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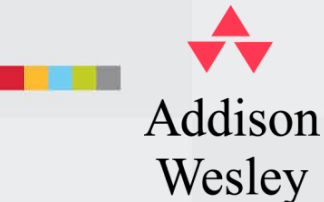
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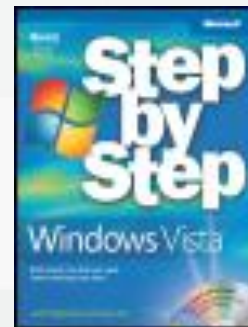


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- 自动截词符运算, 比如: network 将包括 networking, networks 等
- 特别符号按照通常的字符处理, 比如: **NET_RX_SOFTIRQ**

Java Development

Books

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1-20 of 440 Items < Prev | 1 2 3 4 5 ... 22 | M

1.  **Head First Java, 2nd Edition**
By: Kathy Sierra; Bert Bates
Publisher: O'Reilly Media, Inc.
Publication Date: 09-FEB-2005
Insert Date: 10-MAY-2006
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Overview: Head First Java, 2nd Edition

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your...

Overview: Java for Everyone: Late Objects, Second Edition

Authoritative but accessible information on Java programming fundamentalsAs one of the most popular programming languages in the world, Java is widely used in everything from application software to web applications. This helpful book escorts you through the fundamentals and concepts of Java programming using a first/late objects approach. Packed with extensive opportunities for programming practice, Java For Everyone is an ideal resource for learning all there is to know about Java programming.Serves as an authoritative guide on the fundamentals of Java programmingFeatures accessible...

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1.  **CompTIA A+ 220-801 and 220-802 Authorized Cert Guide, Third Edition**
By: Mark Edward Soper; David L. Prowse; Scott Mueller
Publisher: Pearson Certification
Publication Date: 28-AUG-2012
Insert Date: 05-SEP-2012
[Table of Contents](#) • [Start Reading](#)

Overview: CompTIA A+ 220-801 and 220-802 Authorized Cert Guide, Third Edition

Learn, prepare, and practice for CompTIA A+ 220-801 and 220-802 exam success with this CompTIA Authorized Cert Guide from Pearson IT Certification, a leader in IT Certification learning and a CompTIA Authorized Platinum Partner. • Master CompTIA A+ 220-801 and 220-802 exam topics • Assess your knowledge with chapter-ending quizzes • Review key concepts with exam preparation tasks • Practice with realistic exam questions on the DVD CompTIA A+ 220-801 and 220-802 Authorized Cert Guide is a best-of-breed study guide. Best-selling authors and expert...

2.  **ALL IN ONE CompTIA A+ Certification: Exam Guide (Exams 220-801 & 220-802), Eight Edition**
Publisher: McGraw-Hill
Publication Date: 01-AUG-2012

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1.  **CSS and Documents**
By: Eric A. Meyer
Publisher: O'Reilly Media, Inc.
Publication Date: 28-SEP-2012
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Overview: CSS and Documents

Cascading Style Sheets (CSS) is a powerful tool that transforms the presentation of a document or a collection of documents, and it's spread to nearly every corner of the Web—as well as many non-web environments. In this free introduction to Cascade Style Sheets, you'll learn how CSS makes it possible for you to completely change the way document elements are presented by a user agent. You'll discover the origins of this specification and how CSS styles work with HTML. CSS and Documents is an excerpt from the forthcoming 4th edition of CSS: The Definitive Guide....

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Overview: Perl Graphics Programming

Perl programmers naturally turn to Perl to tackle whatever challenge they have at hand, and graphics programming is no exception. Geared toward Perl users and webmasters, Perl Graphics Programming demystifies the manipulation of graphics formats for use on the Web. The book provides all the tools necessary to begin programming and designing graphics for the Web immediately. ...

web [Search Icon]

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- RESTful **Web** Services
- Don't Make Me Think!: A Common Sense Approach to **Web** Usability, Second Edition
- Information Architecture for the World Wide Web, Third Edition
- Java **Web** Services: Up and Running

Suggested Terms

- web** design
- web** design & development
- web** services
- responsive **web** design
- weblogic

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heets (CSS) is a powerful tool that presentation of a document or a nents, and it's spread to nearly e Web—as well as many non-web his free introduction to Cascade ll learn how CSS makes it possible ely change the way document ented by a user agent. You'll is of this specification and how CSS TML. CSS and Documents is an orthcoming 4th edition of CSS: The

2.  Perl Graphics Programming
By: Shawn Wallace

Overview: Perl Graphics Programming

Perl programmers naturally turn to Perl to tackle whatever challenge they have at hand, and graphics

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Match **all** of the following rules.

