

Ajax And JQuery Springer

Ajax machte das Web zu einer Plattform für Anwendungssoftware und verfügt über ein eindrucksvolles Potenzial. Dieses Buch bietet einen gründlichen und verständlichen Einstieg in die Technologie. Hier profitieren alle Profis, die bereits Web-Anwendungen entwickeln und sich noch nicht mit Ajax befasst haben, aber auch traditionelle Software-Entwickler, die den Sprung ins Web machen möchten. Der Autor vermittelt die Konzepte anhand praxisnaher Beispiele, spricht häufige Probleme an und stellt bewährte Lösungen vor. Sein Fachbuch ist gleichermaßen ein Nachschlagewerk, das die tägliche Arbeit mit Ajax erleichtert. Die technischen Grundlagen und Konzepte sind ergänzt um eine umfassende Auseinandersetzung mit den Themen Sicherheit, Usability und Barrierefreiheit. This book constitutes extended papers from the Second International Conference on Technology in Education, ICTE 2015, held in Hong Kong, China, in July 2015. The 26 full papers presented in this volume were carefully reviewed and selected from 41 submissions. They were organized in topical sections named: technology-enabled learning; mobile learning and ubiquitous learning; open learning and online learning; institutional strategies, policies and practices; and learning platforms and advising systems.

This book constitutes the refereed proceedings of the 12th International Conference on Electronic Commerce and Web Technologies (EC-Web) held in Toulouse, France, in August/September 2011. The 25 papers accepted for EC-Web, selected from 60 submissions, are organized into eight topical sections on semantic services, business processes and services, context-aware recommender systems, intelligent agents and e-negotiation systems, collaborative filtering and preference learning, social recommender systems, agent interaction and trust management, and innovative strategies for preference elicitation and profiling.

This book constitutes the refereed proceedings of the 26th European Conference on Object-Oriented Programming, ECOOP 2012, held in Beijing, China, in June 2012. The 27 revised full papers presented together with two keynote lectures were carefully reviewed and selected from a total of 140 submissions. The papers are organized in topical sections on extensibility, language evaluation, ownership and initialisation, language features, special-purpose analyses, javascript, hardcore theory, modularity, updates and interference, general-purpose analyses.

This volume presents the proceedings of the First Euro-China Conference on Intelligent Data Analysis and Applications (ECC 2014), which was hosted by Shenzhen Graduate School of Harbin Institute of Technology and was held in Shenzhen City on June 13-15, 2014. ECC 2014 was technically co-sponsored by Shenzhen Municipal People’s Government, IEEE Signal Processing Society, Machine Intelligence Research Labs, VSB-Technical University of Ostrava (Czech Republic), National Kaohsiung University of Applied Sciences (Taiwan), and Secure E-commerce Transactions (Shenzhen) Engineering Laboratory of Shenzhen Institute of Standards and Technology.

This volume gathers the proceedings of the International Conference on Medical and Biological Engineering, which was held from 16 to 18 May 2019 in Banja Luka, Bosnia and Herzegovina. Focusing on the goal to ‘Share the Vision’, it highlights the latest findings, innovative solutions and emerging challenges in the field of Biomedical Engineering. The book covers a wide range of topics, including: biomedical signal processing, medical physics, biomedical imaging and radiation protection, biosensors and bioinstrumentation, bio-micro/nano technologies, biomaterials, biomechanics, robotics and minimally invasive surgery, and cardiovascular, respiratory and endocrine systems engineering. Further topics include bioinformatics and computational biology, clinical engineering and health technology assessment, health informatics, e-health and telemedicine, artificial intelligence and machine learning in healthcare, as well as pharmaceutical and genetic engineering. Given its scope, the book provides academic researchers, clinical researchers and professionals alike with a timely reference guide to measures for improving the quality of life and healthcare.

