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Ludger Hovestadt

The Great Patriotic War of the Soviet Union, 1941-45 Alexander Hill, 2008-12-10 This book consists of extracts from key documents, along with commentary and further reading, on the 'Great Patriotic War' of the Soviet Union against Nazi Germany, 1941-45. Despite the historical significance of the war, few Soviet documents have been published in English. This work provides translations of a range of extracts from Soviet documents relating to the titanic struggle on the Eastern Front during World War II, with commentary. This is the only single-volume work in English to use documentary evidence to look at the Soviet war effort from military, political, economic and diplomatic perspectives. The book should not only facilitate a deeper study of the Soviet war effort, but also allow more balanced study of what is widely known in the West as the 'Eastern Front'. This book will be of much interest to students and scholars of military history, Soviet history, and World War II history.

Hewlett-Packard's Pretexting Scandal United States. Congress. House. Committee on Energy and Commerce. Subcommittee on Oversight and Investigations, 2006

Atlas of Digital Architecture Ludger Hovestadt, Urs Hirschberg, Oliver Fritz, 2020-10-26 Digital technology and architecture have become inseparable, with new approaches and methodologies not just affecting the workflows and practice of architects but shaping the very character of architecture. This compendious work offers a wide-ranging orientation to the new landscape with its opportunities, its challenges, and its vast potential. Contributing Editors: Ludger Hovestadt, Urs Hirschberg, Oliver Fritz Contributors: Diana Alvarez-Marin, Jakob Beetz, André Borrmann, Petra von Both, Harald Gattermann, Marco Hemmerling, Ursula Kirschner, Reinhard König, Dominik Lengyel, Bob Martens, Frank Petzold, Sven Pfeiffer, Miro Roman, Kay Römer, Hans Sachs, Philipp Schaerer, Sven Schneider, Odilo Schoch, Milena Stavric, Peter Zeile, Nikolaus Zieske Writer: Sebastian Michael atlasofdigitalarchitecture.com

A Legend of Cyber-Love Margaret Liu, 2014-04 The author met General Tealeaf Howard Patrick on Skype on May 4th, 2011, two days after Osama bin Laden was killed by the SEAL in Pakistan. General Tealeaf Patrick was the commander of the International Security Assistance Force in Afghanistan back then, and nominated as the next Director of the CIA (Central Intelligence Agency) by the US president Obama. Tealeaf proposed to the author in order to fulfill the requirements for the attendance of the US Senate confirmation hearings with his wife to be. However, this mission impossible is even more

difficult and tougher than anyone could have ever imagined. The first part, Confession of the Twenty-First Century Female Scientist, all-inclusively confesses the author's past extraordinary life experiences. The second part is focused on the true love story between the author and Tealeaf Howard Patrick encountering on the internet, the virtual world. South China Sea controversy, military maneuvers, Diao-Yu-Tai/Senkaku Islands controversy, exhibitions of advanced weapons and arms in the news, intelligence wars and cyber wars, etc., all occurred during this time. When a man from a secret world encounters a woman from another world without any secrets, what kind of sparkling love will be kindled?

Spidering Hacks Morbus Iff, Tara Calishain, 2003-10-28 The Internet, with its profusion of information, has made us hungry for ever more, ever better data. Out of necessity, many of us have become pretty adept with search engine queries, but there are times when even the most powerful search engines aren't enough. If you've ever wanted your data in a different form than it's presented, or wanted to collect data from several sites and see it side-by-side without the constraints of a browser, then Spidering Hacks is for you. Spidering Hacks takes you to the next level in Internet data retrieval--beyond search engines--by showing you how to create spiders and bots to retrieve information from your favorite sites and data sources. You'll no longer feel constrained by the way host sites think you want to see their data presented--you'll learn how to scrape and repurpose raw data so you can view in a way that's meaningful to you. Written for developers, researchers, technical assistants, librarians, and power users, Spidering Hacks provides expert tips on spidering and scraping methodologies. You'll begin with a crash course in spidering concepts, tools (Perl, LWP, out-of-the-box utilities), and ethics (how to know when you've gone too far: what's acceptable and unacceptable). Next, you'll collect media files and data from databases. Then you'll learn how to interpret and understand the data, repurpose it for use in other applications, and even build authorized interfaces to integrate the data into your own content. By the time you finish Spidering Hacks, you'll be able to: Aggregate and associate data from disparate locations, then store and manipulate the data as you like Gain a competitive edge in business by knowing when competitors' products are on sale, and comparing sales ranks and product placement on e-commerce sites Integrate third-party data into your own applications or web sites Make your own site easier to scrape and more usable to others Keep up-to-date with your favorite comics strips, news stories, stock tips, and more without visiting the site every day Like the other books in O'Reilly's popular Hacks series, Spidering Hacks brings you 100 industrial-strength tips and tools from the experts to help you master this technology. If you're interested in data retrieval of any type, this book provides a wealth of data for finding a wealth of data.

