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TIANA STEPHENSON

Experimentation and the Lyric in Contemporary French Poetry
"O'Reilly Media, Inc."

Semantic Web for the Working Ontologist: Effective Modeling in RDFS and OWL, Second Edition, discusses the capabilities of Semantic Web modeling languages, such as RDFS (Resource Description Framework Schema) and OWL (Web Ontology Language). Organized into 16 chapters, the book provides examples to illustrate the use of Semantic Web technologies in solving common modeling problems. It uses the life and works of William Shakespeare to demonstrate some of the most basic capabilities of the Semantic Web. The book first provides an overview of the Semantic Web and aspects of the Web. It then discusses semantic modeling and how it can support the development from chaotic information gathering to one characterized by information sharing, cooperation, and collaboration. It also explains the use of RDF to implement the Semantic Web by allowing information to be distributed over the Web, along with the use of SPARQL to access RDF data. Moreover, the reader is introduced to components that make up a Semantic Web deployment and how they fit together, the concept of inferencing in the Semantic Web, and how RDFS differs from other schema languages. Finally, the book considers the use of SKOS (Simple Knowledge Organization System) to manage vocabularies by taking advantage of the inferencing structure of RDFS-Plus. This book is intended for the working ontologist who is trying to create a domain model on the Semantic Web. Updated with the latest developments and advances in Semantic Web technologies for organizing, querying, and processing information, including SPARQL, RDF and RDFS, OWL 2.0, and SKOS Detailed information on the ontologies used in today's key web applications, including ecommerce, social networking, data mining, using government data, and more Even more illustrative examples and case studies that demonstrate what semantic technologies are and how they work together to solve real-world problems

Cloud Application Architectures OCTO Technology

An alluring, evocative summer voyage on the Mediterranean and into the enchanting seaside towns of France and Italy by a young American chef aboard an Italian billionaire couple's spectacular sailing yacht. Having begun his cooking career in some of New York's and San Francisco's best restaurants, David Shalleck undertakes a European culinary adventure, a quest to discover what it really means to be a chef through a series of demanding internships in Provence and throughout Italy. After four years, as he debates whether it is finally time to return stateside and pursue something more permanent, he stumbles upon a rare opportunity: to become the chef on board *Serenity*, the classic sailing yacht owned by one of Italy's most prominent couples. They present Shalleck with the ultimate challenge: to prepare all the meals for them and their guests for the summer, with no repeats, comprised exclusively of local ingredients that reflect the flavors of each port, presented flawlessly to the couple's uncompromising taste—all from the confines of the yacht's small galley while at sea. Shalleck invites readers to experience both place and food on *Serenity's* five-month journey. He prepares the simple classics of Provençal cooking in the French Riviera, forages for delicate *frutti di mare* in Liguria to make *crudo*, finds the freshest fish along the Tuscan coast for *cacciucco*, embraces the season of sun-drenched tomatoes for *acqua pazza* in the Amalfi Coast, and crosses the Bay of Naples to serve decadent dark chocolate-almond cake at the Isle of Capri. Shalleck captures the distinctive sights, sounds, and unique character of each port, the work hard/play hard life of being a crew member, and the challenges of producing world-class cuisine for the stylish and demanding owners and their guests. An intimate view of the most exclusive of worlds, *Mediterranean Summer* offers readers a new perspective on breathtaking places, a memorable portrait of old world elegance and life at sea, as well recipes and tips to re-create the delectable food.

