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Real-Time 3D Graphics with WebGL 2 RESTful API Design

Analyze data like a pro, even if you're a beginner. Practical SQL is an approachable and fast-paced guide to SQL (Structured Query Language), the standard programming language for defining, organizing, and exploring data in relational databases. Anthony DeBarros, a journalist and data analyst, focuses on using SQL to find the story within your data. The examples and code use the open-source database PostgreSQL and its companion pgAdmin interface, and the concepts you learn will apply to most database management systems, including MySQL, Oracle, SQLite, and others.* You'll first cover the fundamentals of databases and the SQL language, then build skills by analyzing data from real-world datasets such as US Census demographics, New York City taxi rides, and earthquakes from US Geological Survey. Each chapter includes exercises and examples that teach even those who have never programmed before all the tools necessary to build powerful databases and access information quickly and efficiently. You'll learn how to: Create databases and related tables using your own data Aggregate, sort, and filter data to find patterns Use functions for basic math and advanced statistical operations Identify errors in data and clean them up Analyze spatial data with a geographic information system (PostGIS) Create advanced queries and automate tasks This updated second edition has been thoroughly revised to reflect the latest in SQL features, including additional advanced query techniques for wrangling data. This edition also has two new chapters: an expanded set of instructions on for setting up your system plus a chapter on using PostgreSQL with the popular JSON data interchange format. Learning SQL doesn't have to be dry and complicated. Practical SQL delivers clear examples with an easy-to-follow approach to teach you the tools you need to build and manage your own databases. * Microsoft SQL Server employs a variant of the language called T-SQL, which is not covered by Practical SQL.

[Serverless Analytics with Amazon Athena](#) "O'Reilly Media, Inc."

Data Science is booming thanks to R and Python, but Java brings the robustness, convenience, and ability to scale critical to today's data science applications. With this practical book, Java software engineers looking to add data science skills will take a logical journey through the data science pipeline. Author Michael Brzustowicz explains the basic math theory behind each step of the data science process, as well as how to apply these concepts with Java. You'll learn the critical roles that data IO, linear algebra, statistics, data operations, learning and prediction, and Hadoop MapReduce play in the process. Throughout this book, you'll find code examples you can use in your applications. Examine methods for obtaining, cleaning, and arranging data into its purest form Understand the matrix structure that your data should take Learn basic concepts for testing the origin and validity of data Transform your data into stable and usable numerical values Understand supervised and unsupervised learning algorithms, and methods for evaluating their success Get up and running with MapReduce, using customized components suitable for data science algorithms

Advances in Conceptual Modeling Packt Publishing Ltd

Transition from Objective-C to the cleaner, more functional Swift quickly and easily Professional Swift shows you how to create Mac and iPhone applications using Apple's new programming language. This code-intensive, practical guide walks you through Swift best practices as you learn the language, build an application, and refine it using advanced concepts and techniques. Organized for easy navigation, this book can be read end-to-end for a self-paced tutorial, or used as an on-demand desk reference as unfamiliar situations arise. The first section of the book guides you through the basics of Swift programming, with clear instruction on everything from writing code to storing data, and Section II adds advanced data types, advanced debugging, extending classes, and more. You'll learn everything you need to know to make the transition from Objective-C to Swift smooth and painless, so you can begin building faster, more secure apps than ever before. Get acquainted with the Swift language and syntax Write, deploy, and debug Swift programs Store data and interface with web services Master advanced usage, and bridge Swift and Objective-C Professional Swift is your guide to the future of OS X and iOS development.