The Armed Forces: Instrument of Peace, Strength, Development and Prosperity Joseph Babatunde Fagoyinbo, 2013-05-28 Across the ages, technological developments have been accelerated by the military. This results from the fact that able-bodied vibrant youths are generally involved and are also exposed to high-tech training prevailing at their times for assignments (defence and security) that are essential but not desired. They form the Armed Forces for the nations. Such

brilliant military officers like Caesar and Napoleon made their marks; and, in contemporary times, the Armed Forces of United States, France, Britain, Australia, etc are making remarkable contributions to technological developments. Such infrastructure as the Internet, the GPS and the cell phones are products that have significant military contributions. This book scans across the major regions of the world, highlights the efforts of representative countries in the regions and observes that nations that have harnessed the efforts of their Armed Forces have progressively developed. It is also observed that developments in America and Europe, though not entirely dependent on their Armed Forces, have been greatly affected by their efforts. In Asia, such countries as the People's Republic of China, Brazil, India, Pakistan and Singapore utilise the human and material resources within the Armed Forces for national growth and cohesion. Development effort is least in the African Region, except South Africa and Egypt; notwithstanding the high potentials as exhibited by Nigeria's Armed Forces. Although attempts to industrialise through the Armed Forces may be able to create economic development for developing nations, such factors as historical background, economic resources, political climate, government policies and infrastructure are equally important. Economic development programme of an aspiring country should: i. promote education and access to knowledge ii. aspire to economic self-sufficiency in economic power iii. allow and promote private sector and foreign participation in defence production, research and development iv. commit itself to the establishment and support of defence industries v. indigenise defence programmes, establish a balance between military and economic development and vi. mobilise the nation's economy through technology partnership with the private sector and foreign investors.

Books IV-VI Ludger Hovestadt, 2022-12-31 Abhandlung zur digitalen Architektur Hovestadts Traktat folgt strikt den Linien der bekannten Abhandlungen von Vitruv und Alberti, in der Annahme, dass wir uns heute wieder in einer ähnlichen Konstellation befinden. Vitruv und Alberti brachten zum Ausdruck, was Architektur in ihrer Epoche bedeutete: die römische Antike und die Renaissance. Hovestadt formuliert sie nun in den heutigen Begriffen der Physik, Mathematik, Technologie, Literatur und Philosophie neu. Die Bücher I bis III befassen sich mit der Rolle des Architekten und der Objektivität der Architektur. Die Bücher IV bis VI thematisieren die Modalitäten des Sprechens und der Kodierung von Architektur: das Geheime, das Öffentliche und das Private. Die Bücher VII bis X widmen sich den eigentlichen digitalen Mechanismen: künstlicher Intelligenz, natürlicher Kommunikation, Gnomonik und kulturellem Erbe. Ein Architekturtraktat unserer Zeit in 10 Büchern Nach dem Vorbild von Vitruv und Alberti Erscheint in drei Bänden der Reihe Applied Virtuality Book Series, Bd. 19, 20 und 21

Image Processing and Capsule Networks Joy Iong-Zong Chen, João Manuel R. S. Tavares, Subarna Shakya, Abdullah M. Ilyasu, 2020-07-23 This book emphasizes the emerging building block of image processing domain, which is known as capsule networks for performing deep image recognition and processing for next-generation imaging science. Recent years have witnessed the continuous development of technologies and methodologies related to image processing, analysis and 3D

modeling which have been implemented in the field of computer and image vision. The significant development of these technologies has led to an efficient solution called capsule networks [CapsNet] to solve the intricate challenges in recognizing complex image poses, visual tasks, and object deformation. Moreover, the breakneck growth of computation complexities and computing efficiency has initiated the significant developments of the effective and sophisticated capsule network algorithms and artificial intelligence [AI] tools into existence. The main contribution of this book is to explain and summarize the significant state-of-the-art research advances in the areas of capsule network [CapsNet] algorithms and architectures with real-time implications in the areas of image detection, remote sensing, biomedical image analysis, computer communications, machine vision, Internet of things, and data analytics techniques.

Official Army Register for ... United States. Adjutant-General's Office, 1911

Computer Vision/Computer Graphics Collaboration Techniques André Gagalowicz, Wilfried Philips, 2009-04-22 This book constitutes the refereed proceedings of the 4th International Conference on Computer Vision/Computer Graphics Collaboration Techniques, MIRAGE 2009, held in Rocquencourt, France, in May 2009. The 41 revised full papers presented were carefully reviewed and selected from a total of 83 submissions. The papers cover a wide range of topics with focus on Computer Vision/Computer Graphics collaboration techniques involving image analysis/synthesis approaches especially concerning theoretical, computational, experimental or industrial aspects of model-based image analysis and image-based model synthesis.