Social Reform, Modernization and Technical Diplomacy No Starch Press

Founded in 1919 under the Treaty of Versailles as part of the League of Nations' system, the ILO is still today the main

organization responsible for the international organization of work and the improvement of working conditions in the world. Widely recognized for its efforts in building international labour standards, the ILO remains little studied by development specialists and historians. This book intends to fill this gap and traces the history of international development and its early pioneers, through an analysis of the activities of the International Labour Office, the Secretariat of the International Labour Organization, between 1930 and 1946. In this book, development is used as a key to questioning the ILO's place and function in the expanding inter-war world. The development practices and discourses that emerged in the 1930s were mainly intended to support the ILO's universalization strategy, which was made necessary by the events that shook Europe at the time. Development discourses and practices were also part of the "esprit du temps", as they were closely linked to the affirmation of the planist and rationalist ideas of the 1930s. However, development for the ILO was not reduced to a project of economic modernization, but was seen as a tool for social engineering, as evidenced by the ILO's missions of technical assistance, organized since 1930. The analysis of the expertise work makes it possible to highlight the logics that prevailed in technical assistance, which was more in line with institutional objectives, than with the dissemination of a genuine expertise. This book therefore hopes to bring new insight on the history of internationalism, and international organizations during the inter-war period and the Second World War, as well as on the role of the ILO in the history of international development thinking and practices.

Javascript for Web Designers Getty Publications

"Around the globe the importance of infrastructure as the motor of economic development rising owing to increasing mobility and the need to make urban territories accessible. As a result, infrastructure networks are among the most complex and significant design tasks today. This book investigates how the design of infrastructure actively influences the organization of the inhabited landscape. Works of infrastructure are analyzed as footprints of civilization, as physical presence, as transformers of perception, and as new vessels of collective life. The authors

identify these characteristics, together with the conditions that influence them, and suggest a typology of design attitudes as revealed in recent practice around the world. Each chapter is illustrated with key works by some of the world's most inspiring designers, including Vito Acconci, Paul Andreu, Bentham Crowell, Dietmar Feichtinger, Diller Scofidio + Renfro, Terry Farrell, Norman Foster, Nicholas Grimshaw, Antoine Grumbach, Zaha Hadid, Arata Isozaki, Bruno Mader, Maxwan, Montgomery Sisam, OMA, Tonkin Zulaikha Greer, UN Studio, and Swartz & Jansma. The authors demonstrate how the combined creative potential of architecture, landscape architecture, and urban design is essential to putting into place an efficient, modern infrastructure. The result is an indispensable instrument for everyone involved in the design of infrastructure, and for all observers of the contemporary city. "--

Pro Spring Dynamic Modules for OSGi Service Platforms John Wiley & Sons

Use an Approach Inspired by Domain-Driven Design to Build Documentation That Evolves to Maximize Value Throughout Your Development Lifecycle Software documentation can come to life, stay dynamic, and actually help you build better software. Writing for developers, coding architects, and other software professionals, *Living Documentation* shows how to create documentation that evolves throughout your entire design and development lifecycle. Through patterns, clarifying illustrations, and concrete examples, Cyrille Martraire demonstrates how to use well-crafted artifacts and automation to dramatically improve the value of documentation at minimal extra cost. Whatever your domain, language, or technologies, you don't have to choose between working software and comprehensive, high-quality documentation: you can have both. · Extract and augment available knowledge, and make it useful through living curation · Automate the creation of documentation and diagrams that evolve as knowledge changes · Use development tools to refactor documentation · Leverage documentation to improve software designs · Introduce living documentation to new and legacy environments

Java 9 Modularity Simon and Schuster

Summary Making Java Groovy is a practical handbook for developers who want to blend Groovy into their day-to-day work with Java. It starts by introducing the key differences between

