The Object Oriented Thought Process Matt Weisfeld

The Object-Oriented Thought Process

Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, Visual Basic .NET, Ruby, Objective-C, and Swift. Objects also form the basis for many web technologies such as JavaScript, Python, and PHP. It is of vital importance to learn the fundamental concepts of object orientation before starting to use object-oriented development environments. OOP promotes good design practices, code portability, and reuse–but it requires a shift in thinking to be fully understood. Programmers new to OOP should resist the temptation to jump directly into a particular programming language or a modeling language, and instead first take the time to learn what author Matt Weisfeld calls “the object-oriented thought process.” Written by a developer for developers who want to improve their understanding of object-oriented technologies, The Object-Oriented Thought Process provides a solutions-oriented approach to object-oriented programming. Readers will learn to understand the proper uses of inheritance and composition, the difference between aggregation and association, and the important distinction between interfaces and implementations. While programming technologies have been changing and evolving over the years, object-oriented concepts remain a constant–no matter what the platform. This revised edition focuses on the OOP technologies that have survived the past 20 years and remain at its core, with new and expanded coverage of design patterns, avoiding dependencies, and the SOLID principles to help make software designs understandable, flexible, and maintainable.

The Object-oriented Thought Process

A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 The Object-Oriented Thought Process, Second Edition will lay the foundation in object-oriented concepts and then explain how various object technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and devloping frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more).Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept.

The Object-Oriented Thought Process

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects’ services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using

XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. “Programmers who aim to create high quality software–as all programmers should–must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld’s The Object-Oriented Thought Process.” –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

Mastering C# Concurrency

Create robust and scalable applications along with responsive UI using concurrency and the multi-threading infrastructure in .NET and C# About This Book Learn to combine your asynchronous operations with Task Parallel Library Master C#'s asynchronous infrastructure and use asynchronous APIs effectively to achieve optimal responsiveness of the application An easy-to-follow, example-based guide that helps you to build scalable applications using concurrency in C# Who This Book Is For If you are a C# developer who wants to develop modern applications in C# and wants to overcome problems by using asynchronous APIs and standard patterns, then this book is ideal for you. Reasonable development knowledge, an understanding of core elements and applications related to the .Net platform, and also the fundamentals of concurrency is assumed. What You Will Learn Apply general multithreading concepts to your application's design Leverage lock-free concurrency and learn about its pros and cons to achieve efficient synchronization between user threads Combine your asynchronous operations with Task Parallel Library Make your code easier with C#'s asynchrony support Use common concurrent collections and programming patterns Write scalable and robust server-side asynchronous code Create fast and responsible client applications Avoid common problems and troubleshoot your multi-threaded and asynchronous applications In Detail Starting with the traditional approach to concurrency, you will learn how to write multithreaded concurrent programs and compose ways that won't require locking. You will explore the concepts of parallelism granularity, and fine-grained and coarse-grained parallel tasks by choosing a concurrent program structure and parallelizing the workload optimally. You will also learn how to use task parallel library, cancellations, timeouts, and how to handle errors. You will know how to choose the appropriate data structure for a specific parallel algorithm to achieve scalability and performance. Further, you'll learn about server scalability, asynchronous I/O, and thread pools, and write responsive traditional Windows and Windows Store applications. By the end of the book, you will be able to diagnose and resolve typical problems that could happen in multithreaded applications. Style and approach An easy-to-follow, example-based guide that will walk you through the core principles of concurrency and multithreading using C#.

Software Development, Design and Coding

Learn the principles of good software design, and how to turn those principles into great code. This book introduces you to software engineering — from the application of engineering principles to the development of software. You'll see how to run a software development project, examine the different phases of a project, and learn how to design and implement programs that solve specific problems. It's also about code construction — how to write great programs and make them work. Whether you're new to programming or have written hundreds of applications, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. With Software Development, Design and Coding, author and professor John Dooley distills his years of teaching and development experience to demonstrate practical techniques for great coding. What You'll Learn Review modern agile methodologies including Scrum and Lean programming Leverage the capabilities of modern computer systems with parallel programming Work with design patterns to exploit application development best practices Use modern tools

for development, collaboration, and source code controls Who This Book Is For Early career software developers, or upper-level students in software engineering courses

Head First Object-Oriented Analysis and Design

Provides information on analyzing, designing, and writing object-oriented software.

Essential COM

Offering a distinctive approach, this book will teach readers not only how to use COM but how to think in COM. COM can greatly improve the efficiency of applications, but COM fluency is a difficult task. The book is a top resource for developers who need to make the transition from superficial understanding to deep knowledge.

