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The Object-Oriented Thought Process - Matt Weisfeld 2008-08-25

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-

oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as

well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on

how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals. *Transformational Teaching in the Information*

Age - Thomas R. Rosebrough 2011

When the world is changing as rapidly as it is today, education has to mean more than just covering static content. *Transformational Teaching in the Information Age* explores how teachers can truly engage and inspire students to be independent, imaginative, and responsible learners who are prepared to handle the challenges of tomorrow.

Wireless Networking in the Developing World - Rob Flickenger 2009-09-24

Provides instructions on how to build low-cost telecommunications infrastructure. Topics covered range from basic radio physics and network design to equipment and troubleshooting, a chapter on Voice over IP (VoIP), and a selection of four case studies from networks deployed in Latin America. The text was written and reviewed by a team of experts in the field of long distance wireless networking in urban, rural, and remote areas. Contents: 1) Where to Begin. 2) A Practical Introduction to

Radio Physics. 3) Network Design. 4) Antennas & Transmission Lines. 5) Networking Hardware. 6) Security & Monitoring. 7) Solar Power. 8) Building an Outdoor Node. 9) Troubleshooting. 10) Economic Sustainability. 11) Case Studies. See the website for translations, including French, Spanish, Portuguese, Italian, Arabic, and others, and additional case studies, training course material, and related information
Industrial Electricity and Motor Controls - Rex Miller 2008-01-04

Dramatically Improve Your Knowledge Base, Skills, and Applications in Every Area of Industrial Electricity Turn to Industrial Electricity and Electric Motor Controls for complete coverage of the entire industrial electrical field_ from the basics of electricity to equipment, to troubleshooting and repair. Packed with over 650 illustrations, the latest codes and regulations, many study questions and review problems, this career-building tool shows you how to boost your skills and confidence, and

then apply this expertise effectively in the workplace. It also includes strategies for avoiding common problems and performing proper procedures on every job. Industrial Electricity and Electric Motor Controls features: Learning how to read blueprints, schematics, schedules, site plans, as well as mechanical or electrical plans Information on electric motors and their controls Troubleshooting and repair techniques using the ladder diagram or schematic Methods for achieving safety in the workplace A handy glossary of terms A large selection of appendices for reference Inside This Comprehensive Book on Industrial Electricity you will find • Tools • Safety in the Workplace • Symbols • Control Circuits and Diagrams • Switches • Magnetism and Solenoids • Relays • Motors • Timers and Sensors • Sensors and Sensing • Solenoids and Valves • Motor Starting Methods • Solid State Reduced Voltage Starters • Speed Control and Monitoring • Motor Control and Protection • Three-Phase Controllers •

Drives • Transformers • Power Generation • Power Distribution Systems • Programmable Controllers • Troubleshooting and Maintenance • Industrial Electricity as a Career • Appendices: DC Motor Trouble Chart, Wound-Rotor Motor Trouble Chart, Fractional Horsepower Motor Trouble Chart, Selection of Dual-Element Fuses for Motor-Running Overload Protection, Tables and Formulas, Full-Load Currents of AC and DC Motors, Power Factor Correcting Capacitors, Switch Symbols, Wiring Diagram Symbols, Unit Prefixes, Conversion Factors, Decibel Table Domain-Specific Processors - Shuvra S. Bhattacharyya 2003-11-11 Ranging from low-level application and architecture optimizations to high-level modeling and exploration concerns, this authoritative reference compiles essential research on various levels of abstraction appearing in embedded systems and software design. It promotes platform-based design for improved system implementation and modeling and enhanced

performance and cost analyses. Domain-Specific Processors relies upon notions of concurrency and parallelism to satisfy performance and cost constraints resulting from increasingly complex applications and architectures and addresses concepts in specification, simulation, and verification in embedded systems and software design.