Java and Groovy—and how you can use them to your advantage. Then, it guides you step-by-step through realistic development challenges, from web applications to web services to desktop applications, and shows how Groovy makes them easier to put into production. About this Book You don't need the full force of Java when you're writing a build script, a simple system utility, or a lightweight web app—but that's where Groovy shines brightest. This elegant JVM-based dynamic language extends and simplifies Java so you can concentrate on the task at hand instead of managing minute details and unnecessary complexity. Making Java Groovy is a practical guide for developers who want to benefit from Groovy in their work with Java. It starts by introducing the key differences between Java and Groovy and how to use them to your advantage. Then, you'll focus on the situations you face every day, like consuming and creating RESTful web services, working with databases, and using the Spring framework. You'll also explore the great Groovy tools for build processes, testing, and deployment and learn how to write Groovy-based domain-specific languages that simplify Java development. Written for developers familiar with Java. No Groovy experience required. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Easier Java Closures, builders, and metaprogramming Gradle for builds, Spock for testing Groovy frameworks like Grails and Griffon About the Author Ken Kousen is an independent consultant and trainer specializing in Spring, Hibernate, Groovy, and Grails. Table of Contents PART 1: UP TO SPEED WITH GROOVY Why add Groovy to Java? Groovy by example Code-level integration Using Groovy features in Java PART 2: GROOVY TOOLS Build processes Testing Groovy and Java projects PART 3: GROOVY IN THE REAL WORLD The Spring framework Database access RESTful web services Building and testing web applications Making Java Groovy Createspace Independent Publishing Platform Make cool stuff. If you're a designer or artist without a lot of programming experience, this book will teach you to work with 2D and 3D graphics, sound, physical interaction, and electronic circuitry to create all sorts of interesting and compelling experiences -- online and off. Programming Interactivity explains programming and electrical engineering basics, and introduces three freely available tools created specifically for artists and designers: Processing, a Java-based programming language and

environment for building projects on the desktop, Web, or mobile phones Arduino, a system that integrates a microcomputer prototyping board, IDE, and programming language for creating your own hardware and controls OpenFrameworks, a coding framework simplified for designers and artists, using the powerful C++ programming language BTW, you don't have to wait until you finish the book to actually make something. You'll get working code samples you can use right away, along with the background and technical information you need to design, program, build, and troubleshoot your own projects. The cutting edge design techniques and discussions with leading artists and designers will give you the tools and inspiration to let your imagination take flight.

Kotlin - Guide pratique Elsevier

Update to the bestseller now features the latest release of the Android platform Android is a powerful, flexible, open source platform for mobile devices and its popularity is growing at an unprecedented pace. This update to the bestselling first edition dives in to cover the exciting new features of the latest release of the Android mobile platform. Providing in-depth coverage of how to build mobile applications using the next major release of the Android SDK, this invaluable resource takes a hands-on approach to discussing Android with a series of projects, each of which introduces a new feature and highlights techniques and best practices to get the most out of Android. The Android SDK is a powerful, flexible, open source platform for mobile devices Shares helpful techniques and best practices to maximize the capabilities of Android Explains the possibilities of Android through the use of a series of detailed projects Demonstrates how to create real-world mobile applications for Android phones Includes coverage of the latest version of Android Providing concise and compelling examples, *Professional Android Application Development* is an updated guide aimed at helping you create mobile applications for mobile devices running the latest version of Android.

Une politique pour le système d'information Manning Publications

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code.

Spring Boot in Action Kt. Academy

What separates the traditional enterprise from the likes of Amazon, Netflix, and Etsy? Those companies have refined the art of cloud native development to maintain their competitive edge and stay well ahead of the competition. This practical guide shows Java/JVM developers how to build better software, faster, using Spring Boot, Spring Cloud, and Cloud Foundry. Many organizations have already waded into cloud computing, test-driven development, microservices, and continuous integration and delivery. Authors Josh Long and Kenny Bastani fully immerse you in the tools and methodologies that will help you transform your legacy application into one that is genuinely cloud native. In four sections, this book takes you through: The Basics: learn the motivations behind cloud native thinking; configure and test a Spring Boot application; and move your legacy application to the cloud Web Services: build HTTP and RESTful services with Spring; route requests in your distributed system; and build edge services closer to the data Data Integration: manage your data with Spring Data, and integrate distributed services with Spring's support for event-driven, messaging-centric architectures Production: make your system observable; use service brokers to connect stateful services; and understand the big ideas behind continuous delivery

Effective Kotlin Pearson Education France

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.

The Landscape of Contemporary Infrastructure John Wiley & Sons

Java est un langage de programmation que l'on ne présente plus. Pourtant, il reste beaucoup à dire quant à sa complexité. Construire des solutions plus simples, s'éloigner des approches classiques, réimaginer ce que J2EE pourrait et devrait être, voilà ce que vise cet ouvrage.