Planning in Postmodern Times

Postmodern social theory has provided significant insights into our understanding of society and its components. Key thinkers including Foucault, Baudrillard and Lyotard have challenged existing ideas about power and rationality in society. This book analyses planning from a postmodern perspective and explores alternative conceptions based on a combination of postmodern thinking and other fields of social theory. In doing so, it exposes some of the limits of postmodern social theory while providing an alternative conception of planning in the twenty-first century. This title will appeal to anyone interested in how we think and act in relation to cities, urban planning and governance.

Learning UML 2.0

With its clear introduction to the Unified Modeling Language (UML) 2.0, this tutorial offers a solid understanding of each topic, covering foundational concepts of object-orientation and an introduction to each of the UML diagram types.

Applying Use Cases

Use case analysis is a methodology for defining the outward features of a software system from the user's point of view. Applying Use Cases, Second Edition, offers a clear and practical introduction to this cutting-edge software development technique. Using numerous realistic examples and a detailed case study, you are guided through the application of use case analysis in the development of software systems. This new edition has been updated and expanded to reflect the Unified Modeling Language (UML) version 1.3. It also includes more complex and precise examples, descriptions of the pros and cons of various use case documentation techniques, and discussions on how other modeling approaches relate to use cases. Applying Use Cases, Second Edition, walks you through the software development process, demonstrating how use cases apply to project inception, requirements and risk analysis, system architecture, scheduling, review and testing, and documentation. Key topics include: Identifying use cases and describing actors Writing the flow of events, including basic and alternative paths Reviewing use cases for completeness and correctness Diagramming use cases with activity diagrams and sequence diagrams Incorporating user interface description and data description documents Testing architectural patterns and designs with use cases Applying use cases to project planning, prototyping, and estimating Identifying and diagramming analysis classes from use cases Applying use cases to user guides, test cases, and training material An entire section of the book is devoted to identifying common mistakes and describing their solutions. Also featured is a handy collection of documentation templates and an abbreviated guide to UML notation. You will come away from this book with a solid understanding of use cases, along with the skills you need to put use case analysis to work.

The Core IOS 6 Developer's Cookbook

The Core iOS 6 Developer's Cookbook brings together reliable, proven solutions for the heart of day-to-day iOS 6 development. World-renowned iOS programming expert Erica Sadun covers all the classes you'll need to create successful iOS 6 mobile apps with standard APIs and interface elements and take full advantage of iOS 6 graphics, touches, and views. As in her previous bestselling iOS books, Sadun translates today's development best practices into working code, distilling key concepts into concise recipes that are easy to understand and transfer into your own projects. This isn't just cut-and-paste; using her examples, Sadun fully explains both the \"how\" and \"why\" of effective iOS 6 development. All code has been fully revised and extensively tested to reflect the latest iOS 6 features and the newest iPhone, iPad, and iPod touch capabilities. Throughout, every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes Supporting direct user input through multitouch and gestures, including custom gesture recognizers Building, customizing, and using iOS 6 controls Alerting users via popup dialogs, progress bars, local notifications, popovers, audio pings, and other techniques Assembling views and animation, organizing view hierarchies, and understanding how views work together Using iOS 6's breakthrough autolayout constraints system to simplify support for multiple screen geometries controlling keyboards, making onscreen elements \"text aware,\" and efficiently scanning and formatting text Using view controllers to organize your users' workspaces Managing photos, videos, email, text messages, and iOS 6-enhanced social media updates Implementing VoiceOver accessibility to reach even more users Organizing apps simply and intuitively with tables and adding flexibility with iOS 6's brand new collection views Getting started with Core Data managed data stores Leveraging iOS 6's powerful networking and web services support

