Eclipse User Guide

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C in a Nutshell - Peter Prinz 2015-12-10
The new edition of this classic O'Reilly reference provides clear, detailed explanations of every feature in the C language and runtime library, including multithreading, type-generic macros, and library functions that are new in the 2011 C standard (C11). If you want to understand the effects of an unfamiliar function, and how the standard library requires it to behave, you'll find it here, along with a typical example. Ideal for experienced C and C++ programmers, this book also includes popular tools in the GNU software collection. You'll learn how to build C programs with GNU Make, compile executable programs from C source code, and test and debug your programs with the GNU debugger. In three sections, this authoritative book covers: C language concepts and language elements, with separate chapters on types, statements, pointers, memory management, I/O, and more The C standard library, including an overview of standard headers and a detailed function reference Basic C programming tools in the GNU software collection, with instructions on how use them with the Eclipse IDE

C/C++ Software Development with Eclipse (Full Edition) - Purnank Harjivanbhai Ghumalia 2014-01-15
This book is not about a traditional introduction to Eclipse. This book gives a practical introduction to Eclipse. It introduces the features of Eclipse in the logical order in which any C/C++ programmer would need them; use them. The book is appeals to a wide range of audience: It can help a student/freshman who has just started programming It can help a full time programmer to be more productive with Eclipse It can help a seasoned programmer maintaining a huge software stack

Java EE 8 Development with Eclipse - Ram Kulkarni 2018-06-29
Develop and deploy fully functional applications and microservices utilising Tomcat, Glassfish servers, Cloud and docker in Java EE 8 Key Features Explore the complete workflow of developing enterprise Java applications Develop microservices with Docker Container and deploy it in cloud Simplify Java EE application development Book Description Java EE is one of the most popular tools for enterprise application design and development. With recent changes to Java EE 8 specifications, Java EE application development has become a lot simpler with the new specifications, some of which compete with the existing specifications. This guide provides a complete overview of developing highly performant, robust and secure enterprise applications with Java EE with Eclipse. The book begins by exploring different Java EE technologies and how to use them (JSP, JSF, JPA, JDBC, EJB, and more), along with suitable technologies for different scenarios. You will learn how to set up the development environment for Java EE applications and understand Java EE specifications in detail, with an emphasis on examples. The book takes you through deployment of an application in Tomcat, GlassFish Servers, and also in the cloud. It goes beyond the basics and covers topics like debugging, testing, deployment, and securing your Java EE applications. You'll also get to know techniques to develop cloud-ready

microservices in Java EE. What you will learn Set up Eclipse, Tomcat, and Glassfish servers for Java EE application development Use JSP, Servlet, JSF, and EJBs to create a user interface and write business logic Create Java EE database applications using JDBC and JPA Handle asynchronous messages using MDBs for better scalability Deploy and debug Java EE applications and create SOAP and REST web services Write unit tests and calculate code coverage Use Eclipse MAT (Memory Analysis Tool) to debug memory issues Create and deploy microservices Who this book is for If you are a Java developer with little or no experience in Java EE application development, or if you have experience in Java EE technology but are looking for tips to simplify and accelerate your development process, then this book is for you.

Java Programming - Yakov Fain 2015-04-28
Quick and painless Java programming with expert multimedia instruction Java Programming 24-Hour Trainer, 2nd Edition is your complete beginner's guide to the Java programming language, with easy-to-follow lessons and supplemental exercises that help you get up and running quickly. Step-by-step instruction walks you through the basics of object-oriented programming, syntax, interfaces, and more, before building upon your skills to develop games, web apps, networks, and automations. This second edition has been updated to align with Java SE 8 and Java EE 7, and includes new information on GUI basics, lambda expressions, streaming API, WebSockets, and Gradle. Even if you have no programming experience at all, the more than six hours of Java programming screencasts will demonstrate major concepts and procedures in a way that facilitates learning and promotes a better understanding of the development process. This is your quick and painless guide to mastering Java, whether you're starting from scratch or just looking to expand your skill set. Master the building blocks that go into any Java project Make writing code easier with the Eclipse tools Learn to connect Java applications to databases Design and build graphical user interfaces and web applications Learn to develop GUIs with JavaFX If you want to start programming quickly, Java Programming 24-Hour Trainer, 2nd Edition is your ideal solution.

