

Hello and welcome to *Teach Yourself Java in 21 Days*! Starting today and for the next three weeks you'll learn all about the Java language and how to use it to create applets, as well as how to create stand-alone Java applications that you can use for just about anything.

NEW — An *applet* is a dynamic and interactive program that can run inside a Web page displayed by a Java-capable browser such as HotJava or Netscape 2.0.

The *HotJava browser* is a World Wide Web browser used to view Web pages, follow links, and submit forms. It can also download and play applets on the reader's system.

That's the overall goal for the next three weeks. Today, the goals are somewhat more modest, and you'll learn about the following:

- ☐ What exactly Java and HotJava are, and their current status
- ☐ Why you should learn Java—its various features and advantages over other programming languages
- ☐ Getting started programming in Java—what you'll need in terms of software and background, as well as some basic terminology
- ☐ How to create your first Java programs—to close this day, you'll create both a simple Java application and a simple Java applet!

What Is Java?

Java is an object-oriented programming language developed by Sun Microsystems, a company best known for its high-end Unix workstations. Modeled after C++, the Java language was designed to be small, simple, and portable across platforms and operating systems, both at the source and at the binary level (more about this later).

Java is often mentioned in the same breath as HotJava, a World Wide Web browser from Sun like Netscape or Mosaic (see Figure 1.1). What makes HotJava different from most other browsers is that, in addition to all its basic Web features, it can also download and play applets on the reader's system. Applets appear in a Web page much in the same way as images do, but unlike images, applets are dynamic and interactive. Applets can be used to create animations, figures, or areas that can respond to input from the reader, games, or other interactive effects on the same Web pages among the text and graphics.

Although HotJava was the first World Wide Web browser to be able to play Java applets, Java support is rapidly becoming available in other browsers. Netscape 2.0 provides support for Java applets, and other browser developers have also announced support for Java in forthcoming products.

Java Teach Yourself Computer Essentials S

Rogers Cadenhead, Laura Lemay



Java Teach Yourself Computer Essentials S:

Sams Teach Yourself Computer Basics in 24 Hours Jill T. Freeze, 2001 Designed to be an all in one solution this book helps users to get up and running on their computers and learn the pre loaded software applications This third edition has been revised and updated to include coverage of new PC hardware and software [Sams Teach Yourself Java 2 in 24 Hours](#)

Rogers Cadenhead, 2002 Cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics **Sams Teach Yourself Internet and Web Basics All in One**

Ned Snell, 2003 This title is designed to teach the new computer user how to easily work with a variety of digital media It doesn't assume the reader wants to learn how to use just one product but covers multiple products and technologies together in a logical fashion **Treo Essentials**

Michael Morrison, 2005 Make your Treo smartphone live up to its name Treo Essentials will show you how to get the most out of your Treo 600 or 650 smartphone without making you feel anything but smart You already know the basics and this book will take you beyond them You'll learn how to synchronize with a PC launch applications while making a phone call and take and share pictures You'll find out how to use e mail and instant messaging and how to secure your Treo with passwords work over virtual private networks and use anti virus protection software There's so much more to your Treo 600 or 650 smartphone than meets the eye Let Treo Essentials help you uncover its mysteries **Sams Teach Yourself Microsoft Visual C# .NET 2003 in 24 Hours**

James D. Foxall, 2004 In just 24 lessons of one hour or less you will be creating your own Windows applications using the power and functionality of Visual C# .NET Using a straightforward step by step approach each lesson builds on the previous ones enabling you to learn the essentials of Visual C# .NET from the ground up As an added bonus the book includes a 60 day Trial Version of Microsoft Visual Studio .NET 2003 on DVD ROM so you will have every tool you need to create the applications demonstrated in the book Step by step instructions walk you through the most common Visual C# .NET tasks while questions and answers quizzes and exercises at the end of each hour help you test your knowledge Notes and tips point out shortcuts and solutions and help steer you clear of potential problems You will learn The basics of Visual C# and then quickly begin applying your knowledge to real world Windows programming tasks Important features such as building forms working with controls looping debugging and working with data in the world of .NET Tips that ease migration from Visual C and Visual Basic 6 to Visual C# .NET 2003 [Java SE 7 Programming Essentials](#)