Java Spring Simon and Schuster

Développez facilement des applications Java avec Spring !

[Android Development with Kotlin](#) Packt Publishing Ltd

Kotlin is a powerful and pragmatic language, but it's not enough to know about its features. We also need to know when they should be used and in what way. This book is a guide for Kotlin developers on how to become excellent Kotlin developers. It presents and explains in-depth the best practices for Kotlin development. Each item is presented as a clear rule of thumb, supported by detailed explanations and practical examples.

Filthy Rich Clients "O'Reilly Media, Inc."

Summary Scala in Action is a comprehensive tutorial that introduces Scala through clear explanations and numerous hands-on examples. Because Scala is a rich and deep language, it can

be daunting to absorb all the new concepts at once. This book takes a "how-to" approach, explaining language concepts as you explore familiar programming challenges that you face in your day-to-day work. About the Technology Scala runs on the JVM and combines object-orientation with functional programming. It's designed to produce succinct, type-safe code, which is crucial for enterprise applications. Scala implements Actor-based concurrency through the amazing Akka framework, so you can avoid Java's messy threading while interacting seamlessly with Java. About this Book Scala in Action is a comprehensive tutorial that introduces the language through clear explanations and numerous hands-on examples. It takes a "how to" approach, explaining language concepts as you explore familiar programming tasks. You'll tackle concurrent programming in Akka, learn to work with Scala and Spring, and learn how to build DSLs and other productivity tools. You'll learn both the language and how to use it. Experience with Java is helpful but not required. Ruby and Python programmers will also find this book accessible. What's Inside A Scala tutorial How to use Java and Scala open source libraries How to use SBT Test-driven development Debugging Updated for Scala 2.10 Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Author Nilanjan Raychaudhuri is a skilled developer, speaker, and an avid polyglot programmer who works with Scala on production systems. Table of Contents PART 1 SCALA: THE BASICS Why Scala? Getting started OOP in Scala Having fun with functional data structures Functional programming PART 2 WORKING WITH SCALA Building web applications in functional style Connecting to a database Building scalable and extensible components Concurrency programming in Scala Building confidence with testing PART 3 ADVANCED STEPS Interoperability between Scala and Java Scalable and distributed applications using Akka

Living Documentation Prentice Hall Professional

Perl is a powerful programming language that has grown in popularity since it first appeared in 1988. The first edition of this book, Programming Perl, hit the shelves in 1990, and was quickly adopted as the undisputed bible of the language. Since then, Perl has grown with the times, and so has this book. Programming Perl is not just a book about Perl. It is also a unique introduction to the language and its culture, as one might expect only from its

authors. Larry Wall is the inventor of Perl, and provides a unique perspective on the evolution of Perl and its future direction. Tom Christiansen was one of the first champions of the language, and lives and breathes the complexities of Perl internals as few other mortals do. Jon Orwant is the editor of The Perl Journal, which has brought together the Perl community as a common forum for new developments in Perl. Any Perl book can show the syntax of Perl's functions, but only this one is a comprehensive guide to all the nooks and crannies of the language. Any Perl book can explain typeglobs, pseudohashes, and closures, but only this one shows how they really work. Any Perl book can say that my is faster than local, but only this one explains why. Any Perl book can have a title, but only this book is affectionately known by all Perl programmers as "The Camel." This third edition of Programming Perl has been expanded to cover version 5.6 of this maturing language. New topics include threading, the compiler, Unicode, and other new features that have been added since the previous edition.

[C++ GUI Programming with Qt3](#) "O'Reilly Media, Inc."