The Java Developer's Guide to Eclipse - Sherry Shavor 2003
Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

Embedded Linux Development Using Eclipse - Doug Abbott 2008-11-13
The Eclipse environment solves the problem of having to maintain your own Integrated Development Environment (IDE), which is time consuming and costly. Embedded tools can also be easily integrated into Eclipse. The C/C++CDT is ideal for the embedded community with more than 70% of embedded developers using this language to write embedded code. Eclipse simplifies embedded system development and then eases its integration into larger platforms and frameworks. In this book, Doug Abbott examines Eclipse, an IDE, which can be vital in saving money and time in the design and development of an embedded system. Eclipse was created by IBM in 2001 and then became an open-source project in 2004. Since then it has become the de-facto IDE for embedded developers. Virtually all of the major Linux vendors have adopted this platform, including MontVista, LynuxWorks, and Wind River. *Details the Eclipse Integrated Development Environment (IDE) essential to streamlining your embedded development process *Overview of the latest C/C++ Developer's Toolkit (CDT) *Includes case studies of Eclipse use including Monta Vista, LynuxWorks, and Wind River

Software Language Engineering - Dragan Gaševic 2009-04-02
retirement of languages.

Implementing an IBM High-Performance Computing Solution on IBM Power System S822LC - Dino Quintero 2016-07-25
This IBM® Redbooks® publication demonstrates and documents that IBM Power SystemsTM high-performance computing and technical computing solutions deliver faster time to value with powerful solutions. Configurable into highly scalable Linux clusters, Power Systems offer extreme performance for demanding workloads such as genomics, finance, computational chemistry, oil and gas exploration, and high-performance data analytics. This book delivers a high-performance

computing solution implemented on the IBM Power System S822LC. The solution delivers high application performance and throughput based on its built-for-big-data architecture that incorporates IBM POWER8® processors, tightly coupled Field Programmable Gate Arrays (FPGAs) and accelerators, and faster I/O by using Coherent Accelerator Processor Interface (CAPI). This solution is ideal for clients that need more processing power while simultaneously increasing workload density and reducing datacenter floor space requirements. The Power S822LC offers a modular design to scale from a single rack to hundreds, simplicity of ordering, and a strong innovation roadmap for graphics processing units (GPUs). This publication is targeted toward technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) responsible for delivering cost effective high-performance computing (HPC) solutions that help uncover insights from their data so they can optimize business results, product development, and scientific discoveries

The GMS User's Guide - Kishō Eisei Sentā (Japan) 1997

EMF - Dave Steinberg 2008-12-16

EMF: Eclipse Modeling Framework Dave Steinberg Frank Budinsky Marcelo Paternostro Ed Merks Series Editors: Erich Gamma • Lee Nackman • John Wiegand The Authoritative Guide to EMF Modeling and Code Generation The Eclipse Modeling Framework enables developers to rapidly construct robust applications based on surprisingly simple models. Now, in this thoroughly revised Second Edition, the project’s developers offer expert guidance, insight, and examples for solving real-world problems with EMF, accelerating development processes, and improving software quality. This edition contains more than 40% new material, plus updates throughout to make it even more useful and practical. The authors illuminate the key concepts and techniques of EMF modeling, analyze EMF’s most important framework classes and generator patterns, guide you through choosing optimal designs, and introduce powerful framework customizations and programming techniques. Coverage includes • Defining models with Java, UML, XML Schema, and Ecore • NEW: Using extended Ecore modeling to fully unify XML with UML and Java • Generating high-quality code to implement models and editors • Understanding and customizing generated code • Complete documentation of @model Javadoc tags, generator model properties, and resource save and load options • NEW: Leveraging the latest EMF features, including extended metadata, feature maps, EStore, cross-reference adapters, copiers, and content types • NEW: Chapters on change recording, validation, and utilizing EMF in stand-alone and Eclipse RCP applications • NEW: Modeling generics with Ecore and generating Java 5 code About the Authors Dave Steinberg is a software developer in IBM Software Group. He has worked with Eclipse and modeling technologies since joining the company, and has been a committer on the EMF project since its debut in 2002. Frank Budinsky, a senior architect in IBM Software Group, is an original coinventor of EMF and a founding member of the EMF project at Eclipse. He is currently cochair of the Service Data Objects (SDO) specification technical committee at OASIS and lead SDO architect for IBM. Marcelo Paternostro is a software architect and engineer in IBM Software Group. He is an EMF committer and has been an active contributor to several other Eclipse projects. Before joining IBM, Marcelo managed, designed, and implemented numerous projects using Rational's tools and processes. Ed Merks is the project lead of EMF and a colead of the top-level Modeling project at Eclipse. He holds a Ph.D. in Computing Science and has many years of in-depth experience in the design and implementation of languages, frameworks, and application development environments. Ed works as a software consultant in partnership with itemis AG.

