

Solutions and Examples for C++ Programmers



C++ Cookbook

O'REILLY

*By Steve Nouri, Christopher Dierken,
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C Programmers Cookbook

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



C Programmers Cookbook:

Secure Programming Cookbook for C and C++ John Viega, 2003 Password sniffing spoofing buffer overflows and denial of service these are only a few of the attacks on today's computer systems and networks At the root of this epidemic is poorly written poorly tested and insecure code that puts everyone at risk Clearly today's developers need help figuring out how to write code that attackers won't be able to exploit But writing such code is surprisingly difficult *Secure Programming Cookbook for C and C++* is an important new resource for developers serious about writing secure code It contains a wealth of solutions to problems faced by those who care about the security of their applications It covers a wide range of topics including safe initialization access control input validation symmetric and public key cryptography cryptographic hashes and MACs authentication and key exchange PKI random numbers and anti tampering The rich set of code samples provided in the book's more than 200 recipes will help programmers secure the C and C++ programs they write for both Unix including Linux and Windows environments Readers will learn How to avoid common programming errors such as buffer overflows race conditions and format string problems How to properly SSL enable applications How to create secure channels for client server communication without SSL How to integrate Public Key Infrastructure PKI into applications Best practices for using cryptography properly Techniques and strategies for properly validating input to programs How to launch programs securely How to use file access mechanisms properly Techniques for protecting applications from reverse engineering The book's web site supplements the book by providing a place to post new recipes including those written in additional languages like Perl Java and Python Monthly prizes will reward the best recipes submitted by readers *Secure Programming Cookbook for C and C++* is destined to become an essential part of any developer's library a code companion developers will turn to again and again as they seek to protect their systems from attackers and reduce the risks they face in today's dangerous world **C**

Programming Cookbook B. M. Harwani, 2019-03-29 A comprehensive guide with curated recipes to help you gain a deeper understanding of modern C Key Features Learn how to make your applications swift and robust by leveraging powerful features of C Understand the workings of arrays strings functions and more down to how they operate in memory Master process synchronization during multi tasking and server client process communication Book Description C is a high level language that's popular among developers It enables you to write drivers for different devices access machine level hardware apply dynamic memory allocation and much more With self contained tutorials known as recipes this book will guide you in dealing with C and its idiosyncrasies and help you benefit from its latest features Beginning with common tasks each recipe addresses a specific problem followed by explaining the solution to get you acquainted with what goes on under the hood You will explore core concepts of the programming language including how to work with strings pointers and single and multi dimensional arrays You will also learn how to break a large application into small modules by creating functions handling files and using a database Finally the book will take you through advanced concepts such as concurrency and interprocess

communication By the end of this book you will have a clear understanding and deeper knowledge of C programming which will help you become a better developer What you will learn Manipulate single and multi dimensional arrays Perform complex operations on strings Understand how to use pointers and memory optimally Discover how to use arrays functions and strings to make large applications Implement multitasking using threads and process synchronization Establish communication between two or more processes using different techniques Store simple text in files and store data in a database Who this book is for If you are a programmer with basic experience in C and want to leverage its features through modern programming practices then this book is for you

Secure Programming Cookbook for C and C++ John Viega, Matt Messier, 2003-07-14 Password sniffing spoofing buffer overflows and denial of service these are only a few of the attacks on today's computer systems and networks At the root of this epidemic is poorly written poorly tested and insecure code that puts everyone at risk Clearly today's developers need help figuring out how to write code that attackers won't be able to exploit But writing such code is surprisingly difficult Secure Programming Cookbook for C and C++ is an important new resource for developers serious about writing secure code It contains a wealth of solutions to problems faced by those who care about the security of their applications It covers a wide range of topics including safe initialization access control input validation symmetric and public key cryptography cryptographic hashes and MACs authentication and key exchange PKI random numbers and anti tampering The rich set of code samples provided in the book's more than 200 recipes will help programmers secure the C and C++ programs they write for both Unix including Linux and Windows environments Readers will learn How to avoid common programming errors such as buffer overflows race conditions and format string problems How to properly SSL enable applications How to create secure channels for client server communication without SSL How to integrate Public Key Infrastructure PKI into applications Best practices for using cryptography properly Techniques and strategies for properly validating input to programs How to launch programs securely How to use file access mechanisms properly Techniques for protecting applications from reverse engineering The book's web site supplements the book by providing a place to post new recipes including those written in additional languages like Perl Java and Python Monthly prizes will reward the best recipes submitted by readers Secure Programming Cookbook for C and C++ is destined to become an essential part of any developer's library a code companion developers will turn to again and again as they seek to protect their systems from attackers and reduce the risks they face in today's dangerous world