Multimedia and Network Information Systems Packt Publishing Ltd

Get started with GPT-3 and the OpenAI API for natural language processing using JavaScript and Python Key Features Understand the power of potential GPT-3 language models and the risks involved Explore core GPT-3 use cases such as text generation, classification, and semantic search using engaging examples Plan and prepare a GPT-3 application for the OpenAI review process required for publishing a live application Book Description Generative Pre-trained Transformer 3 (GPT-3) is a highly advanced language model from OpenAI that can generate written text that is virtually indistinguishable from text written by humans. Whether you have a technical or non-technical background, this book will help you understand and start working with GPT-3 and the OpenAI API. If you want to get hands-on with leveraging artificial intelligence for natural language processing (NLP) tasks, this easy-to-follow book will help you get started. Beginning with a high-level introduction to NLP and GPT-3, the book takes you through practical examples that show how to leverage the OpenAI API and GPT-3 for text generation, classification, and semantic search. You'll explore the capabilities of the OpenAI API and GPT-3 and find out which NLP use cases GPT-3 is best suited for. You'll also learn how to use the API and optimize requests for the best possible results. With examples focusing on the OpenAI Playground and easy-to-follow JavaScript and Python code samples, the book illustrates the possible applications of GPT-3 in production. By the end of this book, you'll understand the best use cases for GPT-3 and how to integrate the OpenAI API in your applications for a wide array of NLP tasks. What you will learn Understand what GPT-3 is and how it can be used for various NLP tasks Get a high-level introduction to GPT-3 and the OpenAI API Implement JavaScript and Python code examples that call the OpenAI API Structure GPT-3 prompts and options to get the best possible results Select the right GPT-3 engine or model to optimize for speed and cost-efficiency Find out which use cases would not be suitable for GPT-3 Create a GPT-3-powered knowledge base application that follows OpenAI guidelines Who this book is for Exploring GPT-3 is for anyone interested in natural language processing or learning GPT-3 with or without a technical background. Developers, product managers, entrepreneurs, and

hobbyists looking to get to grips with NLP, AI, and GPT-3 will find this book useful. Basic computer skills are all you need to get the most out of this book.

The SparkFun Guide to Processing Springer Nature

For increasing the knowledge about small RNA an online platform was built in this thesis, homogenizing the analysis of sequencing data from over 4,000 samples collected in different laboratories worldwide from various organisms. Consequentially, tissue and disease specific biomarkers were detected and evidence was found for bacterial and viral infections of the sequenced tissues. This motivated the development of an algorithm for analyzing non-host RNA sequencing reads for detecting pathogenic abundance in the host. Focusing on neurological diseases, bacterial presence is suggested in brains of dementia patients. The platform and the algorithm can help scientists to add important leads to their own studies. In dieser Arbeit wurde eine Online-Plattform für small RNA entwickelt, die die Analyse der Sequenzierungsdaten von über 4.000 weltweit gewonnenen Proben verschiedener Organismen homogenisiert. Mit ihr wurden gewebe- und krankheitsspezifische Biomarker gefunden, sowie Hinweise auf bakterielle und virale Infektionen der sequenzierten Gewebe. Dies motivierte die Entwicklung eines Algorithmus für die Analyse von Nicht-Wirts-RNA-Sequenzierungsdaten zum Detektieren von Pathogenen. Bei einer Fokussierung auf neurologische Erkrankungen wurde bakterielle Präsenz im Gehirn von Demenzpatienten detektiert. Die Plattform und der Algorithmus können der Wissenschaft behilflich sein, neue Studien mit wichtigen Informationen zu verbessern.

Mastering Front-End Web Development (HTML, Bootstrap, CSS, SEO, Cordova, SVG, ECMAScript, JavaScript, WebGL, Web Design and many more.) Springer

Processing is a free, beginner-friendly programming language designed to help non-programmers create interactive art with code. The SparkFun Guide to Processing, the first in the SparkFun Electronics series, will show you how to craft digital artwork and even combine that artwork with hardware so that it reacts to the world around you. Start with the basics of programming and animation as you draw colorful shapes and make them bounce around the screen. Then move on to a series of hands-on, step-by-step projects that will show you how to: -Make detailed pixel art and scale it to epic proportions -Write a maze game and build a MaKey MaKey controller with fruit buttons -Play, record, and sample audio to create your own soundboard -Fetch weather data from the Web and build a custom weather dashboard -Create visualizations that change based on sound, light, and temperature readings With a little imagination and Processing as your paintbrush, you'll be on your way to coding your own gallery of digital art in no time! Put on your artist's hat, and begin your DIY journey by learning some basic programming and making your first masterpiece with The SparkFun Guide to Processing. The code in this book is compatible with Processing 2 and Processing 3.

