

Introduction To Javascript Object Notation A To The Point Guide To Json

A practical guide to using modern software effectively in quantitative research in the social and natural sciences. This book offers a practical guide to the computational methods at the heart of most modern quantitative research. It will be essential reading for research assistants needing hands-on experience; students entering PhD programs in business, economics, and other social or natural sciences; and those seeking quantitative jobs in industry. No background in computer science is assumed; a learner need only have a computer with access to the Internet. Using the example as its principal pedagogical device, the book offers tried-and-true prototypes that illustrate many important computational tasks required in quantitative research. The best way to use the book is to read it at the computer keyboard and learn by doing. The book begins by introducing basic skills: how to use the operating system, how to organize data, and how to complete simple programming tasks. For its demonstrations, the book uses a UNIX-based operating system and a set of free software tools: the scripting language Python for programming tasks; the database management system SQLite; and the freely available R for statistical computing and graphics. The book goes on to describe particular tasks: analyzing data, implementing commonly used numerical and simulation methods, and creating extensions to Python to reduce cycle time. Finally, the book describes the use of LaTeX, a document markup language and preparation system.

Provides information on the elements on HTML, offers code examples, and describes how to build accessible markup.

Become a master of 3D web programming in WebGL and JavaScript.

This book brings for you all of knowledge you need to start multi-thread, FILE IO programming from basic to advance by JAVA language. Just by 19 LESSONS, you can analysis easily a game include: - Creating a new Thread - Thread Scheduling and Priority - Multithreading issues in Swing Applications - Thread Pool, Executor, Callable/Future - Avoid deadLock and how to make data synchronization - File and Directory - File I/O Basic to Advance There are many examples & case studies for the practice of programming. Let's enjoy it!

The HTML 5 Web Development book provides a hands-on experience that allows first-time Web-site developers to create their first Web pages and experienced developers to quickly master HTML 5. The book is filled with thousands of real-world examples. The book starts by introducing standard HTML and its use in creating traditional Web sites. Within this context, the book teaches developers how to format and style their pages using cascading style sheets (CSS) and how to automate pages using JavaScript and JQuery. HTML 5 allows Web developers to not only build pages for the World Wide Web, but also to build pages for mobile devices and tablet PCs. The second half of the book introduces developers to all aspects of HTML 5. Developers will learn to create location-aware applications that display content based on the user s current location, to drag and drop items within a Web page, and much more. Instructors will receive a Test Bank, while the Student Companion Website hosts chapter PowerPoints, assignments, learning objectives, a glossary of must-know terms and quizzes."

This book constitutes the refereed proceedings of the 15th International Conference on Software Architecture, ECSA 2021, held in Sweden, in September 2021. Due to the COVID-19 pandemic, the conference was held virtually. For the Research Track, 11 full papers, presented together with 5 short papers, were carefully reviewed and selected from 58 submissions. The papers are organized in topical sections as follows: architectures for reconfigurable and self-adaptive systems; machine learning for software architecture; architectural knowledge, decisions, and rationale; architecting for quality attributes; architecture-centric source code analysis; and experiences and learnings from industrial case studies.

The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). TheDeitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more.

This practical guide shows you how to make your Java web applications more responsive and dynamic by incorporating new Ajaxian features, including suggestion lists, drag-and-drop, and more. Java developers can choose between many different ways of incorporating Ajax, from building JavaScript into your applications "by hand" to using the new Google Web Toolkit (GWT). Ajax on Java starts with an introduction to Ajax, showing you how to write some basic applications that use client-side JavaScript to request information from a Java servlet and display it without doing a full page reload. It also presents several strategies for communicating between the client and the server, including sending raw data, and using XML or JSON (JavaScript Object Notation) for sending more complex collections of data. The book then branches out into different approaches for

incorporating Ajax, which include: The Prototype and script.aculo.us Javascript libraries, the Dojo and Rico libraries, and DWR Integrating Ajax into Java ServerPages (JSP) applications Using Ajax with Struts Integrating Ajax into Java ServerFaces (JSF) applications Using Google's GWT, which offers a pure Java approach to developing web applications: your client-side components are written in Java, and compiled into HTML and JavaScript Ajax gives web developers the ability to build applications that are more interactive, more dynamic, more exciting and enjoyable for your users. If you're a Java developer and haven't tried Ajax, but would like to get started, this book is essential. Your users will be grateful.

