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[How to Heal the Sick](#) - Charles Hunter
2000-01-01

Never feel helpless again! A loved one is sick, your friend was just in an accident, a family member is facing an emotional crisis.... Have you ever desperately longed to reach out your hand and bring healing to these needs? At times, our hearts ache with the desire to help, but either we don't know how, or we are afraid and stop short. The truth is, the Holy Spirit within you is ready to heal the sick! Charles and Frances Hunter present solid, biblically based methods of healing that can bring not only physical health but also spiritual health and abundant life to you, your family, and everyone around you.

[Quick Clojure](#) - Mark McDonnell 2017-08-23
Get up to speed with Clojure in this quick and practical primer. You'll learn the nuts and bolts of functional programming, data structures, sequences, destructuring, pattern matching, polymorphism, concurrency, conventions, and more. Author Mark McDonnell talks about organization with namespaces; how to change the language via macros; object-oriented programming; and creating command-line apps. Finally, he shows you how to write Clojure from shell languages and interfaces such as Vim. After reading and using Quick Clojure, you'll come away with first-hand knowledge and advice

on how to quickly adopt, use, and apply Clojure without all the theoretical baggage that bigger books can sometimes bring. What You'll Learn Work with data structures and their syntax Discover OOP in Clojure with patterns, polymorphisms, pattern matching, and concurrency Use conventions, organization, and namespaces in Clojure Create command-line apps Build various Clojure projects with the Leiningen IDE tool and framework Who This Book Is For Programmers with experience. A Java background would be helpful, but not required.

Mastering Delphi 7 - Sybex 2006
Whether You're New To Delphi Or Just Making The Move From An Earlier Version, Mastering Delphi 7 Is The One Resource You Can'T Do Without. Practical, Tutorial-Based Coverage Helps You Master Essential Techniques In Database, Client-Server, And Internet Programming. And The Insights Of Renowned Authority Marco Cantù Give You The Necessary Knowledge To Take Advantage Of What'S New To Delphi 7 Particularly Its Support For .Net. Coverage Includes:Creating Visual Web Applications With Intraweb,Writing Sockets-Based Applications With Indy,Creating Data-Aware Controls And Custom Dataset Components,Creating Database Applications Using Clientdataset And Dbexpress,Building

Client-Server Applications Using
Interbase, Interfacing With Microsoft'S
Ado, Programming For A Multi-Tiered
Application Architecture, Taking Advantage Of
Delphi'S Support For Com, Ole Automation, And
Com+ Taking Advantage Of Delphi'S Xml And
Soap Support, Implementing Internet Protocols
In Your Delphi App, Creating Uml Class
Diagrams Using Modelmaker, Visually Preparing
Reports Using Rave, Using The Delphi Language
To Create Your First .Net Programs

Delphi GUI Programming with FireMonkey -
Andrea Magni 2020-10-29

Create modern yet effective multi-platform applications by building interactive UIs following a single codebase approach to boost productivity

Key Features Delve into the FireMonkey framework and explore its powerful capabilities Enhance the user experience by using various technologies included in Delphi and FMX Boost developer productivity through the cross-platform capabilities enabled by the framework

Book Description FireMonkey (FMX) is a cross-platform application framework that allows developers to create exciting user interfaces and deliver applications on multiple operating systems (OS). This book will help you learn visual programming with Delphi and FMX. Starting with an overview of the FMX framework, including a general discussion of the underlying philosophy and approach, you'll then move on to the fundamentals and architectural details of FMX. You'll also cover a significant comparison between Delphi and the Visual Component Library (VCL). Next, you'll focus on the main FMX components, data access/data binding, and style concepts, in addition to understanding how to deliver visually responsive UIs. To address modern application development, the book takes you through topics such as animations and effects, and provides you with a general introduction to parallel programming, specifically targeting UI-related aspects, including application responsiveness. Later, you'll explore the most important cross-platform services in the FMX framework, which are essential for delivering your application on multiple platforms while retaining the single codebase approach. Finally, you'll learn about FMX's built-in 3D functionalities. By the end of this book, you'll be familiar with the FMX

framework and be able to build effective cross-platform apps. What you will learn

