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The previous three editions have established Fluid Mechanics as the key textbook in its field. This fourth edition continues to offer the reader an excellent and

comprehensive treatment of the essentials of what is a truly cross-disciplinary subject, while also providing in-depth treatment of selected areas. This book is suitable for all students of civil, mechanical, chemical, environmental and building services engineering. The fourth edition retains the underlying philosophy of the previous editions - guiding the reader from the general to the particular, from fundamentals to specialist applications - for a range of flow conditions from bounded to free surface and steady to time dependent. The basic 'building block' equations are identified and their development and application to problems of considerable engineering concern are demonstrated and discussed. The fourth edition of Fluid Mechanics includes: end of chapter summaries outlining all essential concepts, an entirely new chapter on the simulation of unsteady flow conditions, from free surface to air distribution networks, enhanced treatment of dimensional analysis and similarity and an introduction to the fundamentals of CFD. This book constitutes the proceedings of the 17th International Conference on Product-Focused Software Process Improvement, PROFES 2016, held in Trondheim, Norway, in November 2016. The 24 revised full papers presented together with 21 short papers, 1 keynote, 3 invited papers, 5 workshop papers, 2 doctoral symposium papers, and 6 tutorials were carefully reviewed and selected from 82 submissions. The papers are organized in topical sections on Early Phases in Software Engineering; Organizational Models; Architecture; Methods and Tools; Verification and Validation; Process Improvement; Speed and Agility in System Engineering; Requirements and Quality; Process and Repository Mining; Business Value and Benefits; Emerging Research Topics; and Future of Computing. This student workbook companion to Java for S/390 and AS/400 COBOL Programmers and Java for RPG Programmers contains a list of key terms, multiple

choice and short-answer questions, and hands-on lab exercises. The included CD-ROM contains a fully functional version of Eclipse, the open-source project workbench, complete with a rich set of tools for Java application development. The lab exercises use Eclipse as the starting point for developing code and mastering the Eclipse tool set. Answers to the questions in the workbook and the solution files to the labs are included on the CD-ROM. Covering the functional characteristics of an on demand computing infrastructure, this book describes the IBM software products that can be used to create a computing infrastructure that has these characteristics. Also discussed is how IBM's on demand strategy can help a business to make more informed purchasing decisions for IBM application software. This textbook is designed for use in a two-course introduction to computer science. Together with the internet site, this book is ideally suited for independent and remote study Web site is kept to date and guest educational institutions are invited to join in creating their own lab modules on different device aspects First such program Reputation of the authors who are leaders in the field of semiconductor electronics This book introduces programmers to objects at a gradual pace. The syntax boxes are revised to show typical code examples rather than abstract notation. This includes optional example modules using Alice and Greenfoot. The examples feature annotations with dos and don'ts along with cross references to more detailed explanations in the text. New tables show a large number of typical and cautionary examples. New programming and review problems are also presented that ensure a broad coverage of topics. In addition, Java 7 features are included to provide programmers with the most up-to-date information. Based on the best available corporate training courses, this volume is aimed at those with some computer training and want to expand on their Java

knowledge. (Computer Books) Mainframe computers play a central role in the daily operations of many of the world's largest corporations, and batch processing is a fundamental part of the workloads that run on the mainframe. A large portion of the workload on IBM® z/OS® systems is processed in batch mode. Although several IBM Redbooks® publications discuss application modernization on the IBM z/OS platform, this book specifically addresses batch processing in detail. Many different technologies are available in a batch environment on z/OS systems. This book demonstrates these technologies and shows how the z/OS system offers a sophisticated environment for batch. In this practical book, we discuss a variety of themes that are of importance for batch workloads on z/OS systems and offer examples that you can try on your own system. The audience for this book includes IT architects and application developers, with a focus on batch processing on the z/OS platform. Create sound software designs with data structures that use modern object-oriented design patterns! Author Bruno Preiss presents the fundamentals of data structures and algorithms from a modern, object-oriented perspective. The text promotes object-oriented design using Java and illustrates the use of the latest object-oriented design patterns. Virtually all the data structures are discussed in the context of a single class hierarchy. This framework clearly shows the relationships between data structures and illustrates how polymorphism and inheritance can be used effectively. Key Features of the Text * All data structures are presented using a common framework. This shows the relationship between the data structures and how they are implemented. * Object-oriented design patterns are used to demonstrate how a good design fits together and transcends the problem at hand. * A single Java software design is used throughout the text to provide a better understanding of the operation of complicated data structures. * Just-in-time