Proceedings of the 6th International Conference on Decision Support System Technology - ICDSST 2020 on Cognitive Decision Support Systems & Technologies Apress

Recent years have seen remarkable progress on both advanced multimedia data processing and intelligent network information systems. The objective of this book is to contribute to the development of multimedia processing and the intelligent information systems and to provide the researches with the essentials of current knowledge, experience and know-how. Although many

aspects of such systems have already been under investigation, but there are many new that wait to be discovered and defined. The book contains a selection of 36 papers based on original research presented during the 10th International Conference on Multimedia & Network Information Systems (MISSI 2016) held on 14-16 September 2016 in Wrocław, Poland. The papers provide an overview the achievements of researches from several countries in three continents. The volume is divided into five parts: (a) Images and Videos - Virtual and Augmented Reality, (b) Voice Interactions in Multimedia Systems, (c) Tools and Applications, (d) Natural Language in Information Systems, and (e) Internet and Network Technologies. The book is an excellent resource for researchers, those working in multimedia, Internet, and Natural Language technologies, as well as for students interested in computer science and other related fields.

Practical SQL, 2nd Edition Pearson Education

In just 24 sessions of one hour or less, you'll learn how to build advanced web sites and applications with ASP.NET Ajax--and upgrade existing pages to deliver more power and business value. Using a straightforward, step-by-step approach, each lesson equips you with sufficient information and guides you to mastery of Ajax in real-world applications. One step at a time, you'll discover how to make the most of the Microsoft Ajax Library and Ajax Server Extensions. You'll develop secure, reliable Web services and applications that solve real problems--including a complete sample e-commerce application. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Quizzes help you build and test your knowledge. Notes, tips, and cautions point out shortcuts, solutions, and potential problems to avoid. New terms are clearly defined and explained. Learn how to... Incorporate ASP.NET Ajax into any new or existing web site or application Use ASP.NET architecture, key concepts, and client-side scripting techniques Design and build a complete e-commerce application Use ASP.NET Ajax to create higher-performance web applications Use all the key Ajax Server Extensions, including the Ajax Control Toolkit Work with the ASP.NET Ajax authentication and profile services Extend the Microsoft Ajax Library Efficiently debug and trace ASP.NET Ajax code Leverage the benefits of Ajax by implementing a sample application Joydip Kanjilal, honored by Microsoft as an ASP.NET MVP, writes frequently on ASP.NET and other .NET technologies for web sites such as www.asptoday.com, www.devx.com, www.aspalliance.com, and www.aspnetpro.com. He is currently lead architect for a consulting company based in Hyderabad, India. He has designed and architected solutions for various domains. Sriram Putrevu, lead developer for a consulting company in Hyderabad, specializes in Microsoft .NET technologies. He has extensive experience developing large-scale applications in healthcare, supply chain/logistics, EAI, and e-commerce.

Detection of pathogenic infections in neurological disorders through recycling of gene expression data Apress

Develop attractive and efficient dynamic web applications using Node.js DESCRIPTION The Node.js Guidebook is written and designed keeping in mind readers of varies technical and academic inclinations. Every concept has been explained in detail with appropriate examples and demonstrations with images as applicable. Topics have been aligned from simple to complex for the benefit of a beginner in understanding the technology. The logic of all codes in the examples have been explained appropriately. Concepts have been described in a simple language for easy

understanding along with real-world applications of the same. Node.js Guidebook aims to introduce readers to the world of Node.js. Node.js is an open source JavaScript run-time environment that executes JavaScript on server-side. Earlier, JavaScript was used only for client-side scripting, but Node.js supports the creation of dynamic Web applications by using JavaScript for server-side scripting. Node.js has taken the world by a storm by simplifying Web application development thorough the use of readily available and pluggable modules, thus, reducing the overall development time. Whether you are a beginner or an experienced developer, you can learn to design and develop attractive and efficient Web applications using Node.js. KEY FEATURES Assumes a practical approach of learning. Ample of examples are given along with assignments. Book covers a wide range of topics in Node.js, emphasising on real-world. Simple language is used with clear presentation of topics including Node.js modules, npm, event handling. WHAT WILL YOU LEARN This book will help developers to easily develop attractive and efficient dynamic web applications using Node.js. It will be a great source of reference for developers for migrating applications to open source technologies such as HTML5, Node.js, and MySQL. WHO THIS BOOK IS FOR This book will prove to be a "must have" for beginners as well as experienced professionals as it is a stepping stone for learning new technology. Table of Contents 1. Introduction to Node.js 2. Modules in Node.js 3. File system module 4. NPM in node.js 5. Event handling in Node.js 6. Node.js with MySQL 7. Express and Node.js