[Herb Schildt's C++ Programming Cookbook](#) Herbert Schildt, This title is new from the world's number one programming author In this book bestselling programming author Herb Schildt provides more than 200 practical self contained recipes for experienced C programmers Each chapter contains a series of real life programming tasks followed by code solutions and concise but detailed discussions on the technique used This guide will be essential to every C programmer's toolkit

[Secure Programming Cookbook for C and C++](#) John Viega, Matt Messier, 2003-01-01 Secure Programming Cookbook for C and C++ is an important new resource for

developers serious about writing secure code It contains a wealth of solutions to problems faced by those who care about the security of their applications It covers a wide range of topics including safe initialization access control input validation symmetric and public key cryptography cryptographic hashes and MACs authentication and key exchange PKI random numbers and anti tampering The rich set of code samples provided in the book s more than 200 recipes will help programmers secure the C and C programs they write for both Unix including Linux and Windows environments Readers will learn

Modern C++ Programming Cookbook Marius Bancila,2024-02-29 Meta Description With a wealth of practical recipes this third edition isn t just a guide to C 23 it s a complete resource covering key features and techniques from C 11 through to C 23 It s designed to keep you ahead of the curve in C Key Features Updated and packed with new recipes including sync streams std expected and std mdspan and C 20 23 range adaptors Covers all significant features from all modern versions of the standard providing comprehensive insights into modern C Learn through a series of hands on self contained recipes Purchase of the print or Kindle book includes a free eBook in PDF format Book DescriptionThe updated third edition of *Modern C Programming Cookbook* addresses the latest features of C 23 such as the stacktrace library std expected and std mdspan classes the header formatting library improvements and updates to the ranges library It also gets into more C 20 topics not previously covered such as sync streams and source_location The book is organized into practical recipes covering a wide range of real world problems helping you find the solutions you need quickly You ll find coverage of all the core concepts of modern C programming and features and techniques from C 11 through to C 23 meaning you ll stay ahead of the curve by learning to incorporate the newest language and library improvements Beyond the core concepts and new features you ll explore recipes related to performance and best practices how to implement useful patterns and idioms like pimpl named parameter attorney client and the factory pattern and how to complete unit testing with the widely used C libraries Boost Test Google Test and Catch2 With the comprehensive coverage this C programming guide offers by the end of the book you ll have everything you need to build performant scalable and efficient applications in C What you will learn Explore the new C 23 language and library features Go deep into the most useful C 20 features Learn to handle threading and concurrency for better performance Solve complex string manipulation tasks efficiently with regex Leverage the standard library for faster development Master the filesystem library to work with files and directories Work with different types of strings and understand compilation See how you can use CRTP mixins and other patterns in C Who this book is for This book is designed for entry and intermediate level programmers who already have a foundational understanding of the C programming language but who are looking to master the language implement the newest features and become proficient modern C developers Experienced C programmers can leverage the recipes in this book to quickly get up to speed on all the most important language and library features of C 11 14 17 20 and 23

Modern C++ Programming Cookbook - Second Edition MARIUS. BANCILA,2020-09-11 Over 100 recipes to help you overcome your difficulties with C programming and gain

a deeper understanding of the working of modern C Key Features Explore the most important language and library features of C 17 including containers algorithms regular expressions threads and more Get going with unit testing frameworks Boost Test Google Test and Catch Extend your C knowledge and take your development skills to new heights by making your applications fast robust and scalable Book Description C is one of the most widely used programming languages Fast efficient and flexible it is used to solve many problems The latest versions of C have seen programmers change the way they code giving up on the old fashioned C style programming and adopting modern C instead Beginning with the modern language features each recipe addresses a specific problem with a discussion that explains the solution and offers insight into how it works You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software You will learn about concepts such as concurrency performance meta programming lambda expressions regular expressions testing and many more in the form of recipes These recipes will ensure you can make your applications robust and fast By the end of the book you will understand the newer aspects of C 11 14 17 and will be able to overcome tasks that are time consuming or would break your stride while developing What you will learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C s features to get increased robustness and performance Explore the widely used testing frameworks for C and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers algorithms and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view any optional and variant types Who this book is for If you want to overcome difficult phases of development with C and leverage its features using modern programming practices then this book is for you The book is designed for both experienced C programmers as well as people with strong knowledge of OOP concepts [Advanced C++ Programming Cookbook](#) Rian Quinn,2020-01-30 A recipe based guide to refining your C programming skills with the help of coding best practices advanced programming concepts and the latest features of C 17 and C 20 Key Features Learn how to develop and design your own libraries Find solutions to your app development problems and implement them in a highly reusable manner following library development best practices Explore advanced C features such as containers coroutines and modules Book Description If you think you ve mastered C and know everything it takes to write robust applications you ll be in for a surprise With this book you ll gain comprehensive insights into C covering exclusive tips and interesting techniques to enhance your app development process You ll kick off with the basic principles of library design and development which will help you understand how to write reusable and maintainable code You ll then discover the importance of exception safety

