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Java Gui Tutorial

The Java® Tutorial, Sixth Edition, is based on the Java Platform, Standard Edition (Java SE) 8. This revised and updated edition introduces the new

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features added to the platform, including lambda expressions, default methods, aggregate operations, and more. An accessible and practical guide for programmers of any level, this book focuses on how to use

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the rich environment provided by Java to build applications, applets, and components.

Expanded coverage includes a chapter on the Date-Time API and a new chapter on annotations, with sections on

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type annotations and pluggable type systems as well as repeating annotations. In addition, the updated sections “Security in Rich Internet Applications” and “Guidelines for Securing Rich Internet

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Applications” address key security topics. The latest deployment best practices are described in the chapter “Deployment in Depth.” If you plan to take one of the Java SE 8 certification exams, this book can

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help. A special appendix, “Preparing for Java Programming Language Certification,” details the items covered on the available exams. Check online for updates. All of the material has been thoroughly

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reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. This book is based on the online tutorial hosted on Oracle Corporation's website at <http://docs.oracle.com/javase/tut>

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orial.

This step-by-step guide to explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach

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you Java, but to help you think like a programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build

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from scratch two different databases: PostgreSQL and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11,

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and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL commands are used; How to query statements to create databases, create tables, fill tables, and

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manipulate table contents is done. In the first chapter, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external libraries into projects; How the basic PostgreSQL

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commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the postgresql using

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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

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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

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postgresql jdbc transaction. In chapter three, you will create a PostgreSQL database, named School, and its tables. In chapter four, you will study: Creating the initial three table projects in the school database: Teacher table,

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TClass table, and Subject table;
Creating database configuration
files; Creating a Java GUI for
viewing and navigating the
contents of each table; Creating
a Java GUI for inserting and
editing tables; and Creating a

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Java GUI to join and query the three tables. In chapter five, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table,

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and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables

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and all six. In chapter six, you will study how to query the six tables. In chapter seven, you will be shown how to create SQLite database and tables with Java. In chapter eight, you will be taught how to extract image

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features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapter are grayscaleing, sharpening, inverting, blurring, dilation, erosion, closing, opening,

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vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for

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developing descriptor based matching. In chapter nine, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name,

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birth_date, case_date,
report_date, suspect_status,
arrest_date, mother_name,
address, telephone, and photo.
In chapter ten, you will be taught
to create Java GUI to view, edit,
insert, and delete

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Feature_Extraction table data.
This table has eight columns:
feature_id (primary key),
suspect_id (foreign key),
feature1, feature2, feature3,
feature4, feature5, and feature6.
All six fields (except keys) will

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have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter eleven, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect

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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

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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

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tables. In chapter twelve, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns:

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victim_id (primary key),
victim_name, crime_type,
birth_date, crime_date, gender,
address, telephone, and photo.
The Case_File has seven
columns: case_file_id (primary
key), suspect_id (foreign key),

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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

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is hopefully useful and can improve database programming skills for every Java/PostgreSQL/SQLite programmer.

In this book, you will create two desktop applications using

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Python GUI and PostgreSQL.

This book is a

Python/PostgreSQL version of the Python/MySQL book which was written by the author. What underlies the writing of this book is the growing popularity of the

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PostgreSQL database server lately and more and more programmers migrating from MySQL to PostgreSQL. In this book, you will learn to build a school database project, step by step. A number of widgets from

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PyQt will be used for the user interface. In the first and second chapter, you will get introduction of postgresql. And then, you will learn querying data from the postgresql using Python including establishing a database

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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

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data into a table using Python,
updating data in postgresql
database using Python, calling
postgresql stored function using
Python, deleting data from a
postgresql table using Python,
and postgresql Python

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transaction. In the fourth chapter, you will study: Creating the initial three table in the School database project: Teacher table, Class table, and Subject table; Creating database configuration files; Creating a Python GUI for

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viewing and navigating the contents of each table. Creating a Python GUI for inserting and editing tables; and Creating a Python GUI to merge and query the three tables. In chapter five, you will learn: Creating the main

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form to connect all forms;
Creating a project that will add three more tables to the school database: the Student table, the Parent table, and the Tuition table; Creating a Python GUI to view and navigate the contents

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of each table; Creating a Python GUI for editing, inserting, and deleting records in each table; Create a Python GUI to merge and query the three tables and all six tables. In chapter six, you will create and configure

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PotgreSQL database. In this chapter, you will create Suspect table in crime database. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_

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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

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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

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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,

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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

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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,

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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),

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victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well. Presents a tutorial on graphical user interface (GUI) programming using the Java

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object-oriented programming (OOP) language. The tutorial focuses on the use of the Abstract Window Toolkit (AWT) of Java to perform platform-independent GUI programming. Notes that the intended audience

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is Xt/Motif programmers.

Includes information on arrays, classes, and interfaces. Provides access to standard and GUI libraries, as well as examples of addresses and applets.

In-Depth Tutorials: Deep

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Learning Using Scikit-Learn,
Keras, and TensorFlow with
Python GUI
Computer Bible Games with
Java

A Computer Programming

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Tutorial

Java Swing Tutorials - Herong's
Tutorial Examples

The Fast Way to Learn Java GUI
with PostgreSQL and SQLite

This book is a compressed
practical manual on the Java

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programming language, and consists of 21 lessons. The main features of the Java language are covered in the first half of the book and such advanced topics as working with databases, Java Servlets, JSP, EJB, and JMS are

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explained in the second half. Most of the lessons from this book come with working applications and setup instructions. The first 10 lessons come with independent applications and the second half

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of the book leads you through development of a Stock Trading System, the final version of which is designed using Java servlets, JSP, EJB, and JMS. The book also contains technical questions and answers for the

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Java technical job interviews.
The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers.
Netbeans, a specific IDE
(Integrated Development

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Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the

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focus of training. In this book, you will learn how to build from scratch a SQLite database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and

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step by step, you will be taught how to use SQLite in Java. In chapter one, you will learn: How to create SQLite database and six tables In chapter two, you will study: Creating the initial three table projects in the school

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database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables;

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and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the

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Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI

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to join and query the three tables and all six tables. In chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, you will learn the basics of

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cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt

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data, and generate and verify digital prints. In chapter seven, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using

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NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You

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will also learn how to encrypt / decrypt data and save the results into a database. In chapter eight, you will create an Account table. This account table has the following ten fields: account_id (primary key), client_id

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(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

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implement generating and verifying digital prints and storing the results into a database. In chapter nine, you will create a Client_Data table, which has the following seven fields: client_data_id (primary

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key), account_id (primary_key),
birth_date, address,
mother_name, telephone, and
photo_path.

This book is a collection of notes
and sample codes written by the
author while he was learning

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Linux systems. Topics include using Cockpit Web portal for admin tasks; using network configuration and security firewall; managing users and groups; managing files and directories; managing NTFS,

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CIFS, EXT4, LBA, LVM file systems; installing CentOS systems; using SELinux (Security-Enhanced Linux) system; DNF/YUM software package manager; managing MySQL server; developing

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Python and PHP scripts; using GCC C/C++ compilers; managing vsftpd - Very Secure FTP daemon; managing Postfix and Dovecot servers for emails; managing directory service with OpenLDAP; running graphical

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applications on GNOME desktop and X11 servers; running Conda - Environment and Package Manager. Updated in 2021 (Version v5.37) with minor updates. For latest updates and free sample chapters, visit <http://>

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www.herongyang.com/Linux.JAVA.HOMEWORK.PROJECTS
teaches Java GUI (Graphical User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun

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and useful projects. To grasp the concepts presented in JAVA HOMEWORK PROJECTS, you should possess a working knowledge of programming with Java and be acquainted with using the Swing control library.