Explore FMX's fundamental components with a brief comparison to VCL Achieve visual responsiveness through alignment capabilities and layout components Enrich the user experience with the help of transitions and visual animations Get to grips with data access and visual data binding Build exciting and responsive UIs for desktop and mobile platforms Understand the importance of responsive applications using parallel programming Create visual continuity through your applications with TFrameStand and TFormStand Explore the 3D functionalities offered by FMX Who this book is for This book is for Delphi developers who are looking to discover the full potential of the FireMonkey framework in order to build interactive cross-platform GUI applications and achieve an optimal UI/UX. Basic familiarity with Delphi programming and the VCL will be beneficial but not mandatory.

Delphi in Depth: FireDAC - Cary Jensen
2017-05-10

Delphi in Depth: FireDAC* Learn how to connect to a wide variety of databases* Optimize your connection configurations* Explore the world of indexes, searches, and filters* Discover the power of persisted datasets* Create flexible queries using macros and FireDAC scalar functions* Achieve blazing performance with Array DML* Master the art of cached updates* Add sophisticated features using Local SQL* Requires RAD Studio XE6 Professional or Delphi XE6 Professional or higher* Appropriate for novice to advanced Delphi database developers* More information is at

<http://www.JensenDataSystems.com/firedacbook/>

Mastering Delphi 7 - Marco Cantù 2003-03-14

Still the Best Delphi Resource--Now Fully Updated and Expanded Whether you're new to Delphi or just making the move from an earlier version, Mastering Delphi 7 is the one resource you can't do without. Practical, tutorial-based coverage helps you master essential techniques in database, client-server, and Internet programming. And the insights of renowned authority Marco Cantù give you the necessary knowledge to take advantage of what's new to Delphi 7--particularly its support for .NET.

Coverage includes: * Creating visual web applications with IntraWeb * Writing sockets-based applications with Indy * Creating data-aware controls and custom dataset components * Creating database applications using ClientDataSet and dbExpress * Building client-server applications using InterBase * Interfacing with Microsoft's ADO * Programming for a multi-tiered application architecture * Taking advantage of Delphi's support for COM, OLE Automation, and COM+ * Taking advantage of Delphi's XML and SOAP support * Implementing Internet protocols in your Delphi app * Creating UML class diagrams using ModelMaker * Visually preparing reports using RAVE * Using the Delphi language to create your first .NET programs

DelphiMVCFramework - the Official Guide - Daniele Teti 2021-09

Leverage the power of REST and JSON-RPC using the most popular framework for Delphi
Delphi Cookbook - Daniele Teti 2014-09-25

Intended to refresh the basics of Delphi as well as advance your knowledge to the next level, it is assumed you will know RAD studio and the Object Pascal language. However, if you are not an experienced RAD studio programmer this accessible guide will still develop those initial crucial skills.

Dependency Injection in Delphi - Nick Hodges 2017-03-01

Sacred Places Europe - Brad Olsen 2007-02-01

Combining current trends, academic theories, and historical insights, this travel guide brings both lesser-known and famous European spiritual locales into perspective by explaining the significance of each sacred site. The cultural relevance, history, and spirituality of each site—including Stonehenge, the Acropolis, Mont Saint Michel, Pompeii, and Saint Peter's Basilica—are explained, creating a moving and artistic travel experience. Each destination—with selections spanning more than 15 countries throughout Europe—is accompanied by easy-to-follow maps and directions.

