Php Programming Masters Handbook A True Beginners Guide Problem Solving Code Data Science Data Structures Algorithms Code Like A Pro In Engineering R Programming Ios Development

SHANIYA WILEY

Write Cutting-edge Code SPARTA PUBLISHING
In this book, you will create two desktop applications using Python GUI and MySQL. In this book, you will learn how to build from scratch a MySQL database management system using PyQt. In designing a GUI, you will make use of the Qt Designer tool. Gradually and step by step, you will be taught how to use MySQL in Python. In the first three chapters, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, dan setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure’s parameters. In the fourth chapter, you will learn: How PyQt and Qt Designer are used to create Python GUIs; How to create a basic Python GUI that utilizes a Line Edit and a Push Button. In the fifth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In chapter six, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter seven, you will create new database dan configure it. In this chapter, you will create Suspect table in crime database. 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. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter ten, you will create two tables, Victim and Case_File. The Vicbtim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

Master's Handbook: a TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures and Algorithms (Code Like a PRO in 24 Hrs Or Less!) SPARTA PUBLISHING
A Research Guide to the Ancient World: Print and Electronic Sources is a partially annotated bibliography that covers the study of the ancient world, and closes the traditional subject gap between the humanities and the social sciences in this area of study. This book is the only bibliographic resource available for such holistic coverage.

A Research Guide to the Ancient World SitePoint
This book is a comprehensive guide to Python as one of the fastest-growing computer languages including Web and Internet applications. This clear and concise introduction to the Python language is aimed at readers who are already familiar with programming in at least one language. This hands-on book introduces the essential topic of coding and the Python computer language to beginners and pogrammers of all ages. This book explains relational theory in practice, and demonstrates through two projects how you can apply it to your use of PostgreSQL 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 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 both databases. In designing a GUI and as an IDE, you will make use Qt Designer. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In chapter three, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In chapter four, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In chapter five, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python 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 Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In chapter seven, you will create dan configure PotgreSQL database. In this chapter, you will create Suspect table in crime database. 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. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name

Feature_Extraction, which has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have a VARCHAR data type (200). You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: police_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In chapter ten, you will create two tables, Victim and Case_File. 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 table has seven columns: case_file_id (primary key), suspect_id (foreign key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

A PRACTICAL GUIDE TO Database Programming with PHP/MySQL Firewall Media

Python has various database drivers for PostgreSQL. Currently, the psycopg is the most popular PostgreSQL database adapter for the Python language. The psycopg fully implements the Python DB-API 2.0 specification. The current version of the psycopg is 2 or psycopg2. The psycopg2 database adapter implemented in C as a libpq wrapper resulting in both fast and secure. The psycopg2 provides many useful features such as client-side and server-side cursors, asynchronous notification and communication, COPY command support, etc. PostgreSQL was designed to run on UNIX-like platforms. However, PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X, Solaris, and Windows. PostgreSQL is free and open source software. Its source code is available under PostgreSQL license, a liberal open source license. You are free to use, modify and distribute PostgreSQL in any form. PostgreSQL requires very minimum maintained efforts because of its stability. Therefore, if you develop applications based on PostgreSQL, the total cost of ownership is low in comparison with other database management systems. In Chapter 2, you will learn querying data from the postgresql using Python 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 Python, updating data in postgresql database using Python, calling postgresql stored function using Python, deleting data from a postgresql table using Python, and postgresql Python transaction. In Chapter 3, you will learn managing table structure and views including postgresql data types, postgresql create table, postgresql select into statement, postgresql create table as, using postgresql serial to create auto-increment column, identity column, alter table, drop table, truncate table, check constraint, not-null constraint, foreign key, primary key, unique constraint, managing postgresql views, creating updatable views, materialized views, creating updatable views using the with check option clause, and recursive view. In Chapter 4, you will learn statements, operators, and clauses including select, order by, select distinct, limit, fetch, in, between, postgresql like, is null, alias, joins, inner join, postgresql left join, self-join, full outer join, cross join, natural join, group by, having, intersect operator, except operator, grouping sets, cube, and rollup. In Chapter 5, you will learn postgresql trigger, aggregate, and string functions including creating the first trigger in postgresql, managing postgresql trigger, aggregate functions, avg function, max function, min function, sum function, postgresql concat function, ascii function, trim function, length function, substring function, regexp_matches function, regexp_replace function, replace function, to_number function, and to_char function.

