
A Programmers To Jini Technology

Programming Android

User Interfaces in VB .NET

Parallel Computational Fluid Dynamics 2002

Java P2P Unleashed

.NET Development for Java Programmers

Jini in a Nutshell

GDI+ Programming in C# and VB .NET

AUUGN

The Jini Specifications

Introduction to Programming

JavaSpaces in Practice

Programming Lego Mindstorms with Java

XML Programming Using the Microsoft XML Parser

The Sun Certified Java Developer Exam with J2SE

1.4

AUUGN

CIL Programming

A Programmer's Guide to ADO.NET in C#

Visual Basic for Testers

Distributed .NET Programming in C#

Programming VB .NET

Writing Perl Modules for CPAN

ADO.NET Examples and Best Practices for C#

Programmers

Pocket PC Database Development with eMbedded

Visual Basic

A Programmer's Guide to Jini Technology

Use Your PC to Build an Incredible Home Theater System

A Programmer's Introduction to C#

A Programmer's Guide to Jini Technology

Web Matrix Developer's Guide

Distributed .NET Programming in VB .NET

Bluetooth Application Programming with the Java APIs

Foundations of Jini 2 Programming

Inside Java 2 Platform Security

Service Robotics within the Digital Home

Programming the Web with Visual Basic .NET

Mobility Aware Technologies and Applications

The Jiro Technology Programmer's Guide and

Federated Management Architecture

User Interfaces in C#

AUUGN

JavaSpaces Principles, Patterns, and Practice

A
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LI GRACE

Programming

Android

Elsevier

The Pocket PC

is the fastest

growing

platform for

building

handheld-

based

enterprise
applications.

Free from the

memory

limitations and

underpowered

processors of

other

handheld

platforms,

Pocket Access

and eMbedded

Visual Basic

are providing

the Pocket PC

with the same

one-two punch

that Microsoft

Access and

Visual Basic

gave Windows

application

development

in the early

1990s. As the

first rapid

application development tool for the Pocket PC, eMbedded Visual Basic increases developer productivity and allows for the creation of a wide range of database applications to empower an increasingly mobile workforce. This is the first book on the market to focus on Pocket PC development using Microsoft's free eMbedded Visual Basic 3.0. Pocket PC Database Development with eMbedded Visual Basic is designed to get software developers up to speed building Pocket Access database applications using eMbedded Visual Basic on the Pocket PC. Author Rob Tiffany has put his own Visual Basic background to work in developing advanced Pocket PC applications for large energy companies. It's from this perspective that he guides professional Visual Basic and Access programmers into the world of Pocket PC software development. This book ramps up your skills in fast-paced but pragmatic fashion. After describing the subset of the SQL language that Pocket PC developers need to know, the author guides you through Microsoft's ADOCE and ActiveSync technologies with no-nonsense examples. Tiffany effectively

shares his "been there, done that" experience to help programmers avoid the shoals can sink efforts to build Pocket PC applications that communicate with either local Pocket Access databases or remote SQL Server databases.

User

Interfaces in VB .NET

Apress

This comprehensive reference to the C# language is designed to help you get

up to speed on C#. Author Eric Gunnerson, a developer on Microsoft's C# design team, has logged many hours writing and testing C# code. Thus, he is uniquely poised to effectively coach you on using the language. And you will come to understand how C# fits into Microsoft's .NET Framework. Gunnerson provides the ideal foundation for you to springboard into a C#

knowledge base. Core topics include C# basic statements and flow of execution, classes, interfaces, expressions, arrays, enums, interoperability, exception handling, and delegates and events. The final section of the book will enlighten you on the history of C# and compare it to other widely-used programming languages. New features to this second edition include graphical user interface