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Our tutorial LEARN JAVA GUI APPLICATIONS? can help you gain this needed exposure. JAVA HOMEWORK PROJECTS explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn about

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project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: ? - Dual-Mode Stopwatch - Allows you to time tasks you may be doing. -

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Consumer Loan Assistant -
Helps you see just how much
those credit cards will cost you. -
Flash Card Math Quiz - Lets you
practice basic addition,
subtraction, multiplication and
division skills. - Multiple Choice

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Exam - Quizzes a user on matching pairs of items, like countries/capitals, and words/meanings. - Blackjack Card Game - Play the classic card game against the computer and learn why gambling is very

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risky. - Weight Monitor - Track your weight each day and monitor your progress toward established goals. - Home Inventory Manager - Helps you keep track of all your belongings - even includes photographs. -

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Snowball Toss Game - Lets you throw snowballs at another player or against the computer. ?? The tutorial includes over 850 pages of self-study notes. The Java source code and all needed multimedia files are available

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after book registration from the publisher's website

(KidwareSoftware.com). JAVA
HOMEWORK PROJECTS

requires Microsoft Windows, macOS, or Ubuntu Linux. You will also need to download the

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11th Edition of the Java Development Kit (JDK11) from Oracle's website. This tutorial also uses the 11th Edition of the Apache NetBeans IDE (Integrated Development Environment) which is available from Apache's

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website for building and testing
Java applications.?

The Best Guide to Database
Programming with Java GUI,
PostgreSQL, and SQL Server
The JFC Swing Tutorial
Programming Games with Java

Read Online Java Gui Tutorial

Database and Image Processing
Using Java GUI and Microsoft
Access

Learn Java GUI Applications
Updated for Java SE 11

AVA HOMEWORK PROJECTS
teaches Java GUI (Graphical

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User Interface) Swing programming concepts and provides detailed step-by-step instructions in building many fun and useful projects. Students learn about project design, the Java Swing controls, many

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elements of the Java language, and how to distribute finished projects.

LEARN JAVA GUI

APPLICATIONS is a self-study and/or instructor led tutorial teaching the basics of building a

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Java application with a swing graphic user interface (GUI).

LEARN JAVA GUI

APPLICATIONS has 9 lessons covering object-oriented programming concepts, using the NetBeans integrated development

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environment to create and test Java projects, building and distributing GUI applications, understanding and using the Swing control library, exception handling, sequential file access, graphics, multimedia, advanced

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topics such as printing, and help system authoring. The focus of LEARN JAVA GUI APPLICATIONS is to use the existing objects and capabilities of the Java Swing library to build a wide variety of useful desktop

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applications. Some of the applications built include: Stopwatch, Calendar Display, Loan Repayment Calculator, Flash Card Math Game, Database Input Screen, Statistics Calculator, Tic-Tac-Toe Game,

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Capital City Quiz, Information Tracker (with plotting), Blackjack, Line, Bar and Pie charts, a version of the first video game ever - Pong, and a Telephone Directory (Project Screen Shots).

LEARN JAVA GUI

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APPLICATIONS is presented using a combination of over 1,100 pages of course notes and over 100 practical Java GUI examples and applications. To grasp the concepts presented in LEARN JAVA GUI APPLICATIONS, you

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should have had some exposure to Java programming concepts. We offer two beginning Java programming tutorials, BEGINNING JAVA and JAVA FOR KIDS that would help you gain this needed exposure. This

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course requires Microsoft Windows, MAC OS X or Linux Umbuntu. To complete this tutorial, you will need to download a free copy of the Java Development Kit (JDK8) Standard Edition (SE). This

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tutorial uses NetBeans 8 as the IDE (Integrated Development Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's

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website KidwareSoftware.com
after book registration

In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits,

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classifying cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will

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learn how to use OpenCV, NumPy, and other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner

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Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fruits using Fruits 360

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dataset provided by Kaggle (<https://www.kaggle.com/moltean/fruits/code>) using Transfer Learning and CNN models. You will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-

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Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (<https://www.kaggle.com/chetankv/dogs-cats-images>) using Using CNN with Data Generator. You will

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build a GUI application for this purpose. In Chapter 4, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting furnitures using Furniture Detector

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dataset provided by Kaggle (<https://www.kaggle.com/akkithetechie/furniture-detector>) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use TensorFlow, Keras, Scikit-

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Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (<https://www.kaggle.com/zalando-research/fashionmnist/code>)

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using CNN model. You will build a GUI application for this purpose.

This hands-on

tutorial/reference/guide to MySQL and SQL Server is not only

perfect for students and

beginners, but it also works for

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experienced developers who aren't getting the most from MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server using Java. In

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designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects;

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How the basic MySQL commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will study: Creating

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the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each

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table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all forms; Creating a project will add

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three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting

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records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In

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chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has

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eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eight, you will be taught to

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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,

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feature4, feature5, and feature6. In chapter nine, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built in the seventh

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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,

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birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File_Case. The File_Case table will connect

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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.

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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

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also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQL SERVER programmer.

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A Jfc Swing Tutorial

A Short Course on the Basics

Java Homework Projects - 11th
Edition

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

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The Fast Tutorial to Learn
Database Programming Using
Python GUI with Access and SQL
Server

A JFC Swing Tutorial

COMPUTER BIBLE GAMES WITH
JAVA teaches Java JFC Swing GUI

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(Graphic User Interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the

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concepts presented in COMPUTER BIBLE GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Java Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS tutorial will help

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you gain this needed exposure. COMPUTER BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to

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distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Noah's Ark - Race the turtle to Noah's Ark before the Great Flood starts Elijah and the

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Ravens - Move Elijah to catch the falling bread as he is fed by the Raven Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den This course requires either Windows 7+, macOS, or Ubuntu Linux. To complete this Java tutorial you

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need to license a copy of the Java Development Kit (JDK) 11th Standard Edition (SE) and install it on your computer. The Java Development Kit SE 11th Edition can be downloaded from the Oracle website. We also use the 11th Edition of the NetBeans IDE which

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is available free from the Apache Website. Prior knowledge of Java JFC Swing concepts is a prerequisite to this course. We highly recommend completing Philip Conrod & Lou Tylee's Learn Java GUI Applications 11th Edition tutorial textbook from Kidware

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Software prior to attempting this Java Game programming course. The Java source code and all needed multimedia files are available for download from the publisher's website (BibleByteBooks.com) after book registration.

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PROGRAMMING GAMES WITH JAVA uses Java GUI (Graphic User Interface) Swing programming concepts while providing detailed step-by-step instructions for building many fun 2D games. The tutorial is appropriate for teens and adults.

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The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in PROGRAMMING GAMES WITH JAVA, you should have experience with building Java projects and be acquainted with using the Swing control library. We offer a Java

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Swing GUI programming tutorial,
LEARN JAVA GUI
APPLICATIONS, that would help
you gain this needed exposure. If
you don't have any Java
programming experience at all,
you should start with one of our
beginning Java tutorials,

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BEGINNING JAVA or JAVA FOR KIDS. PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and

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how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Safecracker - Decipher a secret combination using clues from the computer. Tic

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Tac Toe - The classic game!
Match Game - Find matching pairs of hidden photos - use your own photos!
Pizza Delivery - A business simulation where you manage a small pizza shop for a night.
Moon Landing - Land a lunar module on the surface of the moon.

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Leap Frog - A fun arcade game where you get a frog through traffic and across a raging river. PROGRAMMING GAMES WITH JAVA requires a Microsoft Windows XP-SP2, Vista, or Windows 7 operating system and the Java Development Kit. The

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book includes over 900 pages of FULL-COLOR self-study notes. The Java source code and all needed multimedia files are available for download from the publisher's website (www.KidwareSoftware.com) after book registration.