and how you can avoid unexpected errors or bugs in your code The book will take you through the modern elements of C such as move semantics type deductions and coroutines As you advance you ll delve into template programming the standard tool for most library developers looking to achieve high code reusability You ll explore the STL and learn how to avoid common pitfalls while implementing templates Later you ll learn about the problems of multithreaded programming such as data races deadlocks and thread starvation You ll also learn high performance programming by using benchmarking tools and libraries Finally you ll discover advanced techniques for debugging and testing to ensure code reliability By the end of this book you ll have become an expert at C programming and will have gained the skills to solve complex development problems with ease What you will learn Solve common C development problems by implementing solutions in a more generic and reusable way Achieve different levels of exception safety guarantees by introducing precise declarations Write library quality code that meets professional standards Practice writing reliable performant code that exposes consistent behavior in programs Understand why you need to implement design patterns and how it s done Work with complex examples to understand various aspects of good library design Who this book is for This book is for intermediate and expert level C developers who are looking to explore the lesser known functionalities of the language to improve the efficiency of their code and the way they develop applications Basic knowledge of object oriented programming concepts and the Standard Template Library STL is assumed

[FULL SOURCE CODE: POSTGRESQL AND DATA SCIENCE FOR PROGRAMMERS WITH PYTHON GUI](#) Vivian Siahaan,Rismon Hasiholan Sianipar,2022-09-19 This project uses the PostgreSQL version of MySQL based Sakila sample database which is a fictitious database designed to represent a DVD rental store The tables of the database include film film_category actor film_actor customer rental payment and inventory among others You can download the database from <https://dev.mysql.com/doc/sakila/en> In this project you will write Python script to create every table and insert rows of data into each of them You will develop GUI with PyQt5 to each table in the database You will also create GUI to plot case distribution of film release year film rating rental duration and categorize film length plot rating variable against rental_duration variable in stacked bar plots plot length variable against rental_duration variable in stacked bar plots read payment table plot case distribution of Year Day Month Week and Quarter of payment plot which year month week days of week and quarter have most payment amount read film list by joining five tables category film_category film_actor film and actor plot case distribution of top 10 and bottom 10 actors plot which film title have least and most sales plot which actor have least and most sales plot which film category have least and most sales plot case distribution of top 10 and bottom 10 overdue costumers plot which store have most sales plot average payment amount by month with mean and EWM and plot payment amount over June 2005

Modern C++ Programming Cookbook Marius Bancila,2017-05-15 Over 100 recipes to help you overcome your difficulties with C programming and gain a deeper understanding of the working of modern C About This Book Explore the most important language and library features of C 17 including containers algorithms regular

