication to ensure data security for your applicationWrite unit tests to avoid regression when updating codeHandle different signals generated on mouse clicks using QSpinBox and slidersEmploy network concepts, internet browsing, and Google Maps in UIUse graphics rendering to implement animations in your GUIWho this book is for If you're an intermediate Python programmer looking to enhance your coding skills by writing powerful GUIs in Python using PyQt and Tkinter, this is an ideal Learning Path for you. A strong understanding of the Python language is a must to grasp the concepts explained in this book. Covers the basics of Python programming, file

handling, and GUI application development in PyQt. The .NET framework is a very popular software development framework from Microsoft. Because of its in built wealth of tools, technologies, and languages support that it is heavily used by developers around the world to develop web applications as well as robust enterprise applications. The goal of the book, ".NET Interview Questions & Answers" is to provide quick answers to the questions that a developer frequently comes across. If you are a developer, educator, professional or a beginner that want to find answers to the questions that you usually come across during developing web applications, teaching, learning, in Interviews, Viva test etc, then this book is for you. The book provides the answers to the questions divided into five categories: Must Know Questions - Includes answers to the general questions that a web developer is expected to know, like answers related to Active X control, MVC pattern, GET and POST methods, Script Injection Attacks, FTP, DNS, hosting a web site, XML, XSL, DLL, WCF and so on. General .NET Questions - Includes answers to basic .NET questions. Like, structure of .NET framework, CLR, ASP, ASP.NET, IIS, virtual directory and much more. Advanced .NET Questions - Includes answers to advanced .NET questions. Like, Cookies, Session tracking, data transfer, CSS styles, Themes, Skins, Master pages,

web.config, machine.config file, Forms, Windows and Passport authentication and much more Database Related Questions - Includes answers to the Database related questions like, ADO.NET, connection pooling, connection string, serialization, savepoint, rollback, grouping, aggregation, LINQ, BLOB etc. Questions Related to ASP.NET Controls - Includes answers to the questions related to ASP.NET controls like, AdRotator, Validation controls, SiteMap, ImageMap, GridView control and much more

About the Author B.M. Harwani is founder and owner of Microchip Computer Education (MCE), based in Ajmer, India that provides computer education in all programming and web developing platforms. He graduated with a BE in computer engineering from the University of Pune, and also has a 'C' Level (master's diploma in computer technology) from DOEACC, Government Of India. Being involved in teaching field for over 16 years, he has developed the art of explaining even the most complicated topics in a straight forward and easily understandable fashion. He has written several books on various subjects that includes C, C++, Java, JSP, JSF, EJB, PHP, .Net, Joomla, jQuery, Python, and Smartphones. He also writes articles on a variety of computer subjects which can be seen on a number of websites. To know more visit his blog, <http://bmharwani.com/blog> This book

begins with an introduction of EJB 3.0 and its distinguishing features that makes the task of Enterprise Application development quite easy. A fast-paced, example-driven guide guide to data-drive iPhone, iPad, and iPod Touch applications. With the entry of many global players and tie-up of Indian finance companies with multinational insurance companies, the Indian insurance sector is making rapid stricles. This book provides an insight into the operational policies, practices and issues relating to the insurance business, with the latest trends in this sector. Divided into two parts and containing 21 chapters, the book has contributions from experts in their area of specialization. The first part contains an overview of insurance and its role in the services sector. It also examines the current status of development and future prospects of insurance industry in India, and proceeds to discuss factors affecting selection of life insurance products. The second part deals in details with rural, social and health insurance. It also covers the Gratuity system and Bancassurance. The book is intended as a text for postgraduate students of management (Finance specialization), and finance and professionals who have an interest in the increasingly expanding area. Over 60 recipes to help you design interactive, smart, and cross-platform GUI applications Key Features Get succinct QT solutions to pressing GUI programming