Php CreateSpace

In this book, you will learn how to build from scratch a MySQL database management system using PyQt. In designing a GUI, you will make use of the Qt Designer tool. Gradually and step by step, you will be taught how to use MySQL in Python. In the first three chapters, you will learn Basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, dan setting operators. Aside from learning basic SQL statements, you will also learn step by step how to develop stored procedures in MySQL. First, we introduce you to the stored procedure concept and discuss when you should use it. Then, we show you how to use the basic elements of the procedure code such as create procedure statement, if-else, case, loop, stored procedure's parameters. In the fourth chapter, you will learn: How PyQt and Qt Designer are used to create Python GUIs; How to create a basic Python GUI that utilizes a Line Edit and a Push Button. In the fifth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In last chapter, you will learn: Creating the main form to connect all forms; Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables.

Swift "O'Reilly Media, Inc."

If you know HTML, this guide will have you building interactive websites quickly. You'll learn how to create responsive, data-driven websites with PHP, MySQL, and JavaScript, regardless of whether you already know how to program. Discover how the powerful combination of PHP and MySQL provides an easy way to build modern websites complete with dynamic data and user interaction. You'll also learn how to add JavaScript to create rich Internet applications and websites. Learning PHP, MySQL, and JavaScript explains each technology separately, shows you how to combine them, and introduces valuable web programming concepts, including objects, XHTML, cookies, and session management. You'll practice what you've learned with review questions in each chapter, and find a sample social networking platform built with the elements introduced in this book. This book will help you: Understand PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn about JavaScript, from functions and event handling to accessing the Document Object Model Use libraries and packages, including the Smarty web template system, PEAR program repository, and the Yahoo! User Interface Library Make Ajax calls and turn your website into a highly dynamic environment Upload and manipulate files and images, validate user input, and secure your applications

A Guide to Python GUI Programming with MySQL SPARTA PUBLISHING

PHP has gained a following among non-technical web designers who need to add interactive aspects to their sites. Offering a gentle learning curve, PHP is an accessible yet powerful language for creating dynamic web pages. As its popularity has grown, PHP's basic feature set has become increasingly more sophisticated. Now PHP 5 boasts advanced features--such as new object-oriented capabilities and support for XML and Web Services--that will please even the most experienced web professionals while still remaining user-friendly enough for those with a lower tolerance for technical jargon.If you've wanted to try your hand at PHP but haven't known where to start, then Learning PHP 5 is the book you need. If you've wanted to try your hand at PHP but haven't known where to start, then Learning PHP 5 is the book you need. With attention to both PHP 4 and the new PHP version 5, it provides everything from a explanation of how PHP works with your web server and web browser to the ins and outs of working with databases and HTML forms. Written by the co-author of the popular PHP Cookbook, this book is for intelligent (but not necessarily highly-technical) readers. Learning PHP 5 guides you through every aspect of the language you'll need to master for professional web programming results. This book provides a hands-on learning experience complete with exercises to make sure the lessons stick.Learning PHP 5 covers the following topics, and more: How PHP works with your web browser and web server PHP language basics, including data, variables, logic and looping Working with arrays and functions Making web forms Working with databases like MySQL Remembering users with sessions Parsing and generating XML Debugging Written by David Sklar, coauthor of the PHP Cookbook and an instructor in PHP, this book offers the ideal classroom learning experience whether you're in a classroom or on your own. From learning how to install PHP to designing database-backed web applications, Learning PHP 5 will guide you through every aspect of the language you'll need to master to achieve professional web programming results.

