

Practical C Programming A Nutshell Handbook

Introducing the latest PL/SQL features of Oracle8i, this detailed manual discusses autonomous transactions, invoker rights, native dynamic SQL, system-level database triggers, access control, and other valuable topics and provides one hundred files of reusable source code and examples on diskette. Original. (Intermediate)

One of Java's most striking claims is that it provides a secure programming environment. Yet despite endless discussion, few people understand precisely what Java's claims mean and how it backs up those claims. If you're a developer, network administrator or anyone else who must understand or work with Java's security mechanisms, Java Security is the in-depth exploration you need. Java Security, 2nd Edition, focuses on the basic platform features of Java that provide security--the class loader, the bytecode verifier, and the security manager--and recent additions to Java that enhance this security model: digital signatures, security providers, and the access controller. The book covers the security model of Java 2, Version 1.3, which is significantly different from that of Java 1.1. It has extensive coverage of the two new important security APIs: JAAS (Java Authentication and Authorization Service) and JSSE (Java Secure Sockets Extension). Java Security, 2nd Edition, will give you a clear understanding of the architecture of Java's security model and how to use that model in both programming and administration. The book is intended primarily for

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programmers who want to write secure Java applications. However, it is also an excellent resource for system and network administrators who are interested in Java security, particularly those who are interested in assessing the risk of using Java and need to understand how the security model works in order to assess whether or not Java meets their security needs.

Practical C Programming O'Reilly Media

This book has two objectives--to provide a comprehensive reference on using XML with Python; and to illustrate the practical applications of these technologies in an enterprise environment with examples.

Covers advanced features of Perl, how the Perl interpreter works, and presents areas of modern computing technology such as networking, user interfaces, persistence, and code generation.

A reference and instructional guide to Microsoft's ActiveX Data Objects introduces the updated form of database communication to developers and Web programmers.

Software -- Programming Languages.

You may have seen UNIX quick-reference guides, but you've never seen anything like "UNIX in a Nutshell." Not a scaled-down quick reference of common commands, "UNIX in a Nutshell" is a complete reference containing all commands and options, along with generous descriptions and examples that put the commands in context. For all but the thorniest UNIX problems, this one reference should be all the documentation you

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need. Contents include: All commands and options. Shell syntax ("sh" and "csh"). Pattern-matching syntax. "vi" and "ex" commands. "sed" and "awk" commands. troff requests and escapes. -ms, -mm, and -me macros. "tbl," "eqn," and "pic" syntax. "adb" and "sdb" commands. "make" and "sccs" commands.

Führungswissen punktgenau! Gebündeltes Wissen für die Anwendung in der Praxis! Eine der schwierigsten Herausforderungen für Führungskräfte ist es, mit der Individualität ihrer Mitarbeiter umzugehen. Warum verhält sich der Mitarbeiter so? Warum reagiert er anders als andere Mitarbeiter? Wie verhält sich der Mitarbeiter in stressigen Situationen? Dieses Buch, aus der grow.up.-Reihe Führungswissen, hilft Ihnen dabei, sich selbst und andere besser zu verstehen. Sie lernen, die unterschiedlichen Verhaltensmuster ihrer Mitarbeiter mit den eigenen so in Einklang zu bringen, dass Beziehungen, Kommunikation und Zusammenarbeit nachhaltig verbessert werden. Sie wissen, was Ihr Farbtyp über Ihren Führungsstil aussagt, wie Sie Ihre Wirkung auf andere gezielt verbessern und in Verhandlungen überzeugen können. Sie erfahren, was sie bei der Teamarbeit mit den unterschiedlichen Typen beachten müssen und können Konflikte frühzeitig antizipieren. Des Weiteren hilft Ihnen das Buch dabei, schneller zu erkennen, welcher Farbtyp im Bewerbungsgespräch vor Ihnen sitzt und ob dieser zur Stelle sowie zu Ihnen und dem Team passt. Führungswissen punktgenau - eine hervorragende Kurzanleitung für die vielen verschiedenen Einsatzmöglichkeiten des Vierfarben-Modells zur erfolgreichen

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Unterstützung Ihrer Führungsarbeit.