You need to build an app, and you need it to run everywhere. And you need it now! jQuery Mobile gives you the ability to write once and run everywhere using jQuery and jQuery UI. Pro jQuery Mobile will teach you how to create themable, responsive, native-looking applications for iOS, Android, Windows Phone, BlackBerry, and more. Discover what sets jQuery Mobile apart from other mobile web development platforms Walk through practical examples of jQuery Mobile features, including design elements and event handling Dig into the jQuery API, integrate web services, and learn how to publish to app stores with Phone Gap jQuery Mobile is a framework for delivering cross-platform mobile web applications with a unified interface. jQuery Mobile combines responsive layouts with progressive enhancement to render the best possible user experience from a single code base. With Pro jQuery Mobile, you'll be creating amazing mobile apps in no time.

The two-volume set LNCS 7031 and 7032 constitutes the proceedings of the 10th International Semantic Web Conference, ISWC 2011, held in Bonn, Germany, in October 2011. Part I, LNCS 7031, contains 50 research papers which were carefully reviewed and selected from 264 submissions. The 17 semantic web in-use track papers contained in part II, LNCS 7032, were selected from 75 submissions. This volume also contains 15 doctoral consortium papers, selected from 31 submissions. The topics covered are: ontologies and semantics; database, IR, and AI technologies for the semantic web; management of semantic web data; reasoning over semantic web data; search, query, integration, and analysis on the semantic web; robust and scalable knowledge management and reasoning on the web; interacting with semantic web data; ontology modularity, mapping, merging and alignment; languages, tools, and methodologies for representing and managing semantic web data; ontology, methodology, evaluation, reuse, extraction and evolution; evaluation of semantic web technologies or data; specific ontologies and ontology pattern for the semantic web; new formalisms for semantic web; user interfaces to the semantic web; cleaning, assurance, and provenance of semantic web data; services, and processes; social semantic web, evaluation of semantic web technology; semantic web population from the human web.

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[Decision Support Systems VI - Addressing Sustainability and Societal Challenges](#)

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[Communications and Information Processing](#)

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[Second International Conference, AVR 2015, Lecce, Italy, August 31 - September 3, 2015, Proceedings](#)

[24th International Symposium, IFL 2012, Oxford, UK, August 30 - September 1, 2012, Revised Selected Papers](#)

[Augmented and Virtual Reality](#)

[Applications of Artificial Intelligence in Engineering](#)

[2nd International Conference, ICDSST 2016, Plymouth, UK, May 23–25, 2016, Proceedings](#)

[Theoretical Perspectives and Research](#)

[Proceedings of ICCD 2018](#)

[First International Conference, ICCIP 2012, Aveiro, Portugal, March 7-11, 2012, Proceedings](#)

[ECOOP 2012 -- Object-Oriented Programming](#)

This book constitutes selected papers from the lectures given at the workshops held in conjunction with the User Modeling, Adaptation and Personalization Conference, UMAP 2011, Girona, Spain, in July 2011. The 40 papers presented were carefully reviewed and selected for inclusion in this book. For each workshop there is an overview paper summarizing the workshop themes, the accepted contributions and the future research trends. In addition the volume presents a selection of the best poster papers of UMAP 2011. The workshops included are: AST, adaptive support for team collaboration; AUM, augmenting user models with real worlds experiences to enhance personalization and adaptation; DEMRA, decision making and recommendation acceptance issues in recommender systems; PALE, personalization approaches in learning environments; SASWeb, semantic adaptive social web; TRUM, trust, reputation and user modeling; UMAPR, user modeling and adaptation for daily routines: providing assistance to people with special and specific needs; UMMS, user models for motivational systems: the affective and the rational routes to persuasion.

Java 9 RecipesA Problem-Solution ApproachApress

This book introduces readers to the fundamentals of creating presentation graphics using R, based on 111 detailed and complete scripts. It shows how bar and column charts, population pyramids, Lorenz curves, box plots, scatter plots, time series, radial polygons, Gantt charts, heat maps, bump charts, mosaic and balloon charts, and a series of different thematic map types can be created using R’s Base Graphics System. Every example uses real data and includes step-by-step explanations of the figures and their programming. This second edition contains additional examples for cartograms, chord-diagrams and networks, and interactive visualizations with Javascript. The open source software R is an established standard and a powerful tool for various visualizing applications, integrating nearly all technologies relevant for data visualization. The basic software, enhanced by more than 14000 extension packs currently freely available, is intensively used by organizations including Google, Facebook and the CIA. The book serves as a comprehensive reference guide to a broad variety of applications in various fields. This book is intended for all kinds of R users, ranging from experts, for whom especially the example codes are particularly useful, to beginners, who will find the finished graphics most helpful in learning what R can actually deliver.