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Overview: XML Processing on z/OS

XML plays an increasingly important part in today's business automation systems. Service-oriented architecture (SOA) and Web services (WS) and

continues to be one of the most pervasive and successful technologies for the new millennium. This IBM® Redbooks® publication presents a broad perspective of the XML processing capabilities of z/OS® . It begins with a high level view of IBM products currently implementing XML-specific features. It

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Overview: XML P

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Product (2)

Publication Year

2007 (1)

2004 (1)

2003 (1)

Authors

Danny Goodman (1)

Ian F Darwin (1)

Will Iverson (1)

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O'Reilly Media, Inc. (3)

Languages

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Books


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-  **Mac OS X for Java Geeks**
By: Will Iverson
Publisher: O'Reilly Media, Inc.
Publication Date: 24-APR-2003
Insert Date: 30-APR-2003
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Section Title: The Mac OS X Finder, Pg. 66

```
= true = null if isMacOS { try { // This requests the  
classloader to find a ... status string only public String  
getAction { if isMacOS return "Mac OS Installed" else  
return "Mac OS Not Available" } boolean isMacOS =  
false /** Checks to see if Mac OS is available If
```

[More Results From This Book](#)

-  **Java Cookbook, Second Edition**
By: Ian F Darwin
Publisher: O'Reilly Media, Inc.
Publication Date: 14-JUN-2004
Insert Date: 17-JUN-2004

Section Title: Enhancing Your GUI for Mac OS X, Pg. 408

```
something like this: boolean isMacOS =  
System.getProperty("os.version").contains("Mac OS X")  
(isMacOS) { System.setProperty  
("apple.laf.useScreenMenuBar", "true");
```