An Introduction to Network Programming with Java - Jan Graba 2006-12-11

The 1st edition of this book was equally useful as an undergraduate textbook and as the lucid, no-nonsense guide required by IT professionals, featuring many code examples, screenshots and exercises. The new 2nd edition adds revised language reflecting significant changes in J2SE 5.0; update of support software; non-blocking servers; DataSource interface and Data Access Objects for connecting to remote databases.

UML 2 For Dummies - Michael Jesse Chonoles 2011-04-27

Uses friendly, easy-to-understand For Dummies

style to help readers learn to model systems with the latest version of UML, the modeling language used by companies throughout the world to develop blueprints for complex computer systems. Guides programmers, architects, and business analysts through applying UML to design large, complex enterprise applications that enable scalability, security, and robust execution. Illustrates concepts with mini-cases from different business domains and provides practical advice and examples. Covers critical topics for users of UML, including object modeling, case modeling, advanced dynamic and functional modeling, and component and deployment modeling.

Thermal Guidelines for Data Processing Environments - 2012

"This third edition of Thermal Guidelines for Data Processing Environments breaks new ground through the addition of new data center classes enabling near full-time use of free cooling techniques in the vast majority of the

world's climates"--

Distributed Algorithms - Wan Fokkink

2013-12-06

A comprehensive guide to distributed algorithms that emphasizes examples and exercises rather than mathematical argumentation. This book offers students and researchers a guide to distributed algorithms that emphasizes examples and exercises rather than the intricacies of mathematical models. It avoids mathematical argumentation, often a stumbling block for students, teaching algorithmic thought rather than proofs and logic. This approach allows the student to learn a large number of algorithms within a relatively short span of time. Algorithms are explained through brief, informal descriptions, illuminating examples, and practical exercises. The examples and exercises allow readers to understand algorithms intuitively and from different perspectives. Proof sketches, arguing the correctness of an algorithm or explaining the idea behind

fundamental results, are also included. An appendix offers pseudocode descriptions of many algorithms. Distributed algorithms are performed by a collection of computers that send messages to each other or by multiple software threads that use the same shared memory. The algorithms presented in the book are for the most part "classics," selected because they shed light on the algorithmic design of distributed systems or on key issues in distributed computing and concurrent programming. Distributed Algorithms can be used in courses for upper-level undergraduates or graduate students in computer science, or as a reference for researchers in the field.

Damien of Molokai - May Quinlan 2012-08

Unlike some other reproductions of classic texts (1) We have not used OCR(Optical Character Recognition), as this leads to bad quality books with introduced typos. (2) In books where there are images such as portraits, maps, sketches etc We have endeavoured to keep the quality of

these images, so they represent accurately the original artefact. Although occasionally there may be certain imperfections with these old texts, we feel they deserve to be made available for future generations to enjoy.

Data Science and Big Data Analytics - EMC Education Services 2015-01-05

Data Science and Big Data Analytics is about harnessing the power of data for new insights. The book covers the breadth of activities and methods and tools that Data Scientists use. The content focuses on concepts, principles and practical applications that are applicable to any industry and technology environment, and the learning is supported and explained with examples that you can replicate using open-source software. This book will help you:

- Become a contributor on a data science team
- Deploy a structured lifecycle approach to data analytics problems
- Apply appropriate analytic techniques and tools to analyzing big data
- Learn how to tell a compelling story with data to drive

business action Prepare for EMC Proven Professional Data Science Certification Corresponding data sets are available from the book's page at Wiley which you can find on the Wiley site by searching for the ISBN 9781118876138. Get started discovering, analyzing, visualizing, and presenting data in a meaningful way today!

