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You don't need coddling; you don't need to be told what you already know. What you need is a book that uses your experience as a Java or C++ programmer to give you a leg up into the challenges and rewards of C#. And this Practical Guide is precisely what you're after. Written by a team that boasts extensive experience teaching C# to professionals, this book provides a practical, efficient explanation of the language itself, covering basic to advanced features and calling out all that's new in 2.0. Its instruction is always firmly situated within the context of the .NET framework and bolstered by code examples, key lessons in object-oriented programming, and installments of a realistic application programming tutorial. Concise and incisive, this is the best way to master the world's fastest-growing and most marketable programming language. Features: Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial. Provides a carefully focused explanation of every aspect of the C# language, including entire chapters on the unified type system, advanced types, collections, generics, reflection and attributes. Highlights all features new to the latest version of C# and organizes its presentation of C# according to the key principles of object-oriented programming and the .NET framework. Using end-of-chapter exercises, incrementally develops a cohesive application programming tutorial. Learn to write test-driven microservices, REST APIs, and web service APIs with PHP using the Lumen micro-framework, from the now popular Laravel family. This book shows you how testing APIs can help you write bullet-proof web application services and microservices. In the Lumen Programming Guide you will learn how to use Lumen—a micro-framework by Laravel—to write bullet-proof APIs. Lumen helps you write productive, maintainable APIs using modern application design. You will learn how to write fully-tested APIs and understand essential Lumen concepts used to build a solid foundation for writing API projects. What You Will Learn Maintain your API's database structure through built-in database migrations Write tests with factory data in a test database Respond with consistent data output in JSON Deal with PHP exceptions by using JSON responses Create, read, update, and delete REST resources Represent model associations in API responses Build a solid foundation for writing tests with PHPUnit and Mockery Validate data Who This Book Is For PHP developers with no Laravel experience. Only a basic understanding of HTTP and writing PHP applications is needed to get started. Developers can get a jump on 32-bit programming with this detailed reference to the pre-release version of the Microsoft Win32 API. It's a first look at the programming architecture designed to enable Windows-based applications to run on a broad range of computing platforms—from battery-operated portables to high-end RISC

workstations and multiprocessor servers. Volume 1 (497-6, \$45) contains an overview, the programming guide, and the alphabetic API reference from A-G. Volume 2 (498-4, \$45) contains the API reference from H-Z and includes information on DDE transaction type, messages, notifications, structures, types, and macros. Annotation copyrighted by Book News, Inc., Portland, OR IBM® Rational® Application Developer for WebSphere® Software V8 is the full-function Eclipse 3.6 technology-based development platform for developing Java™ Platform, Standard Edition Version 6 (Java SE 6) and Java Platform, Enterprise Edition Version 6 (Java EE 6) applications. Beyond this function, Rational Application Developer provides development tools for technologies, such as OSGi, Service Component Architecture (SCA), Web 2.0, and XML. It has a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including web developers, Java developers, business analysts, architects, and enterprise programmers. This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V8.0.1. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications and achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7.5 Programming Guide, SG24-7672. OpenGL ES 2.0 is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. With OpenGL ES 2.0, the full programmability of shaders is now available on small and portable devices—including cell phones, PDAs, consoles, appliances, and vehicles. However, OpenGL ES differs significantly from OpenGL. Graphics programmers and mobile developers have had very little information about it—until now. In the OpenGL® ES 2.0 Programming Guide , three leading authorities on the Open GL ES 2.0 interface—including the specification's editor—provide start-to-finish guidance for maximizing the interface's value in a wide range of high-performance applications. The authors cover the entire API, including Khronos-ratified extensions. Using detailed C-based code examples, they demonstrate how to set up and program every aspect of the graphics pipeline. You'll move from introductory techniques all the way to advanced per-pixel lighting, particle systems, and performance optimization. Coverage includes: Shaders in depth: creating shader objects, compiling shaders, checking for compile errors, attaching shader objects to program objects, and linking final program objects The OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniforms, varyings, precision qualifiers, and invariance Inputting geometry into the graphics pipeline, and assembling geometry into primitives Vertex shaders, their special variables, and their use in per-vertex lighting, skinning, and other applications Using fragment shaders—including examples of multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor test, stencil test, depth test, multisampling, blending, and dithering Advanced rendering: per-pixel lighting with normal maps, environment mapping, particle systems, image post-processing, and projective texturing Real-world programming challenges: platform diversity, C++ portability, OpenKODE, and platform-specific shader binaries Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes. This manual describes the concepts involved in developing PATHWAY applications and provides annotated programming examples for PATHWAY application developers. This text details the entire OpenGL ES 3.0 pipeline with detailed examples in order to provide a guide for developing a wide range of high performance 3D applications for embedded devices. While many architects use PHP for projects, they are often not aware of the power of PHP in creating enterprise-level applications. This book covers the latest version of PHP - version 5 -- and focuses on its capabilities within a multi-tier application framework. It contains numerous coding samples and commentaries on them.