problems in Python Learn how to effectively implement reactive programming Build customized applications that are robust and reliable Book Description PyQt is one of the best cross-platform interface toolkits currently available; it's stable, mature, and completely native. If you want control over all aspects of UI elements, PyQt is what you need. This book will guide you through every concept necessary to create fully functional GUI applications using PyQt, with only a few lines of code. As you expand your GUI using more widgets, you will cover networks, databases, and graphical libraries that greatly enhance its functionality. Next, the book guides you in using Qt Designer to design user interfaces and implementing and testing dialogs, events, the clipboard, and drag and drop functionality to customize your GUI. You will learn a variety of topics, such as look and feel customization, GUI animation, graphics rendering, implementing Google Maps, and more. Lastly, the book takes you through how Qt5 can help you to create cross-platform apps that are compatible with Android and iOS. You will be able to develop functional and appealing software using PyQt through interesting and fun recipes that will expand your knowledge of GUIs What you will learn Use basic Qt components, such as a radio button, combo box, and sliders Use QSpinBox and sliders to handle different signals generated on mouse clicks

Work with different Qt layouts to meet user interface requirements Create custom widgets and set up customizations in your GUI Perform asynchronous I/O operations and thread handling in the Python GUI Employ network concepts, internet browsing, and Google Maps in UI Use graphics rendering and implement animation in your GUI Make your GUI application compatible with Android and iOS devices Who this book is for If you're an intermediate Python programmer wishing to enhance your coding skills by writing powerful GUIs in Python using PyQt, this is the book for you. PhoneGap is a standards-based, open-source development framework that can be deployed to any mobile device without losing the features of the native app—allowing for access to device contacts, the local file system, camera, and media on multiple platforms without requiring users to write a single line of code. Ideal for intermediate to advanced users, PhoneGap Build: Developing Cross Platform Mobile Applications in the Cloud offers the comprehensive coverage you need to harness the power of this dynamic tool. It provides complete coverage of the cloud computing platform and the theories behind cloud computing, using a series of engaging examples. The book explains the differences between existing mobile platforms, the different types of browsers they support, and the programming languages and integrated

development environment required to develop apps for each of them. It then describes how PhoneGap makes the task of developing cross-platform mobile apps easier. This book will teach you how to use: HTML5, CSS3, and JavaScript to develop apps for devices across various mobile operating systems PhoneGap Build to develop mobile apps in the cloud PhoneGap with Sencha Touch and jQuery Mobile Back end databases to store and retrieve information The text starts with simpler applications and gradually moves toward describing advanced concepts and how to exploit different application programming interfaces and methods. By the time you finish the book, you will learn how to develop feature-rich mobile applications that can run on the cloud to support different platforms. Supplying authoritative guidance and proven best practices for designing cloud-based applications, the book is an ideal reference for cloud system developers, architects, and IT professionals. It is also suitable for use in instructional settings. A comprehensive guide to programming with network sockets, implementing Internet protocols, designing IoT devices, and much more with C Key FeaturesLeverage your C or C++ programming skills to build powerful network applicationsGet to grips with a variety of network protocols that allow you to load web pages, send emails, and do much moreWrite portable network

code for operating systems such as Windows, Linux, and macOS Book Description Network programming, a challenging topic in C, is made easy to understand with a careful exposition of socket programming APIs. This book gets you started with modern network programming in C and the right use of relevant operating system APIs. This book covers core concepts, such as hostname resolution with DNS, that are crucial to the functioning of the modern web. You'll delve into the fundamental network protocols, TCP and UDP. Essential techniques for networking paradigms such as client-server and peer-to-peer models are explained with the help of practical examples. You'll also study HTTP and HTTPS (the protocols responsible for web pages) from both the client and server perspective. To keep up with current trends, you'll apply the concepts covered in this book to gain insights into web programming for IoT. You'll even get to grips with network monitoring and implementing security best practices. By the end of this book, you'll have experience of working with client-server applications, and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. Special consideration is given to writing robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for

