

Image Steganography Using Java Swing Templates

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The Quick Way to Learn Java GUI with MariaDB and SQLite
Building Three Desktop Applications Using Java GUI and PostgreSQL
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BUILDING TWO DESKTOP APPLICATIONS USING PYTHON GUI AND POSTGRESQL
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Coding For Programmers Using Python: The Step-by-Step Guide to Learn PyQt and Database Applications
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Crash Course: A Step by Step, Project-Based Introduction to Java GUI Programming
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A PRACTICAL GUIDE TO Database Programming with PHP/MySQL
VISUAL C# .NET: A Step By Step, Project-Based Guide to Develop Desktop Applications
Killer Game Programming in Java
The Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server

The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server

Although the number of commercial Java games is still small compared to those written in C or C++, the market is expanding rapidly. Recent updates to Java make it faster and easier to create powerful gaming applications-particularly Java 3D-is fueling an explosive growth in Java games. Java games like Puzzle Pirates, Chrome, Star Wars Galaxies, Runescape, Alien Flux, Kingdom of Wars, Law and Order II, Roboforge, Tom Clancy's Politika, and scores of others have earned awards and become bestsellers. Java developers new to graphics and game programming, as well as game developers new to Java 3D, will find Killer Game Programming in Java invaluable. This new book is a practical introduction to the latest Java graphics and game programming technologies and techniques. It is the first book to thoroughly

cover Java's 3D capabilities for all types of graphics and game development projects. Killer Game Programming in Java is a comprehensive guide to everything you need to know to program cool, testosterone-drenched Java games. It will give you reusable techniques to create everything from fast, full-screen action games to multiplayer 3D games. In addition to the most thorough coverage of Java 3D available, Killer Game Programming in Java also clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. Killer Game Programming in Java is a must-have for anyone who wants to create adrenaline-fueled games in Java.

The Quick Way to Learn Java GUI with MariaDB and SQLite

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 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.

Building Three Desktop Applications Using Java GUI and PostgreSQL

In this book, you will create three Java GUI applications using MySQL, MariaDB, and PostgreSQL. In this book, you will learn how to build from scratch a 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 three different databases 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 BEST WAY TO LEARN JAVA GUI WITH MYSQL AND SQL SERVER

This is a Java GUI crash course. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. 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 two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School 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. In chapter four, you will study how to query the six tables. In chapter five, you will create dan configure database. In chapter six, you will some image processing techniques using Java. In chapter seven, 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 VARBINARY(MAX) data type. 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 the last chapter, 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.

VISUAL BASIC .NET AND DATABASE: PRACTICAL TUTORIALS

This covers how to implement SQLite and SQL Server driven Java GUI programming. 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 and SQL Server 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 be taught how to create SQL Server 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.

POSTGRESQL FOR JAVA GUI: Database and Image Processing

In this book, you will learn how to build from scratch a criminal records management database system using Java / MySQL. 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. There are only three external libraries used in this book: Connector / J to facilitate Java to MySQL connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, 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 first chapter, you will be shown the number of devices needed to be downloaded and installed. You need to know how to add external libraries to the NetBeans environment. These tools are needed so that you can run the Java scripts. In the second 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 third 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 fourth 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 fifth 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 sixth 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 the seventh 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 eighth chapter, you will be taught how to create Crime database and its tables. In ninth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the tenth 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 eleventh 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 twelfth 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.

MariaDB with Java GUI for Cryptography and Image Processing

In this book, you will learn how to build from scratch a criminal records management database system using Java / MySQL. 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. There are only three external libraries used in this book: Connector / J to facilitate Java to MySQL connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, 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 first chapter, you will be shown the number of devices needed to be downloaded and installed. You need to know how to add external libraries to the NetBeans environment. These tools are needed so that you can run the Java scripts. In the second chapter, you will be taught how to create Crime database and its tables. In third chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the fourth 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 fifth 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 sixth 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 seventh 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. Finally, this book is hopefully useful for you.