Eclipse IDE Pocket Guide - Ed Burnette 2005-08-19

Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-

project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.

The NexStar User's Guide - Michael Swanson 2012-12-06

Michael Swanson's online discussions with literally thousands of NexStar owners made it clear that there was a desperate need for a book such as this – one that provides a complete, detailed guide to buying, using and maintaining NexStar telescopes. Although this book is highly comprehensive, it is suitable for beginners – there is a chapter on "Astronomy Basics" – and experts alike. Celestron's NexStar telescopes were introduced in 1999, beginning with their first computer controlled "go to" model, a 5-inch. More models appeared in quick succession, and Celestron's new range made it one of the two dominant manufacturers of affordable "go to" telescopes.

Modelling Foundations and Applications - Antonio Vallecillo 2012-06-22

This book constitutes the refereed proceedings of the 8th European Conference on Modelling Foundations and Applications, held in Kgs. Lyngby, Denmark, in July 2012. The 20 revised full foundations track papers and 10 revised full applications track papers presented were carefully reviewed and selected from 81 submissions. Papers on all aspects of MDE were received, including topics such as architectural modelling and product lines, code generation, domain-specic modeling, metamodeling, model analysis and verication, model management, model transformation and simulation. The breadth of topics, as well as the high quality of the results presented in these accepted papers, demonstrate the maturity and vibrancy of the field.

VMware VI and vSphere SDK - Steve Jin 2009-09-29

Drive Even More Value from Virtualization: Write VMware® Applications that Automate Virtual Infrastructure Management Companies running VMware have already achieved enormous gains through virtualization. The next wave of benefits will come when they reduce the time and effort required to run and manage VMware platforms. The VMware Infrastructure Software Development Kit (VI SDK) includes application programming interfaces (APIs) that allow developers and administrators to do just that. Until now, there has been little documentation for the APIs. In VMware VI and vSphere SDK, software architect Steve Jin demystifies the entire VMware VI and new vSphere SDK and offers detailed, task-based coverage of using the APIs to manage VMware more efficiently and cost-effectively. Jin walks you through using the VI SDK and cloud-computing vSphere SDK to manage ESX servers, ESX clusters, and VirtualCenter servers in any environment–no matter how complex. Drawing on his extensive expertise working with VMware strategic partners and enterprise customers, he places the VI SDK in practical context, presenting realistic samples and proven best practices for building robust, effective solutions. Jin demonstrates how to manage every facet of a VMware environment, including inventory, host systems, virtual machines (VMs), snapshots, VMotion, clusters, resource pools, networking, storage, data stores, events, alarms, users, security, licenses, and scheduled tasks. Coverage includes Understanding how the VI SDK fits into your VMware VI and Cloud Ready vSphere Environment Discovering the VI and vSphere SDK from the bottom up Using the author's new VI Java API to write shorter, faster, and more maintainable code Managing VI and vSphere inventory and configurations Moving running VMs and storages across different physical platforms without disruption Optimizing system resources, hardening system securities, backing up VMs and other resources Leveraging

events, alarms, and scheduled tasks to automate the system management Developing powerful applications that integrate multiple API features and run on top of or alongside VMware platforms Using the VI SDK to monitor performance Scripting with the VI SDK: building solutions with VI Perl, PowerShell, and Jython Avoiding the pitfalls that trip up VMware VI developers Integrating with and extending VMware platforms using VI SDK This book is an indispensable resource for all VMware developers and administrators who want to get more done in less time; for hardware vendors who want to integrate their products with VMware; for ISV developers building new VMware applications; and for every professional and student seeking a deeper mastery of virtualization.

Phpeclipse - Shu-Wai Chow 2006-02-13

Take advantage of the leading open source integrated development environment to develop, organize, and debug your PHP web development projects.