PHP Advanced and Object-Oriented Programming SPARTA Publishing

In this book, you will create three desktop applications using Java GUI and PostgreSQL. In this book, you will learn how to build from scratch a PostgreSQL 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 utilize PostgreSQL in Java. In chapter one, you will create School database and its 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. In chapter four, you will study how to query the six tables. In chapter five, 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 six, you will create Bank database and its tables. 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 be taught how to create Crime database and its 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. 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. 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 "People Power" Education Superbook: Book 24. Graduate School Guide Rowman & Littlefield

Provides information on using PHP and MySQL to build and manage database-driven websites.

Master the latest features of PHP 7 and fully embrace modern PHP development Springer Science & Business Media

Peterson's CompetitiveEdge: A Guide to Graduate Business Programs 2013 is a user-friendly guide to hundreds of graduate business programs in the United States, Canada, and abroad. Readers will find easy-to-read narrative descriptions that focus on the essential information that defines each business school or program, with photos offering a look at the faces of students, faculty, and important campus locales. Quick Facts offer indispensible data on costs and financial aid information, application deadlines, valuable contact information, and more. Also includes enlightening articles on today's MBA degree, admissions and application advice, new business programs, and more.

Print and Electronic Sources PhpProgramming, Master's Handbook: a TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures and Algorithms (Code Like a PRO in 24 Hrs Or Less!)

Code Java like a TRUE EXPERT! " Great book for learning Java. This book backs up concepts introduced with clear and logical examples." - Allen B, from Amazon.com "The beauty of this book is that you can study these foundations at your own pace, always at just the right speed." - Denis Chen, from Amazon.com " I would recommend it to all aspiring Java programmers! " - Jason Smith, from Amazon.com Would you like to be a GREAT Java programmer? Would you enjoy a high-paying & in-demand career in Java programming? Crafted by some of the best minds who have studied in some of the world's top universities, You're among one of the best learning programs out there.But are you paying THOUSANDS of dollars just to learn how to code well? NO!Hundreds? Not even close. For less than the price of a good cup of coffee, Download your copy today! Within this book's pages, you'll find GREAT coding skills to learn - and more. Just some of the questions and topics include: - Making Java's Complexity more SIMPLE and EASY-to-understand- Reduce your

Coding Errors in Java with in-depth guides to Java Syntax - HUGE mistakes in Java that you CANNOT afford to make... - How to create Data to Model REAL-LIFE Situations (Few books will teach this...) - The Unique Code Structure in Java Explained and Much, much more!World-Class TrainingThis book breaks your training down into easy-to-understand modules. It starts from the very essentials of data structures and functions, so you can write great code - even as a beginner! Scroll to the top and select the "BUY" button for instant download. BONUS: Download today and get ALL future updates to this book edition for FREEYou'll be happy you did!

PHP Advanced for the World Wide Web SPARTA PUBLISHING
Learn PHP Fast and Learn It Well. Master PHP Programming with a unique Hands-On ProjectNew Book by Best Selling Author Jamie Chan. Book 6 of the Learn Coding Fast Series.Do you want to learn PHP fast but are overwhelmed by all the information you find online? Or perhaps you have completed numerous PHP tutorials but are still unsure how everything works together. This book is for you. You no longer have to waste your time and money learning PHP from lengthy books, expensive online courses or fragmented PHP tutorials. This book covers all the major topics in PHP and is written in a concise and to the point manner. In addition, you'll be guided through a project at the end of the book where you get to apply the concepts learned and see how it all ties together.What this book offers...PHP for BeginnersComplex concepts are broken down into simple steps to ensure that you can easily master PHP even if you have never coded before. Concepts are presented in a "to-the-point" style to cater to the busy individual; no fluff or unnecessary details.Careful selection of topicsTopics are carefully selected to give you a broad exposure to PHP. These topics include HTML form handling, security management (prevention of XSS and SQL injection), object-oriented programming, error and exception handling techniques, databases and more.Carefully Chosen PHP ExamplesExamples are carefully chosen to illustrate all concepts. In addition, the output for all examples is provided immediately so you do not have to wait till you have access to your computer to test the examples.How is this book different...The best way to learn programming is by doing. This book includes a complete project at the end of the book where you get to build a mini-blog using PHP and MySQL. Working through the project gives you a chance to see how everything works together, including how to set up your servers, create a database, connect to it, process forms, manage security issues, handle errors and exceptions and more. Completing the project will not only give you an immense sense of achievement, it'll also help you retain the knowledge you've learned and master the language.Are you ready to dip your toes into the exciting world of PHP coding? This book is for you. Click the BUY button and download it now.Pre-requisites: Note that this book requires basic knowledge of HTML and SQL.What you'll learn: - What is PHP- What software do you need to run PHP scripts- How to set up your own server- What are constants, variables and operators- What are the common data types in PHP- How to control the flow of your PHP program using If statements, while loops etc- How to use numerous built-in functions in PHP- How to define your own functions- What is a cookie and session and how to use them- How to process HTML forms using the get and post methods- How to prevent attacks on your site - What is OOP and inheritance- How to connect to a database- How to handle errors and exceptions.. and more...Finally, you'll be guided through a hands-on project that requires the application of all the topics covered.Click the BUY button and download the book now to start learning PHP. Learn it fast and learn it well.