Michael Ernest, 2012-11-05 Learn core programming concepts and technologies on the leading software development language This full color book covers fundamental Java programming concepts and skills for those new to software development and programming Taking a straightforward and direct approach Java SE 7 Programming Essentials provides a solid foundational knowledge of programming topics Each chapter begins with a list of topic areas and author Michael Ernest provides clear and concise discussion of these core areas The chapters contain

review questions and suggested labs so the reader can measure their understanding of the chapter topics Covers topics such as working with Java data types using operators and decision constructs creating and using arrays and much more Includes additional learning tutorials and tools Puts the focus on Oracle's new Oracle Certified Associate OCA Java SE 7 Programmer 1Z0 803 exam This must have resource offers new programmers a solid understanding of the Java SE 7 programming language

C Programming: The Essentials for Engineers and Scientists David R. Brooks, 2012-12-06 1 The Purpose of This Text This text has been written in response to two trends that have gained considerable momentum over the past few years The first is the decision by many undergraduate engineering and science departments to abandon the traditional programming course based on the aging Fortran 77 standard This decision is not surprising considering the more modern features found in languages such as Pascal and C However Pascal never developed a strong following in scientific computing and its use is in decline The new Fortran 90 standard defines a powerful modern language but this long overdue redesign of Fortran has come too late to prevent many colleges and universities from switching to C The acceptance of C by scientists and engineers is based perhaps as much on their perceptions of C as an important language which it certainly is and on C programming experience as a highly marketable skill as it is on the suitability of C for scientific computation For whatever reason C or its derivative C++ is now widely taught as the first and often only programming language for undergraduates in science and engineering The second trend is the evolving nature of the undergraduate engineering curriculum At a growing number of institutions the traditional approach of stressing theory and mathematics fundamentals in the early undergraduate years and postponing real engineering applications until later in the curriculum has been turned upside down

Mastering Java Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-10-06 The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In

chapter five you will create Bank database and its four tables In chapter six you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter nine you will create a Client_Data table which has the following seven fields client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path *Sams Teach Yourself Java 2 in 21 Days* Rogers Cadenhead,Laura Lemay,2003 Sams Teach Yourself Java in 21 Days continues to be one of the most popular best selling Java tutorials on the market Written by two expert technical writers it has been acclaimed for its clear and personable writing for its extensive use of examples and for its logical and complete organization This new edition of the book maintains and improves upon all these qualities while updating revising and reorganizing the material to cover the latest developments in Java and to expand the book s coverage of core Java programming topics Sun s new version of Java 2 Standard Edition SDK version 1.4 is expected to be released by the end of 2001 According to Sun version 1.4 builds upon Java s cross platform support and security model with new features and functionality enhanced performance and scalability and improved reliability and serviceability

Computerworld ,1999-06-14 For more than 40 years Computerworld has been the leading source of technology news and information for IT influencers worldwide Computerworld s award winning Web site Computerworld.com twice monthly publication focused conference series and custom research form the hub of the world s largest global IT media network

LEARN JDBC THE HARD WAY: A Hands-On Reference to MySQL and SQL Server Driven Programming Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-23 This hands on tutorial reference guide to MySQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren t getting the most from MySQL and SQL Server As you would expect this book shows how to build from scratch two different databases MySQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and MySQL Connector J How to integrate external libraries into projects How the basic MySQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will study Creating the initial three table projects in the school database Teacher table

TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will be taught how to create Crime database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter nine you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MySQL SQL SERVER programmer

Research Anthology on Machine Learning Techniques, Methods, and Applications Management Association, Information Resources, 2022-05-13

Machine learning continues to have myriad applications across industries and fields To ensure this technology is utilized appropriately and to its full potential organizations must better understand exactly how and where it can be adapted Further study on the applications of machine learning is required to discover its best practices challenges and strategies The Research Anthology on Machine Learning Techniques Methods and Applications provides a thorough consideration of the innovative and emerging research within the area of machine learning The book discusses how the technology has been used in the past as well as potential ways it can be used in the future to ensure industries continue to develop and grow Covering a range of topics such as artificial intelligence deep learning cybersecurity and robotics this major reference work is ideal for

computer scientists managers researchers scholars practitioners academicians instructors and students Teach Yourself JavaBeans in 21 Days Donald Doherty,1997 Learn to create your own JavaBeans use the JDK's Bean Box to visually connect beans into applications sign and package your beans for distribution use JavaBeans to create network enabled applications find out how beans communicate with one another using the Java event model create internationalized beans for world wide use discover how you can wrap existing applets into beans learn to tie beans together without using the Bean Box and master JavaBeans development and packaging with step by step tutorials **Methodologies, Tools and New Developments for E-Learning** Elvis Pontes,Sergio Kofuji,Adilson Guelfi,2012-02-03 With the resources provided by communication

