Programming Manual

Complete Coverage of OpenGL® 4.5—the Latest Version (Includes 4.5, 4.4, SPIR-V, and Extensions) The latest version of today's leading worldwide standard for computer graphics, OpenGL 4.5 delivers significant improvements in application efficiency, flexibility, and performance. OpenGL 4.5 is an exceptionally mature and robust platform for programming high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and shaders. OpenGL® Programming Guide, Ninth Edition, presents definitive, comprehensive information on OpenGL 4.5, 4.4, SPIR-V, OpenGL extensions, and the OpenGL Shading Language. It will serve you for as long as you write or maintain OpenGL code. This edition of the best-selling "Red Book" fully integrates shader techniques alongside classic, function-centric approaches, and contains extensive code examples that demonstrate modern techniques. Starting with the fundamentals, its wide-ranging coverage includes drawing, color, pixels, fragments, transformations, textures, framebuffers, light and shadow, and memory techniques for advanced rendering and nongraphical applications. It also offers discussions of all shader stages, including thorough explorations of tessellation, geometric, and compute shaders. New coverage in this edition includes Thorough coverage of OpenGL 4.5 Direct State Access (DSA), which overhauls the OpenGL programming model and how applications access objects Deeper discussions and more examples of shader functionality and GPU processing, reflecting industry trends to move functionality onto graphics processors Demonstrations and examples of key features based on community feedback and suggestions Updated appendixes covering the latest OpenGL libraries, related APIs, functions, variables, formats, and debugging and profiling techniques

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

This manual seeks to provide hands-on advice and technical tips on how to use the Korn Shell features effectively, to customize the Unix/Linux environment, and write, test and debug Korn Shell scripts. It contains hundreds of examples plus complete ready to run sample scripts.

Includes Complete Coverage of the OpenGL® Shading Language! Today's OpenGL software interface enables programmers to produce extraordinarily high-quality computer-generated images and interactive applications using 2D and 3D objects, color images, and programmable shaders. OpenGL® Programming Guide: The Official Guide to Learning OpenGL®, Version 4.3, Eighth Edition, has been almost completely rewritten and provides definitive, comprehensive information on OpenGL and the OpenGL Shading Language. This edition of the best-selling "Red Book" describes the features through OpenGL version 4.3. It also includes updated information and techniques formerly covered in OpenGL® Shading Language (the "Orange Book"). For the first time, this guide completely integrates shader techniques, alongside classic, functioncentric techniques. Extensive new text and code are presented, demonstrating the latest in OpenGL programming techniques. OpenGL® Programming Guide, Eighth Edition, provides clear explanations of OpenGL functionality and techniques, including processing geometric objects with vertex, tessellation, and geometry shaders using geometric transformations and viewing matrices; working with pixels and texture maps through fragment shaders; and advanced data techniques using framebuffer objects and compute shaders. New OpenGL features covered in this edition include Best practices and sample code for taking full advantage of shaders and the entire shading pipeline (including geometry and tessellation shaders) Integration of general computation into the rendering pipeline via compute shaders Techniques for binding multiple shader programs at once during application execution Latest GLSL features for doing advanced shading techniques Additional new techniques for optimizing graphics program performance

This invaluable textbook presents a comprehensive introduction to modern competitive programming. The text highlights how competitive programming has proven to be an excellent way to learn algorithms, by encouraging the design of algorithms that actually work, stimulating the improvement of programming and debugging skills, and reinforcing the type of thinking required to solve problems in a competitive setting. The book contains many "folklore" algorithm design tricks that are known by experienced competitive programmers, yet which have previously only been formally discussed in online forums and blog posts. Topics and features: reviews the features of the C++ programming language, and describes how to create efficient algorithms that can quickly process large data sets; discusses sorting algorithms and binary search, and examines a selection of data structures of the C++ standard library; introduces the algorithm design technique of dynamic programming, and investigates elementary graph algorithms; covers such advanced algorithm design topics as bit-parallelism and amortized analysis, and presents a focus on efficiently processing array range queries; surveys specialized algorithms for

trees, and discusses the mathematical topics that are relevant in competitive programming; examines advanced graph techniques, geometric algorithms, and string techniques; describes a selection of more advanced topics, including square root algorithms and dynamic programming optimization. This easy-to-follow guide is an ideal reference for all students wishing to learn algorithms, and practice for programming contests. Knowledge of the basics of programming is assumed, but previous background in algorithm design or programming contests is not necessary. Due to the broad range of topics covered at various levels of difficulty, this book is suitable for both beginners and more experienced readers.