Practical OpenCV - Samarth Brahmhatt 2013-11-30

Practical OpenCV is a hands-on project book that shows you how to get the best results from OpenCV, the open-source computer vision library. Computer vision is key to technologies like object recognition, shape detection, and depth estimation. OpenCV is an open-source library with over 2500 algorithms that you can use to do all of these, as well as track moving objects, extract 3D models, and overlay augmented reality. It's used by major companies like Google (in its autonomous car), Intel, and Sony; and it is the backbone of the Robot

Operating System's computer vision capability. In short, if you're working with computer vision at all, you need to know OpenCV. With Practical OpenCV, you'll be able to: Get OpenCV up and running on Windows or Linux. Use OpenCV to control the camera board and run vision algorithms on Raspberry Pi. Understand what goes on behind the scenes in computer vision applications like object detection, image stitching, filtering, stereo vision, and more. Code complex computer vision projects for your class/hobby/robot/job, many of which can execute in real time on off-the-shelf processors. Combine different modules that you develop to create your own interactive computer vision app.

**The Best Career Counselor in the Galaxy:
Isometric Dot Paper Notebook Book 120**

Pages 6"x9" - Rob Cole 2019-03-21

Isometric DOT Paper Portrait Notebook featuring 120 pages 6"x9"

The Definitive ANTLR 4 Reference - Terence Parr 2013-01-15

Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and

then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and above. Java development tools. Ant build system optional(needed for building ANTLR from

source)

Data Structures and Algorithms in Python -

Michael T. Goodrich 2013-03-08

Based on the authors' market leading data structures books in Java and C++, this textbook offers a comprehensive, definitive introduction to data structures in Python by authoritative authors. Data Structures and Algorithms in Python is the first authoritative object-oriented book available for the Python data structures course. Designed to provide a comprehensive introduction to data structures and algorithms, including their design, analysis, and implementation, the text will maintain the same general structure as Data Structures and Algorithms in Java and Data Structures and Algorithms in C++.

Lua 5.2 Reference Manual - Roberto

Ierusalimschy 2015-11-04

Lua is a powerful, fast, lightweight, embeddable scripting language. Lua combines simple procedural syntax with powerful data

description constructs based on associative arrays and extensible semantics. Lua is dynamically typed, runs by interpreting bytecode for a register-based virtual machine, and has automatic memory management with incremental garbage collection, making it ideal for configuration, scripting, and rapid prototyping. This reference manual is 51 pages long.

Ultimate Game Design: Building Game

Worlds - Tom Meigs 2003-06-09

Discusses the foundations of game design and each stage of the development process, and provides interviews with industry experts, case studies, and advice on getting into the gaming industry.

Mastering OpenCV with Practical Computer Vision Projects - Daniel Lélis Baggio 2012-12-03

Each chapter in the book is an individual project and each project is constructed with step-by-step instructions, clearly explained code, and includes the necessary screenshots. You should

have basic OpenCV and C/C++ programming experience before reading this book, as it is aimed at Computer Science graduates, researchers, and computer vision experts widening their expertise.

The Internet of Things - Pethuru Raj
2017-02-24

As more and more devices become interconnected through the Internet of Things (IoT), there is an even greater need for this book, which explains the technology, the internetworking, and applications that are making IoT an everyday reality. The book begins with a discussion of IoT "ecosystems" and the technology that enables them, which includes: Wireless Infrastructure and Service Discovery Protocols Integration Technologies and Tools Application and Analytics Enablement Platforms A chapter on next-generation cloud infrastructure explains hosting IoT platforms and applications. A chapter on data analytics throws light on IoT data collection, storage,

translation, real-time processing, mining, and analysis, all of which can yield actionable insights from the data collected by IoT applications. There is also a chapter on edge/fog computing. The second half of the book presents various IoT ecosystem use cases. One chapter discusses smart airports and highlights the role of IoT integration. It explains how mobile devices, mobile technology, wearables, RFID sensors, and beacons work together as the core technologies of a smart airport. Integrating these components into the airport ecosystem is examined in detail, and use cases and real-life examples illustrate this IoT ecosystem in operation. Another in-depth look is on envisioning smart healthcare systems in a connected world. This chapter focuses on the requirements, promising applications, and roles of cloud computing and data analytics. The book also examines smart homes, smart cities, and smart governments. The book concludes with a chapter on IoT security and privacy. This

chapter examines the emerging security and privacy requirements of IoT environments. The security issues and an assortment of surmounting techniques and best practices are also discussed in this chapter.

