

Eclipse Ide Documentation

A must-have pedagogical resource from an expert Java educator As a Linux-based operating system designed for mobile devices, the Android OS allows programs to run on all Android devices and appear free in the Android Market. Whether you're a beginner programmer eager to create mobile applications or you're Android-savvy and looking to submit your apps to the Android Market, this compilation of eight minibooks takes you through the ins and outs of programming for Android phones. Java expert Barry Burd walks you through Android programming basics, shares techniques for developing great Android applications, reviews Android hardware, and much more. Uses the straightforward-but-fun For Dummies style to walk you through the ins and outs of programming for Android mobile devices Features eight minibooks that take you from novice Android user to confidently developing Android applications Addresses Android programming basics, the operating system, hardware, and security Details what it takes to develop amazing Android apps Covers the Eclipse environment and SQLite Start developing applications for the Android OS today with the expert advice in Android Application Development All-in-One For Dummies.

"Get the Java skills you will need to start developing Android apps apps"--Cover.

Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it

doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time. Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency. O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book. From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with

Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.

This book constitutes the refereed proceedings of the 6th International IFIP WG 2.13 Conference on Open Source Systems, OSS 2010, held in Notre Dame, IN, USA, in May/June 2010. The 23 revised full papers presented together with 17 short papers, 5 workshop abstracts and 4 panel descriptions were carefully reviewed and selected from 51 submissions. The papers reflect the international communities of active OSS researchers and present a broad range of perspectives on open source systems ranging from software engineering through organizational issues to law.

Discover which ARTIK modules to use for various applications, and how to produce code for them. This book goes beyond the information previously available online, efficiently guiding developers from initial setup of their development environment to product development and prototyping in no time. Beginners will find helpful background insights into foundation technology and useful reference information is included for more advanced developers. Samsung's announcement of the new ARTIK modules for IoT has generated tremendous interest in the developer market for wearable and other consumer or industrial devices. This book provides the perfect tutorial-based introduction to the ARTIK family of "Systems on Modules," which integrate powerful microprocessors, memory, wireless connectivity, and enhanced security on to very small form factor boards.

With Beginning Samsung ARTIK as your guide, take the next steps to creating great solutions with an ARTIK. What You'll Learn Use terminal emulators to access the command line and talk to the device Establish Wi-Fi connectivity with a wireless network Upgrade the operating system and install additional software Bring up Eclipse IDE and create a cross-compiler toolchain on Mac OS X Cross-compile for the ARM processors in the ARTIK modules using Arduino IDE with libArduino to C Use C to access the ARTIK hardware via a file based API Use Node.js and Python inside the ARTIK module Integrate applications with the Samsung SAMI data aggregation hub Use Temboo to generate IoT software solutions that can be downloaded and compiled natively inside the ARTIK Debug applications with software and hardware probes Who This Book Is For Moderately experienced developers wanting to understand ARTIK and how to interact with it from within their own apps or web services.

Revised edition of first part of: Android wireless application development / Shane Conder, Lauren Darcey. c2010.

Summary Liferay in Action is a comprehensive and authoritative guide to building portals on the Liferay 6 platform. Fully supported and authorized by Liferay, this book guides you smoothly from your first exposure to Liferay through the crucial day-to-day tasks of building and maintaining an enterprise portal that works well within your existing IT infrastructure. About the Technology A portal is a website built around a collection of components that request, display, and share

information. Liferay Portal 6, an enterprise-ready development platform, makes it a snap to build portals that integrate with your existing backend systems and provide a rich interactive user experience. Because Liferay uses standard Java and JavaScript, along with built-in SOAP and JSON support for web services, developers can be productive immediately. And since it's available in both a free, open source version as well as a fully-supported commercial edition, it's an affordable solution for almost any business or organization. About the Book Liferay in Action is the official guide to building Liferay portal applications using Java and JavaScript. If you've never used Liferay before, don't worry. This book starts with the basics: setting up your development environment and creating a working portal. Then, it builds on that foundation to help you discover social features, tagging, ratings, and more. You'll also explore the Portlet 2.0 API, and learn to create custom themes and reusable templates. Experienced developers will learn how to use new Liferay APIs to build social and collaborative sites, use the message bus and workflow, implement indexing and search, and more. This book was developed in close collaboration with Liferay engineers, so it answers the right questions, and answers them in depth. No experience with Liferay or the Portlets API is required, but basic knowledge of Java and web technology is assumed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside Complete coverage of Liferay Portal 6 Covers both the commercial and open source versions