Software Architecture with Python

Architect and design highly scalable, robust, clean, and highly performant applications in Python About This Book Identify design issues and make the necessary adjustments to achieve improved performance Understand practical architectural quality attributes from the perspective of a practicing engineer and architect using Python Gain knowledge of architectural principles and how they can be used to provide accountability and rationale for architectural decisions Who This Book Is For This book is for experienced Python developers who are aspiring to become the architects of enterprise-grade applications or software architects who would like to leverage Python to create effective blueprints of applications. What You Will Learn Build programs with the right architectural attributes Use Enterprise Architectural Patterns to solve scalable problems on the Web Understand design patterns from a Python perspective Optimize the performance testing tools in Python Deploy code in remote environments or on the Cloud using Python Secure architecture applications in Python In Detail This book starts off by explaining how Python fits into an application architecture. As you move along, you will understand the architecturally significant demands and how to determine them. Later, you'll get a complete understanding of the different architectural quality requirements that help an architect to build a product that satisfies business needs, such as maintainability/reusability, testability, scalability, performance, usability, and security. You will use various techniques such as incorporating DevOps, Continuous Integration, and more to make your application robust. You will understand when and when not to use object orientation in your applications. You will be able to think of the future and design applications that can scale proportionally to the growing business. The focus is on building the business logic based on the business process documentation and which frameworks are to be used when. We also cover some important patterns that are to be taken into account while solving design problems as well as those in relatively new domains such as the Cloud. This book will help you understand the ins and outs of Python so that you can make those critical design decisions that not just live up to but also surpass the expectations of your clients. Style and approach Filled with examples and use cases, this guide takes a no-nonsense approach to help you with everything it takes to become a successful software architect.

Object Design Style Guide

”Demystifies object-oriented programming, and lays out how to use it to design truly secure and performant applications.” —Charles Soetan, Plum.io Key Features Dozens of techniques for writing object-oriented code that’s easy to read, reuse, and maintain Write code that other programmers will instantly understand Design rules for constructing objects, changing and exposing state, and more Examples written in an instantly familiar pseudocode that’s easy to apply to Java, Python, C#, and any object-oriented language Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About The Book Well-written object-oriented code is easy to read, modify, and debug. Elevate your coding style by mastering the universal best practices for object design presented in this book. These clearly presented rules, which apply to any OO language, maximize the clarity and durability of your codebase and increase productivity for you and your team. In Object Design Style Guide, veteran developer Matthias Noback lays out design rules for constructing objects, defining methods, and much more. All examples use instantly familiar pseudocode, so you can follow along in the language you prefer. You’ll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively. What You Will Learn Universal design rules for a wide range of objects Best practices for testing objects A catalog of common object types Changing and exposing state Test your object design skills with exercises This Book Is Written For For readers familiar with an object-oriented language and basic application architecture. About the Author Matthias Noback is a professional web developer with nearly two decades of experience. He runs his own web development, training, and consultancy company called “Noback’s Office.” Table of Contents: 1 ¦ Programming with objects: A primer 2 ¦ Creating services 3 ¦ Creating other objects 4 ¦ Manipulating objects 5 ¦ Using objects 6 ¦ Retrieving information 7 ¦ Performing tasks 8 ¦ Dividing responsibilities 9 ¦ Changing the behavior of services 10 ¦ A field guide to objects 11 ¦ Epilogue

. Net Knowledge Book

.Net Knowledge bookThis book is a melting pot of several articles about web development around TypeScript, React, Redux and JavaScript. They are scenarios that happen in the everyday work of developers who use these technologies. They are divided into short articles that are easy to understand. This book is ideal for anyone with intermediate to advanced knowledge of web stack who wants to learn more about how to deal with practical cases. This book includes articles written in 2018. It is volume 6 of a series of books that focus on real software-developing problems. The first four volumes were more around Microsoft Asp.Net in enterprise. The last two focus on TypeScript, React and Redux.Here are some subjects discussed in the book: New features about TypeScript, Jest and testing, React-router, Redux Store, Redux Architecture, Redux-form, React and performance, TypeScript and Redux boilerplate, Redux best practices, Index Signature with strong type, NPM and cross-project, telemetry, React Mounting optimization

Uml 2 And The Unified Process: Practical Object-Oriented Analysis And Design, 2/E

A homogenous guide integrating the features of JSF 2.x (2.0, 2.1 and 2.2), following a 'learning through examples' paradigm with its main focus on the advanced concepts of JSF. If you are a web developer who uses JSF, this is the book for you. Catering to an intermediate-advanced audience, the book assumes you have fundamental knowledge of JSF. It is intended for the developer who wants to improve their skills with the combined power of JSF 2.0, 2.1, and 2.2.