Lifetime models and renewal processes - Antoni Drapella 2002

The Fugitive Game - Jonathan Littman
1997-01-01

Kevin David Mitnick was cyberspace's most wanted hacker. Mitnick could launch missiles or cripple the world's financial markets with a single phone call - or so went the myth. The FBI, phone companies, bounty hunters, even fellow hackers pursued him over the Internet and through cellular airways. But while Mitnick's alleged crimes have been widely publicized, his story has never been told. Now Jonathan Littman takes us into the mind of a serial hacker. Drawing on over fifty hours of telephone conversations with Mitnick on the run, Littman

reveals Mitnick's double life; his narrow escapes; his new identities, complete with college degrees of his choosing; his hacking techniques and mastery of "social engineering"; his obsession with revenge.

Information Systems Today - Joseph S. Valacich 2012

ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson's MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson's MyLab & Mastering products. Packages Access codes for Pearson's MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. Used or rental books If you rent or

purchase a used book with an access code, the access code may have been redeemed previously and you may have to purchase a new access code. Access codes Access codes that are purchased from sellers other than Pearson carry a higher risk of being either the wrong ISBN or a previously redeemed code. Check with the seller prior to purchase. -- *Information Systems Today* shows readers how information technology and systems are continuing to expand within all aspects of today's organizations and society. The fifth edition focuses on how information systems are fueling globalization--making the world smaller and more competitive--in virtually every industry and at an ever-increasing pace.

HTML, XHTML, and CSS Bible - Bryan Pfaffenberger 2004-11-11

An expanded, updated, and retitled edition of HTML Bible, examining HTML, XHTML-a set of extensions to HTML to make it more like XML-and cascading style sheets (CSS), which provide

a simple way to add consistent formatting to HTML Web documents Focusing on reader feedback and changing industry trends, this new edition is a major overhaul that addresses the extensive changes in Web development Shows readers the best, most efficient way to use HTML and examines which peripheral technologies are worth learning for the long run Features "before and after" pictures that show the results of improved Web page coding Offers continued coverage of key topics, including site administration, dynamic data-driven pages, and many others, in addition to new sections on hot new topics such as blogs and content management

Network Security with OpenSSL - John Viega
2002-06-17

Most applications these days are at least somewhat network aware, but how do you protect those applications against common network security threats? Many developers are turning to OpenSSL, an open source version of

SSL/TLS, which is the most widely used protocol for secure network communications. The OpenSSL library is seeing widespread adoption for web sites that require cryptographic functions to protect a broad range of sensitive information, such as credit card numbers and other financial transactions. The library is the only free, full-featured SSL implementation for C and C++, and it can be used programmatically or from the command line to secure most TCP-based network protocols. Network Security with OpenSSL enables developers to use this protocol much more effectively. Traditionally, getting something simple done in OpenSSL could easily take weeks. This concise book gives you the guidance you need to avoid pitfalls, while allowing you to take advantage of the library's advanced features. And, instead of bogging you down in the technical details of how SSL works under the hood, this book provides only the information that is necessary to use OpenSSL safely and effectively. In step-by-step fashion,

the book details the challenges in securing network communications, and shows you how to use OpenSSL tools to best meet those challenges. As a system or network administrator, you will benefit from the thorough treatment of the OpenSSL command-line interface, as well as from step-by-step directions for obtaining certificates and setting up your own certification authority. As a developer, you will further benefit from the in-depth discussions and examples of how to use OpenSSL in your own programs. Although OpenSSL is written in C, information on how to use OpenSSL with Perl, Python and PHP is also included. OpenSSL may well answer your need to protect sensitive data. If that's the case, Network Security with OpenSSL is the only guide available on the subject.