expressions threads and more Get going with unit testing frameworks Boost Test Google Test and Catch Extend your C knowledge and take your development skills to new heights by making your applications fast robust and scalable Who This Book Is For If you want to overcome difficult phases of development with C and leverage its features using modern programming practices then this book is for you The book is designed for both experienced C programmers as well as people with strong knowledge of OOP concepts What You Will Learn Get to know about the new core language features and the problems they were intended to solve Understand the standard support for threading and concurrency and know how to put them on work for daily basic tasks Leverage C s features to get increased robustness and performance Explore the widely used testing frameworks for C and implement various useful patterns and idioms Work with various types of strings and look at the various aspects of compilation Explore functions and callable objects with a focus on modern features Leverage the standard library and work with containers algorithms and iterators Use regular expressions for find and replace string operations Take advantage of the new filesystem library to work with files and directories Use the new utility additions to the standard library to solve common problems developers encounter including string_view any optional and variant types In Detail C is one of the most widely used programming languages Fast efficient and flexible it is used to solve many problems The latest versions of C have seen programmers change the way they code giving up on the old fashioned C style programming and adopting modern C instead Beginning with the modern language features each recipe addresses a specific problem with a discussion that explains the solution and offers insight into how it works You will learn major concepts about the core programming language as well as common tasks faced while building a wide variety of software You will learn about concepts such as concurrency performance meta programming lambda expressions regular expressions testing and many more in the form of recipes These recipes will ensure you can make your applications robust and fast By the end of the book you will understand the newer aspects of C 11 14 17 and will be able to overcome tasks that are time consuming or would break your stride while developing Style and approach This book follows a recipe based approach with examples that will empower you to implement the core programming language features and explore the newer aspects of C **A**

Walkthrough, Database-Driven Programming with Python GUI for Pragmatic Programmers Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-15 This book covers how to implement SQLite and SQL Server driven programming with Python GUI Deliberately designed for various levels of programming skill this book is suitable for students engineers and even researchers in various disciplines There is no need for advanced programming experience and school level programming skills 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 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 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 VARBINARY MAX data type 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 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

A Pragmatic Approach to Database Programming with JDBC and MySQL Vivian

Siahaan,Rismon Hasiholan Sianipar,2019-03-04 You will learn Java 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 dan setting operators Aside from learning basic SQL statements you will also learn step by step how to develop stored procedures in MySQL First we introduce you to the stored procedure concept and discuss when you should use it Then we show you how to use the basic elements of the procedure code such as create procedure

statement if else case loop stored procedure s parameters In the 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

The Absolute Beginner's Guide to Learn Database Programming Using Python GUI with MariaDB and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-16 This book is designed to introduce programmers to programming and computational thinking through the lens of exploring database This book offers Python programmers one place to look when they need help guiding 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 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 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 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

HEPATITIS C: Classification and Prediction Using Scikit-Learn, Keras, and TensorFlow with Python GUI Vivian Siahaan, Rismon Hasiholan Sianipar, 2023-08-19 In this comprehensive project focusing on Hepatitis C classification and prediction the journey begins with a meticulous exploration of the dataset Through Python Scikit Learn Keras and TensorFlow the project aims to develop an effective model to predict Hepatitis C based on given features The dataset s attributes are systematically examined and their distributions are analyzed to uncover insights into potential correlations and patterns The subsequent step involves categorizing the feature distributions This phase sheds light on the underlying characteristics of each attribute facilitating the understanding of their roles in influencing the target variable This categorization lays the foundation for feature scaling and preprocessing ensuring that the data is optimized for machine learning The core of the project revolves around the development of machine learning models Employing Scikit Learn various classification algorithms are applied including K Nearest Neighbors KNN Decision Trees Random Forests Naive Bayes Gradient Boosting AdaBoost Light Gradient Boosting Multi Layer Perceptron and XGBoost The models are fine tuned using Grid Search to optimize hyperparameters enhancing their performance and generalization capability Taking the project a step further deep learning techniques are harnessed to tackle the Hepatitis C classification challenge A key component is the

construction of an Artificial Neural Network ANN using Keras and TensorFlow This ANN leverages layers of interconnected nodes to learn complex patterns within the data LSTM FNN RNN DBN and Autoencoders are also explored offering a comprehensive understanding of deep learning s versatility To evaluate the models performances an array of metrics are meticulously employed Metrics such as accuracy precision recall F1 score and AUC ROC are meticulously calculated The significance of each metric is meticulously explained underpinning the assessment of a model s true predictive power and its potential weaknesses The evaluation phase emerges as a pivotal aspect accentuated by an array of comprehensive metrics Performance assessment encompasses metrics such as accuracy precision recall F1 score and ROC AUC Cross validation and learning curves are strategically employed to mitigate overfitting and ensure model generalization Furthermore visual aids such as ROC curves and confusion matrices provide a lucid depiction of the models interplay between sensitivity and specificity The culmination of the project involves the creation of a user friendly Graphical User Interface GUI using PyQt The GUI enables users to interact seamlessly with the models facilitating data input model selection and prediction execution A detailed description of the GUI s components including buttons checkboxes and interactive plots highlights its role in simplifying the entire classification process In a comprehensive journey of exploration experimentation and analysis this project effectively marries data science and machine learning By thoroughly examining the dataset engineering features utilizing a diverse range of machine learning models harnessing the capabilities of deep learning evaluating performance metrics and creating an intuitive GUI the project encapsulates the multi faceted nature of modern data driven endeavors