Data Mining and Analytics provides a broad and interactive overview of a rapidly growing field. The exponentially increasing rate at which data is generated creates a corresponding need for professionals who can effectively handle its storage, analysis, and translation.

Web technologies are increasingly relevant to scientists working with data, for both accessing data and creating rich dynamic and interactive displays. The XML and JSON data formats are widely used in Web services, regular Web pages and JavaScript code, and visualization formats such as SVG and KML for Google Earth and Google Maps. In addition, scientists use HTTP and other network protocols to scrape data from Web pages, access REST and SOAP Web Services, and interact with NoSQL databases and text search applications. This book provides a practical hands-on introduction to these technologies, including high-level functions the authors have developed for data scientists. It describes strategies and approaches for extracting data from HTML, XML, and JSON formats and how to programmatically access data from the Web. Along with these general skills, the authors illustrate several applications that are relevant to data scientists, such as reading and writing spreadsheet documents both locally and via Google Docs, creating interactive and dynamic visualizations, displaying spatial-temporal displays with Google Earth, and generating code from descriptions of data structures to read and write data. These topics demonstrate the rich possibilities and opportunities to do new things with these modern technologies. The book contains many examples and case-studies that readers can use directly and adapt to their own work. The authors have focused on the integration of these technologies with the R statistical computing environment. However, the ideas and skills presented here are more general, and statisticians who use other computing environments will also find them relevant to their work. Deborah Nolan is Professor of Statistics at University of California, Berkeley. Duncan Temple Lang is Associate Professor of Statistics at University of California, Davis and has been a member of both the S and R development teams.

In today's modernized environment, a growing number of software companies are changing their traditional engineering approaches in response to the rapid development of computing technologies. As these businesses adopt modern software engineering practices, they face various challenges including the integration of current methodologies and contemporary design models and the refactoring of existing systems using advanced approaches. Applications and Approaches to Object-Oriented Software Design: Emerging Research and Opportunities is a pivotal reference source that provides vital research on the development of modern software practices that impact maintenance, design, and developer productivity. While highlighting topics such as augmented reality, distributed computing, and big data processing, this publication explores the current infrastructure of software systems as well as future advancements. This book is ideally designed for software engineers, IT specialists, data scientists, business professionals, developers, researchers, students, and academicians seeking current research on contemporary software engineering methods.

There is huge interest in Ajax and Atlas. This book will demystify the technology and show people how to apply it. First book to be published on this revolutionary new technology. Written by an experienced .NET author working in close collaboration with the Atlas development team

ASP.NET AJAX combines AJAX with ASP.NET technology and provides a unified set of development tools within Visual Studio 2005. For the first time, AJAX applications can be developed seamlessly in conjunction with a supporting technology. This book gives readers a deep and detailed grounding in how ASP.NET AJAX works. It takes readers swiftly through the first principals of AJAX, and deep into the heart of the technology where every namespace is discussed and every function considered. By the end of the book readers will know everything that they need to confidently produce cutting-edge ASP.NET AJAX applications swiftly and professionally.

