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ZAVIER VEGA

Beginning Scala O'Reilly
Media
Beginning Scala, Second Edition takes a down-to-earth approach to teaching Scala that leads you through simple examples that can be combined to build complex, scalable

systems and applications. This book introduces you to the Scala programming language, its object-oriented and functional programming characteristics, and then guides you through Scala constructs and libraries that allow you to assemble small components into high-performance, scalable systems. You will learn why Scala is judiciously

used for critical business applications by leading companies such as Twitter, LinkedIn, Foursquare, the Guardian, Morgan Stanley, Credit Suisse, UBS, and HSBC. Scala is a multi-paradigm programming language that combines both functional and object-oriented features. Moreover, this highly scalable language lends itself well to building

cloud-based/deliverable Software as a Service (SaaS) online applications. *Introduction to Programming Using Java* "O'Reilly Media, Inc." Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also

discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with

examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards [XML Hacks](#) "O'Reilly

Media, Inc."
Explore the entire R3 Corda ecosystem using theory, labs, and use cases. This book introduces distributed ledger technology, Corda architecture, and smart contract programming in Java, guiding you through testing and deployment. Further, you will explore various business problems in finance, insurance, healthcare, travel, and agriculture and discover how Corda can solve these issues through its unique and efficient distributed ledger

technology. These business scenarios come with flowcharts, diagrams, and sample code that stakeholders can refer to and further enhance during live projects. After reading R3 Corda for Architects and Developers, you will understand how efficient usage of Corda can create value for your business processes by making business intelligence more readily available, user friendly, and interactive. What You Will Learn Work with distributed ledger

technology Discover Corda's differentiators Develop smart contracts, states, and business flows on Corda Take advantage of Corda in your business by going through case studies in various domains Who This Book Is For Blockchain developers and architects who wish to learn Corda.
Oracle 11i E-Business Suite from the Front Lines
"O'Reilly Media, Inc."
New Oracle database administrators can get off the ground running. This book helps you develop the ability to think on your

feet and move focus in an instant from arcane syntax details to broad, corporate issues. Along the way, you will see how to create your first database and implement best practices to ensure a well-running database system. What makes Oracle DBA Mentor different is that it also teaches you how to obtain answers that are not found in this or other books. Focus is given to creating a test bed and running test cases to examine hypotheses and prove out solutions so you

can be sure they work in production. Attention is given to navigating product documentation and networking in forums and social media to build your skills and a network to draw on when solving problems under pressure. There are chapters of step-by-step technical content as well as coverage of essential skills to succeed as a DBA no matter which database engine you administer. By the time you are done reading this book, you will have confidence to face many of the situations

thrown in your direction. You will know where to go for the answers you don't yet know that you need. You'll be able to work and troubleshoot under pressure. You'll know how to create a database, institute backup and recovery procedures, secure the database and its valuable corporate data, and acquire more knowledge as needed so you can run a database to meet the needs of your organization. What You'll Learn Install Oracle Database with best practices Implement

backup and recovery procedures Understand the fundamentals of databases and data security Find answers to technical problems using Oracle documentation, Oracle Support, and other resources Patch and upgrade an Oracle database Who This Book Is For The novice database administrator who wants help getting off the ground with their DBA career, and in building the skills to let that career flourish in the long term. Mid-level DBAs will also find the book helpful as

they try to grow their career to the next level. While the book is geared toward the Oracle platform, database administrators from other platforms can benefit from the soft skills covered in this book. *Modern Scala Projects* John Wiley & Sons In this book, the creators of the Directory SDK for Java show how it can be used to build powerful, standards-based directory applications that leverage LDAP directory information on intranets, the Internet, even in e-

commerce applications. The CD-ROM includes reference documentation and source code for the Directory SDK for Java and for all examples and programs in the book, as well as the entire text of the book in a fully searchable format. **Genome Data Analysis** Simon and Schuster XSLT is a powerful language for transforming XML documents into something else. That something else can be an HTML document, another XML document, a Portable Document Format (PDF)