Mastering JavaServer Faces 2.2

Explore the fundamental concepts behind modern, object-oriented software design best practices. Learn how to work with UML to approach software development more efficiently.In this comprehensive book, instructor Károly Nyisztor helps to familiarize you with the fundamentals of object-oriented design and analysis. He introduces each concept using simple terms, avoiding confusing jargon. He focuses on the practical application, using hands-on examples you can use for reference and practice. Throughout the book, Károly walks you through several examples to familiarize yourself with software design and UML. Plus, he

walks you through a case study to review all the steps of designing a real software system from start to finish.Topics include:- Understanding software development methodologies- Choosing the right methodology: Waterfall vs. Agile- Fundamental object-Orientation concepts: Abstraction, Polymorphism and more- Collecting requirements- Mapping requirements to technical descriptions- Unified Modeling Language (UML)- Use case, class, sequence, activity, and state diagrams- Designing a Note-Taking App from scratchYou will acquire professional and technical skills together with an understanding of object-orientation principles and concepts. After completing this book, you'll be able to understand the inner workings of object-oriented software systems. You will communicate easily and effectively with other developers using object-orientation terms and UML diagrams.About the AuthorKároly Nyisztor is a veteran mobile developer and instructor. He has built several successful iOS apps and games--most of which were featured by Apple--and is the founder at LEAKKA, a software development, and tech consulting company. He's worked with companies such as Apple, Siemens, SAP, and Zen Studios.Currently, he spends most of his days as a professional software engineer and IT architect. In addition, he teaches object-oriented software design, iOS, Swift, Objective-C, and UML. As an instructor, he aims to share his 20+ years of software development expertise and change the lives of students throughout the world. He's passionate about helping people reveal hidden talents, and guide them into the world of startups and programming.You can find his courses and books on all major platforms including Amazon, Lynda, LinkedIn Learning, Pluralsight, Udemy, and iTunes.

UML and Object-Oriented Design Foundations

This book is designed for an introductory software engineering course, and gives an excellent introduction to software engineering fundamentals, covering both traditional and object-oriented techniques. Its unique organisation and style make it excellent for use in a classroom setting. The underlying software engineering theory in presented in Part 1 and followed up with the more practical life-cycle material in Part 2. In this edition, more practical material has been added to help students understand how to use what they are learning. This has been done through the use of How To boxes and greater implementation detail in the case study. Also, the new edition contains the references to the most current literature and includes an overview of extreme programmming. The website in this edition will be more extensive, including Solutions, PowerPoints that incorporate lecture notes, newly developed self-quiz questions, and source code for the term project and case study.

Object-oriented and Classical Software Engineering

This book is written in a helpful, practical style with numerous hands-on recipes and chapters to help you save time and effort by using Python to power ArcGIS to create shortcuts, scripts, tools, and customizations.\"Programming ArcGIS 10.1 with Python Cookbook\" is written for GIS professionals who wish to revolutionize their ArcGIS workflow with Python. Basic Python or programming knowledge is essential(?).

Programming ArcGIS 10.1 with Python Cookbook

Software -- Software Engineering.

Object-oriented Programming

The first conference on Pattern Languages of Program Design (PLoP)was a watershed event that gave a public voice to the software designpattern movement. Seventy software professionals from around theworld worked together to capture and refine software experience thatexemplifies the elusive quality called \"good design.\" This volume isthe result of that work--a broad compendium of this new genre ofsoftware literature. Patterns are a literary form that take inspiration from literateprogramming, from a design movement of the same name in contemporaryarchitecture, and from the practices common to the ageless literatureof any culture. The goal of pattern literature is to help programmersresolve the common difficult problems

encountered in design andprogramming. Spanning disciplines as broad as client/serverprogramming, distributed processing, organizational design, softwarereuse, and human interface design, this volume encodes designexpertise that too often remains locked in the minds of expertarchitects. By capturing these expert practices as problem-solutionpairs supported with a discussion of the forces that shape alternativesolution choices, and rationales that clarify the architects' intents, these patterns convey the essence of great software designs. 0201607344B04062001

Pattern Languages of Program Design

The point of this chapter was to demystify the garbage collection process. As you have seen, the garbage collector will only run when it is unable to acquire the necessary memory from the m- aged heap (or when a given AppDomain unloads from memory). When a garbage collection does occur, you can rest assured that Microsoft’s collection algorithm has been optimized by the use of object generations, secondary threads for the purpose of object finalization, and a managed heap dedicated to host large objects. This chapter also illustrated how to programmatically interact with the garbage collector using the System. GC class type. As mentioned, the only time when you will really need to do so is when you are building finalizable or disposable class types. Recall that finalizable types are classes that have overridden the virtual System. Object. Finalize() method to clean up unmanaged resources (at some time in the future). Disposable objects, on the other hand, are classes (or structures) that implement the IDisposable interface. Using this technique, you expose a public method to the object user that can be called to perform internal cleanup ASAP. Finally, you learned about an of- cial “disposal” pattern that blends both approaches. PART 3 Advanced VB Programming Constructs CHAPTER 9 Working with Interface Types This chapter builds on your current understanding of object-oriented development by examining the topic of interface-based programming.