Data Science For Programmer: A Project-Based Approach With Python GUI Vivian Siahaan,Rismon Hasiholan

Sianipar,2021-08-19 Book 1 Practical Data Science Programming for Medical Datasets Analysis and Prediction with Python GUI In this book you will implement two data science projects using Scikit Learn Scipy and other libraries with Python GUI In Project 1 you will learn how to use Scikit Learn NumPy Pandas Seaborn and other libraries to perform how to predict early stage diabetes using Early Stage Diabetes Risk Prediction Dataset provided by Kaggle This dataset contains the sign and symptom data of newly diabetic or would be diabetic patient This has been collected using direct questionnaires from the patients of Sylhet Diabetes Hospital in Sylhet Bangladesh and approved by a doctor You will develop a GUI using PyQt5 to plot distribution of features feature importance cross validation score and prediced values versus true values The machine learning models used in this project are Adaboost Random Forest Gradient Boosting Logistic Regression and Support Vector Machine In Project 2 you will learn how to use Scikit Learn NumPy Pandas and other libraries to perform how to analyze and predict breast cancer using Breast Cancer Prediction Dataset provided by Kaggle Worldwide breast cancer is the most common type of cancer in women and the second highest in terms of mortality rates Diagnosis of breast cancer is performed when an abnormal lump is found from self examination or x ray or a tiny speck of calcium is seen on an x ray After a suspicious lump is found the doctor will conduct a diagnosis to determine whether it is cancerous and if so whether it has

spread to other parts of the body This breast cancer dataset was obtained from the University of Wisconsin Hospitals Madison from Dr William H Wolberg You will develop a GUI using PyQt5 to plot distribution of features pairwise relationship test scores predicted values versus true values confusion matrix and decision boundary The machine learning models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree and Support Vector Machine Book 2 Step by Step Tutorials For Data Science With Python GUI Traffic And Heart Attack Analysis And Prediction In this book you will implement two data science projects using Scikit Learn Scipy and other libraries with Python GUI In Chapter 1 you will learn how to use Scikit Learn Scipy and other libraries to perform how to predict traffic number of vehicles in four different junctions using Traffic Prediction Dataset provided by Kaggle This dataset contains 48 1k 48120 observations of the number of vehicles each hour in four different junctions 1 DateTime 2 Junction 3 Vehicles and 4 ID In Chapter 2 you will learn how to use Scikit Learn NumPy Pandas and other libraries to perform how to analyze and predict heart attack using Heart Attack Analysis Prediction Dataset provided by Kaggle Book 3 BRAIN TUMOR Analysis Classification and Detection Using Machine Learning and Deep Learning with Python GUI In this project you will learn how to use Scikit Learn TensorFlow Keras NumPy Pandas Seaborn and other libraries to implement brain tumor classification and detection with machine learning using Brain Tumor dataset provided by Kaggle This dataset contains five first order features Mean the contribution of individual pixel intensity for the entire image Variance used to find how each pixel varies from the neighboring pixel 0 Standard Deviation the deviation of measured Values or the data from its mean Skewness measures of symmetry and Kurtosis describes the peak of e g a frequency distribution It also contains eight second order features Contrast Energy ASM Angular second moment Entropy Homogeneity Dissimilarity Correlation and Coarseness The machine learning models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree and Support Vector Machine The deep learning models used in this project are MobileNet and ResNet50 In this project you will develop a GUI using PyQt5 to plot boundary decision ROC distribution of features feature importance cross validation score and predicted values versus true values confusion matrix training loss and training accuracy