Fearless Cross-Platform Development with Delphi - David Cornelius 2021-10-22

Learn to rapidly build and deploy cross-platform applications from a single codebase with

practical, real-world solutions using the mature Delphi 10.4 programming environment
Key Features
Implement Delphi's modern features to build professional-grade Windows, web, mobile, and IoT applications and powerful servers
Become a Delphi code and project guru by learning best practices and techniques for cross-platform development
Deploy your complete end-to-end application suite anywhere
Book Description
Delphi is a strongly typed, event-driven programming language with a rich ecosystem of frameworks and support tools. It comes with an extensive set of web and database libraries for rapid application development on desktop, mobile, and internet-enabled devices. This book will help you keep up with the latest IDE features and provide a sound foundation of project management and recent language enhancements to take your productivity to the next level. You'll discover how simple it is to support popular mobile device features such as sensors, cameras, and GPS. The book will help you feel comfortable working with FireMonkey and styles and incorporating 3D user interfaces in new ways. As you advance, you'll be able to build cross-platform solutions that not only look native but also take advantage of a wide array of device capabilities. You'll also learn how to use embedded databases, such as SQLite and InterBase ToGo, synchronizing them with your own custom backend servers or modules using the powerful RAD Server engine. The book concludes by sharing tips for testing and deploying your end-to-end application suite for a smooth user experience. By the end of this book, you'll be able to deliver modern enterprise applications using Delphi confidently. What you will learn
Discover the latest enhancements in the Delphi IDE
Overcome the barriers that hold you back from embracing cross-platform development
Become fluent with FireMonkey controls, styles, LiveBindings, and 3D objects
Build Delphi packages to extend RAD Server or modularize your applications
Use FireDAC to get quick and direct access to any data
Leverage IoT technologies such as Bluetooth and Beacons and learn how to put your app on a Raspberry Pi
Enable remote apps with backend servers on Windows and Linux through REST APIs
Develop modules for IIS and Apache web

serversWho this book is for This book is for Delphi developers interested in expanding their skillset beyond Windows programming by creating professional-grade applications on multiple platforms, including Windows, Mac, iOS, Android, and back-office servers. You'll also find this book useful if you're a developer looking to upgrade your knowledge of Delphi to keep up with the latest changes and enhancements in this powerful toolset. Some Delphi programming experience is necessary to make the most out of this book.

Delphi Memory Management - Dalija & Neven
2018-06-22

Memory management. One of the most basic parts of software development, often kept on the side even though it has the most profound effect on how we write our code. Delphi provides a variety of types with their own memory management logic, as well as two sets of compilers that provide different memory management systems for classes.* Classic Delphi compiler currently supported on Windows and OSX platforms - using manual memory management while providing ARC for certain types.* Next generation ARC Delphi compiler supported on mobile Android and iOS platforms, as well as Linux - using full ARC - Automatic Reference Counting memory management system. Each memory management system has its good and bad sides. Each offers solutions to some problems, but creates a whole range of other problems. And each requires slightly different coding patterns and practices. Knowing the strengths and weaknesses and understanding how memory management system(s) work goes hand-in-hand with writing clean, bug-free and maintainable code. Both compilers are covered in detail, as well as coding patterns required for writing cross-compiler code that must run under both. From manual memory management, to garbage collection, different memory management systems differ not only by the general category they fall in, but also by implementation. And all those fine implementation details also have a great impact on actual code. From the perspective of the everyday software development process discussing memory management is impossible without discussing its specific implementation in specific languages

and toolsets.

Software Testing - Naresh Chauhan
2010-01-31

Software Testing is specially developed to serve as a text book for the undergraduate and postgraduate students of Computer Science Engineering and Information Technology. The book focusses on software testing as not just being the phase of software development life cycle but a complete process to fulfill the demand of quality software. Written in a very lucid style with crisp and to-the-point descriptions, the book covers chapters on the various software testing methodologies, test management, software metrics, software quality assurance, test automation, object-oriented testing and debugging. It also describes all the methods for test case design which is the prime issue for software testing. The book is interactive and includes a large number of test cases, examples, MCQs and unsolved problems for practice.