file, a Scalable Vector Graphics (SVG) file, a Virtual Reality Modeling Language (VRML) file, Java code, or a number of other things. You write an XSLT stylesheet to define the rules for transforming an XML document, and the XSLT processor does the work. As useful as XSLT is, its peculiar characteristics make it a difficult language in which to get started. In fact, newcomers are often a little dazed on first contact. Learning XSLT offers a hands-on introduction to help them

get up to speed with XSLT quickly. The book will help web developers and designers understand this powerful but often mystifying template-driven and functional-styled language, getting them over the many differences between XSLT and the more conventional programming languages. Learning XSLT moves smoothly from the simple to complex, illustrating all aspects of XSLT 1.0 through step-by-step examples that you'll practice as you work

through the book. Thorough in its coverage of the language, the book makes few assumptions about what you may already know. You'll learn about XSLT's template-based syntax, how XSLT templates work with each other, and gain an understanding of XSLT variables. Learning XSLT also explains how the XML Path Language (XPath) is used by XSLT and provides a glimpse of what the future holds for XSLT 2.0 and XPath 2.0. The ability to transform one XML

vocabulary to another is fundamental to exploiting the power of XML.

Learning XSLT is a carefully paced, example-rich introduction to XSLT that will have you understanding and using XSLT on your own in no time.

[Learning Java](#) MindView LLC

Apply the Processing language to tasks involved in computer vision--tasks such as edge and corner detection, recognition of motion between frames in a video, recognition of

objects, matching of feature points and shapes in different frames for tracking purposes, and more. You will manipulate images through creative effects, geometric transformation, blending of multiple images, and so forth. Examples are provided. Pro Processing for Images and Computer Vision with OpenCV is a step-by-step training tool that guides you through a series of worked examples in linear order. Each chapter begins with a basic demonstration, including the code to

recreate it on your own system. Then comes a creative challenge by which to engage and develop mastery of the chapter's topic. The book also includes hints and tips relating to visual arts, interaction design, and industrial best practices. This book is intended for any developer of artistic and otherwise visual applications, such as in augmented reality and digital effects, with a need to manipulate images, and to recognize and manipulate objects within those images. The book is

specifically targeted at those making use of the Processing language that is common in artistic fields, and to Java programmers because of Processing's easy integration into the Java programming environment. What You'll Learn Make use of OpenCV, the open source library for computer vision in the Processing environment Capture live video streams and examine them frame-by-frame for objects in motion Recognize shapes and objects through

techniques of detecting lines, edges, corners, and more Transform images by scaling, translating, rotating, and additionally through various distortion effects Apply techniques such as background subtraction to isolate motion of objects in live video streams Detect and track human faces and other objects by matching feature points in different images or video frames Who This Book Is For Media artists, designers, and creative coders Ground-Up Java Apress How can machine

learning--especially deep neural networks--make a real difference in your organization? This hands-on guide not only provides practical information, but helps you get started building efficient deep learning networks. The authors provide the fundamentals of deep learning--tuning, parallelization, vectorization, and building pipelines--that are valid for any library before introducing the open source Deeplearning4j (DL4J) library for developing production-

class workflows. Through real-world examples, you'll learn methods and strategies for training deep network architectures and running deep learning workflows on Spark and Hadoop with DL4J.

Supercharged JavaScript Graphics "O'Reilly Media, Inc."

Develop robust, Scala-powered projects with the help of machine learning libraries such as SparkML to harvest meaningful insight Key Features Gain hands-on experience in building data science

projects with Scala Exploit powerful functionalities of machine learning libraries Use machine learning algorithms and decision tree models for enterprise apps Book Description Scala, together with the Spark Framework, forms a rich and powerful data processing ecosystem. Modern Scala Projects is a journey into the depths of this ecosystem. The machine learning (ML) projects presented in this book enable you to create practical, robust data analytics solutions, with an emphasis on

automating data workflows with the Spark ML pipeline API. This book showcases or carefully cherry-picks from Scala's functional libraries and other constructs to help readers roll out their own scalable data processing frameworks. The projects in this book enable data practitioners across all industries gain insights into data that will help organizations have strategic and competitive advantage. Modern Scala Projects focuses on the application of supervisory learning ML techniques