Java In Action: An Excellent Guide to Explore JDBC And Database Applications

In chapter one, you will learn to know the properties and events of each control in a Windows Visual C# application. You need to learn and know in order to be more familiar when applying them to some applications in this book. In chapter two, you will build a project so that children can practice basic skills in addition, subtraction, multiplication, and division operations. This Math Game project can be used to choose the types of questions and what factors you want to use. This project has three timing options. Random math problems using values from 0 to 9 will be presented. Timing options are provided to measure accuracy and speed. There are many controls used. Two label controls are used for title information, two for displaying scores. There is a wide label in the middle of the form to display math questions. And, long skinny label is used as separator. Two button controls are used to start and stop question and one button to exit the project. There are three group control boxes. The first group box holds four check box controls that are used to select the type of questions. The second group box holds eleven radio buttons that are used to select values that are used as factors in calculations. The third group box contains three radio button controls for timing options. A scroll bar control rod is used to change the time. In chapter three, you will build Bank Code game. The storage box is locked and can only be opened if you enter the correct digit combination. Combinations can be 2 to 4 non-repetitive digits (range of digits from 1 to 9). After a guess is given, you will be notified of how many digits are right and how many digits are in the right position. Based on this information, you will give another guess. You continue to guess until you get the right combination or until you stop the game. On the left side of the form is a large picture box control. On the right side, two group box controls and two button controls are placed. In the

picture box, a control panel is placed. In the panel, there are four label controls (set the `AutoSize` property to `False`) and nine button controls. In the first group box control, place three radio buttons. In the second group box control, a text box control is placed. The picture box contains an image of bank and a panel. The label controls in the panel are used to display the combinations entered (the `BorderStyle` property set to `FixedSingle` to display the label size). The nine buttons on the panel are used to enter combinations. Radio buttons are used to set options. The buttons (one to start and stop the game and another to exit the project) are used to control game operations. The text box displays the results of the combinations entered. In chapter four, you will build Horse Racing game. This is a simple game. Up to 10 horses will race to the finish line. You guessed two horses that you thought could win the race. By clicking on the Start button, the race will start. All horses will race speed to get to the finish line. Labels are used to display instructions and number of horses in a race. Four button controls are used: two buttons to change number of horses, one button to start the game, and one other button to stop the game. The picture box control is used to load the horse image. A timer control is used to update the horse's movement during the race. In chapter five, you will build Catching Ball game. The bird flew and dropped ball from the sky. Users are challenged to position man under the fallen ball to catch it. Labels are used for instructions and to display game information (remaining time, number of balls captured, and game difficulty level). Two buttons are used to change the game difficulty level, one button to start the game, and another button to stop the game. Picture box controls hold images for man, bird, and ball. In chapter six, you will build Smart Tic Tac Toe game. That said, this is the first game ever programmed on a computer and one that had been programmed by Bill Gates himself when he was a teenager while attending Lakeside School in Seattle. The aim of this game is to win the game on a 3 x 3 grid with the victory of three identical symbols (X or O) on horizontal, diagonal, or vertical lines. The players will play alternately. In this game given two game options: player 1 against player 2 or human player against computer. A smart but simple strategy will be developed for computer logic to be a formidable opponent for humans. In chapter seven, you will build Fighting Plane program. This program can be played by two human players or human player versus computer. The controls of the player are done via the keyboard. Player 1 presses A key to move up, Z key to move down, and S key to throw rudal. When you choose Two players from the Options button, this game can be played by two human players. Player 1 presses the same keys, while player 2 presses key K to move up, M to move down, and key J to throw rudal. All label controls are used for titles and provide scoring and game information. The large panel (`Panel1`) is the playing field. Three button controls are used to start / stop a program, set options, and exit the program. One timer control is used to control game animation and another is used to represent the computer's decision process. The second control panel (`Panel2`) is used to select game options. One group box contains radio buttons which are used to select number of players. A group box contains radio buttons to select the level of difficulty of the game, when playing against a computer. A small button is used to close the options panel. The default properties are set for one-player games with the easiest game difficulty.