This book constitutes the refereed proceedings of the Second International Conference on Augmented and Virtual Reality, AVR 2015, held in Lecce, Italy, in September 2015. The 32 papers and 8 short papers presented were carefully reviewed and selected from 82 submissions. The SALENTO AVR 2015 conference brings together a community of researchers from academia and industry, computer scientists, engineers, and physicians in order to share points of views, knowledge, experiences, and scientific and technical results related to state-of-the-art solutions and technologies on virtual and augmented reality applications for medicine, cultural heritage, education, industrial sectors, as well as the demonstration of advanced products and technologies.

This book features high-quality research papers presented at the International Conference on Advanced Computing and Intelligent Engineering (ICACIE 2017). It includes sections describing technical advances in the fields of advanced computing and intelligent engineering, which are based on the presented articles. Intended for postgraduate students and researchers working in the discipline of computer science and engineering, the proceedings also appeal to researchers in the domain of electronics as it covers hardware technologies and future communication technologies.

The volume includes a set of selected papers extended and revised from the 2011 International Conference on Mechanical Engineering and Technology, held on London, UK, November 24-25, 2011. Mechanical engineering technology is the application of physical principles and current technological developments to the creation of useful machinery and operation design. Technologies such as solid models may be used as the basis for finite element analysis (FEA) and / or computational fluid dynamics (CFD) of the design. Through the application of computer-aided manufacturing (CAM), the models may also be used directly by software to create “instructions” for the manufacture of objects represented by the models, through computer numerically controlled (CNC) machining or other automated processes, without the need for intermediate drawings. This volume covers the subject areas of mechanical engineering and technology, and also covers interdisciplinary subject areas of computers, communications, control and automation. We hope that researchers, graduate students and other interested readers benefit scientifically from the book and also find it stimulating in the process.

jQuery merupakan sebuah pustaka JavaScript yang memuat banyak perangkat siap pakai. Perangkat-perangkat tersebut berupa kode-kode JavaScript pustaka yang dapat langsung dipakai untuk halaman Web Anda. Pada buku ini, Anda akan menikmati tur fitur-fitur yang membuat jQuery sangat populer. jQuery dikhususkan agar Anda dapat menyeleksi elemen-elemen halaman Web, jauh lebih baik dari pustaka JavaScript lain.

Anda akan melihat bagaimana memodifikasi tampilan, gaya, visibilitas, dan teks dari tiap elemen halaman Web. jQuery juga menawarkan banyak fungsi utilitas untuk menentukan kapabilitas browser. Di samping itu, jQuery juga dikenal dengan kemampuan dari efek visualnya. Pada buku ini, Anda akan melihat apa yang bisa Anda lakukan dengan jenis-jenis efek ini. Anda juga akan belajar tentang banyak widget jQuery, yang merupakan kontrol-kontrol populer yang dapat Anda gunakan pada halaman Web: kalender, accordion, slider, tabs, dan lainnya. Terakhir, Anda akan belajar tentang Ajax. Buku ini merangkum Ajax dalam dua bab: satu bab untuk menunjukkan kemampuan dasar, dan satu bab lagi untuk menjelajah teritori lebih dalam dari Ajax. Ketika Anda selesai membaca buku ini, Anda akan menjadi pakar dalam menggunakan Ajax dengan jQuery. Berikut merupakan topik-topik yang dibahas pada buku ini: Bab 1. Dasar-Dasar JQuery Bab 2. Menyeleksi Elemen dengan JQuery Bab 3. Bekerja dengan Event Bab 5. Efek Visual dan Animasi Bab 6. Fungsi-Fungsi Utilitas jQuery Bab 7. Dasar-Dasar Ajax Bab 8. Lebih Lanjut dengan Ajax Bab 9. Menggunakan Widget jQuery