that classify data and make predictions. You'll begin with working on a project to predict a class of flower by implementing a simple machine learning model. Next, you'll create a cancer diagnosis classification pipeline, followed by projects delving into stock price prediction, spam filtering, fraud detection, and a recommendation engine. By the end of this book, you will be able to build efficient data science projects that fulfil your software requirements. What you will learn Create

pipelines to extract data or analytics and visualizations Automate your process pipeline with jobs that are reproducible Extract intelligent data efficiently from large, disparate datasets Automate the extraction, transformation, and loading of data Develop tools that collate, model, and analyze data Maintain the integrity of data as data flows become more complex Develop tools that predict outcomes based on “pattern discovery” Build really fast and accurate

machine-learning models in Scala Who this book is for Modern Scala Projects is for Scala developers who would like to gain some hands-on experience with some interesting real-world projects. Prior programming experience with Scala is necessary. **Java SE 8 for Programmers** Oxford University Press Beginning Fedora Desktop: Fedora 18 Edition is a complete guide to using the Fedora 18 Desktop Linux release as your daily driver for

mail, productivity, social networking, and more. Author and Linux expert Richard Petersen delves into the operating system as a whole and offers you a complete treatment of Fedora 18 Desktop installation, configuration, and use. You'll discover how to install Fedora 18 Desktop on any hardware, learn which applications perform which functions, how to manage software updates, tips and tricks for the GNOME 3 and KDE desktops, useful shell commands, and both the Fedora administration and

network tools. Get the most out of Fedora 18 Desktop -- including free Office suites, editors, e-book readers, music and video applications and codecs, email clients, Web and FTP browsers, microblogging and IM applications -- with a copy of *Beginning Fedora Desktop: Fedora 18 Edition* at your side. What you'll learn how to install Fedora 18 Desktop on any hardware the available GUI choices, including KDE, GNOME, and alternative desktop environments how to use word processors,

spreadsheets, presentation, and e-mail software how to maintain your system and back it up how to participate in social networks using open source clients Who this book is for *Beginning Fedora Desktop: Fedora 18 Edition* is for novice to intermediate users who are looking to install Fedora 18 as their primary computing environment. Table of Contents Fedora 18 Introduction Installation and Upgrade Usage Basics: Login, Desktop, and Help Installing and

Updating Software: YUM, PackageKit, and RPM
 Office Applications and Editors Graphics and Multimedia Mail (E-mail) and News Internet Applications: Web and FTP Social Networking: Microblogging, IM, VoIP, and Social Desktop
 GNOME 3 The K Desktop Environment: KDE Shells Additional Desktops Fedora System Tools System Administration Network Configuration Printing
Think Java IBM Redbooks Dig deep into the data with a hands-on guide to

machine learning with updated examples and more! *Machine Learning: Hands-On for Developers and Technical Professionals* provides hands-on instruction and fully-coded working examples for the most common machine learning techniques used by developers and technical professionals. The book contains a breakdown of each ML variant, explaining how it works and how it is used within certain industries, allowing readers to incorporate the presented

techniques into their own work as they follow along. A core tenant of machine learning is a strong focus on data preparation, and a full exploration of the various types of learning algorithms illustrates how the proper tools can help any developer extract information and insights from existing data. The book includes a full complement of Instructor's Materials to facilitate use in the classroom, making this resource useful for students and as a professional reference. At

its core, machine learning is a mathematical, algorithm-based technology that forms the basis of historical data mining and modern big data science. Scientific analysis of big data requires a working knowledge of machine learning, which forms predictions based on known properties learned from training data. Machine Learning is an accessible, comprehensive guide for the non-mathematician, providing clear guidance that allows readers to:

Learn the languages of machine learning including Hadoop, Mahout, and Weka
Understand decision trees, Bayesian networks, and artificial neural networks
Implement Association Rule, Real Time, and Batch learning
Develop a strategic plan for safe, effective, and efficient machine learning
By learning to construct a system that can learn from data, readers can increase their utility across industries. Machine learning sits at the core of deep dive data analysis

and visualization, which is increasingly in demand as companies discover the goldmine hiding in their existing data. For the tech professional involved in data science, *Machine Learning: Hands-On for Developers and Technical Professionals* provides the skills and techniques required to dig deeper. *Pervasive Computing* John Wiley & Sons
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people,

companies, and projects. Etudes for ClojureScript "O'Reilly Media, Inc." A short composition that provides practice material for a particular musical skill is called an *étude*. In this hands-on book, you'll find more than 30 *études* to help you practice ClojureScript skills for specific programming areas, ranging from functions and variables to asynchronous processing. Each of these small projects includes a description of a program that you will compose (write) in ClojureScript.