Windows and POSIX sockets for Linux and macOS. What you will learn
Uncover cross-platform socket programming APIs
Implement techniques for supporting IPv4 and IPv6
Understand how TCP and UDP connections work over IP
Discover how hostname resolution and DNS work
Interface with web APIs using HTTP and HTTPS
Acquire hands-on experience with Simple Mail Transfer Protocol (SMTP)
Apply network programming to the Internet of Things (IoT)
Who this book is for
If you're a developer or a system administrator who wants to enter the world of network programming, this book is for you. Basic knowledge of C programming is assumed. Beginning with the description of operating system in general the book discusses features that made Unix the most suitable operating system of its time. An overview of file management in Unix and commonly used Unix commands is then provided. Further, it delves into the detailed description of file system and compression techniques, processes and signals, vi editor, system calls, and awk scripting. Detailed description about different types of editors and shell programming (including Bourne, C, and interactive Korn shell) has also been provided. Chapters dedicated to debugging and system development, language development, text formatting tools, interprocess communication, and system administration are covered in the later part

of the book. To aid students, the book provides numerous examples and complete program scripts that will help in grasping the key concepts effectively. Today, everywhere there is a demand of Web Services. Companies around the world have opened up their treasure of information stored in their databases to be used by their clients. This book explains how the server side Web Services are made and also includes all the steps involved in consuming those webservices. The latest technology : ASP.NET, Apache SOAP as well as ASP.NET AJAX is used for developing the webservice. All code has been rechecked and verified to work correctly. Learn to build e-commerce sites using PHP by installing a server using WAMP, configuring MySQL for your product database, creating your product database and tables, and writing the required PHP scripts for accessing and inserting data into the database. Make an E-commerce Site in a Weekend: Using PHP details how to create shopping carts for your customers and how to set up secure payment and processing options. Even if you are an absolute beginner and don't have much programming experience, you can build a responsive, powerful, and fully featured e-commerce site quickly using the information in this book. You will learn to: Create and maintain your e-commerce website using PHP scripts Create, edit, and update your

product database using MySQL Manage visitors to your site, create custom forms, manage session handling, and more Manage shopping carts and shipping information Receive money through different payment modes on the sale of merchandise Who This Book is For: This book is for people who want to quickly set up their first e-commerce site. The book addresses beginners who don't have a deep experience in programming languages. It teaches how to build professional fully featured e-commerce websites using PHP. The book uses practical, step-by step examples to explain all of the topics required in designing, creating, and managing an interactive e-commerce web site. Do you want the ability to manage documents, photos, and other content over the Web but don't want to shell out thousands of dollars in proprietary solutions? Want to create an online community for your hobby or user group? You're not alone. For thousands of like-minded around the globe, the answer is Joomla!, an open-source content management system (CMS) used to manage all sorts of data over the Web. While Joomla! is relatively easy to install, a fair amount of knowledge is required in order to configure the application to your specific needs. Foundation Joomla! is an entry developer and user's guide that gets you started with this popular CMS in little or no time. Demonstrates the use of NuSOAP toolkit

for developing server- and client side web services and consuming publicly available web services

Learn to build e-commerce sites using PHP by installing a server using WAMP, configuring MySQL for your product database, creating your product database and tables, and writing the required PHP scripts for accessing and inserting data into the database. Make an E-commerce Site in a Weekend: Using PHP details how to create shopping carts for your customers and how to set up secure payment and processing options. Even if you are an absolute beginner and don't have much programming experience, you can build a responsive, powerful, and fully featured e-commerce site quickly using the information in this book. You will learn to:

Create and maintain your e-commerce website using PHP scripts

Create, edit, and update your product database using MySQL

Manage visitors to your site, create custom forms, manage session handling, and more