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks,

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including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

Explains how to implement and maintain JavaBeans, covering event listeners and adapters, object validation, property editors and customizers, and using JavaBeans in Visual Basic programs

Exim is the default mail transport agent installed on some Linux systems; it runs on many versions of Unix and is suitable for any TCP/IP network with any combination of hosts and end-user mail software. This official guide is written by Philip Hazel, the creator of Exim.

Reproduktion des Originals in neuer Rechtschreibung.

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Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the

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contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

Computer Systems Organization -- Computer-Communication Networks.

Introduces the UNIX environment in Mac OS X and explains concepts such as the Terminal application, compiling code, creating and installing packages, and building the Darwin kernel.

There are lots of introductory C books, but this is the first one that has the no-nonsense, practical approach that has made Nutshell Handbooks® famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (&& comes before || comes before ?:). The practical programmer reduces these to two: Multiplication and division come before addition and subtraction. Contrary to popular belief, most programmers do not spend most of their time creating

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code. Most of their time is spent modifying someone else's code. This book shows you how to avoid the all-too-common obfuscated uses of C (and also to recognize these uses when you encounter them in existing programs) and thereby to leave code that the programmer responsible for maintenance does not have to struggle with. Electronic Archaeology, the art of going through someone else's code, is described. This third edition introduces popular Integrated Development Environments on Windows systems, as well as UNIX programming utilities, and features a large statistics-generating program to pull together the concepts and features in the language.

A guide to the failings of Windows 98 explains how to customize the system so as to avoid the inconvenience of software applications that overwrite file associations, repetitive warning screens, and unused icons crowding the desktop. Explains how to use CGI to provide information servers on the Web and includes coverage of Perl Version 5, CGI.pm, CGI_lite, FastCGI, and mod_perl.

Vor Jahren zerstritten sich die Schwestern Chloe und Julie, als Julie der Liebe wegen New York hinter sich ließ und nach Cinnamon Falls zog. Chloe konnte ihrer großen Schwester nie verzeihen, dass sie sie im Stich und mit der kranken Mutter allein ließ. Nun, nach dem Tod der Mutter, muss sie wieder Kontakt zu ihr aufnehmen und wird von Julie ausgerechnet nach Cinnamon Falls eingeladen,

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um dort mit der Familie ihres Mannes - der Familie Holiday - die Feiertage zu verbringen. Als Chloe dort Michaels Bruder Keanu kennenlernt, beginnt sie langsam zu begreifen, warum Julie damals dem Charme eines Holiday-Bruders erlag.

In the Spring of 1996, hundreds of international leaders in business, law, government, and education gathered at Harvard University to discuss the growing and future impact of the Internet: one of the most potent technological innovations of this century. This volume, which includes the writings, discussion transcripts, and computer demonstrations from this ground-breaking forum, provides an expert assessment of the impact of this rapidly changing technology on business, government, media, and education for the next decade and into the new millennium. CEOs and leaders of Microsoft, Apple Computer, Sun Microsystems, and Digital Equipment Corporation join dozens of business leaders in providing both first-hand accounts of current revolutionary changes in the computer industry, as well as their attending influence on the future of the organization, its workers, its customer relations, and the creation and ownership of products themselves. While these pieces serve as an excellent source for understanding today's hottest Internet technologies, they also explore the important issues regarding precisely what is at stake for a society with greater

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and growing ties to cyberspace. Topics in this timely collection include privacy and security, property rights, censorship, telecommunications regulation, and the global impact of emerging Internet technologies.

Complete overview of Mac OS Jaguar (Mac OS X 10.2) including basic system and network administration features, hundreds of tips and tricks, with an overview of Mac OS X's Unix text editors and CVS.

The Unified Modeling Language (UML), for the first time in the history of systems engineering, gives practitioners a common language. This concise quick reference explains how to use each component of the language, including its extension mechanisms and the Object Constraint Language (OCL). A tutorial with realistic examples brings those new to the UML quickly up to speed.

Software -- Operating Systems.

There are lots of introductory C books, but this is the first one that has the no-nonsense, practical approach that has made Nutshell Handbooks® famous. C programming is more than just getting the syntax right. Style and debugging also play a tremendous part in creating programs that run well and are easy to maintain. This book teaches you not only the mechanics of programming, but also describes how to create programs that are easy to read, debug, and update. Practical rules are stressed. For example, there are fifteen precedence rules in C (&& comes before || comes before ?:).