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BOOK 1: LEARN FROM SCRATCH
MACHINE LEARNING WITH
PYTHON GUI In this book, you
will learn how to use NumPy,
Pandas, OpenCV, Scikit-Learn and
other libraries to how to plot graph
and to process digital image. Then,
you will learn how to classify

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features using Perceptron, Adaline, Logistic Regression (LR), Support Vector Machine (SVM), Decision Tree (DT), Random Forest (RF), and K-Nearest Neighbor (KNN) models. You will also learn how to extract features using Principal Component

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Analysis (PCA), Linear Discriminant Analysis (LDA), Kernel Principal Component Analysis (KPCA) algorithms and use them in machine learning. In Chapter 1, you will learn: Tutorial Steps To Create A Simple GUI Application, Tutorial Steps to Use

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Radio Button, Tutorial Steps to
Group Radio Buttons, Tutorial
Steps to Use CheckBox Widget,
Tutorial Steps to Use Two
CheckBox Groups, Tutorial Steps
to Understand Signals and Slots,
Tutorial Steps to Convert Data
Types, Tutorial Steps to Use Spin

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Box Widget, Tutorial Steps to Use
ScrollBar and Slider, Tutorial
Steps to Use List Widget, Tutorial
Steps to Select Multiple List Items
in One List Widget and Display It
in Another List Widget, Tutorial
Steps to Insert Item into List
Widget, Tutorial Steps to Use

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Operations on Widget List,
Tutorial Steps to Use Combo Box,
Tutorial Steps to Use Calendar
Widget and Date Edit, and Tutorial
Steps to Use Table Widget. In
Chapter 2, you will learn: Tutorial
Steps To Create A Simple Line
Graph, Tutorial Steps To Create A

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Simple Line Graph in Python GUI,
Tutorial Steps To Create A Simple
Line Graph in Python GUI: Part 2,
Tutorial Steps To Create Two or
More Graphs in the Same Axis,
Tutorial Steps To Create Two
Axes in One Canvas, Tutorial
Steps To Use Two Widgets,

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Tutorial Steps To Use Two
Widgets, Each of Which Has Two
Axes, Tutorial Steps To Use Axes
With Certain Opacity Levels,
Tutorial Steps To Choose Line
Color From Combo Box, Tutorial
Steps To Calculate Fast Fourier
Transform, Tutorial Steps To

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Create GUI For FFT, Tutorial Steps To Create GUI For FFT With Some Other Input Signals, Tutorial Steps To Create GUI For Noisy Signal, Tutorial Steps To Create GUI For Noisy Signal Filtering, and Tutorial Steps To Create GUI For Wav Signal

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Filtering. In Chapter 3, you will learn: Tutorial Steps To Convert RGB Image Into Grayscale, Tutorial Steps To Convert RGB Image Into YUV Image, Tutorial Steps To Convert RGB Image Into HSV Image, Tutorial Steps To Filter Image, Tutorial Steps To

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Display Image Histogram, Tutorial Steps To Display Filtered Image Histogram, Tutorial Steps To Filter Image With CheckBoxes, Tutorial Steps To Implement Image Thresholding, and Tutorial Steps To Implement Adaptive Image Thresholding. You will also

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learn: Tutorial Steps To Generate And Display Noisy Image, Tutorial Steps To Implement Edge Detection On Image, Tutorial Steps To Implement Image Segmentation Using Multiple Thresholding and K-Means Algorithm, Tutorial Steps To Implement Image Denoising,

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Tutorial Steps To Detect Face,
Eye, and Mouth Using Haar
Cascades, Tutorial Steps To
Detect Face Using Haar Cascades
with PyQt, Tutorial Steps To
Detect Eye, and Mouth Using Haar
Cascades with PyQt, Tutorial
Steps To Extract Detected

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Objects, Tutorial Steps To Detect Image Features Using Harris Corner Detection, Tutorial Steps To Detect Image Features Using Shi-Tomasi Corner Detection, Tutorial Steps To Detect Features Using Scale-Invariant Feature Transform (SIFT), and Tutorial

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Steps To Detect Features Using Features from Accelerated Segment Test (FAST). In Chapter 4, In this tutorial, you will learn how to use Pandas, NumPy and other libraries to perform simple classification using perceptron and Adaline (adaptive linear neuron).

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The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron, Tutorial Steps To Implement Perceptron with PyQt, Tutorial Steps To Implement Adaline (ADaptive

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Linear NEuron), and Tutorial Steps To Implement Adaline with PyQt. In Chapter 5, you will learn how to use the scikit-learn machine learning library, which provides a wide variety of machine learning algorithms via a user-friendly Python API and to

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perform classification using perceptron, Adaline (adaptive linear neuron), and other models. The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn: Tutorial Steps To Implement Perceptron Using Scikit-

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Learn, Tutorial Steps To
Implement Perceptron Using Scikit-
Learn with PyQt, Tutorial Steps
To Implement Logistic Regression
Model, Tutorial Steps To
Implement Logistic Regression
Model with PyQt, Tutorial Steps
To Implement Logistic Regression

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Model Using Scikit-Learn with
PyQt, Tutorial Steps To Implement
Support Vector Machine (SVM)
Using Scikit-Learn, Tutorial Steps
To Implement Decision Tree (DT)
Using Scikit-Learn, Tutorial Steps
To Implement Random Forest
(RF) Using Scikit-Learn, and

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Tutorial Steps To Implement K-Nearest Neighbor (KNN) Using Scikit-Learn. In Chapter 6, you will learn how to use Pandas, NumPy, Scikit-Learn, and other libraries to implement different approaches for reducing the dimensionality of a dataset using different feature

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selection techniques. You will learn about three fundamental techniques that will help us to summarize the information content of a dataset by transforming it onto a new feature subspace of lower dimensionality than the original one. Data compression is

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an important topic in machine learning, and it helps us to store and analyze the increasing amounts of data that are produced and collected in the modern age of technology. You will learn the following topics: Principal Component Analysis (PCA) for

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unsupervised data compression,
Linear Discriminant Analysis
(LDA) as a supervised
dimensionality reduction technique
for maximizing class separability,
Nonlinear dimensionality reduction
via Kernel Principal Component
Analysis (KPCA). You will learn:

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Tutorial Steps To Implement Principal Component Analysis (PCA), Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn, Tutorial Steps To Implement Principal Component Analysis (PCA) Using Scikit-Learn

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with PyQt, Tutorial Steps To Implement Linear Discriminant Analysis (LDA), Tutorial Steps To Implement Linear Discriminant Analysis (LDA) with Scikit-Learn, Tutorial Steps To Implement Linear Discriminant Analysis (LDA) Using Scikit-Learn with

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PyQt, Tutorial Steps To Implement Kernel Principal Component Analysis (KPCA) Using Scikit-Learn, and Tutorial Steps To Implement Kernel Principal Component Analysis (KPCA) Using Scikit-Learn with PyQt. In Chapter 7, you will learn how to

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use Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset. You will learn: Tutorial Steps To Load MNIST Dataset, Tutorial Steps To Load MNIST Dataset with PyQt, Tutorial Steps To Implement

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Perceptron With PCA Feature
Extractor on MNIST Dataset Using
PyQt, Tutorial Steps To Implement
Perceptron With LDA Feature
Extractor on MNIST Dataset Using
PyQt, Tutorial Steps To Implement
Perceptron With KPCA Feature
Extractor on MNIST Dataset Using

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PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With PCA Feature Extractor on MNIST Dataset Using PyQt,
Tutorial Steps To Implement Logistic Regression (LR) Model With LDA Feature Extractor on MNIST Dataset Using PyQt,

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Tutorial Steps To Implement
Logistic Regression (LR) Model
With KPCA Feature Extractor on
MNIST Dataset Using PyQt,
Tutorial Steps To Implement ,
Tutorial Steps To Implement
Support Vector Machine (SVM)
Model With LDA Feature Extractor

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on MNIST Dataset Using PyQt,
Tutorial Steps To Implement
Support Vector Machine (SVM)
Model With KPCA Feature
Extractor on MNIST Dataset Using
PyQt, Tutorial Steps To Implement
Decision Tree (DT) Model With
PCA Feature Extractor on MNIST

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Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt,

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Tutorial Steps To Implement
Random Forest (RF) Model With
PCA Feature Extractor on MNIST
Dataset Using PyQt, Tutorial Steps
To Implement Random Forest
(RF) Model With LDA Feature
Extractor on MNIST Dataset Using
PyQt, Tutorial Steps To Implement

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Random Forest (RF) Model With
KPCA Feature Extractor on
MNIST Dataset Using PyQt,
Tutorial Steps To Implement K-
Nearest Neighbor (KNN) Model
With PCA Feature Extractor on
MNIST Dataset Using PyQt,
Tutorial Steps To Implement K-