Manage shopping carts and shipping information

Receive money through different payment modes on the sale of merchandise

Who This Book is For: This book is for people who want to quickly set up their first e-commerce site. The book addresses beginners who don't have a deep experience in programming languages. It teaches how to build professional fully featured e-commerce websites using PHP. The book uses practical, step-by-step examples to

explain all of the topics required in designing, creating, and managing an interactive e-commerce web site. . Quickly discover solutions to common problems, best practices you can follow, and everything jQuery has to offer. Using a problem-solution approach, this book begins with small initial problems that developers typically face while working with jQuery, and gradually goes deeper to explore more complex problems. The solutions include illustrations and clear, concise explanations of the code. You will learn to traverse and manipulate the DOM effectively, understand how to use arrays, iteration, the event model, and implement animation and visual effects. You'll explore how to use plugins and CSS. Using this book and jQuery, your web sites will be more dynamic and lively. This fully updated second edition teaches you modern jQuery techniques including how to traverse and manipulate the DOM, understand the event model, implement animation, and use sliding effects. jQuery Recipes, Second Edition shows you how to avoid wasting development time and solve problems you may face. It is an invaluable reference to keep by your side as you progress in your jQuery development. Start becoming a jQuery pro with jQuery Recipes today. What You'll Learn Understand the basics of jQuery and how this library works Learn how to traverse and manipulate the DOM to your own

requirements Explore jQuery UI techniques including accordion, dialog, slider, date picker and autocomplete Work with popular plugins and CSS to customize and tailor your development Who This Book Is For Ideal for novice or intermediate developers wishing to learn jQuery and have a handy jQuery reference by their side during their development. If you've ever wanted to learn how to develop web applications for mobile devices, Beginning Web Development for Smartphones is for you! This book will lead you through all the code necessary for a sample bookstore application using PHP, MySQL, and jQTouch. The book covers: *

- Building small applications with jQTouch**
- Change themes, adding panels, displaying titles automatically, highlighting information**
- Getting user's information through forms**
- Applying validity checks to input fields**
- Understanding navigation via panel and toolbar buttons**
- Introduction to PHP programming, AJAX technology, and MySQL commands**
- Accessing MySQL from PHP**
- Understanding client- and server-side databases**
- Creating client-side database tables**
- Inserting, fetching, and updating rows in server- and client-side databases**
- Querying server-side database tables**
- Understanding session management, localStorage, and sessionStorage**

A comprehensive guide with practical instructions for learning data structures, low-level programming,

high-performance computing, networking and IoT to help you understand the latest standards in C programming such as C11 and C18 Key Features Tackle various challenges in C programming by making the most of its latest features Understand the workings of arrays, strings, functions, pointers, advanced data structures, and algorithms Become well-versed with process synchronization during multitasking and server-client process communication Book Description Used in everything from microcontrollers to operating systems, C is a popular programming language among developers because of its flexibility and versatility. This book helps you get hands-on with various tasks, covering the fundamental as well as complex C programming concepts that are essential for making real-life applications. You'll start with recipes for arrays, strings, user-defined functions, and pre-processing directives. Once you're familiar with the basic features, you'll gradually move on to learning pointers, file handling, concurrency, networking, and inter-process communication (IPC). The book then illustrates how to carry out searching and arrange data using different sorting techniques, before demonstrating the implementation of data structures such as stacks and queues. Later, you'll learn interesting programming features such as using graphics for drawing and animation, and the application of

general-purpose utilities. Finally, the book will take you through advanced concepts such as low-level programming, embedded software, IoT, and security in coding, as well as techniques for improving code performance. By the end of this book, you'll have a clear understanding of C programming, and have the skills you need to develop robust apps. What you will learn Discover how to use arrays, functions, and strings to make large applications Perform preprocessing and conditional compilation for efficient programming Understand how to use pointers and memory optimally Use general-purpose utilities and improve code performance Implement multitasking using threads and process synchronization Use low-level programming and the inline assembly language Understand how to use graphics for animation Get to grips with applying security while developing C programs Who this book is for This intermediate-level book is for developers who want to become better C programmers by learning its modern features and programming practices. Familiarity with C programming is assumed to get the most out of this book.