Mastering Delphi Programming: A Complete Reference Guide - Primož Gabrijelčič
2019-11-26

Use structural, behavioral, and concurrent patterns in Delphi to skillfully develop applications Key Features Delve into the core patterns and components of Delphi to enhance your application's design Learn how to select the right patterns to improve your program's efficiency and productivity Discover how parallel programming and memory management can optimize your code Book Description Delphi is a cross-platform Integrated Development Environment (IDE) that supports rapid application development for most operating systems, including Microsoft Windows, iOS, and now Linux with RAD Studio 10.2. If you know how to use the features of Delphi, you can easily create scalable applications in no time. This Learning Path begins by explaining how to find performance bottlenecks and apply the correct algorithm to fix them. You'll brush up on tricks, techniques, and best practices to solve common design and architectural challenges. Then, you'll see how to leverage external libraries to write better-performing programs. You'll also learn about the eight most important patterns that'll enable you to develop and improve the interface between items and harmonize shared memories within threads. As you progress, you'll also delve into improving the performance of your code and

mastering cross-platform RTL improvements. By the end of this Learning Path, you'll be able to address common design problems and feel confident while building scalable projects. This Learning Path includes content from the following Packt products: Delphi High Performance by Primož Gabrijelčič Hands-On Design Patterns with Delphi by Primož Gabrijelčič What you will learn Understand parallel programming and work with the various tools included with Delphi Explore memory managers and their implementation Leverage external libraries to write better-performing programs Keep up to date with the latest additions and design techniques in Delphi Get to grips with various modern multithreading approaches Break a design problem down into its component parts Who this book is for This Learning Path is for intermediate-level Delphi programmers who want to build robust applications using Delphi features. Prior knowledge of Delphi is assumed.

Mastering Delphi 6 - Marco Cantù 2006-02-20 Still the Best Delphi Resource A Fully Revised Version of the Book That Won the Delphi Informant Readers Choice Award If you're looking to capitalize on the powerful capabilities of the latest release of Delphi, Mastering Delphi 6 is the one resource you can't do without. Practical, tutorial-based coverage helps you develop key skills, solve tough problems, and build and implement sophisticated functionality in your database, client/server, and Internet applications. The special insights of Delphi expert Marco Cantù you an extra advantage as you complete successful projects and progress towards Delphi mastery. Coverage includes: Getting to know the new run-time library (RTL) Learning to use the VCL and CLX visual libraries Developing custom components Creating data-aware controls and custom datasets Mastering database programming with BDE and dbExpress Mastering client/server programming with InterBase Interfacing with Microsoft's ADO using the dbGo component set Taking advantage of Delphi's support for COM, OLE Automation, and COM+ Programming for a multitiered application architecture Taking advantage of Delphi's support for XML and SOAP technologies Building practical, powerful Web applications Note: CD-ROM/DVD and other

supplementary materials are not included as part of eBook file.

Garbage Collection - Richard Jones 1996-08-16 Eliminating unwanted or invalid information from a computer's memory can dramatically improve the speed and efficiency of the program. This reference presents full descriptions of the most important algorithms used for this elimination, called garbage collection. Each algorithm is explained in detail with examples illustrating different results.

USB Embedded Hosts - Jan Axelson 2011-11-01 Developers who want to access USB devices from their embedded systems will find a helpful resource in USB Embedded Hosts: The Developer's Guide. This new book from the author of USB Complete shows how small systems can take advantage of the same wealth of USB devices available to conventional PCs. The book begins with a review of USB host communication protocols. Readers then learn which USB host requirements are relaxed for embedded systems and what new requirements some embedded systems must meet. To help in selecting a development platform, the book explores available hardware and software for USB host communications in small systems. The heart of the book focuses on communicating with USB devices. The topics (with example code) include USB drives, keyboards, virtual serial ports, network bridges, mics, speakers, video cameras, and printers, plus devices that don't fit defined USB classes. Also discussed are systems that support both USB host and device functions. The example code is written for the BeagleBoard-xM open development board using a distribution of Linux targeted to small systems. Also covered is how to use Linux commands and utilities to learn about, monitor, and debug communications with USB devices.