A chapter discusses object orientation in PHP as it applies to the multi-tier architecture and other chapters discuss HTTP and SOAP, the two communication protocols most useful in tying together multiple layers. There is also coverage of database design and query construction as well as information about tricks you can use in generating user interfaces. Covers PHP as it relates to developing software in a multi-tier environment—a crucial aspect of developing robust software with low cost and ease of use as design goals. Makes extensive use of Simple Object Access Protocol (SOAP) and Web Services as implemented in PHP and NuSOAP. Shows precisely how to make use of the InnoDB table type newly available in MySQL. InnoDB supports true referential integrity and row-level locking. An application example (a multi-currency bookkeeping application) runs throughout the book, showing various PHP capabilities as well as the database interaction. From standard programming topics such as files, threads, pipes, and porting, to new concepts like CID (Configuration, Installation, and Distribution) and SOM (System Object Model), this is a thorough, functional and easy-to-use programming handbook for OS/2 2.1 applications. What are the record-keeping requirements of Application programming interfaces activities? How do you mitigate Application programming interfaces risk? For your Application programming interfaces project, identify and describe the business environment, is there more than one layer to the business environment? Can you identify any significant risks or exposures to Application programming interfaces third-parties (vendors, service providers, alliance partners etc) that concern you? Is any Application programming interfaces documentation required? This valuable Application Programming Interfaces self-assessment will make you the assured Application Programming Interfaces domain adviser by revealing just what you need to know to be fluent and ready for any Application Programming Interfaces challenge. How do I reduce the effort in the Application Programming Interfaces work to be done to get problems solved? How can I ensure that plans of action include every Application Programming Interfaces task and that every Application Programming Interfaces outcome is in place? How will I save time investigating strategic and tactical options and ensuring Application Programming Interfaces costs are low? How can I deliver tailored Application Programming Interfaces advice instantly with structured going-forward plans? There's no better guide through these mind-expanding questions than acclaimed best-selling author Gerard Blokdyk. Blokdyk ensures all Application Programming Interfaces essentials are covered, from every angle: the Application Programming Interfaces self-assessment shows succinctly and clearly that what needs to be clarified to organize the required activities and processes so that Application Programming Interfaces outcomes are achieved. Contains extensive criteria grounded in past and current successful projects and activities by experienced Application Programming Interfaces practitioners. Their mastery, combined with the easy elegance of the self-assessment, provides its superior value to you in knowing how to ensure the outcome of any efforts in Application Programming Interfaces are maximized with professional results. Your purchase includes access details to the Application Programming Interfaces self-assessment dashboard download which gives you your dynamically prioritized projects-ready tool and shows you exactly what to do next. Your exclusive instant access details can be found in your book. You will receive the following contents with New and Updated specific criteria: - The latest quick edition of the book in PDF - The latest complete edition of the book in PDF, which criteria correspond to the criteria in... - The Self-Assessment Excel Dashboard - Example pre-filled Self-Assessment Excel Dashboard to get familiar with results generation - In-depth and specific Application Programming Interfaces Checklists - Project management checklists and templates to assist with implementation INCLUDES LIFETIME SELF ASSESSMENT UPDATES Every self assessment comes with Lifetime Updates and Lifetime Free Updated Books. Lifetime Updates is an industry-first feature which allows you to receive verified self assessment updates, ensuring you always have the most accurate information at