Custom portlet development using the Portlet 2.0 spec
Liferay's social network API Add functionality with hooks
and Ext plugins

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Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally,

the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.

Create robust and maintainable Java applications using the functional style of programming
About This Book
Explore how you can blend object-oriented and functional programming styles in Java
Use lambda expressions to write flexible and succinct code
A tutorial that strengthens your fundamentals in functional programming techniques to enhance your applications
Who This Book Is For
If you are a Java developer with object-oriented experience and want to use a functional programming approach in your applications, then this book is for you. All you need to get started is familiarity with basic Java object-oriented programming concepts.
What You Will Learn
Use lambda expressions to simplify code
Use function composition to achieve code fluency
Apply streams to simplify implementations and achieve parallelism
Incorporate recursion to support an application's functionality
Provide more robust implementations using Optionals
Implement design patterns with less code
Refactor object-oriented code to create a functional solution
Use debugging and testing techniques specific to functional programs
In Detail
Functional programming is an increasingly popular technology that allows you to simplify many tasks that

are often cumbersome and awkward using an object-oriented approach. It is important to understand this approach and know how and when to apply it. Functional programming requires a different mindset, but once mastered it can be very rewarding. This book simplifies the learning process as a problem is described followed by its implementation using an object-oriented approach and then a solution is provided using appropriate functional programming techniques. Writing succinct and maintainable code is facilitated by many functional programming techniques including lambda expressions and streams. In this book, you will see numerous examples of how these techniques can be applied starting with an introduction to lambda expressions. Next, you will see how they can replace older approaches and be combined to achieve surprisingly elegant solutions to problems. This is followed by the investigation of related concepts such as the Optional class and monads, which offer an additional approach to handle problems. Design patterns have been instrumental in solving common problems. You will learn how these are enhanced with functional techniques. To transition from an object-oriented approach to a functional one, it is useful to have IDE support. IDE tools to refactor, debug, and test functional programs are demonstrated through the chapters. The end of the book brings together many of these functional programming techniques to create a more comprehensive application. You will find this book a very useful resource to learn and apply functional programming techniques in Java. Style and approach In this tutorial, each chapter starts with an

introduction to the terms and concepts covered in that chapter. It quickly progresses to contrast an object-oriented approach with a functional approach using numerous code examples.

This book constitutes the thoroughly refereed post-proceedings of 11 international workshops held as satellite events of the 9th International Conference on Model Driven Engineering Languages and Systems, MoDELS 2006, in Genoa, Italy, in October 2006 (see LNCS 4199). The 32 revised full papers were carefully selected for inclusion in the book. They are presented along with a doctoral and an educators' symposium section.

Producing a commercial-quality plug-in means going above and beyond the minimal requirements needed to integrate with Eclipse. It means attending to all those details that contribute to the “fit and polish” of a commercial offering. This comprehensive guide covers the entire process of plug-in development, including all the extra steps needed to achieve the highest quality results. Building on two internationally best-selling previous editions, *Eclipse Plug-ins, Third Edition*, has been fully revised to reflect the powerful new capabilities of Eclipse 3.4. Leading Eclipse experts Eric Clayberg and Dan Rubel present detailed, practical coverage of every aspect of plug-in development, as well as specific, proven solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been thoroughly updated to reflect both the Eclipse 3.4 API and the latest Java syntax. In addition, Clayberg and