Though not as difficult as their musical counterparts, these programming *études* will help you stretch beyond the material and examples that you find in most ClojureScript books or online references. One chapter features *études* for an open-ended project that will help you put together what you've learned. Solutions to each *étude* are revealed in the appendix. Programming areas include: Working with functions and variables with `def` and `let` Interacting with JavaScript

and web pages, using several libraries Lists, vectors, and higher-order map, filter, and reduce functions Data mapping with ClojureScript Using different ClojureScript libraries to program with React Adding, subtracting, multiplying, and dividing rational and complex numbers with `defprotocol` and `defrecord` Asynchronous processing with `core.async`
LDAP Programming with Java Packt Publishing Ltd
 This textbook describes recent advances in

genomics and bioinformatics and provides numerous examples of genome data analysis that illustrate its relevance to real world problems and will improve the reader's bioinformatics skills. Basic data preprocessing with normalization and filtering, primary pattern analysis, and machine learning algorithms using R and Python are demonstrated for gene-expression microarrays, genotyping microarrays, next-generation sequencing data,

epigenomic data, and biological network and semantic analyses. In addition, detailed attention is devoted to integrative genomic data analysis, including multivariate data projection, gene-metabolic pathway mapping, automated biomolecular annotation, text mining of factual and literature databases, and integrated management of biomolecular databases. The textbook is primarily intended for life scientists, medical scientists, statisticians,

data processing researchers, engineers, and other beginners in bioinformatics who are experiencing difficulty in approaching the field. However, it will also serve as a simple guideline for experts unfamiliar with the new, developing subfield of genomic analysis within bioinformatics. [The Elements of Computing Systems](#) "O'Reilly Media, Inc." This is a practical guide that distills years of ingenious XML hacking into a complete set of

tips, tricks and tools for those who want to leverage the untapped power of XML. It includes many real-world projects that illustrate how to define, create, read and manipulate XML documents.

On Java 8 "O'Reilly Media, Inc."

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular

BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual-you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In

addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to

name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the

BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Updated to cover the latest Beagle boards, Linux kernel versions, and Linux software releases. Includes new content on Linux kernel development, the Linux Remote Processor Framework, CAN bus, IoT frameworks, and much more! Hands-on learning helps ensure that your new skills stay with you,

allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform. [InfoWorld](#) Springer InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people,

companies, and projects.
JavaScript: The Definitive Guide Springer Science & Business Media

Summary: "Written for programmers with a background in high level language programming, the book applies the Deitel signature live code approach to teaching programming and explores the Java language in depth ... "

[Experiences with Oracle 11gR2 on Linux on System z](#) Apress

Thanks to improved Web browser support and the advent of HTML5,

JavaScript now plays a major role in programming high-performance Web graphics. This hands-on book shows programmers how to create rich Web applications for big-screen computers and small-screen mobile devices.
Open-Source ESBs in Action Addison-Wesley Professional

"Java is the preferred language for many of today's leading-edge technologies--everything from smartphones and game consoles to robots, massive enterprise

systems, and supercomputers. If you're new to Java, the fourth edition of this bestselling guide provides an example-driven introduction to the latest language features and APIs in Java 6 and 7.

Advanced Java developers will be able to take a deep dive into areas such as concurrency and JVM enhancements. You'll learn powerful new ways to manage resources and exceptions in your applications, and quickly get up to speed on Java's new concurrency utilities,

and APIs for web services and XML. You'll also find an updated tutorial on

how to get started with the Eclipse IDE, and a

brand-new introduction to database access in Java."-
-Publisher's description.