Geocomputation is the use of software and computing power to solve complex spatial problems. It is gaining increasing importance in the era of the ‘big data’ revolution, of ‘smart cities’, of crowdsourced data, and of associated applications for viewing and managing data geographically - like Google Maps. This student focused book: Provides a selection of practical examples of geocomputational techniques and ‘hot topics’ written by world leading practitioners. Integrates supporting materials in each chapter, such as code and data, enabling readers to work through the examples themselves. Chapters provide highly applied and practical discussions of: Visualisation and exploratory spatial data analysis Space time modelling Spatial algorithms Spatial regression and statistics Enabling interactions through the use of neogeography All chapters are uniform in design and each includes an introduction, case studies, conclusions - drawing together the generalities of the introduction and specific findings from the case study application – and guidance for further reading. This accessible text has been specifically designed for those readers who are new to Geocomputation as an area of research, showing how complex real-world problems can be solved through the integration of technology, data, and geocomputational methods. This is the applied primer for Geocomputation in the social sciences.

[Proceedings of First Global Conference on Artificial Intelligence and Applications \(GCAIA 2020\)](#)

[19th International Conference, ICWE 2019, Daejeon, South Korea, June 11–14, 2019, Proceedings](#)

[TELECCON 2019](#)

[Information Technology and Intelligent Transportation Systems](#)

[15th International Forum, IFTC 2018, Shanghai, China, September 20–21, 2018, Revised Selected Papers](#)

[21st International Conference, CN 2014, Brun ó w, Poland, June 23-27, 2014, Proceedings](#)

[Grundlagen, Konzepte, L ö sungen](#)

[Pro PHP and Jquery](#)

[The Semantic Web -- ISWC 2011](#)

[Proceedings of International Scientific Conference on Telecommunications, Computing and Control](#)

[A Problem-Solution Approach](#)

[10th International Semantic Web Conference, Bonn, Germany, October 23-27, 2011, Proceedings](#)

[Geocomputation](#)

[Second IFIP TC 14 Entertainment Computing Symposium, ECS 2010, Held as Part of WCC 2010, Brisbane, Australia, September 20-23, 2010, Proceedings](#)

[A Practical Guide to Using Glycomics Databases](#)

This book constitutes the refereed proceedings of the 10th International Conference on Knowledge Science, Engineering and Management, KSEM 2017, held in Melbourne, Australia, in August 2017. The 35 revised full papers and 12 short papers presented were carefully reviewed and selected from 134 submissions. The papers are organized in the following topical sections: text mining and document analysis; formal semantics and fuzzy logic; knowledge management; knowledge integration; knowledge retrieval; recommendation algorithms and systems; knowledge engineering; and knowledge representation and reasoning.

This book presents revised selected papers from the 15th International Forum on Digital TV and Multimedia Communication, IFTC 2018, held in Shanghai, China, in September 2018. The 39 full papers presented in this volume were carefully reviewed and selected from 130 submissions. They were organized in topical sections on image processing; machine learning; quality assessment; telecommunications; video coding; video surveillance; virtual reality.

This book contains the thoroughly refereed and revised best papers from the 8th International Conference on Web Information Systems and Technologies, WEBIST 2012, held in Porto, Portugal, in April 2012, and organized by the Institute for Systems and Technologies of Information, Control and Communication (INSTICC), in collaboration with ACM SIGMIS. The 23 papers presented in this book were carefully reviewed and selected from 184 submissions. The papers were selected from those with the best reviews also taking into account the quality of their presentation at the conference. The papers are grouped into parts on Internet Technology; Web Interfaces and Applications; Society, e-Business, and e-Government; Web Intelligence; and Mobile Information Systems.