presentation of mathematical analysis techniques introduces students to mathematical concepts as needed. Visit the Text's Web Site A comprehensive web site is available for users of the text at www.wiley.com/college/preiss. The site includes: * The Web Book (a hypertext version of the complete book) * Links to the Java Source Code (all the program examples from the text) * Opus5 Package (a Java package comprised of all the source code from the text) * Documentation (source code documentation) * Demo Applets (various Java applets that illustrate data structures and algorithms from the text) * Archive (JAR format archive of the source code from the text) * Front Matter (table of contents and preface) * Solutions Manual (password required) * Errata Completely aligned to the Sun certification exam for Java Programmers, this lab manual includes nine labs, each with pre-lab review questions and multiple tasks. About the Sun Academic Advantage Program: Sun Microsystems, Inc. has teamed up with Pearson Education to develop training on Java technology, Java FX, Open Source, OpenSolaris and more for students of all levels. Through this academic partnership, instructors can incorporate Sun Academic Advantage course materials into their curriculum to give their students an enhanced classroom experience using the latest Sun technologies. For more information, please visit www.pearsonhighered.com/sunacademic The previous three editions have established Fluid Mechanics as the key textbook in its field. This fourth edition continues to offer the reader an excellent and comprehensive treatment of the essentials of what is a truly cross-disciplinary subject, while also providing in-depth treatment of selected areas. This book is suitable for all students of civil, mechanical, chemical, environmental and building services engineering. The fourth edition retains the underlying philosophy of the previous editions - guiding the reader

from the general to the particular, from fundamentals to specialist applications - for a range of flow conditions from bounded to free surface and steady to time dependent. The basic 'building block' equations are identified and their development and application to problems of considerable engineering concern are demonstrated and discussed. The fourth edition of Fluid Mechanics includes: end of chapter summaries outlining all essential concepts, an entirely new chapter on the simulation of unsteady flow conditions, from free surface to air distribution networks, enhanced treatment of dimensional analysis and similarity and an introduction to the fundamentals of CFD. This text provides Java developers with in-depth coverage of Web Services technology. It includes contributions from recognised Web Services experts and architects, including the Web Services team at IBM. For courses in Java - Introduction to Programming and Object-Oriented Programming, this fifth edition is revised and expanded to include more extensive coverage of advanced Java topics. Early chapters guide students through simple examples and exercises. Subsequent chapters progressively present Java programming in detail.

Candidates for this exam are DevOps professionals who combine people, processes, and technologies to continuously deliver valuable products and services that meet end user needs and business objectives. DevOps professionals streamline delivery by optimizing practices, improving communications and collaboration, and creating automation. They design and implement strategies for application code and infrastructure that allow for continuous integration, testing, delivery, monitoring, and feedback. Preparing for the Microsoft Azure DevOps exam AZ-400 to become a Certified Azure DevOps Engineer? Here we've brought perfect exam Questions for you so that you can prepare well for this exam. Unlike other online simulation practice tests, you

get an eBook version that is easy to read & remember these questions. You can simply rely on these questions for successfully certifying this exam. Summary The Spark distributed data processing platform provides an easy-to-implement tool for ingesting, streaming, and processing data from any source. In Spark in Action, Second Edition, you'll learn to take advantage of Spark's core features and incredible processing speed, with applications including real-time computation, delayed evaluation, and machine learning. Spark skills are a hot commodity in enterprises worldwide, and with Spark's powerful and flexible Java APIs, you can reap all the benefits without first learning Scala or Hadoop. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Analyzing enterprise data starts by reading, filtering, and merging files and streams from many sources. The Spark data processing engine handles this varied volume like a champ, delivering speeds 100 times faster than Hadoop systems. Thanks to SQL support, an intuitive interface, and a straightforward multilanguage API, you can use Spark without learning a complex new ecosystem. About the book Spark in Action, Second Edition, teaches you to create end-to-end analytics applications. In this entirely new book, you'll learn from interesting Java-based examples, including a complete data pipeline for processing NASA satellite data. And you'll discover Java, Python, and Scala code samples hosted on GitHub that you can explore and adapt, plus appendixes that give you a cheat sheet for installing tools and understanding Spark-specific terms. What's inside Writing Spark applications in Java Spark application architecture Ingestion through files, databases, streaming, and Elasticsearch Querying distributed datasets with Spark SQL About the reader This book does not assume previous experience with Spark, Scala, or Hadoop. About the author Jean-Georges

Perrin is an experienced data and software architect. He is France's first IBM Champion and has been honored for 12 consecutive years.