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver KEY FEATURES - Learn how to build a Keyword Driven Automation Framework with Selenium using Java - Understand and work with the core concepts of Selenium WebDriver 3.0 - Find how to use Build triggers in Jenkins to automate tests DESCRIPTION The book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features. WHAT WILL YOU LEARN - Learn the process of building a Selenium Framework - Understand the Keyword Driven Framework concept - Work with Document Object Model to access page elements - Integrate Maven and Jenkins with Selenium WebDriver - Use Selenium Grid to run multiple tests across WHO THIS BOOK IS FOR This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework TABLE OF CONTENTS 1. First look at Selenium WebDriver and Web Elements 2. Looking at the various WebDrivers 3. A brief look at Java 8 4. Deep dive into Selenium WebDriver 5. Actions class and the JavascriptExecutor 6. WebDriver Events 7. Database Operations 8. Introduction to TestNG framework 9. Parallel Execution 10. Understanding Maven 11. Jenkins Introduction and Scheduling 12. Selenium grid and executing in the cloud 13. Mobile test automation using Appium 14. A look at Selenium-4

Introduction to JavaScript Object Notation A To-the-Point Guide to JSON"O'Reilly Media, Inc."

Are You Ready To Learn JSON Easily? This book contains the steps, strategies, and techniques you need to learn, explore, and use JSON, the preferred and standard data format of the web. It was conceptualized and developed to provide beginners and web developers a comprehensive training that will help them master JSON in as short as one day. What is JSON and why should you learn it? JSON stands for JavaScript Object Notation. A subset of JavaScript, it is a way of storing information in an organized manner. It provides human readable data that can be accessed easily and logically. JSON facilitates data transfer between a server and a web application. The JSON format is used to serialize and transmit structured data over the internet. Its simplicity and flexibility allows it to be used across applications, programming languages, and framework. JSON is a lightweight text-only format that can be easily transferred to and from a server. While it is strongly associated with JavaScript, JSON is a language-independent format that is popularly used in modern programming languages such as Python, PERL, Java, Ruby, and PHP. You'll typically find built-in functions, methods, or workaround that allow

these programming languages to utilize JSON. Here Is What You'll Learn After Downloading This JSON Programming Book: ? Introduction CHAPTER 1: THE BASICS?CHAPTER 2: JSON SYNTAX CHAPTER 3: DATA TYPES ?CHAPTER 4: CREATING JSON OBJECTSCHAPTER 5: PARSING JSON ?CHAPTER 6: JSON DATA PERSISTENCECHAPTER 7: DATA INTERCHANGE ?CHAPTER 8: CROSS-ORIGIN RESOURCESCHAPTER 9: POSTING JSON?CHAPTER 10: WORKING WITH TEMPLATESCHAPTER 11: JSON WITH PHP What Are You Waiting For? Start Coding with JSON Right Now!

What is JavaScript Object Notation (JSON) and how can you put it to work? This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works. Author Lindsay Bassett begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book. Learn why JSON syntax represents data in name-value pairs Explore JSON data types, including object, string, number, and array Find out how you can combat common security concerns Learn how the JSON schema verifies that data is formatted correctly Examine the relationship between browsers, web APIs, and JSON Understand how web servers can both request and create data Discover how jQuery and other client-side frameworks use JSON Learn why the CouchDB NoSQL database uses JSON to store data.