Java EE developers increasingly want to utilize OSGi to develop modular applications for component and service-based architectures. But tools required for OSGi implementation have been slow to develop. Spring Dynamic Modules (Spring DM) is a framework that simplifies the creation of component and service-oriented architectures with OSGi, to build modular Java applications using the powerful Spring framework. Spring Dynamic Modules in Action presents the fundamental concepts of OSGi-based apps and maps them to the familiar ideas of the Spring framework. Then, it teaches the techniques and concepts required to develop stable, flexible enterprise apps. Along the way, readers will learn to incorporate other topics including dependency injection and unit testing in an OSGi-based environment. 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.

[Java, plus rapide, plus léger](#) Pearson Education

Spring and OSGi's features are a natural fit; they are orthogonal

to each other. The Open Services Gateway initiative (OSGi) is about packaging, deployment, and versioning issues, while Spring is about providing the necessary foundation to wire up Java classes in their most basic form using dependency injection and aspect orientation to fulfill an application's purpose. Pro Spring Dynamic Modules for OSGi™ Service Platforms by Daniel Rubio is the first book to cover OSGi as practically implemented by the world's most popular, agile, and open-source enterprise Java framework, Spring. Covers the ease at which OSGi is used with the Spring Framework in development, packaging, versioning, and deployment. Enterprises are trusting Spring more and more, and this book leverages OSGi in a way that can "complete" the use of Spring in the enterprise, as OSGi is already being trusted and adopted by IBM, BEA, and others. The text discusses how Spring OSGi makes your Spring applications trusted SOA applications.

[Mediterranean Summer](#) O'Reilly Media, Inc.

Summary A developer-focused guide to writing applications using Spring Boot. You'll learn how to bypass the tedious configuration steps so that you can concentrate on your application's behavior. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The Spring Framework simplifies enterprise Java development, but it does require lots of tedious configuration work. Spring Boot radically streamlines spinning up a Spring application. You get automatic configuration and a model with established conventions for build-time and runtime dependencies. You also get a handy command-line interface you can use to write scripts in Groovy. Developers who use Spring Boot often say that they can't imagine going back to hand configuring their applications. About the Book Spring Boot in Action is a developer-focused guide to writing applications using Spring Boot. In it, you'll learn how to bypass configuration steps so you can focus on your application's behavior. Spring expert Craig Walls uses interesting and practical examples to teach you both how to use the default settings effectively and how to override and customize Spring Boot for your unique environment. Along the way, you'll pick up insights from Craig's years of Spring development

experience. What's Inside Develop Spring apps more efficiently Minimal to no configuration Runtime metrics with the Actuator Covers Spring Boot 1.3 About the Reader Written for readers familiar with the Spring Framework. About the Author Craig Walls is a software developer, author of the popular book Spring in Action, Fourth Edition, and a frequent speaker at conferences. Table of Contents Bootstarting Spring Developing your first Spring Boot application Customizing configuration Testing with Spring Boot Getting Groovy with the Spring Boot CLI Applying Grails in Spring Boot Taking a peek inside with the Actuator Deploying Spring Boot applications APPENDIXES Spring Boot developer tools Spring Boot starters Configuration properties Spring Boot dependencies

[Expert One-on-One J2EE Design and Development](#) Springer

What is computer graphics and what are the conceptual tasks of research in this area? To the average person the term still conveys more or less the design of - gos and the manipulation of pictures with the help of image-editing programs. However, during the past four decades, computer graphics has evolved into an innovative multifaceted field of research and computing that affects many other sciences. In many areas and for many problems we can best convey an understanding through images that trigger our sense with the highest capability: our eye. And, what is more, aside from algorithms, formulas, and tables, the computer graphics scientist often is able to create beauty. Though it is a beauty of its own, it often fascinates the viewer, especially when complex aesthetic images emerge from simple mathematical concepts. Also, there are only a few other areas that advance as dynamically as informatics and especially computer graphics. While CPU capacity still increases and is almost doubled every 18 months, the rendering speed and efficiency of graphics boards has increased even more during recent years. Today, images can be rendered in real time that some years ago still required several hours of computing. Parallel to the rapid improvement of computer hardware, many new algorithms were developed that today form the basis for some fundamental changes and achievements in graphics.