The Java Developer's Guide to Eclipse - Jim D'Anjou 2005

Explains how to customize the Java integrated development environment, covering navigation, terminology, extension, the plug-in architecture, and frameworks.

The Cambridge Handbook of Computing Education Research - Sally A. Fincher 2019-02-21

This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context, implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers.

POWER8 High-performance Computing Guide IBM Power System S822LC (8335-GTB) Edition - Dino Quintero 2017-08-04

This IBM® Redbooks® publication documents and addresses topics to provide step-by-step customizable application and programming solutions to tune application and workloads to use IBM Power SystemsTM hardware architecture. This publication explores, tests, and documents the solution to use the architectural technologies and the software solutions that are available from IBM to help solve challenging technical and business problems. This publication also demonstrates and documents that the combination of IBM high-performance computing (HPC) solutions (hardware and software) delivers significant value to technical computing clients who are in need of cost-effective, highly scalable, and robust solutions. First, the book provides a high-level overview of the HPC solution, including all of the components that makes the HPC cluster: IBM Power System S822LC (8335-GTB), software components, interconnect switches, and the IBM SpectrumTM Scale parallel file system. Then, the publication is divided in three parts: Part 1 focuses on the developers, Part 2 focuses on the administrators, and Part 3 focuses on the evaluators and planners of the solution. The IBM Redbooks publication is targeted toward technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) who are responsible for delivering cost-effective HPC solutions that help uncover insights from vast amounts of client's data so they can optimize business results, product development, and scientific discoveries.

Eclipse Step by Step - Joe Pluta 2003

Written for novice programmers who need to learn Eclipse, the new integrated, open-source development environment, this book covers three areas that are of crucial interest—Eclipse, IBM’s Software Widget Toolkit (the SWT), and JDBC. Questions such as how to use the new Eclipse Integrated Development Environment; how to create a complete functioning application with Eclipse; and where to get the software, how to install it, and how to configure it are answered. Options that programmers would use

in a real production to be instantly productive in Eclipse and the steps needed to take to create a program or modifying an existing program are addressed.

Eclipse Rich Client Platform - Lars Vogel 2015-05-13

This book gives a detailed introduction into the Eclipse platform and covers all relevant aspects of Eclipse RCP development. Every topic in this book has a content section in which the topic is explained and afterwards you have several exercises to practice your learning. You will be guided through all relevant aspects of Eclipse 4 development using an comprehensive example which you continue to extend in the exercises. You will learn about the new programming concepts of Eclipse 4, e.g. the application model, dependency injection, CSS styling, the renderer framework, the event system and much more. Proven Eclipse technologies like SWT, JFace viewers, OSGi modularity and services, data binding, etc. are also covered in detail. This book requires a working knowledge of Java and assumes that you are familiar in using the Eclipse IDE for standard Java development. It assumes no previous experience of Eclipse plug-in and Eclipse RCP development.

WEFAX User's Guide - NOAA-GOES Program (PRC, Inc.). Applied Engineering Group 1994

Eclipse - Eric Clayberg 2006-03-22

Eclipse has established itself as a dominant force in the application-development space. Key to the success of Eclipse is the ability of developers to extend its functionality using plug-ins. This new edition of Eclipse: Building Commercial-Quality Plug-ins is the definitive, start-to-finish guide to building commercial-quality Eclipse plug-ins, with an emphasis on adding the sophistication and polish that paying customers demand. The book provides both a quick introduction to using Eclipse for new users and a reference for experienced Eclipse users wishing to expand their knowledge and improve the quality of their Eclipse-based products. Revised to take advantage of pure Eclipse 3.1 and 3.2 APIs, this widely praised bestseller presents detailed, practical coverage of every aspect of plug-in development and specific solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been updated. Some Eclipse concepts--such as actions, views, and editors--have not changed radically, but now have additional functionality and capabilities. Other areas, such as the Eclipse plug-in infrastructure, have changed drastically due to the Eclipse shift towards an OSGi-based infrastructure. This edition is fully updated to address these new advances for Eclipse developers. Includes a quick introduction to Eclipse for experienced Java programmers Serves as a systematic reference for experienced Eclipse users Introduces all the tools you need to build Eclipse and Rational plug-ins Explains the Eclipse architecture and the structure of plug-ins and extension points Offers practical guidance on building Eclipse user interfaces with SWT and JFace Shows how to use change tracking, perspectives, builders, markers, natures, and more Covers internationalization, help systems, features, and branding This book is designed for anyone who wants a deep understanding of Eclipse, and every experienced developer interested in extending Eclipse or the Rational Software Development Platform.