Using the Phone Book - Patricia Parrott Gundlach 1980

The Illustrated Network - Walter Goralski

2009-10-01

In 1994, W. Richard Stevens and Addison-Wesley published a networking classic: TCP/IP Illustrated. The model for that book was a brilliant, unfettered approach to networking concepts that has proven itself over time to be popular with readers of beginning to intermediate networking knowledge. The Illustrated Network takes this time-honored approach and modernizes it by creating not only a much larger and more complicated network, but also by incorporating all the networking advancements that have taken place since the mid-1990s, which are many. This book takes the popular Stevens approach and modernizes it, employing 2008 equipment, operating systems, and router vendors. It presents an "illustrated" explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations. Diagnostic traces allow the reader to follow the discussion with unprecedented

clarity and precision. True to the title of the book, there are 330+ diagrams and screen shots, as well as topology diagrams and a unique repeating chapter opening diagram. Illustrations are also used as end-of-chapter questions. A complete and modern network was assembled to write this book, with all the material coming from real objects connected and running on the network, not assumptions. Presents a real world networking scenario the way the reader sees them in a device-agnostic world. Doesn't preach one platform or the other. Here are ten key differences between the two: Stevens Goralski's Older operating systems (AIX,svr4,etc.) Newer OSs (XP, Linux, FreeBSD, etc.) Two routers (Cisco, Telebit (obsolete)) Two routers (M-series, J-series) Slow Ethernet and SLIP link Fast Ethernet, Gigabit Ethernet, and SONET/SDH links (modern) Tcpcdump for traces Newer, better utility to capture traces (Ethereal, now has a new name!) No IPSec IPSec No multicast Multicast No router security discussed Firewall

routers detailed No Web Full Web browser HTML consideration No IPv6 IPv6 overview Few configuration details More configuration details (ie, SSH, SSL, MPLS, ATM/FR consideration, wireless LANS, OSPF and BGP routing protocols New Modern Approach to Popular Topic Adopts the popular Stevens approach and modernizes it, giving the reader insights into the most up-to-date network equipment, operating systems, and router vendors. Shows and Tells Presents an illustrated explanation of how TCP/IP works with consistent examples from a real, working network configuration that includes servers, routers, and workstations, allowing the reader to follow the discussion with unprecedented clarity and precision. Over 330 Illustrations True to the title, there are 330 diagrams, screen shots, topology diagrams, and a unique repeating chapter opening diagram to reinforce concepts Based on Actual Networks A complete and modern network was assembled to write this book, with all the material coming from real

objects connected and running on the network, bringing the real world, not theory, into sharp focus.

Intelligence in the Era of Big Data - Rolly Intan
2015-03-12

This book constitutes the refereed proceedings of the 4th International Conference on Soft Computing, Intelligent Systems, and Information Technology, ICSIIT 2015, held in Bali, Indonesia, in March 2015. The 34 revised full papers presented together with 19 short papers, one keynote and 2 invited talks were carefully reviewed and selected from 92 submissions. The papers cover a wide range of topics related to intelligence in the era of Big Data, such as fuzzy logic and control system; genetic algorithm and heuristic approaches; artificial intelligence and machine learning; similarity-based models; classification and clustering techniques; intelligent data processing; feature extraction; image recognition; visualization techniques; intelligent network; cloud and parallel

computing; strategic planning; intelligent applications; and intelligent systems for enterprise, government and society.

Object-Oriented Programming and Java - Danny Poo 2008

Covering the latest in Java technologies, Object-Oriented Programming and Java teaches the subject in a systematic, fundamentals-first approach. It begins with the description of real-world object interaction scenarios and explains how they can be translated, represented and executed using object-oriented programming paradigm. By establishing a solid foundation in the understanding of object-oriented programming concepts and their applications, this book provides readers with the prerequisites for writing proper object-oriented programs using Java.