Rubel have completely revamped their popular Favorites View case study, reworking much of its content and recreating its code from scratch. The authors carefully cover new functionality added to existing Eclipse features, such as views and editors, and fully explain brand-new features such as Commands, GEF, and PDE Build. This extensively revised edition Thoroughly covers Eclipse's new preferences Illuminates the powerful new Eclipse Command Framework, which replaces Eclipse's older Action Framework Presents extensive new discussions of using commands with views and editors Introduces Mylyn, the new task-focused interface that reduces information overload and simplifies multi-tasking Contains an all-new chapter on using the Graphical Editing Framework (GEF) to build dynamic, interactive graphical user interface elements Walks you step by step through the entire PDE Build process Shows how to create update sites with p2, which replaces Eclipse's old Update Manager This book is designed for every experienced developer interested in extending the Eclipse platform, the Rational Software Development Platform, or any other platform that supports Eclipse plugins.

Constraint logic programming lies at the intersection of logic programming, optimisation and artificial intelligence. It has proved a successful tool in many areas including production planning, transportation scheduling, numerical analysis and bioinformatics. Eclipse is one of the leading software systems that realise its underlying methodology. Eclipse is exploited commercially by Cisco, and is freely available and used for teaching and

research in over 500 universities. This book has a two-fold purpose. It's an introduction to constraint programming, appropriate for one-semester courses for upper undergraduate or graduate students in computer science or for programmers wishing to master the practical aspects of constraint programming. By the end of the book, the reader will be able to understand and write constraint programs that solve complex problems. Second, it provides a systematic introduction to the Eclipse system through carefully-chosen examples that guide the reader through the language and illustrate its power, versatility and utility.

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development. Explains how to customize the Java integrated

development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

IBM® Hybrid Integration Services is a set of hybrid cloud capabilities in IBM Bluemix™ that allows businesses to innovate rapidly while, at the same time, providing IT control and visibility. It allows customers to quickly and easily build and operate systems that mix data and application programming interfaces (APIs) from a wide variety of sources, whether they reside on-premises or in the cloud. In many cases, you want to expose your IT assets from your private cloud as APIs and at the same time have best overall manageability and control of who uses your assets and how. Bluemix provides a set of services such as Secure Gateway, API Management, Connect and Compose, DataWorks, and API Catalog, which enable Hybrid Cloud Integration capabilities. This IBM Redbooks® publication provides preferred practices around developing cloud solutions using these Hybrid Integration Services that help you maintain data consistency, manageability, and security for critical transactions.

The Definitive Guide to Eclipse Rich Client Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 (“Galileo”) to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP

application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as “deep dives” into key technical areas that are essential to your success.

Formal ADLs offer great potential to analyse the architecture of a system, predict the overall performance by using simulations, and allow to automatically generate parts of the implementation. Nevertheless, ADLs are rather not used in industrial practice since several problems hinder to exploit

their potential to the full extend. This thesis elaborates the design of an ADL that copes with these impediments of ADLs in practice. Therefore, the design of a lightweight ADL is derived which also provides well defined extension points to be adapted to a certain domain or development process.

Furthermore, it is investigated how architectural modeling can be enriched with agile development methods to support incremental modeling and the validation of system architectures. Therefore, a set detailed of requirements for architectural modeling and the simulation of system architectures is defined and MontiArc, a concrete ADL to model logical architectures of distributed, interactive systems, is derived. The language is based on the mathematical FOCUS [BS01] framework, which allows to simulate modeled systems in an event-based style. Code generators and a simulation framework provide means to continuously refine and test architectural models. To add new features or adapt the language to a new domain, a corresponding language extension method is presented to extend the syntax, language processing tools, and code generators of the ADL. A lightweight model library concept is presented which allows to develop and reuse component models and their implementation in a controlled and transparent way. The developed language, the simulator, and the language extension techniques have been examined in several case

