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system which combines the attributes of both horn-loaded and vented-box designs. TX1181 18" passive subwoofer by Electro-voice Electro-voice subwoofer specification sheet (6 pages) Summary of Contents for

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covered -in. void-free performance. 24 watts plywood The T18 can be used to augment the bass Sensitivity (SPL at 1 meter, 1 watt

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object which provides a cross-platform mechanism for producing Graphical User Interfaces (GUIs), based on Hypertext Markup Language (HTML). As of Dyalog version 18.0 HTMLRenderer is available on Microsoft Windows, Apple macOS, and Linux (excluding the Raspberry

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Expression \* Vectors for regulated  
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pages that follow will provide you with

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some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript.

Happy learning!"-- Branden Hall, from the Foreword Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers

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and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains: Object-oriented programming (OOP) concepts, such as packages and

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classes  
ActionScript 3.0 features and player enhancements that improve performance  
Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering  
Where did it go? A guide to help you find familiar features

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in ActionScript 3.0, such as global functions, operators, properties, and statements How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and ActionScript features and



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workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

This book offers the straightforward, practical answers you need to help you do your job. This hands-on

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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

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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

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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

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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

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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

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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

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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



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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,

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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

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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

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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,

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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

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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

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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

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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),



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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.

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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.

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This volume presents distinctive, innovative models of teacher education from Australia, discusses their successful elements and considers possibilities for successful teacher education in the twenty-first century. Each model is couched within the international teacher education

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concerns of the theory practice nexus, school-university partnerships, reflective practice, and the role of technology. The contributing authors, drawn from different contexts and locations around Australia, each offers research-based perspectives on successful teacher education.

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Responses to teacher education challenges in rural and regional contexts, metropolitan areas, among low socio-economic populations and Indigenous communities are considered. Ways in which technology, and in particular mobile technology, can be used to support learning across

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these diverse contexts are illustrated, as is the role of reflective practice to encourage critical reflection for improving teacher learning.

Collectively, the authors present a range of directions that can guide the future of teacher education both nationally and internationally,

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demonstrating that context, partnerships, reflection and technology are critical elements in the provision of successful teacher education.

This step-by-step guide to explore database programming using Java is ideal for people with little or no

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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



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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

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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

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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

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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

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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

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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

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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

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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



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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,

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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

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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,

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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

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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

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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

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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),

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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.



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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.

This step-by-step guide to explore

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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

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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.

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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

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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

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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),

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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

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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



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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

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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 grayscale, sharpening, inverting, blurring, dilation, erosion,

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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),



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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.

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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.

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