Exploring GPT-3 John Wiley & Sons

A comprehensive guide with 80+ examples on 3D programming in WebGL 2, covering computer graphics topics such as rendering, 3D math, camera, and more Key Features Create visually stunning, high-performance 3D applications for the web with WebGL 2 A complete course on 3D computer graphics: rendering, 3D math, lighting, cameras, and more Unlock a variety of new and advanced features offered in WebGL 2 Book Description As highly interactive applications have become an increasingly important part of the user experience, WebGL is a unique and cutting-edge technology that brings hardware-accelerated 3D graphics to the web. Packed with 80+ examples, this book guides readers through the landscape of real-time computer graphics using WebGL 2. Each chapter covers foundational concepts in 3D graphics programming with various implementations. Topics are always associated with exercises for a hands-on approach to learning. This book presents a clear roadmap to learning real-time 3D computer graphics with WebGL 2. Each chapter starts with a summary of the learning goals for the chapter, followed by a detailed description of each topic. The book offers example-rich, up-to-date introductions to a wide range of essential 3D computer graphics topics, including rendering, colors, textures, transformations, framebuffers, lights, surfaces, blending, geometry construction, advanced techniques, and more. With each chapter, you will "level up" your 3D graphics programming skills. This book will become your trustworthy companion in developing highly interactive 3D web applications with WebGL and JavaScript. What you will learn Understand the rendering pipeline provided in WebGL Build and render 3D objects with WebGL Develop lights using shaders, 3D math, and the physics of light reflection Create a camera and use it to navigate a 3D scene Use texturing, lighting, and shading techniques to render realistic 3D scenes Implement object selection and interaction in a 3D scene Cover advanced techniques for creating immersive and compelling scenes Learn new and advanced features offered in WebGL 2 Who this

book is for This book is intended for developers who are interested in building highly interactive 3D applications for the web. A basic understanding of JavaScript is necessary; no prior computer graphics or WebGL knowledge is required.

Learning PostgreSQL 10 Jones & Bartlett Learning

Coding and testing are generally considered separate areas of expertise. In this practical book, Java expert Scott Oaks takes the approach that anyone who works with Java should be adept at understanding how code behaves in the Java Virtual Machine—including the tunings likely to help performance. This updated second edition helps you gain in-depth knowledge of Java application performance using both the JVM and the Java platform. Developers and performance engineers alike will learn a variety of features, tools, and processes for improving the way the Java 8 and 11 LTS releases perform. While the emphasis is on production-supported releases and features, this book also features previews of exciting new technologies such as ahead-of-time compilation and experimental garbage collections. Understand how various Java platforms and compilers affect performance Learn how Java garbage collection works Apply four principles to obtain best results from performance testing Use the JDK and other tools to learn how a Java application is performing Minimize the garbage collector's impact through tuning and programming practices Tackle performance issues in Java APIs Improve Java-driven database application performance

Data Science with Java McGraw Hill Professional

Encompassing a broad range of forms and sources of data, this textbook introduces data systems through a progressive presentation. Introduction to Data Systems covers data acquisition starting with local files, then progresses to data acquired from relational databases, from REST APIs and through web scraping. It teaches data forms/formats from tidy data to relationally defined sets of tables to hierarchical structure like XML and JSON using data models to convey the structure, operations, and constraints of each data form. The starting point of the book is a foundation in Python programming found in introductory computer science classes or short courses on the language, and so does not require prerequisites of data structures, algorithms, or other courses. This makes the material accessible to students early in their educational career and equips them with understanding and skills that can be applied in computer science, data science/data analytics, and information technology programs as well as for internships and research experiences. This book is accessible to a wide variety of students. By drawing together content normally spread across upper level computer science courses, it offers a single source providing the essentials for data science practitioners. In our increasingly data-centric world, students from all domains will benefit from the "data-aptitude" built by the material in this book.

The Cucumber Book EWG-DSS

Your customers want rock-solid, bug-free software that does exactly what they expect it to do. Yet they can't always articulate their ideas clearly enough for you to turn them into code. You need Cucumber: a testing, communication, and requirements tool—all rolled into one. All the code in this book is updated for Cucumber 2.4, Rails 5, and RSpec 3.5. Express your customers' wild ideas as a set of clear, executable specifications that everyone on the team can read. Feed those examples into Cucumber and let it guide your development. Build just the right code to keep your customers happy. You can use Cucumber to test almost any system or any platform. Get started by using the