Generative and Transformational Techniques in Software Engineering III - Joao M Fernandes 2011-01-03

This tutorial book presents revised and extended lecture notes for a selection of the contributions presented at the International Summer School on Generative and Transformational Techniques in Software Engineering (GTTSE 2009), which was held in Braga, Portugal, in July 2009. The 16 articles comprise 7 long tutorials, 6 short tutorials and 3 participants contributions; they shed light on the generation and transformation of programs, data, models, metamodels, documentation, and entire software systems. The topics covered include software reverse and re-engineering, model driven engineering, automated software engineering, generic language technology, and software language engineering.

Eclipse in Action - David Gallardo 2003-05

Provides a thorough guide to using Eclipse features and plugins effectively in the context of real-world Java development.

Eclipse Rich Client Platform - Jeff McAffer 2010-05-12

The Definitive Guide to Eclipse Rich Client

Development In Eclipse Rich Client Platform, Second Edition, three Eclipse Rich Client Platform (RCP) project leaders show how to use Eclipse 3.5 (“Galileo”) to rapidly deliver cross-platform applications with rich, native-feel GUIs. The authors fully reveal the power of Eclipse as a desktop application development platform; introduce important new improvements in Eclipse 3.5; and walk through developing a full-featured, branded RCP application for Windows, Linux, Mac, and other platforms—including handheld devices and kiosks. Drawing on their extensive experience, the authors cover building, refining, and refactoring prototypes; customizing user interfaces; adding help and software management features; and building, branding, testing, and shipping finished software. They demonstrate current best practices for developing modular and dynamically extensible systems, using third-party code libraries, packaging applications for diverse environments, and much more. For Java programmers at all levels of experience, this book Introduces important new RCP features such as p2, Commands, and Databinding Thoroughly covers key RCP-related technologies such as Equinox, SWT, JFace, and OSGi Shows how to effectively brand and customize RCP application look-and-feel Walks through user interface testing for RCP applications with SWTBot Illuminates key similarities and differences between RCP and conventional plug-in development Hands-on, pragmatic, and comprehensive, this book offers all the real-world, nontrivial code examples working developers need—as well as “deep dives” into key technical areas that are essential to your success.

Theory and Practice of Model Transformations - Laurence Tratt 2010-06-29
Model transformations are the glue that tie modelling activities together. If you’ve used modelling in anger then, whether you know it or not, you’ve used model transformations. They come in all shapes and sizes from moving models between di?erent tools to generating implementations. Model transformations have humble beginnings—at one point, not long ago, it was said by many ‘in the know’ that the way forward in model transformations was to use XSLT. That this idea now raises a wry smile shows how far the model transformation community has come in a short time. Where once model transformations were hacked together in a variety of unsuitable languages, we now have a number of powerful, dedicated languages and theories at our disposal. Since 2008, the ICMT conference series has played a huge part in advancing the subject, and this third edition was no di?erent. The theories and languages presented at ICMT have allowed principled model transformations to play an ever greater part in real systems. Of course there is still much more to do: we need our model transformations, languages, and theories to scale further, allow greater expressivity, be more ?exible, and aid reusability; and we lack empirically backed studies of model transformations in use. Doubtless you can think of other gaps. Yet, though some real-world challenges lie just beyond our reach,eachyearseesonce-dauntingproblemsconquered.Muchofthatprogress is nowdriven byICMT, andthis year’sedition showedhow model transformations are increasingly being used in previously unfamiliar areas.

Complex Systems Design & Management - Omar Hammami 2012-01-12
This book contains all refereed papers that were accepted to the second edition of the « Complex Systems Design & Management » (CSDM 2011) international conference that took place in Paris (France) from December 7 to December 9, 2011. (Website: http://www.csdm2011.csdm.fr/). These proceedings cover the most recent trends in the emerging field of complex systems sciences & practices from an industrial and academic perspective, including the main industrial domains (transport, defense & security, electronics, energy & environment, e-services), scientific & technical topics (systems fundamentals, systems architecture& engineering, systems metrics & quality, systemic tools) and system types (transportation systems, embedded systems, software & information systems, systems of systems, artificial ecosystems). The CSDM 2011 conference is organized under the guidance of the CESAMES non-profit organization (http://www.cesames.net/).