studies which either used or extended MontiArc. Make the Most of IBM's Breakthrough Cell Processor in Any Gaming, Graphics, or Scientific Application IBM's Cell processor delivers truly stunning computational power: enough to satisfy even the most demanding gamers and graphics developers. That's why Sony chose the Cell to drive its breakthrough PlayStation 3 and why Cell processors are at the heart of today's most powerful supercomputers. But many developers have struggled to create high-performance Cell applications: the practical, coherent information they need simply hasn't existed. Programming the Cell Processor solves that problem once and for all. Whether you're a game developer, graphics programmer, or engineer, Matthew Scarpino shows you how to create applications that leverage all the Cell's extraordinary power. Scarpino covers everything from the Cell's advanced architecture to its powerful tools and libraries, presenting realistic code examples that help you gain an increasingly deep and intuitive understanding of Cell development. Scarpino illuminates each of the Cell's most important technical innovations, introduces the commands needed to access its power, and walks you through the entire development process, including compiling, linking, debugging, and simulating code. He also offers start-to-finish case studies for three especially important Cell

applications: games, graphics, and scientific computing. The Cell platform offers unprecedented potential, and this book will help you make the most of it.

This IBM® Redbooks® publication demonstrates, through a practical solution and step-by-step implementation instructions, how customers can use the IBM Rational® Application Lifecycle Management (ALM) portfolio to build and manage an integrated IBM WebSphere® Application. Building a business application (mobile and desktop) that uses WebSphere Application Server, IBM MQ, IBM Integration Bus (IIB), Business Process Management (BPM), Operational Decision Management (ODM), and Mobile. IBM Redpaper™ publication, Rapid deployment of integrated WebSphere solutions in your cloud, REDP-5132, is an extension to this IBM Redbooks publication. Using the same practical solution covered in this Redbooks publication, REDP-5132 demonstrates how the IBM PureApplication® System is a "logical extension" versus a "whole new world", covering PureApplication Patterns and the new PureApplication as a service on Softlayer. The intended audience for this book is architects, developers, administrators, and DevOps personnel. "This book fills a huge gap in our knowledge of software testing. It does an excellent job describing how test automation differs from other test activities,

and clearly lays out what kind of skills and knowledge are needed to automate tests. The book is essential reading for students of testing and a bible for practitioners.” –Jeff Offutt, Professor of Software Engineering, George Mason University

“This new book naturally expands upon its predecessor, *Automated Software Testing*, and is the perfect reference for software practitioners applying automated software testing to their development efforts. Mandatory reading for software testing professionals!” –Jeff Rashka, PMP, Coauthor of *Automated Software Testing and Quality Web Systems Testing* accounts for an increasingly large percentage of the time and cost of new software development. Using automated software testing (AST), developers and software testers can optimize the software testing lifecycle and thus reduce cost. As technologies and development grow increasingly complex, AST becomes even more indispensable. This book builds on some of the proven practices and the automated testing lifecycle methodology (ATLM) described in *Automated Software Testing* and provides a renewed practical, start-to-finish guide to implementing AST successfully. In *Implementing Automated Software Testing*, three leading experts explain AST in detail, systematically reviewing its components, capabilities, and limitations. Drawing on their experience deploying AST in both defense and commercial industry, they

walk you through the entire implementation process—identifying best practices, crucial success factors, and key pitfalls along with solutions for avoiding them. You will learn how to: Make a realistic business case for AST, and use it to drive your initiative Clarify your testing requirements and develop an automation strategy that reflects them Build efficient test environments and choose the right automation tools and techniques for your environment Use proven metrics to continuously track your progress and adjust accordingly Whether you're a test professional, QA specialist, project manager, or developer, this book can help you bring unprecedented efficiency to testing—and then use AST to improve your entire development lifecycle. This book is broken into four primary sections addressing key topics that Linux programmers need to master: Linux nuts and bolts, the Linux kernel, the Linux desktop, and Linux for the Web Effective examples help get readers up to speed with building software on a Linux-based system while using the tools and utilities that contribute to streamlining the software development process Discusses using emulation and virtualization technologies for kernel development and application testing Includes useful insights aimed at helping readers understand how their applications code fits in with the rest of the software stack Examines cross-compilation, dynamic device insertion and removal, key Linux projects