technologies E learning has been employed in multiple universities as well as in wide range of training centers and schools This book presents a structured collection of chapters dealing with the subject and stressing the importance of E learning It shows the evolution of E learning with discussion about tools methodologies improvements and new possibilities for long distance learning The book is divided into three sections and their respective chapters refer to three macro areas The first section of the book covers methodologies and tools applied for E learning considering collaborative methodologies and specific environments The second section is about E learning assessment highlighting studies about E learning features and evaluations for different methodologies The last section deals with the new developments in E learning emphasizing subjects like knowledge building in virtual environments new proposals for architectures in tutoring systems and case studies

JAVA GUI WITH MYSQL Vivian Siahaan,Rismon Hasiholan Sianipar,2019-08-20 In this book you will learn how to build from scratch a MySQL database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use MySQL in Java In the first chapter you will learn How to install NetBeans JDK 11 and MySQL Connector J How to integrate external libraries into projects How the basic MySQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In the last chapter you will study how to query the six tables Finally this book is hopefully useful and can improve database programming skills for every Java MySQL programmer Java In Practice: JDBC And Database Applications Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-27 This hands on introduction to database programming using Java is ideal for people with little or no programming experience The goal of this concise

book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases MySQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and MySQL Connector J How to integrate external libraries into projects How the basic MySQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will be shown how to create SQLite database and tables with Java In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter nine you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and Case_File The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The Case_File has seven columns case_file_id primary key suspect_id foreign key police_station_id foreign key investigator_id

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A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers

Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-15 This covers how to implement SQLite and SQL Server driven Java GUI programming The lessons in this book are a highly organized and well indexed set of tutorials meant for students and programmers Netbeans a specific IDE Integrated Development Environment is used to create GUI Graphical User Interface applications The finished product is the reward but the readers are fully engaged and enriched by the process This kind of learning is often the focus of training In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite and SQL Server in Java In chapter one you will learn How to create SQLite database and six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In chapter four you will study how to query the six tables In chapter five you will be taught how to create SQL Server database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter nine you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id

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Java In Action: An Excellent Guide to Explore JDBC And Database Applications Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-27 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter five you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter six you will study how to query the six tables In chapter seven you will be shown how to create SQLite database and tables with Java In chapter eight you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In chapter nine you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date

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The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how

to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table has eight columns feature_id primary key suspect_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police_Station and Investigator These two tables will later be joined to Suspect table through another table File_Case which will be built in the seventh chapter The Police_Station has six columns police_station_id primary key location city province telephone and photo The Investigator has eight columns investigator_id primary key investigator_name rank birth_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File_Case The File_Case table will connect four other tables Suspect Police_Station Investigator and Victim The Victim table has nine columns victim_id primary key victim_name crime_type birth_date crime_date gender address telephone and photo The File_Case has seven columns file_case_id primary key suspect_id foreign key police_station_id foreign key investigator_id foreign key victim_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQL Server programmer *AI BASICS FOR SCHOOL STUDENTS* Dr. Dheeraj

Mehrotra,2020-01-03 The book featuring *AI BASICS FOR SCHOOL STUDENTS* targets learning of concepts as prescribed by the CBSE The objective of the module is to develop a readiness for understanding and appreciating Artificial Intelligence and its application in our lives The units dwelled include Excite Relate Purpose Possibilities and AI Ethics which are set to empower the kids to identify and appreciate AI and describe its applications in daily life and to apply and reflect on the Human Machine Interactions

Decoding **Java Teach Yourself Computer Essentials S**: Revealing the Captivating Potential of Verbal Expression

In an era characterized by interconnectedness and an insatiable thirst for knowledge, the captivating potential of verbal expression has emerged as a formidable force. Its ability to evoke sentiments, stimulate introspection, and incite profound transformations is genuinely awe-inspiring. Within the pages of "**Java Teach Yourself Computer Essentials S**," a mesmerizing literary creation penned with a celebrated wordsmith, readers attempt an enlightening odyssey, unraveling the intricate significance of language and its enduring affect our lives. In this appraisal, we shall explore the book is central themes, evaluate its distinctive writing style, and gauge its pervasive influence on the hearts and minds of its readership.

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