More Coding in Delphi - Nick Hodges 2017-07-14

Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi, the power of Delphi is at your fingertips. This updated and expanded second edition of Book provides a user-friendly

introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

My Hero Academia - Kohei Horikoshi 2016-02-02
What would the world be like if 80 percent of the population manifested superpowers called "Quirks"? Heroes and villains would be battling it out everywhere! Being a hero would mean learning to use your power, but where would you go to study? The Hero Academy of course! But what would you do if you were one of the 20 percent who were born Quirkless? A sinister group of villains has attacked the first-year U.A. students, but their real target is All Might. It's all that Midoriya and his classmates can do to hold them off until reinforcements arrive. All Might joins the battle to protect the kids, but as his power runs out he may be forced into an extremely dangerous bluff!

Coding in Delphi - Nick Hodges 2017-07-14
Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi, the power of Delphi is at your fingertips. This updated and expanded second edition of Book provides a user-friendly introduction to the subject, Taking a clear structural framework, it guides the reader through the subject's core elements. A flowing writing style combines with the use of illustrations and diagrams throughout the text to ensure the reader understands even the most complex of concepts. This succinct and enlightening overview is a required reading for all those interested in the subject . We hope you find this book useful in shaping your future career & Business.

Delphi XE2 Foundations - Chris Rolliston 2012-06-25
Provides a comprehensive guide to the language

and core non-visual libraries of Embarcadero Delphi XE2, from basic language syntax to multithreading. Adopting an integrated approach, the book covers both newer and older features alongside one another; while it won't teach you how to program, it assumes little Delphi knowledge specifically. Includes coverage of XE2's support for Mac OS X.(Edition note: the printed version combines the three parts of the eBook version, which is available separately.)
JavaScript on Things - Lyza Gardner 2018-02-22
Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. About the Book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build project after interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you won't want to stop. What's Inside Controlling hardware with JavaScripti Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands-on projects! About the Reader Written for readers with intermediate JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Danger Gardner has been a web developer for over 20 years. She's part of the NodeBots

community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and beyond

Win32 API Programming with Visual Basic - Steven Roman 2000

Furnishes complete documentation for Visual Basic programmers seeking to access the Win32 API within Visual Basic and explains to create powerful applications without requiring a background in Visual C++ or Win32 API programming. Original. (Advanced)

MVVM in Delphi - John Kouraklis 2016-10-27 Dive into the world of MVVM, learn how to build modern Windows applications, and prepare for cross-platform development. This book introduces you to the right mindset and demonstrates suitable methodologies that allow for quick understanding of the MVVM paradigm. MVVM in Delphi shows you how to use a quick and efficient MVVM framework that allows for scalability, is of manageable complexity, and provides strong efficiency. One of the biggest challenges developers face is how to convert legacy and monolithic Delphi applications to the MVVM architecture. This book takes you on a step-by-step journey and teaches you how to adapt an application to fit into the MVVM design. What You Will Learn Gain the fundamentals of MVVM Visualize MVVM as a design philosophy Create easy-to-use frameworks for building your own MVVM applications Develop a methodology for converting legacy applications to the MVVM pattern Architect cross-platform and multi-lingual applications using the MVVM pattern Who This Book Is For Delphi developers with a good knowledge of Delphi or programming experience in a different language. In addition,

this book is attractive to Delphi developers who want to modernize existing applications based on the MVVM design.

Mastering Delphi 4 - Marco Cantù 1998 Introducing programmers to all of Delphi 4's new features and techniques, this reference explores secrets of the environment, the programming language, the custom components, and Windows 95 programming in general. The CD-ROM contains Delphi third party products, advanced debuggers, code optimization tools, and ready-to-use ActiveX examples.