Adobe Photoshop CS2 One-on-one Deke McClelland, 2005 Presents step-by-step lessons on the digital image editing software with two hours of video instruction on the companion DVD-ROM.

Canadian Civil Aircraft Register Canada. Civil Aviation Branch, 1978

IWork '08 Richard Harrington, RHED Pixel, 2008 Provides instructions on using iWork '08 to create and publish business presentations.

CFA Program Curriculum 2020 Level II Volumes 1-6 Box Set CFA Institute, 2019-08-12 Master the practical aspects of the CFA Program curriculum with expert instruction for the 2020 exam The same official curricula that CFA Program candidates receive with program registration is now publicly available for purchase. CFA Program Curriculum 2020 Level II, Volumes 1-6 provides the complete Level II curriculum for the 2020 exam, with practical instruction on the Candidate Body of Knowledge (CBOK) and how it is applied, including expert guidance on incorporating concepts into practice. Level II focuses on complex analysis with an emphasis on asset valuation, and is designed to help you use investment concepts appropriately in situations analysts commonly face. Coverage includes ethical and professional standards, quantitative analysis, economics, financial reporting and analysis, corporate finance, equities, fixed income, derivatives, alternative investments, and portfolio management organized into individual study sessions with clearly defined Learning Outcome

Statements. Charts, graphs, figures, diagrams, and financial statements illustrate complex concepts to facilitate retention, and practice questions with answers allow you to gauge your understanding while reinforcing important concepts. While Level I introduced you to basic foundational investment skills, Level II requires more complex techniques and a strong grasp of valuation methods. This set dives deep into practical application, explaining complex topics to help you understand and retain critical concepts and processes. Incorporate analysis skills into case evaluations Master complex calculations and quantitative techniques Understand the international standards used for valuation and analysis Gauge your skills and understanding against each Learning Outcome Statement CFA Institute promotes the highest standards of ethics, education, and professional excellence among investment professionals. The CFA Program curriculum guides you through the breadth of knowledge required to uphold these standards. The three levels of the program build on each other. Level I provides foundational knowledge and teaches the use of investment tools; Level II focuses on application of concepts and analysis, particularly in the valuation of assets; and Level III builds toward synthesis across topics with an emphasis on portfolio management.

The Quick Way to Learn Java GUI with MySQL and SQLite Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-15

This hands-on introduction to database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 shown how to create SQLite database and tables with Java. In chapter six, 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 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. 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 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 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 and can improve database programming skills for every Java/MySQL/SQLite programmer.

The Quick Way to Learn Java GUI with MariaDB and SQLite Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-15
 This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, 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 the second chapter, 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 the third chapter, 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 the fourth chapter, You create a table with the name of the Account, which has ten columns: 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 the fifth chapter, 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 be shown how to create SQLite database and tables with Java. In chapter seven, 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 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 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 and can improve database programming skills for every Java/MariaDB/SQLite programmer.

A Comprehensive Guide to Java GUI Programming with SQLite Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-02

The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. 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 chapter one, you will learn: How to create SQLite database and six tables. In chapter two, 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 chapter three, 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 chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, 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 seven, 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 eight, 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 nine, 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 ten, you will create Crime database and its six tables. In chapter eleven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter twelve, 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 thirteen, 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 fourteen, 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 fifteen, 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.

The Fast Way to Learn Java GUI with PostgreSQL and SQLite Vivian Siahaan, Rismon Hasiholan

Sianipar, 2020-01-15 This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, 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 the first chapter, 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 the second chapter, 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 create a PostgreSQL database, named School, and its tables. In chapter four, 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 chapter five, 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 six, you will study how to query the six tables. In chapter seven, you will be shown how to create SQLite database and tables with Java. In chapter eight, 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 grayscale, 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 chapter nine, 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 ten, 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 eleven, 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 twelve, 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 and can improve database programming skills for every Java/PostgreSQL/SQLite programmer.

21st Century Homestead: Sustainable Agriculture II: Farming and Natural Resources Marlon Henkel,

IBM Cognos 10 Report Studio Cookbook, Second Edition Ahmed Lashin, 2013-01-01 This Cookbook contains step-by-step instructions for Report Studio 10.1 users to author effective reports. The book is designed in a way that you can refer to it chapter by chapter, look at the list of recipes and read them in no particular order. The Cognos 10.1 Report Studio

Cookbook is for you if you are a Business Intelligence Developer who is working on IBM Cognos 10 Report Studio and wants to author impressive reports by putting to use what this tool has to offer. It is also ideal you are a Business Analyst or Power User who authors his own reports and wants to look beyond the conventional features of IBM Cognos 10 Report Studio. This book assumes that you are familiar with the architecture of IBM Cognos 10. You should also have basic knowledge of IBM Cognos Report Studio and can do the basic report authoring tasks.

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