Bonus KitKat material is available for download at www.informit.com/title/9780321940261 What Every Android™ App Developer Should Know Today: Android Tools, App/UI Design, Testing, Publishing, And More This fully reworked edition of a proven title is the most useful real-world guide to building robust, commercial-grade Android™ apps. The content is revised and updated for the latest Android 4.3 SDK and the newest development best practices. Introduction to Android™ Application Development: Android Essentials, Fourth Edition, covers all you need to quickly start developing professional apps for today's Android devices. Three expert developers guide you through setting up your development environment, designing user interfaces, developing for diverse devices, and optimizing your entire app-development process—from design through publication. Updated throughout, this title includes extensive coverage of the most useful new Android tools and utilities. It adds an all-new chapter on planning an amazing Android app user experience, plus extensive new coverage of unit testing, dialogs, preferences, and app publishing. Throughout, key concepts are taught through clear, up-to-date example code. This edition offers Fully updated introductions to the latest Android 4.3 APIs, tools, utilities, and best practices Up-to-date strategies for leveraging new Android capabilities while preserving compatibility Navigation patterns and code samples for delivering more intuitive user experiences Example-based explanations of ActionBars, DialogFragments, and other key concepts Expert automated testing techniques to quickly improve code quality New Google Play Developer Console app publishing techniques that also offer more control For Android developers at all levels of experience, this reference is now more valuable than ever. Students, instructors, and self-learners will especially appreciate new chapter-ending questions and exercises, carefully designed to test knowledge and deepen mastery. Annuzzi has released new source code samples for use with Android Studio. The code updates are posted to the associated blog site: <http://introductiontoandroid.blogspot.com/> Note: This revamped, newly titled edition is a complete update of Android™ Wireless Application Development, Volume I: Android Essentials, Third Edition

Easily master JavaScript (JS) with this quick guide and develop mobile and desktop applications for SAP Fiori. This book equips ABAP/SAP developers with the essential topics to get started with JS. The focus of JavaScript Essentials for SAP ABAP Developers is on the parts of the JS language that are useful from the perspective of an ABAP developer. The book starts with a brief intro to HTML, the basics of JS, and how to create and run a simple JS program. It then dives into the details of the language, showing how to make simple programs. It covers loops in detail, mathematical operations, and string and regular expressions in JS, as well as a taste of functions, followed by objects and object-oriented programming in JavaScript. The book provides: Sample code and screenshots to help you fully understand JS A chapter on JS best practices and recommendations Differences and comparisons of the elements and data structures of ABAP and JavaScript to help you quickly master the material What You'll Learn Create and run a simple JavaScript program Understand loops, operations, and expressions Master the Create and Use functions Use objects and object-oriented programming in JS Apply the best practices of JS programming Who This Book Is For SAP programmers and developers, ABAP users and developers, and university students learning ABAP and JavaScript

This book constitutes the refereed proceedings of five workshops symposia, held at the 38th International Conference on Conceptual Modeling, ER 2019, in Salvador, Brazil, in November 2019. The 34 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: Workshop on Conceptual Modeling, Ontologies and Metadata Management for FAIR Data (FAIR), 6th Workshop on Conceptual Modeling in Requirements Engineering and Business Analysis (MREBA), 2nd International Workshop on Empirical Methods in Conceptual Modeling (EmpER), 8th International Workshop on Modeling and Management of Big Data (MoBiD19), and 7th International Workshop on Ontologies and Conceptual Modelling (OntoCom).

IBM® CICS® Transaction Server Feature Pack for Dynamic Scripting embeds and integrates technology from WebSphere® sMash into the CICS TS V4.1 run time, helping to

reduce the time and cost of CICS application development. The Feature Pack provides a robust, managed environment for a wide range of situational applications allowing PHP and Groovy developers to create reports, dashboards, and widgets, and integrate CICS assets into mash-ups, and much more. The CICS Dynamic Scripting Feature Pack combines the benefits of scripted, Web 2.0 applications with easy and secure access to CICS application and data resources. The Feature Pack includes a PHP 5.2 run time implemented in Java™ and with Groovy language support, support for native Java code and access to many additional libraries and connectors to enhance the development and user experience of rich Internet applications. Access to CICS resources is achieved by using the JCICS APIs. In this IBM Redbooks® publication, we introduce the Dynamic Scripting Feature Pack, show how to install and customize it, and provide examples for using it.

This book presents in a systematic manner the advanced technologies used for various modern robot applications. By bringing fresh ideas, new concepts, novel methods and tools into robot control, robot vision, human robot interaction, teleoperation of robot and multiple robots system, we are to provide a state-of-the-art and comprehensive treatment of the advanced technologies for a wide range of robotic applications. Particularly, we focus on the topics of advanced control and obstacle avoidance techniques for robot to deal with unknown perturbations, of visual servoing techniques which enable robot to autonomously operate in a dynamic environment, and of advanced techniques involved in human robot interaction. The book is primarily intended for researchers and engineers in the robotic and control community. It can also serve as complementary reading for robotics at the both graduate and undergraduate levels.