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Nearest Neighbor (KNN) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt. BOOK 2: THE PRACTICAL GUIDES ON

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DEEP LEARNING USING SCIKIT-LEARN, KERAS, AND TENSORFLOW WITH PYTHON GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on

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recognizing traffic signs using GTSRB dataset, detecting brain tumor using Brain Image MRI dataset, classifying gender, and recognizing facial expression using FER2013 dataset In Chapter 1, you will learn to create GUI applications to display line graph

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using PyQt. You will also learn how to display image and its histogram. In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, Pandas, NumPy and other libraries to perform prediction on handwritten digits using MNIST dataset with

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PyQt. You will build a GUI application for this purpose. In Chapter 3, you will learn how to perform recognizing traffic signs using GTSRB dataset from Kaggle. There are several different types of traffic signs like speed limits, no entry, traffic signals, turn left or

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right, children crossing, no passing of heavy vehicles, etc. Traffic signs classification is the process of identifying which class a traffic sign belongs to. In this Python project, you will build a deep neural network model that can classify traffic signs in image into

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different categories. With this model, you will be able to read and understand traffic signs which are a very important task for all autonomous vehicles. You will build a GUI application for this purpose. In Chapter 4, you will learn how to perform detecting

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brain tumor using Brain Image MRI dataset provided by Kaggle (<https://www.kaggle.com/navoneel/brain-mri-images-for-brain-tumor-detection>) using CNN model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to perform classifying

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gender using dataset provided by Kaggle (<https://www.kaggle.com/c/ashutosh/gender-classification-dataset>) using MobileNetV2 and CNN models. You will build a GUI application for this purpose. In Chapter 6, you will learn how to perform recognizing facial

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expression using FER2013 dataset provided by Kaggle (<https://www.kaggle.com/nicolejyt/facialexpressionrecognition>) using CNN model.

You will also build a GUI application for this purpose. **BOOK 3: STEP BY STEP TUTORIALS ON DEEP LEARNING USING**

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SCIKIT-LEARN, KERAS, AND TENSORFLOW WITH PYTHON GUI In this book, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to implement deep learning on classifying fruits, classifying

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cats/dogs, detecting furnitures, and classifying fashion. In Chapter 1, you will learn to create GUI applications to display line graph using PyQt. You will also learn how to display image and its histogram. Then, you will learn how to use OpenCV, NumPy, and

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other libraries to perform feature extraction with Python GUI (PyQt). The feature detection techniques used in this chapter are Harris Corner Detection, Shi-Tomasi Corner Detector, and Scale-Invariant Feature Transform (SIFT). In Chapter 2, you will

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learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying fruits using Fruits 360 dataset provided by Kaggle (<https://www.kaggle.com/moltean/fruits/code>) using Transfer Learning and CNN models. You

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will build a GUI application for this purpose. In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform classifying cats/dogs using dataset provided by Kaggle (<https://www.kaggle.com/chetankv/>)

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dogs-cats-images) using Using CNN with Data Generator. You will build a GUI application for this purpose. In Chapter 4, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting furnitures

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using Furniture Detector dataset provided by Kaggle (<https://www.kaggle.com/akkithetechie/furniture-detector>) using VGG16 model. You will build a GUI application for this purpose. In Chapter 5, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV,

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Pandas, NumPy and other libraries to perform classifying fashion using Fashion MNIST dataset provided by Kaggle (<https://www.kaggle.com/zalando-research/fashionmnist/code>) using CNN model. You will build a GUI application for this purpose. BOOK

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4: Project-Based Approach On DEEP LEARNING Using Scikit-Learn, Keras, And TensorFlow with Python GUI In this book, implement deep learning on detecting vehicle license plates, recognizing sign language, and detecting surface crack using

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TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting vehicle license plates using Car License

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Plate Detection dataset provided by Kaggle (<https://www.kaggle.com/andrewmvd/car-plate-detection/download>). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform sign language

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recognition using Sign Language Digits Dataset provided by Kaggle (<https://www.kaggle.com/ardamavi/sign-language-digits-dataset/download>). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other

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libraries to perform detecting surface crack using Surface Crack Detection provided by Kaggle (<https://www.kaggle.com/arunrk7/surface-crack-detection/download>).

BOOK 5: Hands-On Guide To
IMAGE CLASSIFICATION Using
Scikit-Learn, Keras, And

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TensorFlow with PYTHON GUI In this book, implement deep learning-based image classification on detecting face mask, classifying weather, and recognizing flower using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1,

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you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform detecting face mask using Face Mask Detection Dataset provided by Kaggle (<https://www.kaggle.com/omkargurav/face-mask-dataset/download>). In

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Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify weather using Multi-class Weather Dataset provided by Kaggle (<https://www.kaggle.com/pratik2901/multiclass-weather->

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dataset/download). In Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize flower using Flowers Recognition dataset provided by Kaggle (<https://www.kaggle.com/al>

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xmamaev/flowers-recognition/download). BOOK 6: Step by Step Tutorial IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI In this book, implement deep learning-based image classification on classifying

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monkey species, recognizing rock, paper, and scissor, and classify airplane, car, and ship using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV,

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Pandas, NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle (<https://www.kaggle.com/slothkong/10-monkey-species/download>). In Chapter 2, you will learn how to use TensorFlow, Keras, Scikit-

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Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize rock, paper, and scissor using 10 Monkey Species dataset provided by Kaggle (<https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset/download>). In Chapter 3, you will learn how to

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use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify airplane, car, and ship using Multiclass-image-dataset-airplane-car-ship dataset provided by Kaggle (<https://www.kaggle.com/abtabm/multiclassimagedatasetai>)

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rplanecar).

COMPUTER BIBLE GAMES WITH JAVA is a self-study or instructor led intermediate level computer programming tutorial that teaches Java JFC Swing GUI (Graphic User Interface) programming concepts while providing detailed step-by-

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step instructions for building many fun Computer Bible Games. This tutorial is appropriate for High School students and adults.

COMPUTER BIBLE GAMES WITH JAVA is presented using a combination of over 550 pages of FULL-COLOR course notes and

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actual Java examples. The tutorial is appropriate for both teens and adults. The games built teach logical thinking skills. To grasp the concepts presented in **COMPUTER BIBLE GAMES WITH JAVA**, you should have experience with building Java projects and be

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acquainted with using the Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS will help you gain this needed training. COMPUTER BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about

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project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing

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complexity: * Bible Safecracker -
Guess the combination to remove
the ancient Bible from the safe *
Bible Tic-Tac-Toe - Bible Trivia
Game using a Tic-Tac-Toe Board *
Bible Match Game - Match the
Bible characters with this picture
memory game * Noah's Ark - Race

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the turtles to Noah's Ark before the Great Flood starts * Elijah and the Ravens - Help Elijah catch the falling bread as he is fed by the ravens * Daniel and the Lions - Shoot Prayers at the lions to protect Daniel in the Lion's Den. This 7th Edition course requires

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Windows XP, Vista, or Windows 7.
To complete this Java tutorial, you will need to have a copy of the free Java Development Kit (JDK 7) installed on your computer. This tutorial also uses the JCreator(r) 5.0 as the IDE (Integrated Development

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Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website (www.BibleByteBooks.com) after book registration

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A Guide to Constructing GUIs
Mastering Java
Programming Home Projects with
Java
LEARN FROM SCRATCH
MACHINE LEARNING WITH
PYTHON GUI
CRYPTOGRAPHY AND IMAGE

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PROCESSING with Java GUI and
SQLite

Beginning Java

The book details how
programmers and database
professionals can develop
Access-based Java GUI

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applications that involves database and image processing. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to

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begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant

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for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished

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product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access

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database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and six tables. In

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chapter two, you will study:
Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a

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Java GUI for viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you

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will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java

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GUI to view and navigate the contents of each table;
Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In

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chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features,

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utilizing BufferedImage class, in Java GUI. In chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary

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key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date, mother_name, address, telephone, and photo. In chapter eighth, you will be taught to create Java

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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