Example 5-1. The plug-in for Finder interaction

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Code View: Scroll / Show All

```
*/  
  
public void init(SimpleEdit frame)  
{  
    if(System.getProperty("mrj.version") != null)  
        isMacOS = true;  
    if(isMacOS)  
    {  
        try  
        {  
            // This requests the classloader to find a  
            // given class by name. We are using this to  
            // establish a firewall between the application  
            // and Mac OS X dependencies. This helps isolate  
            // the application logic for organizational purposes,  
            // as well as ensure that we won't try to drag Mac OS  
            // references into our crossplatform code.  
            Class myClass =  
                Class.forName("com.wiverson.macosbook.plugin.FinderInteg  
  
            Object myObject = myClass.getConstructor(null).newInstance  
            myClass.getDeclaredMethod("execute", null).invoke(myObje
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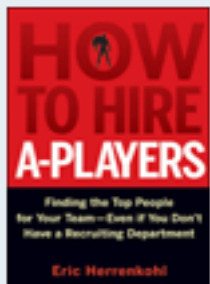
By: Michael Duggan
Publisher: Course Technology, PTR
Publication Date: 01-OCT-2010
Insert Date: 03-MAR-2010
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Section Title: Release Your Inner Game Designer, Pg. 254

... to join the game **design** team, make several triple-A titles, and when you've developed enough repertoire launch your own game idea. The do-it-yourself way is so much faster, in contrast: You could devote a little time to learning the software, talk some friends into helping you **design** the art...

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2.



How to Hire A-Players: Finding the Top People for Your Team - Even If You Don't Have a Recruiting Department
By: Eric Herrenkohl
Publisher: John Wiley & Sons
Publication Date: 12-APR-2010
Insert Date: 20-MAR-2010
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Chapter Title: Restaurant Personnel, Pg. 105

... manager you meet. Give them your card, have them check your company's **web** site, and ask if you can enroll them for your corporate newsletter to keep them updated on career opportunities. Make sure that your **web** site features a career section that promotes positions at your company in...



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Wii™ Game Creation for Teens

By: Michael Duggan

Publisher: Course Technology, PTR

Pub. Date: October, 2010

Print ISBN-10: 1-4354-5555-X

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阅读

Overview

Want to create your own Wii games that you can share with your friends and the world? "Wii Game Creation for Teens" is a step-by-step guide for beginners who want to start making their very own Nintendo Wii games and animations. Using Adobe Flash ActionScript 2.0 and WiiCade, you will learn to create simple games and animations for Wii, and all you need is a computer, Internet access, and this book!

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by Adam Lake



Game Coding Complete, Third Edition
by Michael L. McShaffry



Mastering Unreal® Technology, Volume I: Introduction to Level Design with Unreal® Engine 3
by Jason Busby; Zak Parrish; Jeff Wilson



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by Brenda Brathwaite; Ian Schreiber

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The Panasonic Lumix DMC-G2

By: Brian Matsumoto Ph.D; Carol F. Roullard

Publisher: Rocky Nook

Pub. Date: February 15, 2011

Print ISBN-13: 978-1-933952-77-2

Pages in Print Edition: 288

Subscriber Rating: ☆☆☆☆☆ [0 Ratings]

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This Book 



3D for iPhone® Apps with Blender and SIO2: Your Guide to Creating 3D Games and More with Open-Source Software

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Chapter	Page	Details
2	24	<p>Text correction: Error in code The second code-listing on the page:</p> <pre>void templateScreenAccelerometer(void *_ptr) { printf("templateScreenAccelerometer >> x:%f y:%f z:%f\n", sio2->_SIO2window->touch[0]->x, sio2->_SIO2window->touch[0]->y, sio2->_SIO2window->touch[0]->z); }</pre> <p>returns an error. It should read:</p> <pre>void templateScreenAccelerometer(void *_ptr)</pre>

This Book

Java EE 7
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Software engineering definitions

- **What is a context, or rather what do we mean by a context?** In software engineering, a context is a separation of a concern around a set of components, objects, functions, and variables that have a determined lifecycle around the scope. The context exists for the overall lifetime of an application and it can be repeated. In CDI, the context is the meta-information that surrounds a POJO: the lifecycle, the scope, the dependencies to other objects, and the interactions.
- **What is a domain?** The domain is the purpose of the software application and describes the business sector, market, or principal reason that requires the software. The software architects and designers are overheard in corridors at work and conferences discussing the business domain. After all, the software serves some purpose and thus the domain describes the reason for its existence, whether it is an airline reservation system, an electronic commerce application, or the front office trading system at an investment bank. The domain reflects the requirements for software and it is not the same context, because a domain is an architectural characteristic.
- **What is a Java interface?** A Java interface is a programming language feature that permits unrelated object types to share behaviors (methods), and provides a means of communication whilst allowing those objects to maintain the separation of domain.
- **What is encapsulation?** Encapsulation is a programming language feature of Java and other object-oriented languages that permits the bundling of data with the operation that behaves on that data. Java supports encapsulation through the `class` keyword.
- **What is polymorphism?** Polymorphism is the ability to create a variable, function, or type that has more than one form. Polymorphism is exhibited in Java with object types that share a common hierarchy sharing methods of the same name.
- **What is method overloading?** Method overloading in the Java programming language is the ability to create multiple behaviors (methods) with the same name, where the parameter types differ.
- **What is a dependency?** A dependency is an association between two different object types, where the primary type requires a reference to another secondary object type. A dependency serves as an interaction between the source and target types.
- **What is a dependency injection?** A dependency injection is the function of an external lifecycle manager to establish the association between the primary and secondary object types and automatically introduce the dependency before the methods are invoked on the primary object. Usually, this dependency injection means retrieving the object instance from a special factory instance, rather than instantiating the objects directly. The external lifecycle manager can be an application framework, part of a computing platform, or even a feature of the programming language. In a Java framework, APIs such as Java EE and Context Dependency Injection, SEAM, Guice, and Spring Framework provide dependency injection.

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