Building Three Java GUI Applications Using MySQL, MariaDB, and PostgreSQL

This book is the ultimate beginners' crash course to Java GUI programming, as it will help you learn enough about the language in as little as 1 week. Complex concepts in developing MS Access and SQLite driven projects are broken down into easy steps to ensure that you can easily master the Java language even if you have never coded before. The best way to learn Java is by doing it. 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 two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School 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. In chapter four, you will study how to query the six tables. In chapter five, you will create Crime database and its six 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. 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 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.

High Performance Images

This book covers how to implement MATLAB GUI from scratch: Discrete Signals And Systems, IIR Filter: Direct Form I, IIR Filter: Direct Form II, IIR Filter: Lattice Form, Odd Length Symmetric Linear-Phase Filter, Hamming-Window-Based FIR Filter And Its Implementation On Audio File, and Various Windows Based FIR Filter And Its Implementation On Audio Signal. Primarily aimed at a first course in programming for high school and undergraduate students, this book teaches the practical concepts of GUI programming. The chapter sequence covers programs that produce graphics, building up to an emphasis on GUI tools for signal processing. Topics include programming basics, creating GUI with GUIDE, and graphics and GUI techniques.

A Step By Step To Database Programming Using Python GUI and MariaDB

In this book, you will create two desktop applications using Python GUI and PostgreSQL. This book is a Python/PostgreSQL version of the Python/MySQL book which was written by the author. What underlies the writing of this book is the growing popularity of the PostgreSQL database server lately and more and more programmers migrating from MySQL to PostgreSQL. In this book, you will learn to build a school database project, step by step. A number of widgets from PyQt will be used for the user interface. In the first and second chapter, 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 the fourth 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 five, 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 six, 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 seven, 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 eight, 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 nine, 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.

MASTERING SQL SERVER with Java GUI for Pragmatic Programmers

High-quality images have an amazing power of attraction. Just add some stunning photos and graphics to your website or app and watch your user engagement and conversion numbers climb. It can be tricky, but with this practical guide, you'll master the many facets of delivering high performance images on the internet—without adversely affecting site performance. You'll learn the nuts and bolts of color theory, image formats, storage and management, operations delivery, browser and application behavior, the responsive web, and many other topics. Ideal for developers, this book also provides useful tips, tricks, and practical theory for processing and displaying powerful images that won't slow down your online product. Explore digital image theory and the different formats available Dive into JPEGs, SVG and vector images, lossless compression, and other formats Use techniques for downloading and rendering images in a browser, and for loading images on mobile devices and cellular networks Examine specific rendering techniques, such as lazy loading, image processing, image consolidation, and responsive images Take responsive images to the next level by using content negotiation between browser and server with the Client Hints HTTP standard Learn how to operationalize your image workflow Contributors include Colin Bendell, Tim Kadlec, Yoav Weiss, Guy Podjarny, Nick Doyle, and Mike McCall from Akamai Technologies.

The Fast Way to Learn Java GUI with PostgreSQL and SQLite

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 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 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.

Java Programming For Developers: The Definitive Guide to Learn JDBC And Database Applications