A complete, how-to-do-it guide to planning, programming, implementing, and trouble-shooting todayï¿1?2s pacemakers and other implantable cardiac devices Edited by a team of leading clinician-educators this is a practical, go-to reference for trainees and clinical staff who are new to or less experienced with the programming and management of implantable devices. It distills device best-practices into a single, quick-reference volume that focuses on essential tasks, common pitfalls, and likely complications. Each chapter follows a hands-on, how-to-do-it approach that helps readers quickly master even the most challenging device-related tasksï¿1?2such as programming and how to respond confidently when complications arise. Todayï¿1?2s pacemakers and other implantable EP devices are to earlier versions what smart phones are to rotary phones. They are not only smaller and more comfortable; they offer complex programming options that allow clinicians to adapt a device to individual patient requirements. As they continue to become smaller, smarter, and more adaptable, these devices also become more challenging for clinicians to set up, manage and monitor. This unique, quick-reference guide dramatically reduces the learning curve for mastering this essential technology by giving doctors and technicians the how-to information they need. Focuses on tasks clinicians perform, including pre-implementation, planning, programming, management, troubleshooting, and more Shows how expert clinicians achieve optimal outcomes in their own labs with real-world examples Features more than 300 images, including ECGs, X-ray and fluoroscopy, images from device interrogation, intracardiac electrograms, and color electoanatomical maps Provides eight videos on an accompanying website demonstrating key tasks and techniquesï¿1?2 Also available in an eBook version, enhanced with instructional videos, How-to Manual for Pacemaker and ICD Devices is an indispensable ï¿1?2tool of the tradeï¿1?2 for electrophysiologists, fellows in electrophysiology, EP nurses, technical staff, and industry professionals.

This is the top secret manual said to be found by accident in 1986 by an employee of Boeing Aircraft. He bought a surplus IBM copier for scrap parts at a government sale and found the manual inside. The manual outlines a plan to control the masses through manipulation of industry, education and politics, and to divert the public's attention from what is really going on. Surprisingly, it is claimed that much of what is outlined has come to pass, and makes interesting reading for those exploring the deeper levels of our social structure and how it may be controlled or influenced. This Book Tree edition includes all of the important charts and diagrams not seen in other versions. It is an exact replica of the original, aside from some minor alterations to correct print quality. Found in this edition only is a new, four-page Introduction. It explains why we may never be certain of the true origin of this document, despite the fact that someone has stepped forward and claimed that they assembled it from multiple sources.

The world of workstations changed dramatically with the release of the X Window System. Users could finally count on a consistent interface across almost all makes and models of computers. At the same time, graphics applications became easily portable. Until recently, X supported only 2D graphics. Now, however, by means of the PEX extensions to X, together with the PEXlib applications programming interface, native, 3D graphics have come to the X Window System. PEXlib allows the programmer to create graphics programs of any complexity, and also provides the basis for higher-level graphics systems and toolkits. The PEXlib Programming Manual is the definitive programmer's guide to PEXlib, covering PEX versions 5.0 and 5.1. Containing over 200 illustrations and 19 color plates, it combines a thorough and gentle tutorial approach with valuable reference features. Along the way, it presents the reader with numerous programming examples, as well as a library of helpful utility routines--all of which are available online. You do not any need prior graphics programming experience to use this manual. Written by Tom Gaskins--the widely recognized authority who also authored the O'Reilly and Associates PHIGS Programming Manual--this book is the only programming guide to PEXlib you will ever need.

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

This book teaches you everything you need to know to understand computer programming at a fundamental level. You will learn what the major programming langauiges are, how they work, and what to do.

Presents a collection of more than one hundred programming challenges along with information on key theories and concepts in computer programming.

