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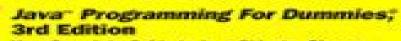## TOOLKIT
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Salesforce Handbook Wes Nolte,Jeff Douglas,2011-03-01 This book is not intended to be a deep dive on security programming reporting configuration etc but more of a high level overview on salesforce com Force com development tools methodology and other resources We will not cover all aspects of salesforce com We wrote this book to hopefully become an invaluable resource for anyone new or inexperienced with the Force com platform For new administrators and developers coming on to the platform we see a gaping hole in existing reference books This book is not intended for end users or advanced developers This book is for people somewhere in the middle let s say a business analyst or a new Java or NET developer We would like this to be the first book you pick up after your boss walks in and says Let s take a look at salesforce com and see if we can build some applications in the cloud This book contains the information that we wish we had when we started developing applications on Force com   *Graphic Java 2: Swing* David M. Geary,1999 Written for experienced programmers who need detailed explanations of the JFC libraries this volume covers all aspects of the swing framework Swing is the long awaited successor to the AWT s heavyweight components   **Distributed Cooperative Laboratories: Networking, Instrumentation, and Measurements** Franco Davoli,Sergio Palazzo,Sandro Zappatore,2006-07-02

Distributed Cooperative Laboratories Networking Instrumentation and Measurements is devoted to the investigation of the main issues related to the sustainable realization of tele laboratories where real and virtual instrumentation can be shared and used in a collaborative environment This is a highly interdisciplinary topic where various aspects converge multimedia communications and networking sensor networks Grid technology Quality of Service QoS provisioning and control network management measurement instrumentation and methodology architecture of measurement systems The book contains peer reviewed chapters organized into six parts Technologies for Real Time Interactive Multimedia Communications Monitoring Management and Configuration of Networks and Networking Devices Data Acquisition and Aggregation in Sensor Networks Grid Structures for Distributed Cooperative Laboratories Architectures and Techniques for Tele Measurements and Virtual Immersive Communications and Distance Learning Each chapter presents a self contained treatment within a framework that provides the reader with an up to date picture of the state of the art and of the most recent developments of this multi faceted topic   Wireless J2ME Platform Programming Vartan Piroumian,2002 This is a step by step guide to successful wireless application design and development with Sun s Java 2 Micro Edition platform Authored by one of Sun s leading wireless application consultants it covers every key feature of the J2ME platform and every step of the process from architecture through deployment Piroumian begins by introducing the J2ME computing platform key terminology basic concepts and application development process Next you ll walk through creating compiling preparing executing and debugging J2ME applications One step at a time you ll master J2ME MIDP platform s high level and low level APIs user interface components persistent storage mechanisms and services for networking and distributed processing The book teaches how to build applications from the ground up using running examples All topics are introduced in a logical order where each concept builds upon the ones that precede it Piroumian also covers architecture and its impact on the developer and introduces key elements of a complete wireless solution including gateways Internet portal interfaces and wireless application interfaces   The Grid Maozhen Li,Mark Baker,2005-11-01 Find out which technologies enable the Grid and how to employ them successfully This invaluable text provides a complete clear systematic and practical understanding of the technologies that enable the Grid The authors outline all the components necessary to create a Grid infrastructure that enables support for a range of wide area distributed applications The Grid Core Technologies takes a pragmatic approach with numerous practical examples of software in context It describes the middleware components of the Grid step by step and gives hands on advice on designing and building a Grid environment with the Globus Toolkit as well as writing applications The Grid Core Technologies Provides a solid and up to date introduction to the technologies that underpin the Grid Contains a systematic explanation of the Grid including its infrastructure basic services job management user interaction and applications Explains in detail OGSA Open Grid Services Architecture Web Services technologies SOAP WSDL UDDI and Grid Monitoring Covers Web portal based tools such as the Java CoG GridPort GridSphere and JSR 168

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JBuilder 3 Y. Daniel Liang,2000 For comprehensive courses on Java Programming This comprehensive introduction to the concepts and practice of Java programming builds carefully and cumulatively from chapter to chapter Early chapters provide the conceptual basis for understanding Java and guide students through simple examples and exercises subsequent chapters progressively present Java programming in detail and culminate in teaching the development of comprehensive Java applications The appendices contain a mixed bag of topics that include an HTML tutorial To facilitate developing and managing Java programs the book is aided by JBuilder With a tool like JBuilder students can not only develop Java programs more productively but also learn Java programming more effectively **Advances on remote laboratories and e-learning experiences** Luís Gomes,Javier Garcia Zubia,2008 This book provides a comprehensive overview on several aspects of remote laboratories development and usage and their potential impact in the teaching and learning processes using selected e learning experiences The book is based on the presentations and discussions carried out at International Meeting on Professional Remote Laboratories which took place in University of Deusto Bilbao in the period of November 16 17 2006 Apart from chapters based on the presentations some others have also been included in this book In this way we hope to give a broad well balanced and up to date picture of the current status of remote labs and their role within the e learning paradigm *Java for Programmers* Paul J. Deitel,Harvey M. Deitel,2009-02-12 PRACTICAL EXAMPLE RICH COVERAGE OF Classes Objects Encapsulation Inheritance Polymorphism Interfaces Nested Classes Integrated OOP Case Studies Time GradeBook Employee Industrial Strength 95 Page OOD UML 2 ATM Case Study JavaServer Faces Ajax Enabled Web Applications Web Services Networking JDBC SQL Java DB MySQL Threads and the Concurrency APIs I O Types Control Statements Methods Arrays Generics Collections Exception Handling Files GUI Graphics GroupLayout JDIC Using the Debugger and the API Docs And more VISIT WWW DEITEL COM For information on Deitel s Dive Into Series corporate training courses offered at customer sites worldwide or write to deitel 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 The practicing programmer s DEITEL guide to Java development and the Powerful Java Platform Written for programmers with a background in high level language programming this book applies the Deitel signature live code approach to teaching programming and explores the Java language and Java APIs in depth The book presents the concepts in the context of fully tested programs complete with syntax shading code highlighting line by line code descriptions and program outputs The book features 220 Java applications with over 18 000 lines of proven Java code and hundreds of tips that will help you build robust applications Start with an introduction to Java using an early classes and objects approach then rapidly move on to more advanced topics including GUI graphics exception handling generics collections JDBC web application development with JavaServer Faces web services and more You ll enjoy the Deitels classic treatment of object

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