This book will teach you with step-by-step approach to develop from scratch a MySQL-driven desktop application that readers can develop for their own purposes to implement school database project using Visual Basic .NET. In Tutorial 1, you will perform the steps necessary to add 8 tables using phpMyAdmin into School database that you will create. You will build each table and add the associated fields as needed. In this tutorial, you will also build login form and main form. In Tutorial 2, you will build such a form for Parent table. This table has thirteen fields: ParentID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need fourteen label controls, two picture boxes, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for other utilities, one button for searching member's name, one button to upload parent's photo, and button to upload parent's finger. Place these controls on the form. In Tutorial 3, you will build such a form for Student table. This table has fifteen fields: StudentID, ParentID, FirstName, LastName, BirthDate, YearEntry, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need sixteen label controls, two picture boxes, six text boxes, five comboxes, one check box, two date time pickers, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for controlling editing features, one button for searching parent's name, one button to open parent form, one button to upload student's photo, and one button to upload student's finger. In Tutorial 4, you will build a form for Teacher table. This table has fifteen fields: TeacherID, RegNumber, FirstName, LastName, BirthDate, Rank, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need sixteen label controls, one picture box, seven text boxes, five comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching teacher's name, and one button to upload teacher's photo. In Tutorial 5, you will build a form for Subject table. This table has only three fields: SubjectID, Name, and Description. You need four label controls, four text boxes, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for utilities, and one button for searching subject name. Place these controls on the form. You will also build a form for Grade table. This table has seven fields: GradeID, Name, SubjectID, TeacherID, SchoolYear, TimeStart, and TimeFinish. You need to add seven label controls, one text box, four comboxes, and two date time pickers. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open subject form, and one button to open teacher form. In Tutorial 6, you will build a form for Grade_Student table. This table has only three fields: Grade_StudentID, GradeID, and StudentID. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need two label controls and two comboxes. You also need four buttons for navigation, seven buttons for controlling editing features, one button to open grade form, and one button to open student

form.

Learn JDBC By Example: A Quick Start Guide to MariaDB and SQL Server Driven Programming

In this book, you will create two MariaDB and PostgreSQL driven projects using PyQt. The step-by-step guide in this book is expected to help the reader's confidence to become a programmer who can solve database programming problems. A progressive project is provided to demonstrate how to apply the concepts of MariaDB and PostgreSQL using Python. In second chapter, you will learn PyQt that consists of a number of Python bindings for cross-platform applications that combine all the strengths of Qt and Python. By using PyQt, you can include all Qt libraries in Python code, so you can write GUI applications in Python. In other words, you can use PyQt to access all the features provided by Qt through Python code. Because PyQt depends on the Qt libraries at run time, you need to install PyQt. In third chapter, 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 fourth chapter, 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 this chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables. In chapter five, 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 six, 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 seven, 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 eight, 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.

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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 SQL Server 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 SQL Server in Java. In chapter one, you will learn: How to create SQL Server database and six tables. In the 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 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/SQL Server programmer.

LEARNING SQL SERVER

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, invertering, 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.

Java In Practice: JDBC And Database Applications

In this book, you will create three Java GUI applications using MySQL, MariaDB, and PostgreSQL. In this book, you will learn how to build from scratch a 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 three different databases 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.

JAVA GUI WITH MYSQL: Database and Image Processing

Book 1: This book aims to develop a MySQL-driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET. In Tutorial 1, you will build a Visual Basic interface for the database. This interface will used as the main terminal in accessing other forms. This tutorial will also discuss how to create login form and login table. You will create login form. Place on the form one picture box, two labels, one combo box, one text box, and two buttons. In Tutorial 2, you will build a school inventory project where you can store information about valuables in school. The table will have nine fields: Item (description of the item), Quantity, Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item

was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). In Tutorial 3, you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database. You will build each table and add the associated fields as needed. Every table in the database will need input form. In this tutorial, you will build such a form for Author table. Although this table is quite simple (only four fields: AuthorID, Name, BirthDate, and PhotoFile), it provides a basis for illustrating the many steps in interface design. SQL statement is required by the Command object to read fields (sorted by Name). Then, you will build an interface so that the user can maintain the Publisher table in the database (Academy). The Publisher table interface is more or less the same as Author table interface. This Publisher table interface only requires more input fields. So you will use the interface for the Author table and modify it for the Publisher table.