Biological and biomedical research are increasingly driven by experimental techniques that challenge our ability to analyse, process and extract meaningful knowledge from the underlying data. The impressive capabilities of next generation sequencing technologies, together with novel and ever evolving distinct types of omics data technologies, have put an increasingly complex set of challenges for the growing fields of Bioinformatics and Computational Biology. The analysis of the datasets produced and their integration call for new algorithms and approaches from fields such as Databases, Statistics, Data Mining, Machine Learning, Optimization, Computer Science and Artificial Intelligence. Clearly, Biology is more and more a science of information requiring tools from the computational sciences. In the last few years, we have seen the surge of a new generation of interdisciplinary scientists that have a strong background in the biological and computational sciences. In this context, the interaction of researchers from different scientific fields is, more than ever, of foremost importance boosting the research efforts in the field and contributing to the education of a new generation of Bioinformatics scientists. PACBB’14 contributes to this effort promoting this fruitful interaction. PACBB’14 technical program included 34 papers spanning many different sub-fields in Bioinformatics and Computational Biology. Therefore, the conference promotes the interaction of scientists from diverse research groups and with a distinct background such as computer scientists, mathematicians or biologists.

Entwickeln oder warten Sie JavaScript-Webapplikationen und haben immer ein ungutes Gefühl, wenn Sie Ihre Software in Betrieb nehmen? Dann wird es höchste Zeit, dass Sie sich mit testgetriebener Entwicklung vertraut machen. Dieses Buch zeigt JavaScript-Entwicklern, wie Test-Driven Development (TDD) in der Praxis funktionieren kann. Anschaulich macht Sie Sebastian Springer zunächst mit den allgemeinen TDD-Grundlagen vertraut. Er zeigt, wie Sie diese auf das JavaScript-Umfeld übertragen können und stellt verschiedene Testframeworks vor (Jasmine, QUnit, Karma und JestDriver). In einer ausführlichen Beispielanwendung können Sie das Gelernte dann im Red-Green-Refactor- Zyklus praktisch nachvollziehen und üben. Darauf aufbauend lernen Sie weitere Facetten der testgetriebenen Entwicklung mit JavaScript kennen, die für Ihre tägliche Arbeit hilfreich oder notwendig sind, u.a.:
• Testinfrastruktur für mehrere Browser
• Spys, Stubs und Mocks
• Abhängigkeiten vom DOM
• Asynchrone Operationen
• Testen von Bestandscode
• Node.js-Anwendungen testgetrieben entwickeln
• Werkzeuge, die das Testen leichter machen
TDD-Einsteiger haben nach der Lektüre einen Überblick über TDD im JavaScript-Umfeld und können eigene Projekte testgetrieben durchführen. JavaScript-Entwickler, die bereits testgetrieben entwickeln, können die fortgeschrittenen Kapitel zum Nachschlagen und Vertiefen verwenden. Vorausgesetzt werden Erfahrungen in der JavaScript-Entwicklung.

This book constitutes the refereed proceedings of the 19th International Conference on Web Engineering, ICWE 2019, held in Daejeon, South Korea, in June 2019. The 26 full research papers and 9 short papers presented were carefully reviewed and selected from 106 submissions. Additionally, two demonstrations, four posters, and four contributions to the PhD symposium as well as five tutorials are included in this volume. The papers cover research areas such as Web mining and knowledge extraction, Web big data and Web data analytics, social Web applications and crowdsourcing, Web user interfaces, Web security and privacy, Web programming, Web services and computing, Semantic Web and linked open data applications, and Web application modeling and engineering.

The International Handbook of e-Learning, Volume 1 provides a comprehensive compendium of research and theory in all aspects of e-learning, one of the most significant ongoing global developments in the entire field of education. Covering history, design models, instructional strategies, best practices, competencies, evaluation, assessment, and more, these twenty-seven contributions tackle the tremendous potential and flexibility inherent to this rapidly growing new paradigm. Past and present empirical research frames each chapter, while future research needs are discussed in relation to both confirmed practice and recent changes in the field. The book will be of interest to anyone seeking to create and sustain meaningful, supportive learning environments within today’s anytime, anywhere framework, from teachers, administrators, and policy makers to corporate and government trainers.