(such as Project Utopia), and the internationalization capabilities present in the GNOME desktop

Quick and painless Java programming with expert multimedia instruction

Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project

Make writing code easier with the Eclipse tools

Learn to connect Java applications to databases

Design and build graphical user interfaces and web applications

Learn to develop GUIs with JavaFX

If you want to start

programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

This book constitutes the thoroughly refereed post-conference proceedings of the Second IFIP TC 2 Central and East-European Conference on Software Engineering Techniques, CEE-SET 2008, held in Brno, Czech Republic, in October 2008. The 20 revised full papers presented together with a keynote speech were carefully reviewed and selected from 69 initial submissions. The papers are organized in topical sections on requirements specification, design, modeling, software product lines, code generation, project management, and quality.

Presents instructions for creating Android applications for mobile devices using Java.

- * Gets right to what you need to know; Covers advanced topics not documented in other books.
- * Eases transition from other Version Control systems.
- * Explains how to integrate Subversion with common development tools; Shows you how to embed Subversion in your own programs.
- * Rooney is one of the Subversion developers.

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication,

control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can:

- Get up to speed on embedded Linux, electronics, and programming
- Master interfacing electronic circuits, buses and modules, with practical examples
- Explore the Internet-connected BeagleBone and the BeagleBone with a display
- Apply the BeagleBone to sensing applications, including video and sound
- Explore the BeagleBone's Programmable Real-Time Controllers

Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or

external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

Client-Centered Software Development: The CO-FOSS Approach introduces a method to creating a customized software product for a single client, either from scratch or by reusing open source components. The clients are typically non-profit humanitarian, educational, or public service organizations. This approach has been used in undergraduate courses where students learn the principles of software development while implementing a real-world software product. This book provides instructors, students, clients, and professional software developers with detailed guidance for developing a new CO-FOSS product from conceptualization to completion. Features Provides

instructors, students, clients, and professional software developers with a roadmap for the development of a new CO-FOSS product from conceptualization to completion Motivates students with real-world projects and community service experiences Teaches all elements of the software process, including requirements gathering, design, collaboration, coding, testing, client communication, refactoring, and writing developer and user documentation Uses source code that can be reused and refitted to suit the needs of future projects, since each CO-FOSS product is free and open source software Provides links to a rich variety of resources for instructors and students to freely use in their own courses that develop new CO-FOSS products for other non-profits. This book constitutes the refereed proceedings of the 10th International Andrei Ershov Informatics Conference, PSI 2015, held in Kazan and Innopolis, Russia, in August 2015. The 2 invited and 23 full papers presented in this volume were carefully reviewed and selected from 56 submissions. The papers cover various topics related to the foundations of program and system development and analysis, programming methodology and software engineering and information technologies.

Includes Gtk#, MonoDevelop, Web services, and IKVM. A guide to using the Ghidra software reverse engineering tool suite. The result of more than a decade of research and development within the NSA, the Ghidra platform was developed to address some of the agency's most challenging reverse-engineering problems. With the open-source release of this formerly restricted tool suite, one of the world's most capable disassemblers and intuitive decompilers is now in the hands of cybersecurity defenders everywhere -- and The Ghidra Book is the one and only guide you need to master it. In addition to discussing RE techniques useful in analyzing software and malware of all kinds, the book thoroughly

introduces Ghidra's components, features, and unique capacity for group collaboration. You'll learn how to:

- Navigate a disassembly
- Use Ghidra's built-in decompiler to expedite analysis
- Analyze obfuscated binaries
- Extend Ghidra to recognize new data types
- Build new Ghidra analyzers and loaders
- Add support for new processors and instruction sets
- Script Ghidra tasks to automate workflows
- Set up and use a collaborative reverse engineering environment

Designed for beginner and advanced users alike, The Ghidra Book will effectively prepare you to meet the needs and challenges of RE, so you can analyze files like a pro.