Book 2: In chapter one, you will learn to know the properties and events of each control in a Windows Visual C# application. You need to learn and know in order to be more familiar when applying them to some applications in this book. In chapter two, you will go through step by step to build a SALES database using MySQL. You will build each table and add associated data fields (along with the necessary keys and indexes). The first field in the Client table is ClientID. Enter the client ID in the Name Field and select AutoNumber in the Data Type. You define primary key and other indexes which are useful for quick searching. ClientID is a primary field. You will define FamilyName as an index. You then will create Ordering table with three fields: OrderID, ClientID, and OrderDate. You then will create Purchase table with three fields: OrderID, ProductID, and Quantity. And you will create Product table with four fields: ProductID, Description, Price, and QtySold. Before designing Visual C# interface, you will build the relationships between four tables. The interface will be used to enter new orders into the database. The order form will be used to enter the following information into the database: order ID, order date, client ID, client's first name and family name, client's address, product information ordered. The form will have the ability to add new orders, find clients, add new clients. The completed order invoice will be provided in a printed report. In chapter three, you will build a database management system where you can store information about valuables in your warehouse. The table will have seven fields: Item (description of the item), Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). The development of this Warehouse Inventory Project will be performed, as usual, in a step-by-step manner. You will first create the database. Furthermore, the interface will be built so that the user can view, edit, add, or add data records from the database. Finally, you add code to create a printable list of information from the database. In chapter four, you will build an application that can be used to track daily high and low pollutant PM2.5 and air quality level. The steps that need to be taken in building Siantar Air Quality Index (SAQI) database project are: Build and test a Visual C# interface; Create an empty database using code; and Report database. The designed interface will allow the user to enter max pollutant, min pollutant, and air quality for any date that the user chooses in a particular year. This information will be stored in a database. Graphical result of the data will be provided, along with summary information relating to the maximum value,

minimum value, and mean value. You will use a tab control as the main component of the interface. The control has three tabs: one for viewing and editing data, one for viewing graph of pollutant data, and another for viewing graph of air quality data. Each tab on this control operates like a Visual C# control panel. In chapter five, you will perform the steps necessary to build a MySQL book inventory database that contains 4 tables. You will build each table and add the associated fields as needed. You will have four tables in the database and define the relationship between the primary key and foreign key. You will associate AuthorID (foreign key) field in the Title_Author table with AuthorID (primary key) in the Author table. Then, you want to associate the ISBN (foreign key) field in Title_Author table with ISBN (primary key) in the Title table.

Learn SQLite with JDBC

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.

The Quick Tutorial to Learn Database Programming Using Python GUI with MariaDB and PostgreSQL

This book aims to develop a database-driven desktop application that readers can develop for their own purposes to implement database-oriented digital image processing, machine learning, and image retrieval applications. In Tutorial 1, you will perform the steps necessary to add 6 tables using Visual C# into ImageProc database. You will build each table and add the associated fields as needed. In this tutorial, you will also build such a form for Officer table. This table has sixteen fields: OfficerID, FirstName, LastName, RegNumber, BirthDate, AppDate, Gender, Status, Rank, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need seventeen label controls, two picture boxes, ten text boxes, two comboboxes, one check box, two date time pickers, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching officer's name, one button to upload officer's photo, and one button to upload officer's fingerprint. In Tutorial 2, you will perform the steps necessary to create and implement police station form. In this tutorial, you will build such a form for PoliceStation table. This table has seven fields: PSID, OfficerID, PSName, City, Address, Phone, and Description. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need eight label controls, six text boxes, two comboboxes, one check box, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, and one button for searching officer's name. Place these controls on the form. In Tutorial 3, you will build such a form for Accused table. This table has thirteen fields: AccusedID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching accused's name, one button to upload accused's photo, and one button to upload accused's fingerprint. In Tutorial 4, you will build such a form for Witness table. This table has thirteen fields: WitnessID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching witness's name, one button to upload witness's photo, and one button to upload witness's fingerprint. In Tutorial 5, you will build such a form for Victim table. This table has thirteen fields: VictimID, FullName, MotherName, CrimeCase, BirthDate, Gender, Address, Mobile, Phone, Email, Description, PhotoFile, and FingerFile). You need an input form so that user can edit existing records, delete records, or add new records. The form will also have