<p>application development using Windows Forms, and advanced topics like threading and execution-time code generation.</p> <p>Parallel Computational Fluid Dynamics</p> <p>2002 Apress Best-selling author Bill Vaughn gives practical advice that VB developers can use immediately to make their data access code faster and easier to write and understand.</p> <p><u>Java P2P Unleashed</u></p>	<p>Apress Barnaby describes how to use the new .NET technologies to build fast, scalable, and robust distributed applications.</p> <p><u>.NET Development for Java Programmers</u></p> <p>Apress This book provides the reader with a clear and precise description of robotics and other systems for home automation currently on the market, and discusses their interoperability and</p>	<p>perspectives for the near future. It shows the different standards and the development platforms used by the main service robots in an international environment. This volume provides a scientific basis for the user who is looking for the best option to suit his or her needs from the available alternatives to integrate modern technology in the digital home.</p> <p><u>Jini in a Nutshell</u></p>
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<p>Apress The author Sam Tregar tells programmers how best to use and contribute modules to the Open Source repository known as CPAN (Comprehensive Perl Archive Network). <i>GDI+ Programming in C# and VB .NET</i> "O'Reilly Media, Inc." A Programmer's Guide to ADO.NET in C# begins by taking readers through a fast- paced overview of</p>	<p>C# and then delves into ADO.NET. Why should C# programmers use it instead of the existing technologies? What new functionality does it offer? The chapters that follow go through the details on each of the major Data Providers of the .NET platform (OleDb, SQL Server, and ODBC) that enable you to read and write data to the targeted database. These chapters also serve as a good</p>	<p>reference for looking up detailed methods and properties for these data provider classes. Authors Chand and Gold also show C# programmers how to work with XML classes and how to integrate XML into the ADO.NET architecture. The book provides programmers with handy ideas about taking advantage of the VS.NET IDE and how you can tie your data to the myriad of</p>
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powerful controls including the multi-faceted Data Grid. Finally, it goes through creating a guest book application for the Web so you can see how all the pieces fit together. *AUUGN Apress GDI+ Programming in C# and VB .NET* starts out with an explanation of GDI+ and how it relates to GDI. Nick Symmonds also includes a chapter on common ways to draw using VB6 and C++. The book then

dives deep into the GDI+ namespaces and classes-basic drawing is discussed first with later chapters going deeper into more complex drawing. Paths, Gradients, Alpha Blends, Matrix operations, and transformations are all explained in understandable detail. Later chapters discuss working with bitmaps and other images, drawing, and printing. The final two chapters are

devoted to useful projects that tie up the subject matter of the previous chapters in real world examples. Throughout GDI+ Programming in C# and VB .NET, the author not only explains the different namespaces and classes relating to GDI+, but he also takes time to talk about best practices concerning graphics programming. Woven throughout the book are numerous

examples that tie together different aspects of programming in .NET, teaching programmers how to get the best possible speed and efficiency out of their code.

The Jini

Specifications

Springer

About the

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Kumar is a

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Introduction

to Programming A

Programmer's

Guide to Jini

TechnologyA

Programmer's

Guide to Jini

Technology

In a new

approach, this

is a closely

focused work

that gives you

the insight of

experienced developers about a single aspect of .NET programming. You will find all the ingredients you can use to design state-of-the-art application interfaces. You will also delve into entirely new topics like custom control design and GDI+, the next-generation painting framework for Windows. The author goes beyond the basics and combines user interface design principles with

practical guidelines for creating the next generation of software applications. The author covers three areas: 1) an overview of how to design elegant user interfaces the average user can understand; 2) a comprehensive examination of the user interface controls and classes in .NET. and 3) A tutorial with best practices and design tips for coding user interfaces and integrating

help.
JavaSpaces in Practice
 Morgan Kaufmann
 A Programmer's Guide to Jini Technology
 A Programmer's Guide to Jini Technology
 Apress
Programming Lego
Mindstorms with Java
 Apress
 It is becoming quite clear that there will be important technological advances in -
 bile and wireless connectivity, known as third-/fourth-generation (3G and 4G) mobile

telecommunications systems. As a result we will be surrounded by ever-growing multidomain (technical and administrative) heterogeneous communications in both wired and wireless networks. This resulting environment deals with communication in multizoned networks, where people, devices, appliances and servers are connected to each other via different

kinds of networks. Networks will be pervasive, ubiquitous, multivice, multioperator and multiaccess. The mobility trend will also be spurred forward by the growing availability of mobile-enabled handheld devices. Mobile systems are expected to provide mobile users with cost-effective, secure, yet ubiquitous service access anywhere and anytime. Users will then