Pro VB 2008 and the .NET 3.5 Platform

If you are new to C++ programming, C++ Primer Plus, Fifth Edition is a friendly and easy-to-use self-study guide. You will cover the latest and most useful language enhancements, the Standard Template Library and ways to streamline object-oriented programming with C++. This guide also illustrates how to handle input and output, make programs perform repetitive tasks, manipulate data, hide information, use functions and build flexible, easily modifiable programs. With the help of this book, you will: Learn C++ programming from the ground up. Learn through real-world, hands-on examples. Experiment with concepts, including classes, inheritance, templates and exceptions. Reinforce knowledge gained through end-of-chapter review questions and practice programming exercises. C++ Primer Plus, Fifth Edition makes learning and using important object-oriented programming concepts understandable. Choose this classic to learn the fundamentals and more of C++ programming.

C++ Primer Plus

Typical undergraduate CS/CE majors have a practical orientation: they study computing because they like programming and are good at it. This book has strong appeal to this core student group. There is more than enough material for a semester-long course. The challenge for a course in programming language concepts is to help practical .....

Modern Programming Languages

PHP and MySQL Web Development, Fourth Edition The definitive guide to building database-drive Web applications with PHP and MySQL and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It

clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. The fourth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP 5 through version 5.3, such as namespaces and closures, as well as features introduced in MySQL 5.1. This is the eBook version of the title. To gain access to the contents on the CD bundled with the printed book, please register your product at informit.com/register

PHP and MySQL Web Development

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a “real world” application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

Beginning C# Object-Oriented Programming

Python Essential Reference is the definitive reference guide to the Python programming language--the one authoritative handbook that reliably untangles and explains both the core Python library. Designed for the practicing programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the complete guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3.

Python Essential Reference

Everyone can benefit from basic programming skills–and after you start, you just might want to go a whole lot further. Author Steven Foote taught himself to program, figuring out the best ways to overcome every obstacle. Now a professional web developer, he’ll help you follow in his footsteps. He teaches concepts you can use with any modern programming language, whether you want to program computers, smartphones, tablets, or even robots. Learning to Program will help you build a solid foundation in programming that can prepare you to achieve just about any programming goal. Whether you want to become a professional software programmer, or you want to learn how to more effectively communicate with programmers, or you are just curious about how programming works, this book is a great first step in helping to get you there. Learning to Program will help you get started even if you aren’t sure where to begin. • Learn how to simplify and automate many programming tasks • Handle different types of data in your programs • Use regular expressions to find and work with patterns • Write programs that can decide what to do, and when to do it • Use functions to write clean, well-organized code • Create programs others can easily understand and improve • Test and debug software to make it reliable • Work as part of a programming team • Learn the next steps to take to build a lifetime of programming skills

Learning to Program

This collection of short expository, critical and speculative texts offers a field guide to the cultural, political, social and aesthetic impact of software. Experts from a range of disciplines each take a key topic in software and the understanding of software, such as algorithms and logical structures.

Software Studies

This is a compelling study of the often controversial role and meaning of the new media and digital cultures in contemporary society. Three decades of societal and cultural alignment of new media yielded to a host of innovations, trials, and problems, accompanied by versatile popular and academic discourse. \"New Media Studies\" crystallized internationally into an established academic discipline, which begs the question: where do we stand now; which new issues have emerged now that new media are taken for granted, and which riddles remain unsolved; and, is contemporary digital culture indeed all about 'you', or do we still not really understand the digital machinery and how it constitutes us as 'you'. From desktop metaphors to Web 2.0 ecosystems, from touch screens to bloggging to e-learning, from role-playing games to Cybergoth music to wireless dreams, this timely volume offers a showcase of the most up-to-date research in the field from what may be called a 'digital-materialist' perspective.