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feature6. In chapter nine, you will add two tables: Police and Investigator. These two tables will later be joined to Suspect table through another table, Case_File, which will be built in the seventh chapter. The

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Police has six columns:
police_id (primary key),
location, city, province,
telephone, and photo. The
Investigator has eight
columns: investigator_id
(primary key),

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investigator_name, rank, birth_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables:

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Victim and Case_File. The Case_File table will connect four other tables: Suspect, Police, Investigator and Victim. The Victim table has nine columns: victim_id (primary key), victim_name,

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crime_type, birth_date,
crime_date, gender, address,
telephone, and photo. The
Case_File has seven columns:
case_file_id (primary key),
suspect_id (foreign key),
police_id (foreign key),

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investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

In this book, you will learn

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how to build from scratch a MySQL database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be

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taught how to use MySQL in Java. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL

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commands are used; How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will study: Creating the initial three

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table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of

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each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In the third chapter, you will learn: Creating the main form to connect all

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forms; Creating a project will add three more tables to the school database: the Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table;

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Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In

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chapter five, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate

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PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter six, you will learn how to create and store salt passwords and verify them. You will create a Login

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table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table,

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you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter seven, you will create

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an Login 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,

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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

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database. In chapter eight, you create a table with the name of the Account, which has ten columns: account_id (primary key), client_id (primarykey), account_number, account_date, account_type,

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plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In chapter nine, you will create a Client_Data table, which has the following seven fields:

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client_data_id (primary key),
account_id (primary_key),
birth_date, address,
mother_name, telephone, and
photo_path. In chapter ten,
you will be taught how to
extract image features,

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utilizing BufferedImage class, in Java GUI. In chapter eleven, you will be taught how to create Crime database and its tables. In chapter twelve, you will be taught to create Java GUI to view, edit, insert, and

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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,

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telephone, and photo. In chapter thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature_Extraction table data. This table has eight columns: feature_id (primary key),

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suspect_id (foreign key),
feature1, feature2, feature3,
feature4, feature5, and
feature6. All six fields (except
keys) will have a BLOB data
type, so that the image of the
feature will be directly saved

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into this table. In chapter fourteen, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built

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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

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(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

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fifteen, you will add two tables: Victim and File_Case. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns:

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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

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(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

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both tables.

Fully updated for Java SE 11, this book covers the most important Java programming topics that you need to master to be able to learn other technologies yourself. By fully

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understanding all the chapters and doing the exercises you'll be able to perform an intermediate Java programmer's daily tasks quite well. This book offers the three subjects that a professional

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Java programmer must be proficient in: - Java as a programming language; - Object-oriented programming (OOP) with Java; - Java core libraries.

This step-by-step guide to

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explore database programming using Java is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a

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programmer. Each brief chapter covers the material for one week of a college course to help you practice what you've learned. As you would expect, this book shows how to build from scratch two

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different databases: MariaDB and SQLite using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In the first chapter, you will learn the basics of cryptography using

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Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and

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generate and verify digital prints. In the second chapter, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java

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GUI using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and

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private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In the third chapter, you will create an Account table. This account table has

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the following ten fields:
account_id (primary key),
client_id (primarykey),
account_number,
account_date, account_type,
plain_balance, cipher_balance,
decipher_balance,

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digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database. In the fourth

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chapter, You create a table with the name of the Account, which has ten columns:
account_id (primary key),
client_id (primarykey),
account_number,
account_date, account_type,

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plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In the fifth chapter, you will create a Client_Data table, which has the following seven fields:

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client_data_id (primary key),
account_id (primary_key),
birth_date, address,
mother_name, telephone, and
photo_path. In chapter six,
you will be shown how to
create SQLite database and

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tables with Java. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapter

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are grascaling, sharpening, inverting, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to

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store other advanced image features based on descriptors such as SIFT and others for developing descriptor based matching. In chapter eight, you will be taught to create Java GUI to view, edit, insert,

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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,

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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),

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suspect_id (foreign key),
feature1, feature2, feature3,
feature4, feature5, and
feature6. All six fields (except
keys) will have a BLOB data
type, so that the image of the
feature will be directly saved

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into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case, which will be built

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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

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(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

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eleven, you will add two tables: Victim and Case_File. The File_Case table will connect four other tables: Suspect, Police_Station, Investigator and Victim. The Victim table has nine columns:

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victim_id (primary key),
victim_name, crime_type,
birth_date, crime_date,
gender, address, telephone,
and photo. The Case_File has
seven columns: case_file_id
(primary key), suspect_id

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(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

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both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MariaDB/SQLite programmer.

Step by Step Tutorial IMAGE

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CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI

Graphical User Interface (GUI) Programming Using Java Step by Step Tutorials On Deep Learning Using Scikit-

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Learn, Keras, and Tensorflow
with Python GUI

Learn Java GUI Applications -
11th Edition

Java Homework Projects

Computer Bible Games with
Java - 11th Edition

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PROGRAMMING GAMES WITH JAVA uses Java GUI (graphic user interface) programming concepts while providing detailed step-by-step instructions for building many fun games. The

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tutorial is appropriate for both kids and adults.

PROGRAMMING GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project.

The Java® Tutorial, Fifth

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Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2,

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the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich

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Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments,

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including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which

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results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the

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Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the

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items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by

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members of Oracle Java engineering to ensure that the information is accurate and up to date.

This tutorial book is a collection of notes and sample codes written by the

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author while he was learning Java Swing and AWT himself. Topics include Swing and AWT (Abstract Windows Toolkit) class library; graphical components: JButton, JCheckbox,

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JComboBox, JFrame, JLabel, JMenu, JRadioButton, JTextField; frame layouts; menus; dialog boxes; editor pane; Unicode and Chinese. Updated in 2020 (Version 4.30) with JDK 15. For latest

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updates and free sample chapters, visit <http://www.he rongyang.com/Swing>.

In this book, you will learn how to use NumPy, Pandas, OpenCV, Scikit-Learn and other libraries to how to plot

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graph and to process digital image. Then, you will learn how to classify features using Perceptron, Adaline, Logistic Regression (LR), Support Vector Machine (SVM), Decision Tree (DT),

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Random Forest (RF), and K-Nearest Neighbor (KNN) models. You will also learn how to extract features using Principal Component Analysis (PCA), Linear Discriminant Analysis (LDA),

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Kernel Principal Component Analysis (KPCA) algorithms and use them in machine learning. In Chapter 1, you will learn: Tutorial Steps To Create A Simple GUI Application, Tutorial Steps to

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Use Radio Button, Tutorial Steps to Group Radio Buttons, Tutorial Steps to Use CheckBox Widget, Tutorial Steps to Use Two CheckBox Groups, Tutorial Steps to Understand Signals

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and Slots, Tutorial Steps to Convert Data Types, Tutorial Steps to Use Spin Box Widget, Tutorial Steps to Use ScrollBar and Slider, Tutorial Steps to Use List Widget, Tutorial Steps to Select

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Multiple List Items in One List Widget and Display It in Another List Widget, Tutorial Steps to Insert Item into List Widget, Tutorial Steps to Use Operations on Widget List, Tutorial Steps to Use Combo

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Box, Tutorial Steps to Use Calendar Widget and Date Edit, and Tutorial Steps to Use Table Widget. In Chapter 2, you will learn: Tutorial Steps To Create A Simple Line Graph, Tutorial Steps To

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Create A Simple Line Graph
in Python GUI, Tutorial Steps
To Create A Simple Line
Graph in Python GUI: Part 2,
Tutorial Steps To Create Two
or More Graphs in the Same
Axis, Tutorial Steps To

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Create Two Axes in One Canvas, Tutorial Steps To Use Two Widgets, Tutorial Steps To Use Two Widgets, Each of Which Has Two Axes, Tutorial Steps To Use Axes With Certain Opacity Levels,

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Tutorial Steps To Choose
Line Color From Combo Box,
Tutorial Steps To Calculate
Fast Fourier Transform,
Tutorial Steps To Create GUI
For FFT, Tutorial Steps To
Create GUI For FFT With