Software Language Engineering - Brian Malloy

2011-02-18
This book constitutes the thoroughly refereed post-proceedings of the Third International Conference on Software Language Engineering, SLE 2010, held in Eindhoven, The Netherlands, in October 2010. The 24 papers presented were carefully reviewed and selected from 79 submissions. The book also contains the abstracts of two invited talks. The papers are grouped in topical sections on grammarware, metamodeling, evolution, programming, and domain-specific languages. The short papers and demos included deal with modeling and transformations and translations.

Java Programming for Android Developers For Dummies - Barry Burd 2016-11-07
Develop the next killer Android App using Java programming! Android is everywhere! It runs more than half the smartphones in the U.S.—and Java makes it go. If you want to cash in on its popularity by learning to build Android apps with Java, all the easy-to-follow guidance you need to get started is at your fingertips. Inside, you'll learn the basics of Java and grasp how it works with Android; then, you'll go on to create your first real, working application. How cool is that? The demand for Android apps isn't showing any signs of slowing, but if you're a mobile developer who wants to get in on the action, it's vital that you get the necessary Java background to be a success. With the help of Java Programming for Android Developers For Dummies, you'll quickly and painlessly discover the ins and outs of using Java to create groundbreaking Android apps—no prior knowledge or experience required! Get the know-how to create an Android program from the ground up Make sense of basic Java development concepts and techniques Develop the skills to handle programming challenges Find out how to debug your app Don't sit back and watch other developers release apps that bring in the bucks! Everything you need to create that next killer Android app is just a page away!

Eclipse IDE Pocket Guide - Ed Burnette 2005-08-12
Eclipse is the world's most popular IDE for Java development. And although there are plenty of large tomes that cover all the nooks and crannies of Eclipse, what you really need is a quick, handy guide to the features that are used over and over again in Java programming. You need answers to basic questions such as: Where was that menu? What does that command do again? And how can I set my classpath on a per-project basis? This practical pocket guide gets you up to speed quickly with Eclipse. It covers basic concepts, including Views and editors, as well as features that are not commonly understood, such as Perspectives and Launch Configurations. You'll learn how to write and debug your Java code--and how to integrate that code with tools such as Ant and JUnit. You'll also get a toolbox full of tips and tricks to handle common--and sometimes unexpected--tasks that you'll run across in your Java development cycle. Additionally, the Eclipse IDE Pocket Guide has a thorough appendix detailing all of Eclipse's important views, menus, and commands. The Eclipse IDE Pocket Guide is just the resource you need for using Eclipse, whether it's on a daily, weekly, or monthly basis. Put it in your back pocket, or just throw it in your backpack. With this guide in hand, you're ready to tackle the Eclipse programming environment.

Model Driven Architecture - Foundations and Applications - David Akehurst 2007-06-27
This book constitutes the refereed proceedings of the Third European Conference on Model Driven Architecture: Foundations and Applications, ECMDA-FA 2007, held in Haifa, Israel in June 2007. The papers address all current issues of model-driven architecture, including foundational topics and application–oriented issues.

Multicore DSP - Naim Dahnoun 2018-02-12
The only book to offer special coverage of the fundamentals of multicore DSP for implementation on the TMS320C66xx SoC This unique book provides readers with an understanding of the TMS320C66xx SoC as well as its constraints. It offers critical analysis of each element, which not only broadens their knowledge of the subject, but aids them in gaining a better understanding of how these elements work so well together. Written by Texas Instruments' First DSP Educator Award winner, Naim Dahnoun, the book teaches readers how to use the development tools, take advantage of the maximum performance and functionality of this processor and have an

understanding of the rich content which spans from architecture, development tools and programming models, such as OpenCL and OpenMP, to debugging tools. It also covers various multicore audio and image applications in detail. Additionally, this one-of-a-kind book is supplemented with: A rich set of tested laboratory exercises and solutions Audio and Image processing applications source code for the Code Composer Studio (integrated development environment from Texas Instruments) Multiple tables and illustrations With no other book on the market offering any coverage at all on the subject and its rich content with twenty chapters, Multicore DSP: From Algorithms to Real-time Implementation on the TMS320C66x SoC is a rare and much-needed source of information for undergraduates and postgraduates in the field that allows them to make real-time applications work in a relatively short period of time. It is also incredibly beneficial to hardware and software engineers involved in programming real-time embedded systems.