The Debian Administrator's Handbook - Raphaël Hertzog 2015-10-21

Debian GNU/Linux, a very popular non-commercial Linux distribution, is known for its

reliability and richness. Built and maintained by an impressive network of thousands of developers throughout the world, the Debian project is cemented by its social contract. This foundation text defines the project's objective: fulfilling the needs of users with a 100% free operating system. The success of Debian and of its ecosystem of derivative distributions (with Ubuntu at the forefront) means that an increasing number of administrators are exposed to Debian's technologies. This Debian Administrator's Handbook, which has been entirely updated for Debian 8 "Jessie", builds on the success of its 6 previous editions. Accessible to all, this book teaches the essentials to anyone who wants to become an effective and independent Debian GNU/Linux administrator. It covers all the topics that a competent Linux administrator should master, from installation to updating the system, creating packages and compiling the kernel, but also monitoring, backup and migration, without forgetting

advanced topics such as setting up SELinux or AppArmor to secure services, automated installations, or virtualization with Xen, KVM or LXC. This book is not only designed for professional system administrators. Anyone who uses Debian or Ubuntu on their own computer is de facto an administrator and will find tremendous value in knowing more about how their system works. Being able to understand and resolve problems will save you invaluable time. Learn more about the book on its official website: debian-handbook.info

Understanding Virtual Reality - William R. Sherman 2018-11-08

Understanding Virtual Reality: Interface, Application, and Design, Second Edition, arrives at a time when the technologies behind virtual reality have advanced dramatically in their development and deployment, providing meaningful and productive virtual reality applications. The aim of this book is to help users take advantage of ways they can identify

and prepare for the applications of VR in their field, whatever it may be. The included information counters both exaggerated claims for VR, citing dozens of real-world examples. By approaching VR as a communications medium, the authors have created a resource that will remain relevant even as the underlying technologies evolve. You get a history of VR, along with a good look at systems currently in use. However, the focus remains squarely on the application of VR and the many issues that arise in application design and implementation, including hardware requirements, system integration, interaction techniques and usability. Features substantive, illuminating coverage designed for technical or business readers and the classroom Examines VR's constituent technologies, drawn from visualization, representation, graphics, human-computer interaction and other fields Provides (via a companion website) additional case studies, tutorials, instructional materials and a link to an

open-source VR programming system Includes updated perception material and new sections on game engines, optical tracking, VR visual interface software and a new glossary with pictures

Java Network Programming - Merlin Hughes
1997-01-01

A package which provides an in-depth tutorial on programming networked applications with Java. It offers complete coverage of the Java networking APIs, including streams, TCP/IP and UDP/IP, with practical examples. The pack presents a cryptographic framework for developing Internet applications.

Introduction to Data Science - Rafael A. Irizarry
2019-11-20

Introduction to Data Science: Data Analysis and Prediction Algorithms with R introduces concepts and skills that can help you tackle real-world data analysis challenges. It covers concepts from probability, statistical inference, linear regression, and machine learning. It also

helps you develop skills such as R programming, data wrangling, data visualization, predictive algorithm building, file organization with UNIX/Linux shell, version control with Git and GitHub, and reproducible document preparation. This book is a textbook for a first course in data science. No previous knowledge of R is necessary, although some experience with programming may be helpful. The book is divided into six parts: R, data visualization, statistics with R, data wrangling, machine learning, and productivity tools. Each part has several chapters meant to be presented as one lecture. The author uses motivating case studies that realistically mimic a data scientist's experience. He starts by asking specific questions and answers these through data analysis so concepts are learned as a means to answering the questions. Examples of the case studies included are: US murder rates by state, self-reported student heights, trends in world health and economics, the impact of vaccines on

infectious disease rates, the financial crisis of 2007-2008, election forecasting, building a baseball team, image processing of hand-written digits, and movie recommendation systems. The statistical concepts used to answer the case study questions are only briefly introduced, so complementing with a probability and statistics textbook is highly recommended for in-depth understanding of these concepts. If you read and understand the chapters and complete the exercises, you will be prepared to learn the more advanced concepts and skills needed to become an expert.