your fingertips. Offers instructions on building applications for the Kindle Fire, covering such topics as configuring the Android manifest file, building an application framework, the testing phase, and publishing the finished product.

"Creating channels with application programming interfaces"--Cover. Second edition of this successful book brings extra sections describing the complete development of functional application in which the reader will try most discussed topics on his own. The book also contains detailed description of the preparation for publication of the application in the Android Market. The reader will gain the knowledge to monetize his applications. Other extensions are tips and tricks for developing mobile applications for Android. Although this is one of the newest operating systems, its popularity is growing at an incredible pace. It is very fast and stable operating system. Android market is full of all kinds of applications and source code for Android is free-to-use (distributed as open source). Due to the prevalence of a huge growth in popularity of this operating system, the demand for quality software is gradually growing. Educate yourself and start your career in application development! A dynamic module is a special kind of machine code library that can be loaded at run-time like MuPAD library packages. Dynamic modules allow users to integrate simple C/C++ functions as well as complete software packages into MuPAD and to use them as regular MuPAD functions. They give users direct access to internal methods and data structures of MuPAD and allow it to be extended with almost any desired feature. Programming and creating dynamic modules is facilitated by the MuPAD Application Programming Interface MAPI and a special generator. This book is addressed to users and developers of dynamic modules in MuPAD. The accompanying CD-ROM includes a hypertext version of the manual and a trial version of MuPAD 1.4.1 for Linux and Solaris 2.5.

The Definitive Vulkan™ Developer's Guide and Reference: Master the Next-Generation Specification for Cross-Platform Graphics

The next generation of the OpenGL specification, Vulkan, has been redesigned from the ground up, giving applications direct control over GPU acceleration for unprecedented performance and predictability. Vulkan™ Programming Guide is the essential, authoritative reference to this new standard for experienced graphics programmers in all Vulkan environments. Vulkan API lead Graham Sellers (with contributions from language lead John Kessenich) presents example-rich introductions to the portable Vulkan API and the new SPIR-V shading language. The author introduces Vulkan, its goals, and the key concepts framing its API, and presents a complex rendering system that demonstrates both Vulkan's uniqueness and its exceptional power. You'll find authoritative coverage of topics ranging from drawing to memory, and threading to compute shaders. The author especially shows how to handle tasks such as synchronization, scheduling, and memory management that are now the developer's responsibility. Vulkan™ Programming Guide introduces powerful 3D development techniques for fields ranging from video games to medical imaging, and state-of-the-art approaches to solving challenging scientific compute problems. Whether you're upgrading from OpenGL or moving to open-standard graphics APIs for the first time, this guide will help you get the results and performance you're looking for. Coverage includes Extensively tested code examples to demonstrate Vulkan's capabilities and show how it differs from OpenGL Expert guidance on getting started and working with Vulkan's new memory system Thorough discussion of queues, commands, moving data, and presentation Full explanations of the SPIR-V binary shading language and compute/graphics pipelines Detailed discussions of drawing commands, geometry and fragment processing, synchronization primitives, and reading Vulkan data into applications A complete case study application: deferred rendering using complex multi-pass architecture and multiple processing queues Appendixes presenting Vulkan functions and SPIR-V opcodes, as well as a complete Vulkan glossary Example code can be found here: Example code can be found here:

<https://github.com/vulkanprogrammingguide/examples>

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