Code Faster in Delphi - Alister Christie 2020-09-26

Don't touch that mouse! Hands on the keyboard, and eyes front. You're about to embark on a Bootcamp to tone your coding muscles, sharpen your shortcuts, fix forms faster, and accelerate your career as a Delphi Programmer. Now drop and give me twenty lines of code and five laps of that while loop. This book will help you Code Faster in Delphi through a vast array of tips, tricks and hacks to squeeze every bit of productivity out of yourself and the Delphi IDE. Some ways your coding will be made easier: By enhancing the IDE with plugins. You'll be introduced to powerful language features such as: Interfaces Generics Anonymous Methods Get started with some of the best parts of the Run-Time Library, including: Generic Collections Parallel Programming Library Regular Expressions Enhanced RTTI FireDAC Use Meta-Programming to write and modify code to save you from horribly repetitive tasks. Improve your physical environment with easy solutions to hardware and station problems. And of course, once you've mastered these, where to go to get even faster and better. With over one hundred areas of improvement covered, this holistic approach to Coding Faster In Delphi will boost your productivity, and therefore your value to your clients, bosses, and colleagues.

The Tomes of Delphi - Julian Bucknall 2001 Featuring a wealth of code examples appropriate for practicing developers, this advanced-level guide provides comprehensive coverage of such topics as arrays, binary trees, data compression. The CD includes the author's highly successful freeware library, EZDSL, along with the code from the book.

Application Development with HTML5

Builder - Graeme Chandler 2013

Dive into Html5 Builder development and learn all about the different application types and how to use jQuery Mobile. Part 1, Overview and Setup, provides an introduction to Html5 Builder and describes what you need to get started. Part 2, Working with Html5 Builder, introduces the Html5 Builder Ide and explains the main project types for client, mobile and server web applications. Ide-based and browser-based debugging are examined. Topics such as templates, master pages, code insertion, local storage, Sqlite, Web Sql, DataSnap, database access, data modules, page layout, animations, transformations, the canvas and drag and drop are all covered. Part 3, Mobile Development with jQuery Mobile, looks at how jQuery Mobile plays a part in mobile development with Html5 Builder. You will learn how to incorporate controls into web pages that are not included in Html5 Builder's tool palette. Topics include page linking and transitions, headers and footers, theming and mobile hardware features.

Lions' Commentary on UNIX 6th Edition with Source Code - John Lions 1996-01-01

For the past 20 years, UNIX insiders have cherished and zealously guarded pirated photocopies of this manuscript, a "hacker trophy" of sorts. Now legal (and legible) copies are available. An international "who's who" of UNIX wizards, including Dennis Ritchie, have contributed essays extolling the merits and importance of this underground classic.

Delphi Cookbook - Daniele Spinetti 2018-07-31

Quickly learn and employ practical recipes for developing real-world, cross-platform applications using Delphi. Key Features Get to grips with Delphi to build and deploy various cross-platform applications Design and deploy real-world apps by implementing a single source codebase Build robust and optimized GUI applications with ease Book Description Delphi is a cross-platform integrated development environment (IDE) that supports rapid application development on different platforms, saving you the pain of wandering amid GUI widget details or having to tackle inter-platform incompatibilities. Delphi Cookbook begins with the basics of Delphi and gets you acquainted with JSON format strings, XSLT transformations, Unicode encodings, and various types of

streams. You'll then move on to more advanced topics such as developing higher-order functions and using enumerators and run-time type information (RTTI). As you make your way through the chapters, you'll understand Delphi RTL functions, use FireMonkey in a VCL application, and cover topics such as multithreading, using a parallel programming library and deploying Delphi on a server. You'll take a look at the new feature of WebBroker Apache modules, join the mobile revolution with FireMonkey, and learn to build data-driven mobile user interfaces using the FireDAC database access framework. This book will also show you how to integrate your apps with Internet of Things (IoT). By the end of the book, you will have become proficient in Delphi by exploring its different aspects such as building cross-platforms and mobile applications, designing server-side programs, and integrating these programs with IoT. What you will learn Develop visually stunning applications using FireMonkey Deploy LiveBinding effectively with the right object-oriented programming (OOP) approach Create RESTful web services that run on Linux or Windows Build mobile apps that read data from a remote server efficiently Call platform native API on Android and iOS for an unpublished API Manage software customization by making better use of an extended RTTI Integrate your application with IOT Who this book is for Delphi Cookbook is for intermediate developers with a basic knowledge of Delphi who want to discover and understand all the development possibilities offered by it.