Analysis and Visualization Tools for Constraint Programming - Pierre Deransart 2006-12-31
Coordinating production across a supply chain, designing a new VLSI chip, allocating classrooms or scheduling maintenance crews at an airport are just a few examples of complex (combinatorial) problems that can be modeled as a set of decision variables whose values are subject to a set of constraints. The decision variables may be the time when production of a particular lot will start or the plane that a maintenance crew will be working on at a given time. Constraints may range from the number of students you can ?t in a given classroom to the time it takes to transfer a lot from one plant to another.Despiteadvancesincomputingpower,manyformsoftheseandother combinatorial problems have continued to defy conventional programming approaches. Constraint Logic Programming (CLP) ?rst emerged in the mid-eighties as a programming technique with the potential of signi?cantly reducing the time it takes to develop practical solutions to many of these problems, by combining the expressiveness of languages such as Prolog with the compu- tional power of constrained search. While the roots of CLP can be traced to Monash University in Australia, it is without any doubt in Europe that this new software technology has gained the most prominence, bene?ting, among other things, from sustained funding from both industry and public R&D programs over the past dozen years. These investments have already paid o?, resulting in a number of popular commercial solutions as well as the creation of several successful European startups.

Eclipse For Dummies - Barry A. Burd 2004-12-27
In his friendly, easy-to-understand style, the bestsellingauthor of Java 2 For Dummies shows developers how to get up to speed fast onthis popular Java IDE Eclipse, an open source product originally developed by IBM,has an estimated 500,000 users-a 45 percent market share among JavaIDEs Shows Java developers how to maximize programming productivitywith Eclipse, covering all the basics as well as advancedtechniques such as using Ant, developing new Eclipse plug-ins, andworking with Javadocs JAR files

Eclipse - Steve Holzner 2004-04-22
Java programmers know how finicky Java can be to work with. An omitted semi-colon or the slightest typo will cause the Java command-line compiler to spew pages of annoying error messages across your screen. And it doesn't fix them--that's up to you: fix them, compile again, and hope that nothing goes wrong this time.Eclipse, the popular Java integrated development environment (IDE) provides an elegant and powerful remedy for this common, frustrating scenario. It doesn't just catch your errors before you compile, it also suggests solutions. All you need to do is point and click. And it's free--what could be better? Still, if you're like most programmers, mastering a new technology--no matter how productive it will make you in the long run--is going to take a chunk out of your productivity now. You want to get up to speed quickly without sacrificing efficiency.O'Reilly's new guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how

they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book.From cover-to-cover, the book is pure Eclipse, covering hundreds of techniques beginning with the most basic Java development through creating your own plug-in editors for the Eclipse environment. Some of the topics you'll learn about include: Using Eclipse to develop Java code Testing and debugging Working in teams using CVS Building Eclipse projects using Ant The Standard Widget Toolkit (SWT) Web development Developing Struts applications with Eclipse From basics to advanced topics, Eclipse takes you through the fundamentals of Eclipse and more. You may be an Eclipse novice when you pick up the book, but you'll be a pro by the time you've finished.

The Definitive Guide to SWT and JFace - Robert Harris 2004-06-10

* While the promise of Java has always been "Write Once, Run Anywhere," SWT and JFace make it a reality. Write it once but run on all different platforms. * Major revision of Eclipse 3.0 is coming out (probably April or May, 2004)–this book will be up to date (3.0) with no "time bomb" shelf life. Covers SWT 3.0 (in development) and 2.1. * Eclipse is free and open source and will become even more important over next year or so/ Eclipse will be the editor of choice for all developers going forward – the standard IDE for open source development. * Offers GUI designers an alternative to developing with Swing.