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Some Other Input Signals,
Tutorial Steps To Create GUI
For Noisy Signal, Tutorial
Steps To Create GUI For
Noisy Signal Filtering, and
Tutorial Steps To Create GUI
For Wav Signal Filtering. In

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Chapter 3, you will learn:
Tutorial Steps To Convert
RGB Image Into Grayscale,
Tutorial Steps To Convert
RGB Image Into YUV Image,
Tutorial Steps To Convert
RGB Image Into HSV Image,

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Tutorial Steps To Filter
Image, Tutorial Steps To
Display Image Histogram,
Tutorial Steps To Display
Filtered Image Histogram,
Tutorial Steps To Filter
Image With CheckBoxes,

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Tutorial Steps To Implement Image Thresholding, and Tutorial Steps To Implement Adaptive Image Thresholding. You will also learn: Tutorial Steps To Generate And Display Noisy

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Image, Tutorial Steps To
Implement Edge Detection
On Image, Tutorial Steps To
Implement Image
Segmentation Using Multiple
Thresholding and K-Means
Algorithm, Tutorial Steps To

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Implement Image Denoising,
Tutorial Steps To Detect
Face, Eye, and Mouth Using
Haar Cascades, Tutorial
Steps To Detect Face Using
Haar Cascades with PyQt,
Tutorial Steps To Detect Eye,

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and Mouth Using Haar
Cascades with PyQt, Tutorial
Steps To Extract Detected
Objects, Tutorial Steps To
Detect Image Features Using
Harris Corner Detection,
Tutorial Steps To Detect

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Image Features Using Shi-Tomasi Corner Detection, Tutorial Steps To Detect Features Using Scale-Invariant Feature Transform (SIFT), and Tutorial Steps To Detect Features Using

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Features from Accelerated Segment Test (FAST). In Chapter 4, In this tutorial, you will learn how to use Pandas, NumPy and other libraries to perform simple classification using

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perceptron and Adaline (adaptive linear neuron). The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will learn:
Tutorial Steps To Implement

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Perceptron, Tutorial Steps To
Implement Perceptron with
PyQt, Tutorial Steps To
Implement Adaline
(ADaptive LInear NEuron),
and Tutorial Steps To
Implement Adaline with

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PyQt. In Chapter 5, you will learn how to use the scikit-learn machine learning library, which provides a wide variety of machine learning algorithms via a user-friendly Python API and

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to perform classification using perceptron, Adaline (adaptive linear neuron), and other models. The dataset used is Iris dataset directly from the UCI Machine Learning Repository. You will

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learn: Tutorial Steps To
Implement Perceptron Using
Scikit-Learn, Tutorial Steps
To Implement Perceptron
Using Scikit-Learn with PyQt,
Tutorial Steps To Implement
Logistic Regression Model,

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Tutorial Steps To Implement
Logistic Regression Model
with PyQt, Tutorial Steps To
Implement Logistic
Regression Model Using
Scikit-Learn with PyQt,
Tutorial Steps To Implement

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Support Vector Machine (SVM) Using Scikit-Learn, Tutorial Steps To Implement Decision Tree (DT) Using Scikit-Learn, Tutorial Steps To Implement Random Forest (RF) Using Scikit-

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Learn, and Tutorial Steps To Implement K-Nearest Neighbor (KNN) Using Scikit-Learn. In Chapter 6, you will learn how to use Pandas, NumPy, Scikit-Learn, and other libraries to implement

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different approaches for reducing the dimensionality of a dataset using different feature selection techniques. You will learn about three fundamental techniques that will help us to summarize the

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information content of a dataset by transforming it onto a new feature subspace of lower dimensionality than the original one. Data compression is an important topic in machine learning,

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and it helps us to store and analyze the increasing amounts of data that are produced and collected in the modern age of technology. You will learn the following topics: Principal

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Component Analysis (PCA)
for unsupervised data
compression, Linear
Discriminant Analysis (LDA)
as a supervised
dimensionality reduction
technique for maximizing

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class separability, Nonlinear dimensionality reduction via Kernel Principal Component Analysis (KPCA). You will learn: 6.1 Tutorial Steps To Implement Principal Component Analysis (PCA),

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Tutorial Steps To Implement
Principal Component
Analysis (PCA) Using Scikit-
Learn, Tutorial Steps To
Implement Principal
Component Analysis (PCA)
Using Scikit-Learn with PyQt,

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Tutorial Steps To Implement Linear Discriminant Analysis (LDA), Tutorial Steps To Implement Linear Discriminant Analysis (LDA) with Scikit-Learn, Tutorial Steps To Implement Linear

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Discriminant Analysis (LDA)
Using Scikit-Learn with PyQt,
Tutorial Steps To Implement
Kernel Principal Component
Analysis (KPCA) Using Scikit-
Learn, and Tutorial Steps To
Implement Kernel Principal

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Component Analysis (KPCA)
Using Scikit-Learn with PyQt.
In Chapter 7, you will learn
how to use Keras, Scikit-
Learn, Pandas, NumPy and
other libraries to perform
prediction on handwritten

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digits using MNIST dataset.
You will learn: Tutorial Steps
To Load MNIST Dataset,
Tutorial Steps To Load MNIST
Dataset with PyQt, Tutorial
Steps To Implement
Perceptron With PCA Feature

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Extractor on MNIST Dataset
Using PyQt, Tutorial Steps To
Implement Perceptron With
LDA Feature Extractor on
MNIST Dataset Using PyQt,
Tutorial Steps To Implement
Perceptron With KPCA

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Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Logistic Regression (LR) Model With PCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement

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Logistic Regression (LR)
Model With LDA Feature
Extractor on MNIST Dataset
Using PyQt, Tutorial Steps To
Implement Logistic
Regression (LR) Model With
KPCA Feature Extractor on

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MNIST Dataset Using PyQt,
Tutorial Steps To Implement
, Tutorial Steps To
Implement Support Vector
Machine (SVM) Model With
LDA Feature Extractor on
MNIST Dataset Using PyQt,

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Tutorial Steps To Implement Support Vector Machine (SVM) Model With KPCA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With PCA

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Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision Tree (DT) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial Steps To Implement Decision

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Tree (DT) Model With KPCA
Feature Extractor on MNIST
Dataset Using PyQt, Tutorial
Steps To Implement Random
Forest (RF) Model With PCA
Feature Extractor on MNIST
Dataset Using PyQt, Tutorial

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Steps To Implement Random Forest (RF) Model With LDA Feature Extractor on MNIST Dataset Using PyQt, Tutorial
Steps To Implement Random Forest (RF) Model With KPCA Feature Extractor on MNIST

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Dataset Using PyQt, Tutorial
Steps To Implement K-
Nearest Neighbor (KNN)
Model With PCA Feature
Extractor on MNIST Dataset
Using PyQt, Tutorial Steps To
Implement K-Nearest

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Neighbor (KNN) Model With
LDA Feature Extractor on
MNIST Dataset Using PyQt,
and Tutorial Steps To
Implement K-Nearest
Neighbor (KNN) Model With
KPCA Feature Extractor on

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MNIST Dataset Using PyQt.

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Christian Schools &
Homeschools

BUILDING THREE DESKTOP
APPLICATIONS USING JAVA
GUI AND MYSQL

A Jfc Swing GUI Programming

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Tutorial

PROGRAMMING HOME PROJECTS WITH JAVA teaches Java GUI (Graphical User Interface) programming concepts and provides detailed step-by-step instructions in building many fun

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and useful projects. To grasp the concepts presented in PROGRAMMING HOME PROJECTS WITH JAVA, you should possess a working knowledge of programming with Java and be acquainted with using the Swing

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control library. Our tutorial LEARN JAVA GUI APPLICATIONS can help you gain this needed exposure. PROGRAMMING HOME PROJECTS WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java GUI project. Students learn

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about project design, the Java Swing controls, many elements of the Java language, and how to distribute finished projects. The projects built include: Dual-Mode Stopwatch - Allows you to time tasks you may be doing. Consumer

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Loan Assistant - Helps you see just how much those credit cards will cost you. Flash Card Math Quiz - Lets you practice basic addition, subtraction, multiplication and division skills. Multiple Choice Exam - Quizzes a user on

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matching pairs of items, like countries/capitals, and words/meanings. Blackjack Card Game - Play the classic card game against the computer and learn why gambling is very risky. Weight Monitor - Track your weight each

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day and monitor your progress toward established goals. Home Inventory Manager - Helps you keep track of all your belongings - even includes photographs.