Physical Geology - Arthur Newell Strahler 1981
Geology-an Overview; Matter and Energy-a Review;Geologic Resources of materials and energy.

Borland C++ Builder 6 Developer's Guide - Bob Swart 2003

0672324806.lid The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for

the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

Delphi Succinctly - Marco Breveglieri
2017-02-01

Learn the fundamentals of Delphi to build a variety of solutions for many devices and platforms. Author Marco Breveglieri will provide you with an overview of Delphi, its principles, its environment, and its use of Object Pascal language so that you can harness its versatility. With Delphi Succinctly, the power of Delphi is at your fingertips.

Expert Delphi - Pawel Glowacki 2017-06-30
Become a developer superhero and build

stunning cross-platform apps with Delphi About This Book A one-stop guide on Delphi to help you build cross-platform apps This book covers important concepts such as the FireMonkey library, shows you how to interact with the Internet of Things, and enables you to integrate with Cloud services The code is explained in detail with observations on how to create native apps for Ios and Android with a single code base Who This Book Is For If you want to create stunning applications for mobile, desktop, the cloud, and the Internet of Things, then this book is for you. This book is for developers who would like to build native cross-platform apps with a single codebase for iOS and Android. A basic knowledge of Delphi is assumed, although we do cover a primer on the language. What You Will Learn Understand the basics of Delphi and the FireMonkey application platform as well as the specifics of Android and iOS platforms Complete complex apps quickly with access to platform features and APIs using a single, easy-to-maintain code base Work with local data sources, including embedded SQL databases, REST servers, and Backend-as-a-Service providers Take full advantage of mobile hardware capabilities by working with sensors and Internet of Things gadgets and devices Integrate with cloud services and data using REST APIs and scalable multi-tier frameworks for outstanding multi-user and social experience Architect and deploy powerful mobile back-end services and get super-productive by leveraging Delphi IDE agile functionality Get to know the best practices for writing a high-quality, reliable, and maintainable codebase in the Delphi Object Pascal language In Detail Delphi is the most powerful Object Pascal IDE and component library for cross-platform native app development. It enables building natively compiled, blazingly fast apps for all major platforms including Android, iOS, Windows, Mac, and Linux. If you want to build server-side applications, create web services, and have clear GUIs for your project, then this book is for you. The book begins with a basic primer on Delphi helping you get accustomed to the IDE and the Object Pascal language and will then quickly move on to advanced-level concepts. Through this book, we'll help you understand the architecture of applications and will teach you

the important concepts of the FireMonkey library, show you how to build server-side services, and enable you to interact with the Internet of Things. Towards the end, you will learn to integrate your app with various web services and deploy them. By the end of the book, you will be able to build powerful, cross-platform, native apps for iOS and Android with a single code base. Style and approach This book will help you build cross-platform mobile apps with Delphi using a step-by-step approach.

Xcode 4 - Richard Wentk 2011-06-01

Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today.

ASP.NET Core in Action - Andrew Lock 2021-03-18

ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning

Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release. Table of Contents PART 1 - GETTING STARTED WITH ASP.NET CORE 1 Getting started with ASP.NET Core 2 Your first application 3 Handling requests with the middleware pipeline 4 Creating a website with Razor Pages 5 Mapping URLs to Razor Pages using routing 6 The binding model: Retrieving and validating user input 7 Rendering HTML using Razor views 8 Building forms with Tag Helpers 9 Creating a Web API for mobile and client applications using MVC PART 2 - BUILDING COMPLETE APPLICATIONS 10 Service configuration with dependency injection 11 Configuring an ASP.NET Core application 12 Saving data with Entity Framework Core 13 The MVC and Razor Pages filter pipeline 14 Authentication: Adding users to your application with Identity 15 Authorization: Securing your application 16 Publishing and deploying your application PART 3 - EXTENDING YOUR APPLICATIONS 17 Monitoring and troubleshooting errors with logging 18 Improving your application's security 19 Building custom components 20 Building custom MVC and Razor Pages components 21 Calling remote APIs with IHttpConnectionFactory 22 Building background tasks and services 23 Testing your application

Mastering Delphi 5 - Marco Cantù 1999

A world-renowned Delphi authority updates his classic bestseller with complete coverage of the most important new topics for Delphi programmers: building Web applications, using COM and CORBA, and making calls to the Win32 API. Hundreds of real-world examples show programmers how to stretch Delphi to its limits.