Digital Material

Author Scott Murray teaches you the fundamental concepts and methods of D3, a JavaScript library that lets you express data visually in a web browser

Object-Oriented Thought Process, Third Edition

From the author of the groundbreaking New York Times bestseller The Female Brain, here is the eagerly awaited follow-up book that demystifies the puzzling male brain. Dr. Louann Brizendine, the founder of the first clinic in the country to study gender differences in brain, behavior, and hormones, turns her attention to the male brain, showing how, through every phase of life, the \"male reality\" is fundamentally different from the female one. Exploring the latest breakthroughs in male psychology and neurology with her trademark accessibility and candor, she reveals that the male brain: -is a lean, mean, problem-solving machine. Faced with a personal problem, a man will use his analytical brain structures, not his emotional ones, to find a solution. -thrives under competition, instinctively plays rough and is obsessed with rank and hierarchy. -has an area for sexual pursuit that is 2.5 times larger than the female brain, consuming him with sexual fantasies about female body parts. -experiences such a massive increase in testosterone at puberty that he perceive others' faces to be more aggressive. The Male Brain finally overturns the stereotypes. Impeccably researched and at the cutting edge of scientific knowledge, this is a book that every man, and especially every woman bedeviled by a man, will need to own.

Interactive Data Visualization for the Web

This book is a comprehensive guide to Java distributed computing. The book covers networking, distributed computing architectures, advanced Java facilities, security, data managing, and specific distributed computing techniques including sockets, Remote Method Invocation, Java servlets, Microsoft's Distributed Component Model, and the Common Object Request Broker Architecture.

The Male Brain

Start programming from scratch, no experience required. This beginners’ guide to software engineering starts with a discussion of the different editors used to create software and covers setting up a Docker environment. Next, you will learn about repositories and version control along with its uses. Now that you are ready to

program, you'll go through the basics of Python, the ideal language to learn as a novice software engineer. Many modern applications need to talk to a database of some kind, so you will explore how to create and connect to a database and how to design one for your app. Additionally you will discover how to use Python's Flask microframework and how to efficiently test your code. Finally, the book explains best practices in coding, design, deployment, and security. Software Engineering for Absolute Beginners answers the question of what topics you should know when you start out to learn software engineering. This book covers a lot of topics, and aims to clarify the hidden, but very important, portions of the software development toolkit. After reading this book, you, a complete beginner, will be able to identify best practices and efficient approaches to software development. You will be able to go into a work environment and recognize the technology and approaches used, and set up a professional environment to create your own software applications. What You Will Learn Explore the concepts that you will encounter in the majority of companies doing software development Create readable code that is neat as well as well-designed Build code that is source controlled, containerized, and deployable Secure your codebase Optimize your workspace Who This Book Is For A reader with a keen interest in creating software. It is also helpful for students.

Programming in C

Write More Robust and Maintainable Android Apps with Kotlin "Peter Sommerhoff takes a practical approach to teaching Kotlin by providing a larger set of code listings that demonstrate language features and by guiding readers through the development of two Android apps step by step. . . . Peter finds a good balance between what is essential and what can be left to readers, so this book is an efficient yet comprehensible source for starting programming with Kotlin." –Bernhard Rumpe, Professor of Software Engineering, RWTH Aachen University The Kotlin language brings state-of-the-art programming techniques and constructs to Android development. Kotlin for Android App Development will help you rapidly understand Kotlin's principles and techniques, apply Kotlin in production app development, integrate Kotlin with existing Java code, and plan a migration to Kotlin, if you choose. If you have at least basic programming experience (with any language), Peter Sommerhoff's well-crafted overview and examples will help you get quickly up-to-speed with the Kotlin language, its constructs, and its advanced functional and object-oriented capabilities. Once you've mastered these foundations, Sommerhoff walks you through two complete app development projects, introducing best practices and emerging patterns for writing code that's robust, concise, readable, and highly performant. Understand Kotlin's goals, principles, advantages, design, and constructs Take full advantage of functional programming in the Kotlin environment Write more concise and reusable code using Kotlin's object-oriented features Interoperate with existing Java code, and plan a migration to Kotlin Use coroutines to efficiently handle concurrency Capture data via third-party APIs, map it to internal data representations, and present it to users Master best practices for architecting Kotlin Android apps Improve productivity and readability by creating simple domain-specific languages in Kotlin

PageMaker 6.5

Recent work in quantitative biology has shown theoretically why Fisher's Fundamental Theorem of Natural Selection does not preclude genetic influences on fertility, sexuality, and related processes. Genetic Influences on Human Fertility and Sexuality takes the next step, and presents a number of successful empirical searches for such genetic influence on a broad range of processes, such as puberty, marriage, sexual behavior, and twinning. Employing a broad range of methodological approaches, including molecular and behavioral genetics, this book weaves a new theoretical framework that shows how genes can help relate fertility planning to fertility outcome, and how puberty, sexuality, marriage, and reproduction can be conceptually linked through the genes that contribute to individual differences in the human process.

Java Distributed Objects

Software Engineering for Absolute Beginners

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