core features of Cucumber and working with Cucumber's Gherkin DSL to describe-in plain language- the behavior your customers want from the system. Then write Ruby code that interprets those plain-language specifications and checks them against your application. Next, consolidate the knowledge you've gained with a worked example, where you'll learn more advanced Cucumber techniques, test asynchronous systems, and test systems that use a database. Recipes highlight some of the most difficult and commonly seen situations the authors have helped teams solve. With these patterns and techniques, test Ajax-heavy web applications with Capybara and Selenium, REST web services, Ruby on Rails applications, command-line applications, legacy applications, and more. Written by the creator of Cucumber and the co-founders of Cucumber Ltd., this authoritative guide will give you and your team all the knowledge you need to start using Cucumber with confidence. What You Need: Windows, Mac OS X (with XCode) or Linux, Ruby 1.9.2 and upwards, Cucumber 2.4, Rails 5, and RSpec 3.5

JSON at Work Apress

A comprehensive, easy-to-follow guide to creating complete Node apps and understanding how to build, deploy, and test your own apps. Key Features Entirely project-based and practical Explains the "Why" of Node.js features, not just the "how", providing you with a deep understanding and enabling you to easily apply concepts in your own applications Covers the full range of technologies around Node.js - NPM, version control with Git, and much more Book Description Learning Node.js Development is a practical, project-based book that provides you with all you need to get started as a Node.js developer. Node is a ubiquitous technology on the modern web, and an essential part of any web developers' toolkit. If you are looking to create real-world Node applications, or you want to switch careers or launch a side project to generate some extra income, then you're in the right place. This book has been written around a single goal—turning you into a professional Node developer capable of developing, testing, and deploying real-world production applications. Learning Node.js Development is built from the ground up around the latest version of Node.js (version 9.x.x). You'll be learning all the cutting-edge features available only in the latest software versions. This book cuts through the mass of information available around Node and delivers the essential skills that you need to become a Node developer. It takes you through creating complete apps and understanding how to build, deploy, and test your own Node apps. It maps out everything in a comprehensive, easy-to-follow package designed to get you up and running quickly. What you will learn Learn the fundamentals of Node Build apps that respond to user input Master working with servers Learn how to test and debug applications Deploy and update your apps in the real world Create responsive asynchronous web applications Who this book is for This book targets anyone looking to launch their own Node applications, switch careers, or freelance as a Node developer. You should have a basic understanding of JavaScript in order to follow this course.

Sams Teach Yourself ASP.NET Ajax in 24 Hours Packt Publishing Ltd

Build professional-grade full-stack web applications using C# and ASP.NET Core. In ASP.NET Core in Action, Third Edition you'll learn how to: Build minimal APIs for serving JSON to client-side applications Create dynamic, server-side rendered applications using Razor Pages User authentication and authorization Store data using Entity Framework Core Unit and integration tests for ASP.NET Core applications Write custom middleware and components Fully updated to ASP.NET

Core 7.0! In ASP.NET Core in Action, Third Edition Microsoft MVP Andrew Lock teaches you how you can use your C# and .NET skills to build amazing cross-platform web applications. This revised bestseller reveals the latest .NET patterns, including minimal APIs and minimal hosting. Even if you've never worked with ASP.NET, you'll start creating productive cross-platform web apps fast. Illustrations and annotated code make learning visual and easy. About the technology The ASP.NET Core web framework delivers everything you need to build professional-quality web applications. With productivity-boosting libraries for server-side rendering, secure APIs, easy data access and more, you'll spend your time implementing features instead of researching syntax and tracking down bugs. This book is your guide. About the book ASP.NET Core in Action, Third Edition shows you how to create production-grade web applications with ASP.NET Core 7.0. You'll learn from hands-on examples, insightful illustrations, and nicely explained code. Updated coverage in this Third Edition includes creating minimal APIs, securing APIs with bearer tokens, WebApplicationBuilder, and more. About the reader For beginning to intermediate web developers. Examples are in C#. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents 1 Getting started with ASP.NET Core 2 Understanding ASP.NET Core 3 Your first application 4 Handling requests with the middleware pipeline 5 Creating a JSON API with minimal APIs 6 Mapping URLs to endpoints using routing 7 Model binding and validation in minimal APIs 8 An introduction to dependency injection 9 Registering services with dependency injection 10 Configuring an ASP.NET Core application 11 Documenting APIs with OpenAPI 12 Saving data with Entity Framework Core 13 Creating a website with Razor Pages 14 Mapping URLs to Razor Pages using routing 15 Generating responses with page handlers in Razor Pages 16 Binding and validating requests with Razor Pages 17 Rendering HTML using Razor views 18 Building forms with Tag Helpers 19 Creating a website with MVC controllers 20 Creating an HTTP API using web API controllers 21 The MVC and Razor Pages filter pipeline 22 Creating custom MVC and Razor Page filters 23 Authentication: Adding users to your application with Identity 24 Authorization: Securing your application 25 Authentication and authorization for APIs 26 Monitoring and troubleshooting errors with logging 27 Publishing and deploying your application 28 Adding HTTPS to an application 29 Improving your application's security 30 Building ASP.NET Core apps with the generic host and Startup 31 Advanced configuration of ASP.NET Core 32 Building custom MVC and Razor Pages components 33 Calling remote APIs with IHttpConnectionFactory 34 Building background tasks and services 35 Testing applications with xUnit 36 Testing ASP.NET Core applications