A Logic Named Joe - Murray Leinster 2005

An omnibus volume featuring works by the Hugo Award-winning author features three complete novels--The Pirates of Zan, Gateway to Elsewhere, and The Duplicators--as well as three masterful short stories, including the title tale, an uncannily prophetic account of the Internet and home computers, originally written in 1946. Original.

Delphi Programming Projects - William Duarte 2019-05-02

Improve your Delphi programming skills by building robust applications for Android, iOS, and Windows platform Key Features Build responsive user interfaces (UIs) for desktop and mobile with FireMonkey Implement a microservices architecture using the Rapid Application Development(RAD) server Create clones of popular applications like Instagram and Facebook using Delphi 10.3 Book Description Delphi is a cross-platform programming language and software development kit that supports rapid application development for Microsoft Windows, Apple Mac OS X, Android, and iOS. With the help of seven practical projects, this book will guide you through the best practices, Delphi Run-Time Library (RTL) resources, and design patterns. Whether you use the Visual Component Library (VCL) or FireMonkey (FMX) framework, these design patterns will be implemented in the same way in Delphi, using Object Pascal. In the first few chapters, you will explore advanced features that will help you build rich applications using the same code base for both mobile and desktop projects. In addition to this, you'll learn how to implement microservice architecture in Delphi. As you get familiar with the various aspects of Delphi, you will no longer need to maintain source code for similar projects, program business rules on screens, or fill your forms with data access components. By the end of this book, you will have gained an understanding of the

principles of clean code and become proficient in building robust and scalable applications in Delphi. What you will learn Get to grips with the advanced features of RTL Understand how to deal with the paradigm change between multiplatform projects Build rich interfaces with Google's Material Design features Understand how to implement design patterns in Delphi Turn a mobile device into a remote controller with app tethering technology Build a multi-database system using VCL Who this book is for This book is for developers, programmers, and IT professionals who want to learn the best market practices by implementing practical projects. Prior knowledge of the Delphi language is a must.

Concurrent Programming on Windows - Joe Duffy 2008-10-28

"When you begin using multi-threading throughout an application, the importance of clean architecture and design is critical. . . . This places an emphasis on understanding not only the platform's capabilities but also emerging best practices. Joe does a great job interspersing best practices alongside theory throughout his book." - From the Foreword by Craig Mundie, Chief Research and Strategy Officer, Microsoft Corporation Author Joe Duffy has risen to the challenge of explaining how to write software that takes full advantage of concurrency and hardware parallelism. In *Concurrent Programming on Windows*, he explains how to design, implement, and maintain large-scale concurrent programs, primarily using C# and C++ for Windows. Duffy aims to give application, system, and library developers the tools and techniques needed to write efficient, safe code for multicore processors. This is important not only for the kinds of problems where concurrency is inherent and easily exploitable—such as server applications, compute-intensive image manipulation, financial analysis, simulations, and AI algorithms—but also for problems that can be speeded up using parallelism but require more effort—such as math libraries, sort routines, report generation, XML manipulation, and stream processing algorithms. *Concurrent Programming on Windows* has four major sections: The first introduces concurrency at a high level, followed by a section that focuses on the fundamental

platform features, inner workings, and API details. Next, there is a section that describes common patterns, best practices, algorithms, and data structures that emerge while writing concurrent software. The final section covers many of the common system-wide architectural

and process concerns of concurrent programming. This is the only book you'll need in order to learn the best practices and common patterns for programming with concurrency on Windows and .NET.