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Manipulationstechniken: Wie Sie mit Manipulationstechniken Menschen im Alltag zu ihren Gunsten beeinflussen und sich selbst vor Manipulation schützen. Die besten Psycho Tricks erklärt. Durchschauen Sie, wie Sie täglich manipuliert werden! Holen Sie sich dieses Wissen nach Hause - mit dem Ebook „Manipulationstechniken“ lernen Sie sich vor Manipulation zu schützen und sie sogar selber anzuwenden. In diesem Ebook gibt Tom Linke einen Überblick über die sieben Gesetze der Manipulation und wie sie funktionieren! Ganz ausführlich erfahren Sie in diesem informativen Ebook, wie Sie das Wissen über Manipulation und deren Techniken in Ihrem Alltag praktisch anwenden. Erfahren Sie Hintergrundinformationen dazu, warum wir nicht immer wissen, was wir

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tun, ob wir einen freien Willen haben und was unsere Entscheidungen beeinflusst. Erlangen Sie dank dem Ebook „Manipulationstechniken“ eine neue Perspektive und Verständnis auf Ihr eigenes Verhalten und das der sie umgebenden Menschen ! Tom Linke erläutert ausführlich die sieben Gesetze der Manipulation. Er erklärt, wie jedes praktisch funktioniert, wie und wo es angewendet wird. Sie erfahren, wie Sie sich selber davor schützen und es selber anwenden können: Das Gesetz der Gegenseitigkeit Das Knappheitsgesetz Das Gesetz der Autorität Das Gesetz der Sympathie Das Gesetz des Herdentriebs Das Gesetz der Konsistenz Das Kontrastgesetz Verbessern Sie mit dem Ebook „Manipulationstechniken“ Ihre Fähigkeiten, Ihre Interessen durchzusetzen. Lernen Sie die sieben Gesetze zu verstehen und durch geschickte Kombination erfolgreich anzuwenden.

A guide to Domino R5 covers database properties, access control, monitoring, configuring, server tasks, and Domino architecture, while explaining how to centrally modify client configuration and interact with varied browser and non-Notes clients. A practical introduction to SNMP for system network administrators. Starts with the basics of SNMP, how it works and provides the technical background to use it effectively.

An introduction to embedding systems for C and C++++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

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This book is a complete programmer's guide to the X library, which is the lowest level of programming interface to X. It includes chapters on:

This is written for system administrators who may not have the time to learn about Slash by reading the source code. It collects all the current Slash knowledge from the code, Website and mailing lists and organizes it into a coherent package.

This is a desktop reference to SCO UNIX and Open Desktop. It contains commands and options, plus descriptions and examples that put the commands in context.

A first book for C programmers transitioning to C++, an object-oriented enhancement of the C programming language. Designed to get readers up to speed quickly, this book thoroughly explains the important concepts and features and gives brief overviews of the rest of the language. Covers features common to all C++ compilers, including those on UNIX, Windows NT, Windows, DOS, and Macs

Evolution Z - Stufe Eins! Ein Zombieroman im Stile von „The Walking Dead“ Nach einem dramatischen Flugzeugabsturz in der Wildnis von Maine denken die Überlebenden des Augusta Airline Fluges 303, sie hätten das Schlimmste überstanden. Captain Raymond Thompson organisiert die Gruppe und bemüht sich um Hilfe, doch es wird schnell klar, dass es die Welt wie wir sie kennen nicht mehr gibt. Alles scheint aus den Fugen zu geraten und niemand weiß, wo die Katastrophe ihren Ursprung hat. Nur eine elementare Wahrheit wird der Gruppe schnell klar: Machst du einen Fehler, bezahlst du mit dem Leben und wirst wie "Sie"...Ein absolutes Muss für alle Fans von „The Walking Dead“!

Explains how to configure Windows Me for maximum control and flexibility, avoid the Home

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Networking and System Restore wizard, and use Windows Script Host to eliminate annoyances.

A guide for beginners offers an overview of JavaScript basics and explains how to create Web pages, identify browsers, and integrate sound, graphics, and animation into Web applications. Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced. Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder. After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters. You'll learn how to: Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder Build single- and multiple-window document-based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your

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application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying. Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.

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