This book will teach you how to take advantage of the JavaScript language to process data provided on the Internet. Much attention is given to the main JavaScript backbone: prototype based objects, and functional capabilities, while common features (loops, etc.) are summarized in a few cheat-sheets. Only operational features are detailed through the coding of several applications -the second and largest part of the book-, on free-access datasets (e.g. World Bank). It includes: cartography (SVG or API's based), data-sheets access (via Ajax or Jsonp), video data and post-synchronization, and animation examples.

Learn everything about utilizing the JavaScript language with the next generation of Rich Internet Applications from the accessible information in JavaScript Programmer's Reference, both a tutorial and a reference guide for web developers. Master methods for using Java with applications like Microsoft's Silverlight, Ajax, Flex, Flash and AIR by practicing with hands-on examples with practical, usable code. Employ this complete JavaScript reference to help you understand JavaScript Data Types, Variables, Operators, Expressions and Statements, work with JavaScript Frameworks and data, and improve performance with Ajax.

The book provides a comprehensive coverage of the widely accepted desiderata of component-based software development, as well as the foundations that these desiderata necessitate. Its unique focus is on component models, the cornerstone of component-based software development. In addition, it presents and analyses existing approaches according to these desiderata. This compendium is an indispensable textbook for an advance undergraduate or postgraduate course unit. Researchers will also find this volume an essential reference material.

This IBM® Redbooks® publication is designed to teach university students and app developers the foundation skills that are required to develop, test, and deploy cloud-based applications on IBM Cloud. It shows the latest features of IBM Cloud for developing cloud applications, enhancing applications by using managed services, and the use of DevOps services to manage applications. This book is used as presentations guide for the IBM Skills Academy track Cloud Application Developer and as preparation material for the IBM professional certification exam IBM Certified Application Developer - Cloud Platform. The primary target audience for this course is university students in undergraduate computer science and computer engineer programs with no previous experience working in cloud environments. However, anyone new to cloud computing or IBM Cloud can also benefit from this course.

A Video Enhanced book which contains embedded links to instructional videos from: Javascript Fundamentals I and II LiveLessons (Video Training) by Paul J. Deitel.

<https://ssl.safaribooksonline.com/9780137045167> PRACTICAL, EXAMPLE-RICH COVERAGE OF: XHTML® CSS® JavaScript™! Control Statements, Functions, Arrays, Objects JSON (JavaScript Object Notation) XHTML DOM®: Objects and Collections JavaScript Event-Driven Programming XML® and RSS XML DOM Rich Internet Applications Asynchronous JavaScript and XML (Ajax) XMLHttpRequest Dojo Toolkit Consuming Web Services And more ... VISIT WWW.DEITEL.COM Download code examples Check out the growing list of programming, Web 2.0 and software-related Resource Centers To receive updates for this book, subscribe to the free Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived issues of the Deitel® Buzz Online Contact deitel@deitel.com for information on corporate training courses delivered on-site worldwide The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™!, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™!programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). The Deitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™! web services, Internet and web development and more. Pre-Publi ...

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver Key Featuresa- Understand and work with the core concepts of Selenium WebDriver 3.0a- Learn how to design a Keyword driven framework with Database a- Find how to use Build triggers in Jenkins to automate tests DescriptionThe book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore

the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and its AI integrated features.

What will you learn-

- Learn the process of building a Selenium Framework
- Understand the Keyword Driven Framework concept
- Work with Document Object Model to access page elements
- Integrate Maven and Jenkins with Selenium WebDriver
- Use Selenium Grid to run multiple tests across Who this book is for

This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework.