the capability of navigating from one record to another. You need fourteen label controls, two picture boxes, nine text boxes, two comboxes, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, eight buttons for utilites, one button for searching victim's name, one button to upload victim's photo, and one button to upload victim's fingerprint. In Tutorial 6, you will build such a form for CrimeReg table. This table has fourteen fields: CRID, CRNumber, PSID, VictimID, AccusedID, DateReport, DateCrime, Arrested, CaseStatus, Description, Feature1, Feature2, Feature3, and Feature4. You need an input form so that user can edit existing records, delete records, or add new records. The form will also have the capability of navigating from one record to another. You need thirty two label controls, seven text boxes, ten comboxes, one check box, two date time pickers, six picture boxes, and one printpreviewdialog. You then need four buttons for navigation, eight buttons for utilites, and one button for searching crime register number. You also need button to save every feature.

FROM ZERO TO JDBC HERO

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.

Mastering MATLAB GUI

You will learn PHP/MySQL fast, easy and fun. This book provides you with a complete MySQL guidance presented in an easy-to-follow manner. Each chapter has practical examples with SQL script and screenshots available. If you go through the entire chapters, you will know how to manage MySQL databases and manipulate data using various techniques such as MySQL queries, MySQL stored procedures, database views, triggers. In the first part of the book, you will learn basic MySQL statements including how to implement querying data, sorting data, filtering data, joining tables, grouping data, subquerying data, and 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 next chapter, we will discuss the database views, how they are implemented in MySQL, and how to use them more effectively. After that, you will learn how to work with the MySQL

triggers. By definition, a trigger or database trigger is a stored program executed automatically to respond to a specific event e.g., insert, update or delete occurred in a table. The database trigger is powerful tool for protecting the integrity of the data in your MySQL databases. In addition, it is useful to automate some database operations such as logging, auditing, etc. Then, you will learn about MySQL index including creating indexes, removing indexes, listing all indexes of a table and other important features of indexes in MySQL. MySQL uses indexes to quickly find rows with specific column values. Without an index, MySQL must scan the whole table to locate the relevant rows. The larger table, the slower it searches. After that, you will find a lot of useful MySQL administration techniques including MySQL server startup and shutdown, MySQL server security, MySQL database maintenance, and backup. The last chapter gives you the most commonly used MySQL functions including aggregate functions, string functions, date time functions, control flow functions, etc.

LEARN FROM SCRATCH VISUAL BASIC .NET WITH MYSQL

This hands-on tutorial/reference/guide to MySQL 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 MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server 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 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.

BUILDING TWO DESKTOP APPLICATIONS USING PYTHON GUI AND POSTGRESQL

This book is Java/MariaDB version of our previous books which used Java/MySQL and Java/PostgreSQL. In this book, you will learn how to build from scratch a criminal records management database system and simple bank database system using Java/MariaDB. 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. There are only three external libraries used in this book: Connector/J to facilitate Java to MariaDB connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, 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 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

the sixth 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 seventh chapter, you will be taught how to create Crime database and its tables. In ninth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the eighth 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 ninth 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 eleventh 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. Finally, this book is hopefully useful for you.

VISUAL C# .NET AND DATABASE

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 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 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 six, you will be taught how to create a SQL Server database, named Crime, and its 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. 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 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/MariaDB/SQL Server programmer.

LEARN JDBC THE HARD WAY: A Hands-On Reference to MySQL and SQL Server Driven Programming

The Best Way to Learn Java GUI with MySQL, MariaDB, and PostgreSQL

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.

A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers

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.

MYSQL FOR JAVA GUI: Database, Cryptography, and Image Processing

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 programmers 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.

Coding For Programmers Using Python: The Step-by-Step Guide to Learn PyQt and Database Applications

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.

Learn Java in One Week

In this book, you will learn how to build from scratch a criminal records management database system using Java/PostgreSQL. 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. There are only three external libraries used in this book: Connector / J to facilitate Java to MySQL connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, 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 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 third chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the fourth chapter, you will be taught how to create Crime database and its tables. In the fifth 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 sixth 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 seventh 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 eighth 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. Finally, this book is hopefully useful for you.