Exchange of information and innovative ideas are necessary to accelerate the development of technology. With advent of technology, intelligent and soft computing techniques came into existence with a wide scope of implementation in engineering sciences. Keeping this ideology in preference, this book includes the insights that reflect the ‘Advances in Computer and Computational Sciences’ from upcoming researchers and leading academicians across the globe. It contains high-quality peer-reviewed papers of ‘International Conference on Computer, Communication and Computational Sciences (ICCCCS 2016), held during 12-13 August, 2016 in Ajmer, India’. These papers are arranged in the form of chapters. The content of the book is divided into two volumes that cover variety of topics such as intelligent hardware and software design, advanced communications, power and energy optimization, intelligent techniques used in internet of things, intelligent image processing, advanced software engineering, evolutionary and soft computing, security and many more. This book helps the perspective readers’ from computer industry and academia to derive the advances of next generation computer and communication technology and shape them into real life applications.

[Second International Conference, ICTE 2015, Hong Kong, China, July 2-4, 2015, Revised Selected Papers](#)

[International Handbook of E-Learning Volume 1](#)

[Computer Networks](#)

[Das Handbuch für den professionellen Programmierer](#)

[UMAP 2011 Workshops, Girona, Spain, July 11-15, 2011, Revised Selected Papers](#)

[Transactions on Edutainment IX](#)

[E-Commerce and Web Technologies](#)

[8th International Conference, WEBIST 2012, Porto, Portugal, April 18-21, 2012, Revised Selected Papers](#)

[Proceedings of the International Conference on Medical and Biological Engineering, 16–18 May 2019, Banja Luka, Bosnia and Herzegovina](#)

[Handbook of Research on Web 2.0, 3.0, and X.0: Technologies, Business, and Social Applications](#)

[Recent Trends in Intelligent Computing, Communication and Devices](#)

[Proceedings of the Future Technologies Conference \(FTC\) 2020, Volume 3](#)

[Bichitra: The Making of an Online Tagore Variorum](#)

[Recent Advances in Information Systems and Technologies](#)

[Advances in User Modeling](#)

This book provides glycoscientists with a handbook of useful databases that can be applied to glycoscience research. Although many databases are now publicly available, one of the hurdles for their users is the learning curve required to effectively utilize those databases. Therefore, this book not only describes the existing databases, but also provides tips on how to obtain the target data. That is, because many databases provide a variety of data that could be obtained from different perspectives, each chapter provides users with potential biological questions that can be answered by a particular database and step-by-step instructions, with figures, on how to obtain that data. Troubleshooting tips are also provided to aid users encountering problems that can be predicted when using these databases. Moreover, contact information for each database is provided in case unexpected issues arise.

This book presents a selection of papers from the 2017 World Conference on Information Systems and Technologies (WorldCIST'17), held between the 11st and 13th of April 2017 at Porto Santo Island, Madeira, Portugal. WorldCIST is a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences and challenges involved in modern Information Systems and Technologies research, together with technological developments and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Software and Systems Modeling; Software Systems, Architectures, Applications and Tools; Multimedia Systems and Applications; Computer Networks, Mobility and Pervasive Systems; Intelligent and Decision Support Systems; Big Data Analytics and Applications; Human-Computer Interaction; Ethics, Computers & Security; Health Informatics; Information Technologies in Education; and Information Technologies in Radiocommunications.

This journal subline serves as a forum for stimulating and disseminating innovative research ideas, theories, emerging technologies, empirical investigations, state-of-the-art methods, and tools in all different genres of edutainment, such as game-based learning and serious games, interactive storytelling, virtual learning environments, VR-based education, and related fields. It covers aspects from educational and game theories, human-computer interaction, computer graphics, artificial intelligence, and systems design. This issue contains a special section on serious games with 8 outstanding contributions from the VS-Games 2011 conference; furthermore, there are 13 regular papers. These contributions clearly demonstrate the use of serious games and virtual worlds for edutainment applications and form a basis for further exploration and new ideas.