Step By Step Database Programming with JDBC and PostgreSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-04-08 PostgreSQL was designed to run on UNIX like platforms However PostgreSQL was then also designed to be portable so that it could run on various platforms such as Mac OS X Solaris and Windows PostgreSQL is free and open source software Its source code is available under PostgreSQL license a liberal open source license You are free to use modify and distribute PostgreSQL in any form PostgreSQL requires very minimum maintained efforts because of its stability Therefore if you develop applications based on PostgreSQL the total cost of ownership is low in comparison with other database management systems In Chapter 2 you will learn querying data from the postgresql using 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 3 you will learn managing table structure and views including postgresql data types postgresql create table postgresql select into statement postgresql create table as using postgresql serial to create auto increment column identity column alter table drop table truncate table check constraint not null constraint foreign key primary key unique constraint managing postgresql views creating updatable views materialized views creating updatable views using the with check option clause and recursive view In Chapter 4 you will learn statements operators and clauses including select order by select distinct limit fetch in between postgresql like is null alias joins inner join postgresql left join self join full outer join cross join natural join group by having intersect operator except operator grouping sets cube and rollup In Chapter 5 you will learn postgresql trigger aggregate and string functions including creating the first trigger in postgresql managing postgresql trigger aggregate functions avg function max function min function sum function postgresql concat function ascii function trim function length function substring function regexp_matches function regexp_replace function replace function to_number function and to_char function

Modern C++ Programming Cookbook Marius Bancila, 2020-09-11 A pragmatic recipe book for acquiring a comprehensive understanding of the complexities and core fundamentals of C programming Key Features Explore the latest language and library features of C 20 such as modules coroutines concepts and ranges Shed new light on the core concepts in C programming including functions algorithms threading and concurrency through practical self contained recipes Leverage C features like smart pointers move semantics constexpr and more for increased robustness and performance Book Description C has come a long way to be one of the most widely used general purpose languages that is fast efficient and high performance at its core The updated second edition of Modern C Programming Cookbook addresses the latest features of C 20 such as modules concepts coroutines and the many additions to the standard library including ranges and text formatting The book is organized in the form of practical recipes covering a wide range of problems faced by modern developers The book also delves into the details of all the core concepts in modern C programming such as functions and classes iterators and algorithms streams and the file system threading and concurrency smart pointers and move semantics and many others It goes into the performance aspects of programming in depth teaching developers how to write fast and lean code with the help of best practices Furthermore the book explores useful patterns and delves into the implementation of many idioms including pimpl named parameter and attorney client teaching techniques such as avoiding repetition with the factory pattern There is also a chapter dedicated to unit testing where you are introduced to three of the most widely used libraries for C Boost Test Google Test and Catch2 By the end of the book you will be able to effectively leverage the features and techniques of C 11 14 17 20 programming to enhance the performance scalability and efficiency of your applications What you will learn Understand the new C 20 language and

library features and the problems they solve Become skilled at using the standard support for threading and concurrency for daily tasks Leverage the standard library and work with containers algorithms and iterators Solve text searching and replacement problems using regular expressions Work with different types of strings and learn the various aspects of compilation Take advantage of the file system library to work with files and directories Implement various useful patterns and idioms Explore the widely used testing frameworks for C Who this book is for The book is designed for entry or medium level C programmers who have a basic knowledge of C and want to master the language and become prolific modern C developers Experienced C programmers can leverage this book to strengthen their command of C and find a good reference to many language and library features of C 11 14 17 20

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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 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 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

Swift Cookbook Cecil Costa,2015-04-30

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1. Understanding the eBook C Programmers Cookbook
 - The Rise of Digital Reading C Programmers Cookbook
 - Advantages of eBooks Over Traditional Books
2. Identifying C Programmers Cookbook
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an C Programmers Cookbook
 - User-Friendly Interface
4. Exploring eBook Recommendations from C Programmers Cookbook
 - Personalized Recommendations
 - C Programmers Cookbook User Reviews and Ratings
 - C Programmers Cookbook and Bestseller Lists

5. Accessing C Programmers Cookbook Free and Paid eBooks
 - C Programmers Cookbook Public Domain eBooks
 - C Programmers Cookbook eBook Subscription Services
 - C Programmers Cookbook Budget-Friendly Options
6. Navigating C Programmers Cookbook eBook Formats
 - ePub, PDF, MOBI, and More
 - C Programmers Cookbook Compatibility with Devices
 - C Programmers Cookbook Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of C Programmers Cookbook
 - Highlighting and Note-Taking C Programmers Cookbook
 - Interactive Elements C Programmers Cookbook
8. Staying Engaged with C Programmers Cookbook
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers C Programmers Cookbook
9. Balancing eBooks and Physical Books C Programmers Cookbook
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection C Programmers Cookbook
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine C Programmers Cookbook
 - Setting Reading Goals C Programmers Cookbook
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of C Programmers Cookbook
 - Fact-Checking eBook Content of C Programmers Cookbook
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning

- Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
- Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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