PGP: Pretty Good Privacy - Simson Garfinkel
1995

PGP is a freely available encryption program that protects the privacy of files and electronic mail. It uses powerful public key cryptography and works on virtually every platform. This book is both a readable technical user's guide and a fascinating behind-the-scenes look at cryptography and privacy. It describes how to

use PGP and provides background on cryptography, PGP's history, battles over public key cryptography patents and U.S. government export restrictions, and public debates about privacy and free speech.

BEGINNING PHP6, APACHE, MYSQL WEB

DEVELOPMENT - Timothy Boronczyk 2009-05

Market_Desc: The primary audience includes PHP beginners, although basic HTML knowledge is useful. Experienced programmers whose current website has outgrown traditional static structure will also benefit from this book offering them a cost-effective way to upgrade and make their website more efficient and user-friendly. Special Features: · Major release of PHP and MySQL are expected late 2008 - this book will cover the updated features of PHP 6 and MySQL 6· Written by experts in a informal tone and is easy for beginners to understand· Provides plenty of tips and explanations with useful, real-world examples· A solid, practical guide for a quick understanding of the PHP,

Apache and MySQL stack About The Book: PHP, Apache, and MySQL are the three key open source technologies that form the basis for most active Web servers. This book takes the reader step-by-step through understanding each component - using it and combining it with the others on both Linux and Windows servers. Beginning PHP 6, Apache, and MySQL 6 guide the reader through the process of creating dynamic, data-driven sites, using the open source AMP model: Apache Web server, the MySQL database system, and the PHP scripting language. The team of expert authors cover topics including: new features of PHP 6 and MySQL 6, PHP scripting, database management, security, integration, e-commerce functions, and provide a complete syntax reference.

APIs: A Strategy Guide - Daniel Jacobson 2012

"Creating channels with application programming interfaces"--Cover.

Beginning Ubuntu Server Administration - Sander van Vugt 2008-03-11

This book guides you through all of the key configuration and administration tasks you'll need to know to quickly deploy and manage the Ubuntu Server distribution. Whether you're interested in adopting Ubuntu within a Fortune 500 environment or just want to use Ubuntu to manage your home network, this book is your go-to guide to using the distribution securely for a wide variety of network services. Topics include file, print, web, and FTP management, command-line tips and tricks, automated installation, configuration and deployment processes, and kernel management.

Baby, Boo! - Amazing Baby 2010

These books are created in a comfortable, strong trim size to fit growing hands and are sure to attract a baby's attention! *Baby, Boo!* introduces the child to early concepts of facial recognition through photographs of other babies. *Night, Night!* is the perfect little book for bedtime. The books uses photographs of other babies and strong graphics of familiar objects that baby will

recognise and respond to.

The Tomes of Delphi - Julian Bucknall 2001

Featuring a wealth of code examples appropriate for practicing developers, this advanced-level guide provides comprehensive coverage of such topics as arrays, binary trees, data compression. The CD includes the author's highly successful freeware library, EZDSL, along with the code from the book.

Ecological Risk Assessment of the East Coast Otter Trawl Fishery in the Great Barrier Reef Marine Park - 2012

Multimedia Database Management Systems -

Guojun Lu 1999

Traditional database management systems can't handle the demands of managing multimedia data. with the rapid growth of multimedia platforms and the world wide web, database management systems must now process, store, index, and retrieve alphanumeric data, bitmapped and vector-based graphics, and video

and audio clips both compressed and uncompressed. The comprehensive, systematic approach of Multimedia Database Management

Systems presents you with current and emerging methods for managing the increasing demands of multimedia databases and their inherent design and architecture issues.