This volume includes the proceedings of the 2015 International Conference on Information Technology and Intelligent Transportation Systems (ITITS 2015) which was held in Xi'an on December 12-13, 2015. The conference provided a platform for all professionals and researchers from industry and academia to present and discuss recent advances in the field of Information Technology and Intelligent Transportation Systems. The presented information technologies are connected to intelligent transportation systems including wireless communication, computational technologies, floating car data/floating cellular data, sensing technologies, and video vehicle detection. The articles focusing on intelligent transport systems vary in the technologies applied, from basic management systems to more application systems including topics such as emergency vehicle notification systems, automatic road enforcement, collision avoidance systems and some cooperative systems. The conference hosted 12 invited speakers and over 200 participants. Each paper was under double peer reviewed by at least 3 reviewers.

This proceedings are sponsored by Shaanxi Computer Society and co-sponsored by Chang'an University, Xi'an University of Technology, Northwestern Poly-technical University, CAS, Shaanxi Sirui Industries Co., LTD.

"This book provides a comprehensive reference source on next generation Web technologies and their applications"--Provided by publisher.

This book contains the selected peer-reviewed and revised papers from the 24th International Symposium on Implementation and Application of Functional Languages, IFL 2012, held in Oxford, UK, in August/September 2012. The 14 papers included in this volume were carefully reviewed and selected from 28 revised submissions received from originally 37 presentations at the conference. The papers relate to the implementation and application of functional languages and function-based programming.

The two volume set, CCIS 288 and 289, constitutes the thoroughly refereed post-conference proceedings of the First International Conference on Communications and Information Processing, ICCIP 2012, held in Aveiro, Portugal, in March 2012. The 168 revised full papers of both volumes were carefully reviewed and selected from numerous submissions. The papers present the state-of-the-art in communications and information processing and feature current research on the theory, analysis, design, test and deployment related to communications and information processing systems.

This book constitutes the refereed proceedings of the Second International Conference on Decision Support Systems Technology, ICDSST 2016, held in Plymouth, UK, May 23-25. The theme of the event was "Decision Support Systems Addressing Sustainability & Societal Challenges", organized by the EURO (Association of European Operational Research Societies) working group of Decision Support Systems (EWG-DSS). The 15 full papers presented in this book were selected out of 51 submissions after being carefully reviewed by internationally experts from the ICDSST 2016 Program Committee and external invited reviewers. The selected papers are representative of current and relevant research activities in various areas of decision support systems, such as sustainability and societal challenges; risk management and project portfolio management; business intelligence and knowledge management; and technologies to improve system usability.

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[Proceeding of the First Euro-China Conference on Intelligent Data Analysis and Applications, June 13-15, 2014, Shenzhen, China](#)

[Java 9 Recipes](#)

[Intelligent Data analysis and its Applications, Volume II](#)

[10th International Conference, KSEM 2017, Melbourne, VIC, Australia, August 19-20, 2017, Proceedings](#)

[Proceedings of ICACIE 2017](#)

[8th International Conference on Practical Applications of Computational Biology & Bioinformatics \(PACBB 2014\)](#)

[Proceedings of ICCCS 2016](#)

[Implementation and Application of Functional Languages](#)

[Instrumentation, Measurement, Circuits and Systems](#)

Quickly find solutions to dozens of common programming problems encountered while building Java applications. Content is presented in the popular problem–solution format. Look up the programming problem that you want to resolve. Read the solution. Apply the solution directly in your own code. Problem solved! This revised edition covers important new features such as Java 9's JShell and the new modularity features enabling you to separate code into independent modules that perform discrete tasks. Also covered are the new garbage collection algorithm and completely revamped process API. Enhanced JSON coverage is provided as well as a new chapter on JavaServer Faces development for web applications. What You'll Learn Develop Java SE applications using the latest in Java SE technology Exploit advanced features like modularity and lambdas Use JShell to quickly develop solutions Build dynamic web applications with JavaScript and Project Nashorn Create great-looking web interfaces with JavaServer Faces Generate graphics and work with media such as sound and video Add internationalization support to your Java applications Who This Book Is For Both beginning Java programmers and advanced Java developers