Snowball Toss Game - Lets you throw snowballs at another player

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or against the computer. The tutorial includes over 850 pages of FULL-COLOR self-study notes. The Java source code and all needed multimedia files are available for download from the publisher's website:

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(www.KidwareSoftware.com) after book registration. PROGRAMMING HOME PROJECTS WITH JAVA requires a Microsoft Windows XP-SP2, Vista, or the Windows 7 operating system. You also need the Java Development Kit (a free

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download). This tutorial also uses JCreator(r) 5.0 as the IDE (Integrated Development Environment) for building and testing Java applications.

"Programming Home Projects with Java guides students through

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building some fun, practical applications, while learning programming concepts and design flow. Students can extend and customize the project to make it their own, and share with friends - a great learning motivator " - Carly

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*Orr, Computer Science Teacher,
Vancouver B*

*COMPUTER BIBLE GAMES WITH
JAVA teaches Java Swing GUI
(Graphic User Interface)
programming concepts while
providing detailed step-by-step*

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instructions for building many fun games. The tutorial is appropriate for teens and adults. The games built are non-violent and teach logical thinking skills. To grasp the concepts presented in COMPUTER BIBLE GAMES WITH JAVA, you

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should have experience with building Java projects and be acquainted with using the Java Swing control library. Our tutorial LEARN JAVA GUI APPLICATIONS tutorial will help you gain this needed exposure. COMPUTER

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BIBLE GAMES WITH JAVA explains (in simple, easy-to-follow terms) how to build a Java game project. Students learn about project design, the Java Swing controls, many elements of the Java language, and how to distribute

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finished projects. Game skills learned include handling multiple players, scoring, graphics, animation, and sounds. The game projects built include, in increasing complexity: Noah's Ark - Race the turtle to Noah's Ark before the

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Great Flood starts Elijah and the Ravens - Move Elijah to catch the falling bread as he is fed by the Raven Daniel and the Lions - Shoot Prayers at the Lions to protect Daniel in the Lion's Den This course requires either Windows

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7+, macOS or Linux. To complete this Java tutorial you need to have a copy of the Java Development Kit (JDK) Standard Edition (JDK8-SE) installed on your computer. The Java Development Kit SE is a free product that can be downloaded

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from the Oracle website. Oracle's website also contains the complete downloading and installation instructions for the latest version of Java. Our Java tutorials use the free NetBeans 8 IDE (Integrated Development

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Environment) for building and testing Java applications. The Java source code and all needed multimedia files are available for download from the publisher's website (BibleByteBooks.com) after book registration.

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Written by a lead writer on the Swing team and bestselling author of "The Java Tutorial," this guidebook--now fully updated and revised--provides a hard copy of Sun's popular online tutorial for JFC/Swing development. Its

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numerous code examples and clear presentation style make this book a fine choice for mastering the ins and outs of JFC and Swing. This book explains relational theory in practice, and demonstrates through two projects

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how you can apply it to your use of MySQL and SQLite databases. This book covers the important requirements of teaching databases with a practical and progressive perspective. This book offers the straightforward,

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practical answers you need to help you do your job. This hands-on tutorial/reference/guide to MySQL and SQLite is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from

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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

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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

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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;

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*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*

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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

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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

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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,

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Subject, Student, Parent, and Tuition and make queries over those tables. In chapter six, you will create and configure database. In this chapter, you will create Suspect table in crime database. This table has eleven columns:

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*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*

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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.

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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

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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,

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telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns: victim_id (primary key),

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*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),*

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*investigator_id (foreign key),
victim_id (foreign key), status, and
description. You will create GUI to
display, edit, insert, and delete for
both tables.*

*Java: A Beginner's Tutorial (5th
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*The Beginner's Guide to Learn
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A self-study to easy implement
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Learn Java Gui Applications for High School Students - Jdk6 Edition
This book covers microsoft acces and SQL Server based GUI programming using pyqt. Intentionally designed for various levels of interest and ability of learners, this book is suitable for

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students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. In the first chapter, you will learn to use several widgets in PyQt5:

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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;

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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

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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

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Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for

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inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent,

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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

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over those tables. In chapter six, you will create and 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_

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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

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(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

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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),

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investigator_name, rank, birth_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case_File. The Victim table has nine columns:

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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

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key), victim_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

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recognizing rock, paper, and scissor, and classify airplane, car, and ship using TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries. In Chapter 1, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas,

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NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle (<https://www.kaggle.com/slothkong/10-monkey-species/download>). In Chapter 2, you will learn how to use TensorFlow,

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Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to recognize rock, paper, and scissor using 10 Monkey Species dataset provided by Kaggle (<https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset/download>). In

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Chapter 3, you will learn how to use TensorFlow, Keras, Scikit-Learn, OpenCV, Pandas, NumPy and other libraries to perform how to classify airplane, car, and ship using Multiclass-image-dataset-airplane-car-ship dataset provided by Kaggle (<https://www.kaggle.com/datasets/paragmehta13/multiclass-image-dataset-airplane-car-ship>)

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*w.kaggle.com/abtabm/multiclassimage
datasetairplanecar).*

This is a Java GUI crash course. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to

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programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development

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Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you

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will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and six tables. In chapter two, you will

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study: Creating the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for viewing and navigating the contents of each table; Creating a

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Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the

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Student table, the Parent table, and Tuition table; Creating a Java GUI to view and navigate the contents of each table; Creating a Java GUI for editing, inserting, and deleting records in each table; Creating a Java GUI to join and query the three tables and all

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six. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In

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chapter seven, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date, suspect_status, arrest_date,

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mother_name, address, telephone, and photo. In chapter eighth, you will be taught to create Java GUI to view, edit, insert, and delete

Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign

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key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter nine, you will add two tables: Police and Investigator. These two tables will later be joined to Suspect table through another table, Case_File, which will be built in the

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seventh chapter. The Police has six columns: police_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,

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and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and Case_File. The Case_File table will connect four other tables: Suspect, Police, Investigator and

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Victim. The Victim table has nine columns: victim_id (primary key), victim_name, crime_type, birth_date, crime_date, gender, address, telephone, and photo. The Case_File has seven columns: case_file_id (primary key), suspect_id (foreign

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key), police_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

The book details how programmers

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and database professionals can develop SQLite-based Java GUI applications that involves cryptography and image processing. In this book, you will learn how to build from scratch a criminal records management database system using

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Java/SQLite. All Java code for digital image processing in this book is Native Java. Intentionally not to rely on external libraries, so that readers know in detail the process of extracting digital images from scratch in Java. In chapter one, you will

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create Bank database and its four tables. In chapter two, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate

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PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter three, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI

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using NetBeans to implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to

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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,

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account_type, plain_balance, cipher_balance, decipher_balance, digital_signature, and signature_verification. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a

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database. In chapter five, you will create a Client_Data table, which has the following seven fields: client_data_id (primary key), account_id (primary_key), birth_date, address, mother_name, telephone, and photo_path. In chapter six, you will

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create Crime database and its six tables. In chapter seven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eight, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table

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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

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*to view, edit, insert, and delete
Feature_Extraction table data. This
table has eight columns: feature_id
(primary key), suspect_id (foreign
key), feature1, feature2, feature3,
feature4, feature5, and feature6. All
six fields (except keys) will have a*

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BLOB data type, so that the image of the feature will be directly saved into this table. In chapter ten, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table, File_Case,

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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),

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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

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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:

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file_case_id (primary key), suspect_id (foreign key), police_station_id (foreign key), investigator_id (foreign key), victim_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

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*A Java JFC Swing GUI Game
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A JFC GUI Swing Tutorial

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

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to PostgreSQL and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from

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PostgreSQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: PostgreSQL and SQL Server using Java. In designing a GUI and as an