Learning MariaDB

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chapter six, you will be taught how to create a SQL Server database, named Crime, and its 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. 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 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/MariaDB/SQL Server programmer.

Mastering Java

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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 chapted are grascaling, sharpening, invertering, 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 pogrammer.

MS Access And SQL Server Crash Course: A Step by Step, Project-Based Introduction to Java GUI Programming

This is a comprehensive, in-depth introduction to the core Java language book. This book will help you quickly write efficient, high-quality SQL-Server-based code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. 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 SQL Server 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 SQL Server in Java. In chapter one, you will be taught how to create Crime database and its tables. In chapter two, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter three, 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 four, 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 five, 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 six, 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. In chapter seven, you will create School database and six tables. In chapter eight, 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 nine, 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 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/SQL Server programmer.

MYSQL with Visual Basic and Visual C#

In this book, you will create two desktop applications using Python GUI and MariaDB. This book is mariadb-based python programming Intentionally designed for various levels of interest and ability of learners, this book is suitable for students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. 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 third chapter, 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 fourth chapter, 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 create dan configure 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 seven, 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 eight, 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 nine, 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

This book aims to develop a MySQL-driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic .NET. In Tutorial 1, you will build a Visual Basic interface for the database. This interface will used as the main terminal in accessing other forms. This tutorial will also discuss how to create login form and login table. You will create login form. Place on the form one picture box, two labels, one combo box, one text box, and two buttons. In Tutorial 2, you will build a school inventory project where you can store information about valuables in school. The table will have nine fields: Item

(description of the item), Quantity, Location (where the item was placed), Shop (where the item was purchased), DatePurchased (when the item was purchased), Cost (how much the item cost), SerialNumber (serial number of the item), PhotoFile (path of the photo file of the item), and Fragile (indicates whether a particular item is fragile or not). In Tutorial 3, you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database. You will build each table and add the associated fields as needed. Every table in the database will need input form. In this tutorial, you will build such a form for Author table. Although this table is quite simple (only four fields: AuthorID, Name, BirthDate, and PhotoFile), it provides a basis for illustrating the many steps in interface design. SQL statement is required by the Command object to read fields (sorted by Name). Then, you will build an interface so that the user can maintain the Publisher table in the database (Academy). The Publisher table interface is more or less the same as Author table interface. This Publisher table interface only requires more input fields. So you will use the interface for the Author table and modify it for the Publisher table. In Tutorial 4, you will perform the steps necessary to design and implement title form, library member form, and book borrowal form. You start by designing and testing the basic entry form for book titles. The Title table has nine fields: BookTitle, PublishYear, ISBN, PublisherID, AuthorID, Description, Note, Subject, and Comment. Then, you will build such a form for Member table. This table has twelve fields: MemberID, FirstName, LastName, BirthDate, Status, Ethnicity, Nationality, Mobile, Phone, Religion, Gender, and PhotoFile). You need thirteen label controls, one picture box, six text boxes, four comboxes, one check box, one date time picker, one openfiledialog, and one printpreviewdialog. You also need four buttons for navigation, six buttons for controlling editing features, one button for searching member's name, and one button to upload member's photo. Finally, you will build such a form for Borrow table. This table has seven fields: BorrowID, MemberID, BorrowCode, ISBN, BorrowDate, ReturnDate, and Penalty. In this form, you need fourteen label controls, seven text boxes, two comboxes, two date time pickers, and one printpreviewdialog. You also need four buttons for navigation, seven buttons for other utilities, one button to generate borrowal code, and one button to return book.

VISUAL C# .NET: A Step By Step, Project-Based Guide to Develop Desktop Applications

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.

Killer Game Programming in Java

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 (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 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, 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 Best Tutorial to Learn Database Programming with Java GUI, MariaDB, and SQL Server

This hands-on tutorial/reference/guide to MySQL 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 MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server 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 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.

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