This book documents the creation of the Bichitra Online Tagore Variorum, a publicly accessible database of Rabindranath Tagore's complete works in Bengali and English totaling some 140,000 pages of primary material. Chapters cover innovative aspects of the site, all replicable in other projects: a hyperbibliography; a search engine and hyperconcordance working across the database; and a unique collation program comparing variant texts at three levels. There are also chapters on the special problems of processing manuscripts, and on planning the website. Early chapters take readers through the history of the project, an overview of Tagore's works, and the Bengali writing system with the challenges of adapting it to electronic form. The name Bichitra, meaning "various" in Bengali, alludes both to the great variety of Tagore's works and to their various stages of composition. Beyond their literary excellence, they are notable for their sheer quantity, the number of variant forms of a great many items, and their afterlife in translation, often the poet's own. Seldom if ever has the same writer revised his material and recast it across genres on such a scale. Tagore won the Nobel Prize in 1913. By its value-added presentation of this range of material, Bichitra can be a model for future databases covering an author's complete works or other major corpus of texts. It offers vastly expanded access to Tagore's writings, and enables new kinds of research including computational text analysis. The "book of the website" shows in technical and human terms how researchers with interests in art, literature and technology can collaborate on cultural informatics projects.

This book constitutes the thoroughly refereed proceedings of the 21st International Conference on Computer Networks, CN 2014, held in Brunów, Poland, in June 2014. The 34 revised full papers presented were carefully reviewed and selected for inclusion in the book. The papers in these proceedings cover the following topics: computer networks, tele informatics and communications, new technologies, queueing theory, innovative applications and networked and IT-related aspects of e-business.

Welcome to the Second International IFIP Entertainment Computing Symposium on st Cultural Computing (ECS 2010), which was part of the 21 IFIP World Computer Congress, held in Brisbane, Australia during September 21–23, 2010. On behalf of the people who made this conference happen, we wish to welcome you to this inter- tional event. The IFIP World Computer Congress has offered an opportunity for researchers and practitioners to present their findings and research results in several prominent areas of computer science and engineering. In the last World Computer Congress, WCC 2008, held in Milan, Italy in September 2008, IFIP launched a new initiative focused on all the relevant issues concerning computing and entertainment. As a - sult, the two-day technical program of the First Entertainment Computing Symposium (ECS 2008) provided a forum to address, explore and exchange information on the state of the art of computer-based entertainment and allied technologies, their design and use, and their impact on society. Based on the success of ECS 2008, at this Second IFIP Entertainment Computing Symposium (ECS 2010), our challenge was to focus on a new area in entertainment computing: cultural computing.

This book gathers a collection of high-quality, peer-reviewed research papers presented at the International Conference on Intelligent Computing, Communication and Devices (ICCD 2018), which address three core dimensions of the intelligent sciences–intelligent computing, intelligent communication, and intelligent devices. Intelligent computing includes areas such as intelligent and distributed computing, intelligent grid and cloud computing, Internet of Things, soft computing and engineering applications, data mining and knowledge discovery, semantic and web technology, hybrid systems, agent computing, bioinformatics, and recommendation systems. In turn, intelligent communication is concerned with communication and network technologies, such as mobile broadband and all-optical networks, which are the key to groundbreaking advances in intelligent communication technologies. It includes communication hardware, software and networked intelligence, mobile technologies, machine-to-machine communication networks, speech and natural language processing, routing techniques and network analytics, wireless ad hoc and sensor networks, communications and information security, signal, image and video processing, network management, and traffic engineering. Lastly, intelligent devices refer to any equipment, instruments, or machines that have their own computing capability, and covers areas such as embedded systems, radiofrequency identification (RFID), radiofrequency microelectromechanical systems (RF MEMS), very large-scale integration (VLSI) design and electronic devices, analog and mixed-signal integrated circuit (IC) design and testing, microelectromechanical systems (MEMS) and microsystems, solar cells and photonics, nanodevices, single electron and spintronic devices, space electronics, and intelligent robotics.

[Volume 2, Proceedings of the 2015 International Conference on Information Technology and Intelligent Transportation Systems ITITS 2015, held December 12–13, 2015, Xi'an China](#)

[A Practical Primer](#)

[12th International Conference, EC-Web 2011, Toulouse, France, August 30 – September 1, 2011, Proceedings](#)

[26th European Conference, Beijing, China, June 11–16, 2012, Proceedings](#)

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