The Semantic Web: ESWC 2018 Satellite Events No Starch Press

This compact syntax reference covers syntax and parameters central to JSON object definitions. You'll learn the syntax used in the JSON object definition language, logically organized by topical chapters, and getting more advanced as chapters progress, covering structures and file formats which are best for use with HTML5. Furthermore, the JSON Quick Syntax Reference includes the key factors regarding the data footprint optimization work process, the in-lining of CSS and JS files, and why a data footprint optimization work process is important. What You'll Learn • Use the object definition syntax supported in JSON • Define a JSON content production workflow • Gain an understanding of the concepts and principles behind JSON object definitions • Use JSON code snippets and apply them in your web applications • Utilize the NetBeans, Android Studio, and Eclipse

IDEs for your JSON coding Who This Book Is For Web developers, Android application developers, and user interface designers.

Beginning JSON Springer

As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3 Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL ** special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

Zero to Production In Rust O'Reilly Media

This book constitutes the refereed proceedings of five workshops symposia, held at the 39th International Conference on Conceptual Modeling, ER 2020, which were supposed to be held in Vienna, Austria, in November 2020, but were held virtually due to the COVID-19 pandemic instead. The 20 papers promote and disseminate research on theories of concepts underlying conceptual modeling, methods and tools for developing and communicating conceptual models, techniques for transforming conceptual models into effective implementations, and the impact of conceptual modeling techniques on databases, business strategies and information systems. The following

workshops are included in this volume: First Workshop on Conceptual Modeling Meets Artificial Intelligence and Data-Driven Decision Making (CMAI); First International Workshop on Conceptual Modeling for Life Sciences (CMLS); Second Workshop on Conceptual Modeling, Ontologies and (Meta)data Management for Findable, Accessible, Interoperable and Reusable (FAIR) Data (CMOMM4FAIR); First Workshop on Conceptual Modeling for NoSQL Data Stores (CoMoNoS); and Third International Workshop on Empirical Methods in Conceptual Modeling (EmpER).

Introduction to Data Systems Packt Publishing Ltd

This book is a compilation of selected papers from the 12th International Workshop of Advanced Manufacturing and Automation (IWAMA 2022), held in Jimei University, Xiamen, China on 01 - 02 November, 2022. Topics focusing on novel techniques for manufacturing and automation in Industry 4.0 are now vital factors for the maintenance and improvement of the economy of a nation and the quality of life. It will help academic researchers and engineering to implement the concept, theory and methods in Industry 4.0 which has been a hot topic. These proceedings will make valuable contributions to academic researchers, engineers in the industry for the challenges in the 4th industry revolution and smart factories.

JavaScript: The Definitive Guide Apress

This book is a collection of tutorial examples and notes written by the author while he was learning JavaScript. Topics include ECMAScript specifications; data types, variables and expressions; flow control statements: 'if', 'for', 'switch', and 'while'; using arrays and objects; defining and calling functions; embedding JavaScript code in HTML documents; DOM (Document Object Model) API levels; using the JavaScript console in Web browsers; creating new object types with prototypes; building prototype inheritance hierarchy; managing functions as objects; using jrunscript JavaScript shell; sending AJAX (XMLHttpRequest) requests. Updated in 2023 (Version 2.33) with AJAX tutorials. For latest updates and free sample chapters, visit <https://www.herongyang.com/JavaScript>.

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