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The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects. The author, Cliff Shaffer provides a superior learning tool for those who desire more rigorous data structures and an algorithm analysis book utilizing Java. While the author covers most of the standard data structures, he concentrates on teaching the principles required to select or design a data structure that will best solve a problem. The emphasis is on data structures, and algorithm analysis, not teaching Java. Java is utilized strictly as a tool to illustrate data structures concepts and only the minimal, useful subset of Java is included. Laboratory experiments are a vital part of engineering education, which historically were considered impractical for distance learning. This book presents a guide for the practical employment of a heat transfer virtual lab for students and engineers. Inside, the authors have

detailed this virtual lab which is designed and can implement a real-time, robust, and scalable software system that provides easy access to lab equipment anytime and anywhere over the Internet. They introduce and explain LabVIEW in easy-to-understand language. LabVIEW is a proprietary software tool by National Instruments, and can be used to develop fairly complex instrumentation systems (measurement and control). Fridman and Mahajan combined Internet capabilities with traditional laboratory exercises to create an efficient environment to carry out interactive, on line lab experiments. Thus, the virtual lab can be used from a remote location as a part of a distance learning strategy. With this book, you'll be capable of executing VIs (Virtual Instruments) specifically developed for the experiment in question, providing you with great ability to control the remote instrument and to receive and present the desired experimental data. Today, online technologies are at the core of most fields of engineering and society as a whole . This book discusses the fundamentals, applications and lessons learned in the field of online and remote engineering, virtual instrumentation, and other related technologies like Cross Reality, Data Science & Big Data, Internet of Things & Industrial Internet of Things, Industry 4.0, Cyber Security, and M2M & Smart Objects. Since the first Remote Engineering and Virtual Instrumentation (REV) conference in 2004, the event has focused on the use of the Internet for engineering tasks, as well as the related opportunities and challenges. In a globally connected world, interest in online collaboration, teleworking, remote services, and other digital working environments is rapidly increasing. In this context, the REV conferences discuss fundamentals, applications and experiences in the field of Online and Remote Engineering as well as Virtual Instrumentation. Furthermore, the conferences focus on guidelines and new

concepts for engineering education in higher and vocational education institutions, including emerging technologies in learning, MOOCs & MOOLs, and open resources. This book presents the proceedings of REV2020 on “Cross Reality and Data Science in Engineering” which was held as the 17th in series of annual events. It was organized in cooperation with the Engineering Education Transformations Institute and the Georgia Informatics Institutes for Research and Education and was held at the College of Engineering at the University of Georgia in Athens (GA), USA, from February 26 to 28, 2020. This text serves as an introduction to the programming language Java for scientists and engineers, as well as experienced programmers wishing to learn Java as an additional language. The authors have specifically taken a hands-on approach to get the reader writing and running programs immediately. In addition, the book focuses on how Java, and object-oriented programming, can be used to solve science and engineering problems.

Build Tomorrow’s Best Mobile/Web Applications with IBM WebSphere Application Server 8.5 and IBM Worklight This guide presents a coherent strategy for building modern mobile/web applications that are fast, responsive, interactive, reusable, maintainable, extensible, and a pleasure to use. Four IBM experts offer practical, hands-on coverage of front-end development with IBM WebSphere Application Server 8.5, IBM Worklight, and today’s most popular open source frameworks. Using well-crafted examples, the authors introduce best practices for MobileFirst development, helping you create apps that work superbly on mobile devices and add features on conventional browsers. Throughout, you’ll learn better ways to deliver Web 2.0 apps with HTML /JavaScript front ends, RESTful Web Services, and persistent data. Proven by IBM and its customers, the approach covered in this book leads to more successful mobile/web applications—and more effective development teams.