Java Programming Peachpit Press
Discover the power of PHP as you take your web development skills to the next level. PHP is the most common programming language for server-side web development. One of the best things about this language is that it is fairly easy to learn. This Book will cover all from Beginners, Intermediate and Advanced Strategies to enhance your PHP skills. Inside you will find and discover all you need: PHP: Basic Fundamental Guide for Beginners How you can set up your PHP environment How you can easily input PHP values for web users Learn more about operators, expressions, arrays, and the variables in PHP Discover the power of conditional statements Discover how to insert, delete, and update data in a database Learn how to secure your passwords in PHP How to build a complete member registration system PHP: A Comprehensive Intermediate Guide to Learn the Concept of PHP Programming How to use restful APIs in PHP Create PHP Graphics How to read, write, append and delete files in PHP How you can prevent hackers from intruding your site Discuss PHP sessions and cookies Advanced OOP-Classes, Methods and objects PHP: Advanced Detailed Approach To Master PHP Programming Language for Web Development Design patterns Building a great API PHP coding styles Smarty templates Object-oriented programming And many more. Are you ready to launch your PHP coding skills to the next level?

Programming, Master's Handbook: a TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures and Algorithms (Code Like a PRO in 24 Hrs Or Less!) SPARTA PUBLISHING
PhpProgramming, Master's Handbook: a TRUE Beginner's Guide! Problem Solving, Code, Data Science, Data Structures and Algorithms (Code Like a PRO in 24 Hrs Or Less!)CreateSpace
Learn PHP in One Day and Learn It Well. PHP for Beginners with Hands-on Project. SPARTA Publishing
Learning to develop apps for the Mac, iPhone, and iPad using the Swift programming language.

New Features and Good Practices CreateSpace
Learn PHP In 24 Hours Or Less! In this book you will find detailed instructions on how to learn the basics of the PHP language. This eBook will explain what PHP is and how it can help you in building web applications. Aside from giving theoretical explanations, this book will provide you with actual codes and practical examples. You will be able to learn this computer language quickly even if you have never programmed anything before. If you're looking for a comprehensive reference for PHP, this is the book you need. By reading this book, you will be able to: Learn the fundamental elements of PHP Know the syntax that you should use while writing PHP scripts Create your own variables and constants Call the built-in methods and functions of PHP Handle errors and exceptions in your web applications Receive and store user inputs securely Master the basics of OOP (i.e. object-oriented programming) Create classes and subclasses Know the connection between PHP and MySQL PHP is an excellent scripting language. It can help you create robust websites and web applications. If you want to be an effective PHP user in just 24 hours, read this book carefully. In addition you will find inside: The Control Structures Object-Oriented Programming How to Handle Exceptions The Advanced Concepts of Object-Oriented Programming Using PHP To Create An Application Databases And The PHP Language And Much, Much More... Get Your Copy Right Now!

Graduate Research "O'Reilly Media, Inc."
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. 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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.

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