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About the Author

Pinakin Chaubal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek,' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiari.

This XML tutorial book is a collection of notes and sample codes written by the author while he was learning XML himself. Topics include introduction to XML, DTD (Document Type Definition), XSD (XML Schema Definition), XPath (XML Path Language), XSL (Extensible Stylesheet Language), XSLT (XSL Transformation), XSL-FO (Formatting Objects), DOM (Document Object Model), and SAX (Simple API for XML); viewing XML with Chrome, Firefox, Safari and IE Web browsers; XML tools with Notepad++ and Atom editors; generating and parsing XML with Java and PHP programs; converting XML to and from JSON. Updated in 2020 (Version 5.21): XML-JSON conversion tutorials. For latest updates and free sample chapters, visit <http://www.herongyang.com/XML>.

Introduction to Data Science and Machine Learning has been created with the goal to provide beginners seeking to learn about data science, data enthusiasts, and experienced data professionals with a deep understanding of data science application development using open-source programming from start to finish. This book is divided into four sections: the first section contains an introduction to the book, the second covers the field of data science, software development, and open-source based embedded hardware; the third section covers algorithms that are the decision engines for data science applications; and the final section brings together the concepts shared in the first three sections and provides several examples of data science applications.

This brief book is an easy-to-digest introduction to the key concepts of web development. Understand the concepts of the web and how they apply to static and dynamic websites. See how HTML and CSS are used to create the bones of the web. Concisely presented through four key concept chapters, Introducing Web Development will enable you to get a clear understanding of how web development works.

What You Will Learn

- How the web works and interacts with websites
- What static and dynamic websites are and how they work
- How the static parts of a website are coded using HTML and CSS

Who This Book Is For

Anyone who wants to understand the basics of web development.

This guide will give you a low level understanding of JSON syntax, data types, and formatting, followed by a high level introduction into the many applications of JSON out in the world today. It will also address security concerns with JSON, so you can use JSON in your own applications with confidence. It additionally includes hands on exercises that are available for download on GitHub so that you can see JSON in action.

"This concise guide helps busy IT professionals get up and running quickly with this popular data interchange format, and provides a deep understanding of how JSON works ... begins with an overview of JSON syntax, data types, formatting, and security concerns before exploring the many ways you can apply JSON today. From Web APIs and server-side language libraries to NoSQL databases and client-side frameworks, JSON has emerged as a viable alternative to XML for exchanging data between different platforms. If you have some programming experience and understand HTML and JavaScript, this is your book"--Publisher's description.

This textbook offers an easy-to-follow, practical guide to modern data analysis using the programming language R. The chapters cover topics such as the fundamentals of programming in R, data collection and preprocessing, including web scraping, data visualization, and statistical methods, including multivariate analysis, and feature exercises at the end of each section. The text requires only basic statistics skills, as it strikes a balance between statistical and mathematical understanding and implementation in R, with a special emphasis on reproducible examples and real-world applications. This textbook is primarily intended for undergraduate students of mathematics, statistics, physics, economics, finance and business who are pursuing a career in data analytics. It will be equally valuable for master students of data science and industry professionals who want to conduct data analyses.

In Practical PHP Web 2.0 Applications, PHP, MySQL, CSS, XHTML, and JavaScript/Ajax development techniques are brought together to show you how to create the hottest PHP web applications, from planning and design up to final implementation, without going over unnecessary basics that will hold you back. This book includes must-have application features such as search functionality, maps, blogs, dynamic image galleries, and personalized user areas. It covers everything in a practical, tutorial style so you can start working on your own projects as quickly as possible.