Eclipse Plug-in Development: Beginner's Guide - Dr Alex Blewitt 2016-08-04

Develop skills to build powerful plug-ins with Eclipse IDE through examples About This Book Create useful plug-ins to make Eclipse work for you Learn how to migrate Eclipse 3.x plug-ins to Eclipse 4.x From automation to testing, find out how to get your IDE performing at an impressive standard Who This Book Is For This book is for Java developers familiar with Eclipse who need more from the IDE. This book will sharpen your confidence and make you a more productive developer with a tool that supports rather than limits you. What You Will Learn Create plug-ins for Eclipse 4.x Test plug-ins automatically with JUnit Display tree and table information in views Upgrade Eclipse 3.x plug-ins to Eclipse 4.x Find out how to build user interfaces from SWT and JFace Run tasks in the background and update the user interface asynchronously Automate builds of plug-ins and features Automate user interface tests with SWTBot In Detail Eclipse is used by everyone from indie devs to NASA engineers. Its popularity is underpinned by its impressive plug-in ecosystem, which allows it to be extended to meet the needs of whoever is using it. This book shows you how to take full advantage of the Eclipse IDE by building your own useful plug-ins from start to finish. Taking you through the complete process of plug-in development, from packaging to automated testing and deployment, this book is a direct route to quicker, cleaner Java development. It may be for beginners, but we're confident that you'll develop new skills quickly. Pretty soon you'll feel like an expert, in complete control of your IDE. Don't let Eclipse define you - extend it with the plug-ins you need today for smarter, happier, and more effective development. Style and approach Packed with plenty of examples so you're never stuck, or never left simply reading instructions, this book encourages you to get started immediately. This book is for developers who want to develop, not just learn.

An Introduction to Reservoir Simulation Using MATLAB/GNU Octave - Knut-Andreas Lie 2019-08-08

Presents numerical methods for reservoir simulation, with efficient implementation and examples using widely-used online open-source code, for researchers, professionals and advanced students. This title is also available as Open Access on Cambridge Core.

Implementing an IBM High-Performance Computing Solution on IBM POWER8 - Dino Quintero 2015-09-15

This IBM® Redbooks® publication documents and addresses topics to provide step-by-step programming concepts to tune the applications to use IBM POWER8® hardware architecture with the technical computing software stack. This publication explores, tests, and documents how to implement an IBM high-performance computing (HPC) solution on POWER8 by using IBM technical innovations to help solve challenging scientific, technical, and business problems. This book demonstrates and documents that the combination of IBM HPC

hardware and software solutions delivers significant value to technical computing clients in need of cost-effective, highly scalable, and robust solutions. This book targets technical professionals (consultants, technical support staff, IT Architects, and IT Specialists) who are responsible for delivering cost-effective HPC solutions that help uncover insights among clients' data so that they can act to optimize business results, product development, and scientific discoveries.

Eclipse Plug-ins - Eric Clayberg 2008-12-11

Producing a commercial-quality plug-in means going above and beyond the minimal requirements needed to integrate with Eclipse. It means attending to all those details that contribute to the “fit and polish” of a commercial offering. This comprehensive guide covers the entire process of plug-in development, including all the extra steps needed to achieve the highest quality results. Building on two internationally best-selling previous editions, Eclipse Plug-ins, Third Edition, has been fully revised to reflect the powerful new capabilities of Eclipse 3.4. Leading Eclipse experts Eric Clayberg and Dan Rubel present detailed, practical coverage of every aspect of plug-in development, as well as specific, proven solutions for the challenges developers are most likely to encounter. All code examples, relevant API listings, diagrams, and screen captures have been thoroughly updated to reflect both the Eclipse 3.4 API and the latest Java syntax. In addition, Clayberg and Rubel have completely revamped their popular Favorites View case study, reworking much of its content and recreating its code from scratch. The authors carefully cover new functionality added to existing Eclipse features, such as views and editors, and fully explain brand-new features such as Commands, GEF, and PDE Build. This extensively revised edition Thoroughly covers Eclipse’s new preferences Illuminates the powerful new Eclipse Command Framework, which replaces Eclipse’s older Action Framework Presents extensive new discussions of using commands with views and editors Introduces Mylyn, the new task-focused interface that reduces information overload and simplifies multi-tasking Contains an all-new chapter on using the Graphical Editing Framework (GEF) to build dynamic, interactive graphical user interface elements Walks you step by step through the entire PDE Build process Shows how to create update sites with p2, which replaces Eclipse’s old Update Manager This book is designed for every experienced developer interested in extending the Eclipse platform, the Rational Software Development Platform, or any other platform that supports Eclipse plug-ins.