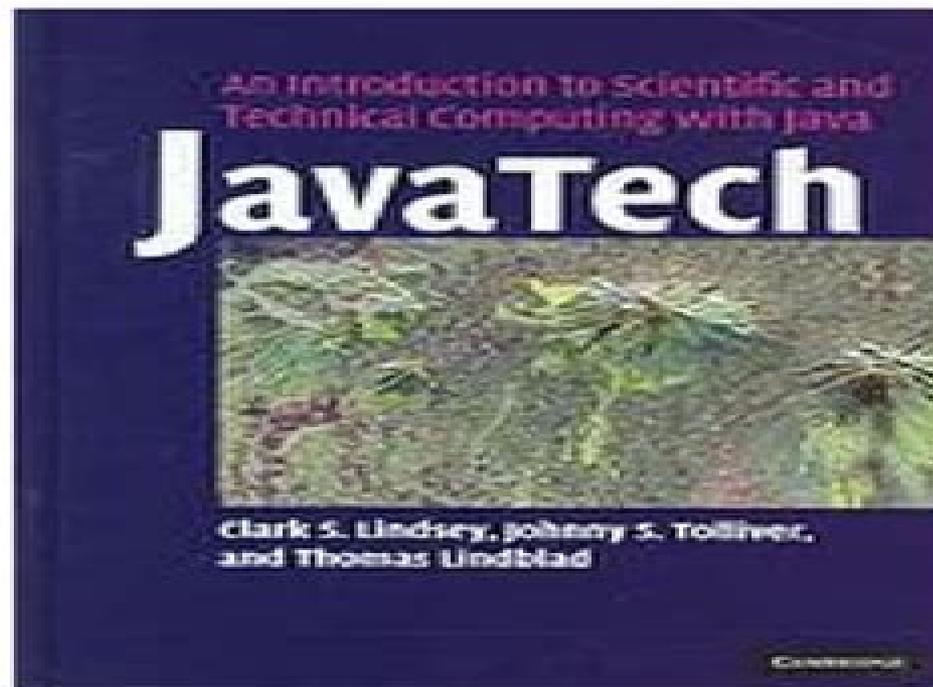


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**Ian Pickup**



## **Javatech An Introduction To Scientific And Technical Computing With Java:**

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commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will be taught how to create Crime database and its tables In chapter six you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter seven you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter eight you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter nine you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter ten you will add two tables Victim and File\_Case The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date crime\_date gender address telephone and photo The File\_Case has seven columns file\_case\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java MySQL SQL SERVER programmer

**Learn JDBC The Hard Way: A Hands-On Guide to PostgreSQL and SQL Server Driven Programming** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-23 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL

connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account\_id primary key client\_id primarykey account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client\_Data which has seven columns client\_data\_id primary key account\_id primary\_key birth\_date address mother\_name telephone and photo\_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 In chapter twelve you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter thirteen you will add two tables Victim and File\_Case The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name

crime\_type birth\_date crime\_date gender address telephone and photo The File\_Case has seven columns file\_case\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful and can improve database programming skills for every Java PostgreSQL SQL Server programmer FROM ZERO TO JDBC HERO Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-10-01 In this book you will learn how to build from scratch a criminal records management database system using Java SQLite All Java code for digital image processing in this book is Native Java Intentionally not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java In chapter one you will create Bank database and its four tables In chapter two you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter three you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter four you will create an Account table This account table has the following ten fields account\_id primary key client\_id primary key account\_number account\_date account\_type plain\_balance cipher\_balance decipher\_balance digital\_signature and signature\_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter five you will create a Client\_Data table which has the following seven fields client\_data\_id primary key account\_id primary key birth\_date address mother\_name telephone and photo\_path In chapter six you will create Crime database and its six tables In chapter seven you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter eight you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In chapter nine you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In chapter ten you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In chapter eleven you will add two

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SQLite with JDBC for Beginners Vivian Siahaan,Rismon Hasiholan Sianipar,2019-09-29 In this book you will learn how to build from scratch a SQLite database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to use SQLite in Java In the first chapter you will learn How to create SQLite database and six tables In the second chapter you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In the third chapter you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six tables In the last chapter you will study how to query the six tables Finally this book is hopefully useful and can improve database programming skills for every Java SQLite programmer

**Learn JDBC By Example: A Quick Start Guide to MariaDB and SQL Server Driven Programming** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-11-24 This book explains relational theory in practice and demonstrates through two projects how you can apply it to your use of MariaDB and SQL Server databases This book covers the important requirements of teaching databases with a practical and progressive perspective This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to MariaDB and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from MariaDB and SQL Server As you would expect this book shows how to build from scratch two different databases MariaDB and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter two you will create a PostgreSQL database named Bank and its tables In chapter three you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a

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**MariaDB** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-09-03 In this book you will learn how to build from scratch a criminal records management database system using MariaDB Connector J As you know MariaDB server is a community developed fork of MySQL server Started by core members of the original MySQL team MariaDB actively works with outside developers to deliver the most featureful stable and sanely licensed open SQL server in the industry In the first chapter you will be taught how to create Crime database and its tables In the second chapter you will create Suspect table You will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In the third chapter you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6