Updated for JavaFX 1.3 The JavaFX platform makes it possible to write applications that can be deployed across devices ranging from cell phones to desktops, with little or no change required. JavaFX applications are written using JavaFX Script, a new and easy-to-use scripting language. Kim Topley's JavaFX™ Developer's Guide thoroughly covers the JavaFX language and its core libraries and shows you step by step how to develop and deliver JavaFX applications for the desktop and for mobile devices. It provides complete coverage of all aspects of the language, including Language syntax Tools you can use to develop, debug, and deploy JavaFX applications User interface classes Animation How to play audio and video How to use RESTful Web services and databases to retrieve the data for your application How to create custom components Transformations User interface basics, attributes, events, and controls JavaFX and networking JavaFX development with NetBeans and Eclipse Packaging and deployment Topley highlights critical topics that other books gloss over, presents detailed examples that stretch JavaFX to its limits, and shows you exactly how to build on the skills you already have. Whether you've been focused on HTML/XML/CSS Web development or Java

Swing, this book will help you get outstanding results with JavaFX.

Master the Android mobile development platform
Build compelling Java-based mobile applications using the Android SDK and the Eclipse open-source software development platform. **Android: A Programmer's Guide** shows you, step-by-step, how to download and set up all of the necessary tools, build and tune dynamic Android programs, and debug your results. Discover how to provide web and chat functions, interact with the phone dialer and GPS devices, and access the latest Google services. You'll also learn how to create custom Content Providers and database-enable your applications using SQLite. Install and configure Java, Eclipse, and Android plugin
Create Android projects from the Eclipse UI or command line
Integrate web content, images, galleries, and sounds
Deploy menus, progress bars, and auto-complete functions
Trigger actions using Android Intents, Filters, and Receivers
Implement GPS, Google Maps, Google Earth, and GTalk
Build interactive SQLite databases, calendars, and notepads
Test applications using the Android Emulator and Debug Bridge
Presents a guide to Android application development using the app-driven approach for seven fully coded apps that include syntax, code walkthroughs, and sample outputs.
The official concise reference to Frequently Asked

Questions about the Eclipse development environment.

Nine minibooks filling more than 800 pages provide the world's five million-plus Java developers with a basic all-in-one programming reference. Covers the recent release of the Java 2 Platform Standard Edition 5.0 and the new J2SE Development Kit 5.0. Starts with beginner topics including getting started with Java, using the Java development platform, and Web programming. Expands into more advanced Java fundamentals such as object-oriented programming, working with arrays and collections, and creating user interfaces with Swing. InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

EMF: Eclipse Modeling Framework
Dave Steinberg
Frank Budinsky
Marcelo Paternostro
Ed Merks
Series Editors: Erich Gamma • Lee Nackman • John Wiegand
The Authoritative Guide to EMF Modeling and Code Generation
The Eclipse Modeling Framework enables developers to rapidly construct robust applications based on surprisingly simple models. Now, in this thoroughly revised Second Edition, the project's developers offer expert guidance, insight, and examples for solving real-world problems with EMF, accelerating development processes, and improving software quality. This

edition contains more than 40% new material, plus updates throughout to make it even more useful and practical. The authors illuminate the key concepts and techniques of EMF modeling, analyze EMF's most important framework classes and generator patterns, guide you through choosing optimal designs, and introduce powerful framework customizations and programming techniques. Coverage includes

- Defining models with Java, UML, XML Schema, and Ecore
- NEW: Using extended Ecore modeling to fully unify XML with UML and Java
- Generating high-quality code to implement models and editors
- Understanding and customizing generated code
- Complete documentation of @model Javadoc tags, generator model properties, and resource save and load options
- NEW: Leveraging the latest EMF features, including extended metadata, feature maps, EStore, cross-reference adapters, copiers, and content types
- NEW: Chapters on change recording, validation, and utilizing EMF in stand-alone and Eclipse RCP applications
- NEW: Modeling generics with Ecore and generating Java 5 code

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