Coverage Includes • Developing for MobileFirst: moving from “graceful degradation” to “progressive enhancement” • Quickly delivering lightweight JEE apps with WebSphere Application Server’s new Liberty Profile • Implementing an agile, user-centered, page-oriented approach to design • Constructing REST services with WebSphere Liberty, Eclipse, and JEE annotations • Building better front-end application architectures with frameworks and JavaScript • Designing and building complex, transactional RESTful services that interface with databases and other data sources • Building IBM Worklight hybrid apps with open source frameworks: jQuery Mobile, Backbone, Require.js, and Handlebars • Debugging cross-platform, multi-language modern web apps • Promoting scalability, security, and connectivity into the wider enterprise

The IBM Press developerWorks Series pairs books with complementary resources on the developerWorks website at <https://www.ibm.com/developerworks/dwbooks/> Quickly find solutions to dozens of common programming problems encountered while building Java applications, with recipes presented in the popular problem-solution format. Look up the programming problem that you want to resolve. Read the solution. Apply the solution directly in your own code. Problem solved!

Java 17 Recipes is updated to reflect changes in specification and implementation since the Java 9 edition of this book. Java 17 is the next long-term support release (LTS) of the core Java Standard Edition (SE) version 17 which also includes some of the features from previous short term support (STS) releases of Java 16 and previous versions. This new edition covers some of the newest features, APIs, and more such as pattern matching for switch, Restore Always-Strict-Floating-Point-Semantics, enhanced pseudo-random number generators, the vector API, sealed classes, and enhancements in the use of String. Source code for all recipes is available in a

dedicated GitHub repository. This must-have reference belongs in your library. What You Will Learn Look up solutions to everyday problems involving Java SE 17 LTS and other recent releases Develop Java SE applications using the latest in Java SE technology Incorporate Java major features introduced in versions 17, 16, and 15 into your code Who This Book Is For Programmers and developers with some prior Java experience. The active learning approach of A Laboratory Course for Programming with Java, Second Edition engages students in the process of understanding and implementing programming language concepts. A perfect companion to any introductory Java programming course, this manual provides 14 hands-on laboratory activities, each of which contains Prelab, In-lab, and Post-lab exercises. In each lesson students have the opportunity to apply their textbook knowledge, gain programming experience, and acquire meaningful understanding of language concepts. A typical undergraduate electrical engineering curriculum incorporates a signals and systems course. The widely used approach for the laboratory component of such courses involves the utilization of MATLAB to implement signals and systems concepts. This book presents a newly developed laboratory paradigm where MATLAB codes are made to run on smartphones, which most students already possess. This smartphone-based approach enables an anywhere-anytime platform for students to conduct signals and systems experiments. This book covers the laboratory experiments that are normally covered in signals and systems courses and discusses how to run MATLAB codes for these experiments on smartphones, thus enabling a truly mobile laboratory environment for students to learn the implementation aspects of signals and systems concepts. A zipped file of the codes discussed in the book can be acquired via the website <http://sites.fastspring.com/bookcodes/product/SignalsSystemsBookcodes>. CCIE Security v3.0

Configuration Practice Labs presents you with two full lab scenarios in exam style format to echo the actual eight hour CCIE Security lab exam. This publication gives you the opportunity to put into practice your own extensive theoretical knowledge of the broad range of topics covered on the CCIE Security lab exam to see how they interact with each other on a larger, more complex scale. An "Ask the Proctor" section list of questions for each section helps provide clarity and maintain direction, answering the most common questions candidates ask proctors in the actual exam. After each lab, this eBook lets you compare configurations and routing tables with the required answers. You can also run through a lab de-brief, view configurations, and cut and paste configs into your own lab equipment for testing and verification. The point scoring for each question lets you know if you passed or failed each lab. Developed by the CCIE Security program manager, these comprehensive practice labs that sell for hundreds of dollars elsewhere help make sure you are fully prepared for the grueling CCIE Security lab exam experience. This IBM® Redpaper™ publication describes the IBM Intelligent Pervasive Platform and IBM Intelligent Pervasive Platform Sensor Extender. Intelligent Pervasive Platform (IPP) enables you to create mobile applications that seamlessly deliver customized information and services to mobile users, based on their profile and location data. IPP Sensor Extender (based on IPP) supports the collection and standardization of sensing device data from sensor platforms that consist of sensing devices, packaging devices, and gateways. After standardization, the sensing device data can be forwarded to other applications that report, analyze, and display this data. IPP Sensor Extender supports the Internet of Things and machine-to-machine communication. This paper provides the following information about IPP and IPP Sensor Extender: A description of each solution