continue to enjoy the new-found freedom mobile access provides and will have increasingly high expectations of mobility-aware applications that should be capable of seamlessly supporting the mobile lifestyle. The papers in this volume discuss issues from models, platforms, and architectures for mobility-aware systems to security, mobile agent technologies, sensitive communications,

context awareness, mobile applications and management. They cover both practical experience and novel research ideas and concepts. [XML Programming Using the Microsoft XML Parser](#) Apress This will be the first book detailing how to program Lego Mindstorms using the newly released Java Virtual Machine for Lego Mindstorms programming. The book will

provide readers with all the information they need to construct and program Lego Mindstorms robots. Pearson Education Practical instruction helps the reader master new features of Java 1.4 by working through a project similar to what is required to successfully complete the Sun Certified Developer Examination. *The Sun Certified Java Developer Exam with J2SE 1.4*

Apress Barnaby describes how VB.NET developers can use the new .NET technologies to build fast, scalable, and robust distributed applications. **AUUGN** Apress Expert author John Mueller provides a complete view of Microsoft's free Web site creation program. **CIL Programming** Apress XML Programming Using the Microsoft XML Parser is written for

programmers interested in XML development using Microsoft technologies. Coupling valuable discussion of the Microsoft XML parser, Windows platform, and XML development software with the numerous core XML technologies, including XSLT, XPATH, SAX, DOM, XML Schema, and SOAP, this book steps beyond the mainstream focus on the theoretical aspects of XML and

actually demonstrates the concepts in a real-world development environment. Veteran authors and trainers Soo Mee Foo and Wei Meng Lee intersperse this survey of XML technologies with discussion of topics sure to interest any budding XML developer, providing timely information regarding Web services, ActiveX Data Objects (ADO), and Microsoft SQL Server 2000 XML support. A

chapter is also devoted to the Wireless Markup Language (WML), one of the most visible applications of XML technology. No question, XML is one of the rising stars in information technology. XML Programming Using the Microsoft XML Parser offers you what you need to know to get acquainted with the concepts necessary to begin development with this

exciting technology.

A Programmer's Guide to ADO.NET in C# Apress

What is Jini, and how do you use it ?

What can it do ? Is it hype, or an important new paradigm for building a new generation of computing technology ?

Many developers have been asking these questions over the past year. And the only way to separate the hype from the reality, to figure out what Jini is

really all about, is to roll up your sleeves and start working with Jini, to see what it can do. " Jini in a Nutshell " is a quick reference in the tradition of "Java in a Nutshell". It aims to get you started with Jini as quickly and effectively as possible. It includes : thorough coverage of all important concepts, including RMI, basic Jini programming, leasing, transactions, and remote events.

Discussions of standard services, including JavaSpaces, many helper services, and service administration . Many examples demonstrating how to write effective Jini code. A quick reference to all the Jini classes, including standard services and support classes. Coverage of the initial Jini release (Jini 1*0), plus the first major update (1*1 alpha). Jini is an extension of the Java

platform that enables you to write high-reliability software requiring minimal configuration by the user. Things should "just work !" Things should use the network automatically, and be able to look up the services they need to do their work without prior configuration. And they should work reliably, even if parts of the system or the network fail. Although Jini is often discussed as a technology for

embedded systems, these goals are as relevant to enterprise software as to building a networked refrigerator. The community of developers interested in Jini goes way beyond embedded systems developers ; it includes people working on business systems, people working on massively distributed computing projects, and people who are just trying

to change the way we think of (and use) computing tools, whether they are software or hardware. No matter what your interests, it's safe to bet that you're interested in building things that "just work." If you are, you need to investigate Jini's claims. And the best way to do that is to ignore the hype and start writing code. This book shows you how. *Visual Basic for Testers* Addison-Wesley Professional

Home theater enthusiasts with basic technical PC skills are shown how to set up an HTPC entertainment center.

Distributed .NET Programmin

g in C#
Addison Wesley Publishing Company
The authors show where JavaSpaces are applicable and how to use them effectively in system

architecture. A "next level" book, this title starts right off with designing applications, and focuses on the development of code using Spaces to solve specific problems.

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