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IDE, you will make use of the NetBeans tool. In chapter one, you will learn: How to install NetBeans, JDK 11, and the PostgreSQL connector; How to integrate external

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libraries into projects;
How the basic PostgreSQL
commands are used; How to
query statements to create
databases, create tables,
fill tables, and
manipulate table contents

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is done. In chapter two, you will learn querying data from the postgresql using jdbc including establishing a database connection, creating a statement object,

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executing the query,
processing the resultset
object, querying data
using a statement that
returns multiple rows,
querying data using a
statement that has

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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

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postgresql table using jdbc, and postgresql jdbc transaction. In chapter three, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java

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program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify

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digital prints. You will also learn how to create and store salt passwords and verify them. In chapter four, you will create a PostgreSQL database, named Bank, and

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its tables. In chapter five, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login

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table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You

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will also learn how to encrypt / decrypt data and save the results into a database. In chapter six, you will create an Account table. This account table has the following ten

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```
fields: account_id  
(primary key), client_id  
(primarykey),  
account_number,  
account_date,  
account_type,  
plain_balance,
```


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cipher_balance,
decipher_balance,
digital_signature, and
signature_verification. In
this case, you will learn
how to implement
generating and verifying

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digital prints and storing the results into a database. In chapter seven, you create a table named Client_Data, which has seven columns:

```
client_data_id (primary
```

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key), account_id
(primary_key), birth_date,
address, mother_name,
telephone, and photo_path.
In chapter eight, you will
be taught how to create a
SQL Server database, named

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Crime, and its tables. In chapter nine, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter ten, you will be taught to

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create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date,

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suspect_ status,
arrest_date, mother_name,
address, telephone, and
photo. In chapter eleven,
you will be taught to
create Java GUI to view,
edit, insert, and delete

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Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and

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feature6. In chapter twelve, you will add two tables: Police_Station and Investigator. These two tables will later be joined to Suspect table through another table,

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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,

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and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and

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photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter thirteen, you will add two tables: Victim and

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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

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(primary key),
victim_name, crime_type,
birth_date, crime_date,
gender, address,
telephone, and photo. The
File_Case has seven
columns: file_case_id

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(primary key), suspect_id
(foreign key),
police_station_id (foreign
key), investigator_id
(foreign key), victim_id
(foreign key), status, and
description. Here, you

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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

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every Java/PostgreSQL/SQL Server programmer.

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sequential file access,
graphics, multimedia,
advanced topics such as
printing, and help system
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Statistics Calculator, Tic-
Tac-Toe Game, Capital City

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tutorial, you will need to download the Java Development Kit (JDK11) Standard Edition (SE) from Oracle's website. This tutorial also uses NetBeans 11 as the IDE

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(Integrated Development Environment) for building and testing Java applications which is available from Apache's website. The Java source code and all needed

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graphics, multimedia,
advanced topics such as
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the existing objects and
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Swing library to build a

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Tac-Toe Game, Capital City
Quiz, Information Tracker
(with plotting), Line, Bar
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Directory and a video

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SERVER

A JDK 11 Programming
Tutorial

**This book explains
relational theory in
practice, and demonstrates
through two projects how**

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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

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perspective. This book offers the straightforward, practical answers you need to help you do your job. This hands-on tutorial/reference/guide

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to MariaDB and SQL Server is not only perfect for students and beginners, but it also works for experienced developers who aren't getting the most from MariaDB and SQL

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Server. As you would expect, this book shows how to build from scratch two different databases: MariaDB and SQL Server using Java. In designing a GUI and as an IDE, you

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will make use of the NetBeans tool. In chapter one, you will learn the basics of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC

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(Message Authentication Code), store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. You will

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also learn how to create and store salt passwords and verify them. In chapter two, you will create a PostgreSQL database, named Bank, and its tables. In chapter

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three, you will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter you

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will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to

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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

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(primary key), client_id
(primarykey),
account_number,
account_date,
account_type,
plain_balance,
cipher_balance,

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decipher_balance,
digital_signature, and
signature_verification. In
this case, you will learn
how to implement
generating and verifying
digital prints and storing

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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

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(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

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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

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view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key), suspect_name, birth_date, case_date, report_date,

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suspect_ status,
arrest_date, mother_name,
address, telephone, and
photo. In chapter nine,
you will be taught to
create Java GUI to view,
edit, insert, and delete

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Feature_Extraction table data. This table has eight columns: feature_id (primary key), suspect_id (foreign key), feature1, feature2, feature3, feature4, feature5, and

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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,

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`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`,

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and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and

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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

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`File_Case` table will connect four other tables: `Suspect`, `Police_Station`, `Investigator` and `Victim`. The `Victim` table has nine columns: `victim_id` (primary key),

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victim_name, crime_type,
birth_date, crime_date,
gender, address,
telephone, and photo. The
File_Case has seven
columns: file_case_id
(primary key), suspect_id

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(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

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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

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Server programmer.

In this book, you will create three Java GUI applications using MySQL, MariaDB, and PostgreSQL.

In this book, you will learn how to build from

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scratch a database management system using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. Gradually and step by step, you will be

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taught how to utilize three different databases in Java. In chapter one, you will create School database and its six tables. In chapter two, you will study: Creating

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the initial three table projects in the school database: Teacher table, TClass table, and Subject table; Creating database configuration files; Creating a Java GUI for

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viewing and navigating the contents of each table; Creating a Java GUI for inserting and editing tables; and Creating a Java GUI to join and query the three tables. In

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chapter three, you will learn: Creating the main form to connect all forms; Creating a project will add three more tables to the school database: the Student table, the Parent

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table, and Tuition table;
Creating a Java GUI to
view and navigate the
contents of each table;
Creating a Java GUI for
editing, inserting, and
deleting records in each

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table; Creating a Java GUI to join and query the three tables and all six. In chapter four, you will study how to query the six tables. In chapter five, you will learn the basics

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of cryptography using Java. Here, you will learn how to write a Java program to count Hash, MAC (Message Authentication Code), store keys in a KeyStore, generate

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PrivateKey and PublicKey, encrypt / decrypt data, and generate and verify digital prints. In chapter six, you will create Bank database and its tables. In chapter seven, you will

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learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to

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implement it. In addition to the Login table, in this chapter you will also create a Client table. In the case of the Client table, you will learn how to generate and save

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public and private keys into a database. You will also learn how to encrypt / decrypt data and save the results into a database. In chapter eight, you will create an

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Account table. This account table has the following ten fields:
account_id (primary key),
client_id (primarykey),
account_number,
account_date,

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account_type,
plain_balance,
cipher_balance,
decipher_balance,
digital_signature, and
signature_verification. In
this case, you will learn

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how to implement
generating and verifying
digital prints and storing
the results into a
database. In chapter nine,
you will create a
Client_Data table, which

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has the following seven fields: `client_data_id` (primary key), `account_id` (primary_key), `birth_date`, `address`, `mother_name`, `telephone`, and `photo_path`. In chapter ten, you will

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be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In

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chapter twelve, you will be taught to create Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: suspect_id (primary key),

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suspect_name, birth_date,
case_date, report_date,
suspect_status,
arrest_date, mother_name,
address, telephone, and
photo. In chapter
thirteen, you will be

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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,

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feature2, feature3, feature4, feature5, and feature6. In chapter fourteen, you will add two tables: Police_Station and Investigator. These two tables will later be

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joined to Suspect table through another table, File_Case. The Police_Station has six columns: police_station_id (primary key), location, city, province, telephone,

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and photo. The Investigator has eight columns: investigator_id (primary key), investigator_name, rank, birth_date, gender, address, telephone, and

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photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and

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`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`

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(primary key),
victim_name, crime_type,
birth_date, crime_date,
gender, address,
telephone, and photo. The
File_Case has seven
columns: file_case_id

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(primary key), suspect_id
(foreign key),
police_station_id (foreign
key), investigator_id
(foreign key), victim_id
(foreign key), status, and
description. Here, you

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will also design a Java GUI to display, edit, fill, and delete data in both tables.

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all needed multimedia
files are available for
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