The high-level architecture for each solution, including key components
Details of the data models for each solution, including examples of common data representations
Integration with other IBM products
Use in industry solutions
The paper is written for developers and others who are interested in using IPP and IPP Sensor Extender to create mobile and sensing applications. With lab exercises covering important topics in all 12 chapters, this lab manual will accompany the Fifth Edition of the Lewis and Loftus, Java Software Solutions. The exercises provide hands-on experience with programming concepts introduced in an introductory programming course. Manual solutions and source code are available online. If you're interested in JRuby, you probably don't need a tutorial on Ruby, Rails, or Java -- you just need to know how to get things done. This Cookbook offers practical solutions for using the Java implementation of the Ruby language, with targeted recipes for deploying Rails web applications on Java servers, integrating JRuby code with Java technologies, developing JRuby desktop applications with Java toolkits, and more. Using numerous reusable code samples, JRuby Cookbook shows you how to: Install and update JRuby on Windows, Mac OS X, and Linux, and IDEs such as NetBeans and Eclipse Package and deploy Rails apps on Java Servlet containers and Java EE application servers, including JBoss, Tomcat, and GlassFish Integrate Ruby and Rails applications with popular Java EE technologies such as JMS, JMX, JPA, Spring, and Hibernate Develop desktop and client applications with cross-platform Java UI technologies and toolkits such as Swing, SWT, and Java 2D Maximize the flexibility of your testing and build environment, using both existing Java-based tools such as Ant and Maven and newer Ruby-based tools such as Rake, Raven, and Buildr The JRuby interpreter combines Ruby's simplicity and ease of use with Java's extensive

libraries and technologies, a potent blend that opens new possibilities for Ruby, Rails, and Java. This Cookbook helps you take full advantage of JRuby's potential. "The JRuby Cookbook is an excellent book for any polyglot who is trying to bridge the gap between Java and Ruby. It provides solutions to specific problems developers face in both their development and testing environments, along with the applications they're building." -- Bob McWhirter, Research & Prototyping, Red Hat Middleware

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book.

For courses in computer science and programming

Starting Out with Java: From Control Structures through Data Structures provides a smooth introduction to programming with Java that moves fluidly from beginner to more advanced topics. The first half of the book is taught for a CS1 course and teaches fundamental programming and problem solving concepts, while the second half, meant for a CS2 course, teaches advanced topics, algorithms, and data structures. The Third Edition is extremely flexible in its organization, which teaches programmers to implement data structures with or without generics. As with all text in Gaddis' Starting Out series, the tone is friendly, the material detailed, and major concepts easy to understand. With rich examples throughout, programmers learn to use Java through real programming practice. Note: This ISBN contains an Access Code on the inside front cover that provides access to the Companion Website.pearsonhighered.com, If you want the book with MyProgramming Lab Access Card order; ISBN 013427847X / 9780134278476 Starting Out With Java: From Control Structures through Data Structures plus MyProgrammingLab with Pearson eText for Starting Out With Java: From Control Structures through Objects,3/e Package Package consists of: 0133957608 / 9780133957600 MyProgrammingLab

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this guide takes an objects-first approach to Java programming and problem using games and puzzles. Updated to cover Java version 1.5 features, such as generic types, enumerated types, and the Scanner class. Offers independent introductions to both a command-line interface and a graphical user interface (GUI). Features coverage of Unified Modeling Language (UML), the industry-standard, object-oriented design tool. Illustrates key aspects of Java with a collection of game and puzzle examples. Instructor and Student resources available online. For introductory computer programming students or professionals interested in learning Java. Providing hands-on programming experience, this lab manual accompanies Starting Out with Java 5: From Control Structures to Objects and has lab solutions and source code available online. Suitable for a two-hour lab session, the fourteen labs in this book reinforce concepts presented by integrating material from the textbook

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