The rise of intelligence and computation within technology has created an eruption of potential applications in numerous professional industries. Techniques such as data analysis, cloud computing, machine

learning, and others have altered the traditional processes of various disciplines including healthcare, economics, transportation, and politics. Information technology in today's world is beginning to uncover opportunities for experts in these fields that they are not yet aware of. The exposure of specific instances in which these devices are being implemented will assist other specialists in how to successfully utilize these transformative tools with the appropriate amount of discretion, safety, and awareness. Considering the level of diverse uses and practices throughout the globe, the fifth edition of the Encyclopedia of Information Science and Technology series continues the enduring legacy set forth by its predecessors as a premier reference that contributes the most cutting-edge concepts and methodologies to the research community. The Encyclopedia of Information Science and Technology, Fifth Edition is a three-volume set that includes 136 original and previously unpublished research chapters that present multidisciplinary research and expert insights into new methods and processes for understanding modern technological tools and their applications as well as emerging theories and ethical controversies surrounding the field of information science. Highlighting a wide range of topics such as natural language processing, decision support systems, and electronic government, this book offers strategies for implementing smart devices and analytics into various professional disciplines. The techniques discussed in this publication are ideal for IT professionals, developers, computer scientists, practitioners, managers, policymakers, engineers, data analysts, and programmers seeking to understand the latest developments within this field and who are looking to apply new tools and policies in their practice. Additionally, academicians, researchers, and students in fields that include but are not limited to software engineering, cybersecurity, information technology, media and communications, urban planning, computer science, healthcare, economics, environmental science, data management, and political science will benefit from the extensive knowledge compiled within this publication.

The Web is increasingly happening in realtime. With websites such as Facebook and Twitter leading the way, users are coming to expect that all sites should serve content as it occurs—on smartphones as well as computers. This book shows you how to build realtime user experiences by adding chat, streaming content, and including more features on your site one piece at a time, without making big changes to the existing infrastructure. You'll also learn how to serve realtime content beyond the browser. Throughout the book are many practical JavaScript and Python examples for advanced web developers that you can use on your site now. And in the final chapter, you'll build a location-aware game that combines all of the technologies discussed. Use the latest realtime syndication technology, including PubSubHubbub Build dynamic widgets on your homepage to show realtime updates from several sources Learn how to use long polling to "push" content from your server to browsers Create an application using the Tornado web server that makes sense of massive amounts of streaming content Understand the unique requirements for setting up a basic chat service Use IM and SMS to enable users to interact with your site outside of a web browser Implement custom analytics to measure engagement in realtime

This proceedings volume provides a snapshot of the latest issues encountered in technical convergence and convergences of security technology. It explores how information science is core to most current research, industrial and commercial activities and consists of contributions covering topics including Ubiquitous Computing, Networks and Information Systems, Multimedia and Visualization, Middleware and Operating Systems, Security and Privacy, Data Mining and Artificial Intelligence, Software Engineering, and Web Technology. The proceedings introduce the most recent information technology and ideas, applications and problems related to technology convergence, illustrated through case studies, and reviews converging existing security techniques. Through this volume, readers will gain an understanding of the current state-of-the-art in information strategies and technologies of convergence security. The intended readership are researchers in academia, industry, and other research institutes focusing on information science and technology.

This book introduces you to the Big Data processing techniques addressing but not limited to various BI (business intelligence) requirements, such as reporting, batch analytics, online analytical processing (OLAP), data mining and Warehousing, and predictive analytics. The book has been written on IBMs Platform of Hadoop framework. IBM Infosphere BigInsight has the highest amount of tutorial matter available free of cost on Internet which makes it easy to acquire proficiency in this technique. This therefore becomes highly vulnerable coaching materials in easy to learn steps. The book optimally provides the courseware as per MCA and M. Tech Level Syllabi of most of the Universities. All components of big Data Platform like Jaql, Hive Pig, Sqoop, Flume , Hadoop Streaming, Oozie: HBase, HDFS, FlumeNG, Whirr, Cloudera, Fuse , Zookeeper and Mahout: Machine learning for Hadoop has been discussed in sufficient Detail with hands on Exercises on each.

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