All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In the fourth chapter you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In the fifth chapter you will add two tables Victim and File\_Case The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date crime\_date gender address telephone and photo The File\_Case has seven columns file\_case\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables

**Learn SQLite with JDBC** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-09-30 In this book you will learn how to build from scratch a criminal records management database system using Java SQLite All Java code for digital image processing in this book is Native Java Intentionally not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java In the first chapter you will be shown how to create SQLite database and tables with Java In second chapter you will be taught how to extract image features utilizing BufferedImage class in Java GUI Digital image techniques to extract image features used in this chapter are grascaling sharpening inverting blurring dilation erosion closing opening vertical prewitt horizontal prewitt Laplacian horizontal sobel and vertical sobel For readers you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching In the third chapter you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect\_id primary key suspect\_name birth\_date case\_date report\_date suspect\_status arrest\_date mother\_name address telephone and photo In the fourth chapter you will be taught to create Java GUI to view edit insert and delete Feature\_Extraction table data This table has eight columns feature\_id primary key suspect\_id foreign key feature1 feature2 feature3 feature4 feature5 and feature6 All six fields except keys will have a BLOB data type so that the image of the feature will be directly saved into this table In the fifth chapter you will add two tables Police\_Station and Investigator These two tables will later be joined to Suspect table through another table File\_Case which will be built in the seventh chapter The Police\_Station has six columns police\_station\_id primary key location city province telephone and photo The Investigator has eight columns investigator\_id primary key investigator\_name rank birth\_date gender address telephone and photo Here you will design a Java GUI to display edit fill and delete data in both tables In the sixth chapter you will add two tables Victim and Case\_File The File\_Case table will connect four other tables Suspect Police\_Station Investigator and Victim The Victim table has nine columns victim\_id primary key victim\_name crime\_type birth\_date

crime\_date gender address telephone and photo The Case\_File has seven columns case\_file\_id primary key suspect\_id foreign key police\_station\_id foreign key investigator\_id foreign key victim\_id foreign key status and description Here you will also design a Java GUI to display edit fill and delete data in both tables Finally this book is hopefully useful for you **American Book Publishing Record** ,2005 **Choice** ,2006 **Joyce in the Belly of the Big Truck; Workbook** Joyce A. Cascio,2005-05 **Introduction to Programming in Java** Robert Sedgewick, Kevin Wayne, 2017-04-04 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book Programming skills are indispensable in today's world not just for computer science students but also for anyone in any scientific or technical discipline Introduction to Programming in Java Second Edition by Robert Sedgewick and Kevin Wayne is an accessible interdisciplinary treatment that emphasizes important and engaging applications not toy problems The authors supply the tools needed for students and professionals to learn that programming is a natural satisfying and creative experience and to become conversant with one of the world's most widely used languages This example driven guide focuses on Java's most useful features and brings programming to life for every student in the sciences engineering and computer science Coverage includes Basic elements of programming variables assignment statements built in data types conditionals loops arrays and I/O including graphics and sound Functions modules and libraries organizing programs into components that can be independently debugged maintained and reused Algorithms and data structures sort search algorithms stacks queues and symbol tables Applications from applied math physics chemistry biology and computer science Drawing on their extensive classroom experience throughout the text the authors provide Q/A exercises and opportunities for creative engagement with the material Together with the companion materials described below this book empowers people to pursue a modern approach to teaching and learning programming Companion web site [introcs.princeton.edu/java](http://introcs.princeton.edu/java) contains Chapter summaries Supplementary exercises some with solutions Detailed instructions for installing a Java programming environment Program code and test data suitable for easy download Detailed creative exercises projects and other supplementary materials Companion studio produced online videos [informit.com/sedgewick](http://informit.com/sedgewick) are available for purchase and provide students and professionals with the opportunity to engage with the material at their own pace and give instructors the opportunity to spend their time with students helping them to succeed on assignments and exams Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads updates and corrections as they become available Gamogenebit'i Mat'ematika Da Inp'ormatika ,1997 **Hart's Oil and Gas World** ,1998 *The Art & Science of Java* Eric Roberts,2008 Introduction to Scientific and Technical Computing Frank T. Willmore, Eric Jankowski, Coray Colina, 2017 Created to help scientists and engineers write computer code this practical book addresses the important tools and techniques that are necessary for scientific computing but which are not yet commonplace in science and engineering curricula **An Introduction to Computer Science Using Java** Samuel N. Kamin, 2001

## Whispering the Secrets of Language: An Mental Journey through **Javatech An Introduction To Scientific And Technical Computing With Java**

In a digitally-driven world where screens reign supreme and immediate connection drowns out the subtleties of language, the profound secrets and emotional subtleties concealed within words frequently get unheard. However, located within the pages of **Javatech An Introduction To Scientific And Technical Computing With Java** a charming fictional treasure pulsing with organic emotions, lies an exceptional journey waiting to be undertaken. Penned by a talented wordsmith, that charming opus attracts readers on an introspective journey, delicately unraveling the veiled truths and profound influence resonating within the cloth of each and every word. Within the psychological depths of the moving review, we shall embark upon a genuine exploration of the book is core themes, dissect its captivating publishing style, and yield to the effective resonance it evokes strong within the recesses of readers hearts.

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