IBM® Rational® Application Developer for WebSphere® Software V7.0 (for short, Rational Application Developer) is the full function Eclipse 3.2 based development platform for developing JavaTM 2 Platform Standard Edition (J2SETM) and Java 2 Platform Enterprise Edition (J2EETM) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts, architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments (Application Developer is here) - Change and release management - Process and portfolio management - Quality management This IBM Redbooks® publication is a programming guide that highlights the features and tooling included with Rational Application Developer V7.0. Many

of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V6 Programming Guide, SG24-6449. This book consists of six parts: - Introduction to Rational Application Developer - Develop applications - Test and debug applications - Deploy and profile applications - Team development - Appendixes

Comes with a CD-ROM packed with a variety of problem-solving projects.

An introduction to embedding systems for C and C++++ programmers encompasses such topics as testing memory devices, writing and erasing Flash memory, verifying nonvolatile memory contents, and much more. Original. (Intermediate).

This edition has been revised to stress the use of modern Fortran throughout: Key features: lots of clear, simple and complete examples highlighting the, core language features of modern Fortran including data typing, array processing, control structures functions, subroutines, user defined types and pointers, pinpoints common problems that occur when programming, has sample output from a variety of compilers, expands on the first edition, by introducing modules as soon as the fundamental language features have been covered. Modules are the major organisational feature of Fortran and are the equivalent of classes in other languages, major new features covered in this edition include, introduction to object oriented programming in Fortran introduction to parallel programming in Fortran using MPI, OpenMP and Coarray Fortra, this edition has three target audiences the complete beginner existing Fortran programmers wishing to update their code those with programming experience in other languages Ian Chivers and Jane Sleightholme are the joint owners of comp-fortran-90 which is a lively forum for the exchange of technical details of the Fortran language. Ian is the editor of the ACM Fortran Forum and both Jane and Ian have both been involved in the Fortran standardisation process. The authors have been teaching and supporting Fortran and related areas for over 30 years and their latest book reflects the lessons that have been learnt from this.

Computer Systems Organization -- Computer-Communication Networks.

The Most Useful Tutorial and Reference, with Hundreds of High-Quality Examples for Every Popular Linux Distribution "First Sobell taught people how to use Linux . . . now he teaches you the power of Linux. A must-have book for anyone who wants to take Linux to the next level." –Jon "maddog" Hall, Executive Director, Linux International Discover the Power of Linux—Covers macOS, too! Learn from hundreds of realistic, high-quality examples, and become a true command-line guru Covers MariaDB, DNF, and Python 3 300+ page reference section covers 102 utilities, including macOS commands For use with all popular versions of Linux, including Ubuntu,™ Fedora,™ openSUSE,™ Red Hat,® Debian, Mageia, Mint, Arch, CentOS, and macOS Linux is today's dominant Internet server platform. System administrators and Web developers need deep Linux fluency, including expert knowledge of shells and the command line. This is the only guide with everything you need to achieve that level of Linux mastery. Renowned Linux expert Mark Sobell has brought together comprehensive, insightful guidance on the tools sysadmins, developers, and power users need most, and has created an outstanding day-to-day reference, updated with assistance from new coauthor Matthew Helmke. This title is 100 percent distribution and release agnostic. Packed with hundreds of high-quality, realistic examples, it presents Linux from the ground up: the clearest explanations and most useful information about everything from filesystems to shells, editors to utilities, and programming tools to regular expressions. Use a Mac? You'll find coverage of the macOS command line, including macOS-only tools and utilities that other Linux/UNIX titles ignore. A Practical Guide to Linux® Commands, Editors, and Shell Programming, Fourth Edition, is the only guide to deliver A MariaDB chapter to get you started with this ubiquitous relational database management system (RDBMS) A masterful introduction to Python for system administrators and power users In-depth coverage of the bash and tcsh shells, including a complete discussion of environment, inheritance, and process locality, plus coverage of basic and advanced shell programming Practical explanations of core utilities, from aspell to xargs, including printf and sshfs/curlftpfs, PLUS macOS–specific utilities from ditto to SetFile Expert guidance on automating remote backups using rsync Dozens of system security tips, including step-by-step walkthroughs of implementing secure communications using ssh and scp Tips and tricks for customizing the shell, including step values, sequence expressions, the eval builtin, and implicit command-line continuation High-productivity editing techniques using vim and emacs A comprehensive, 300-plus-page command reference section covering 102 utilities, including find, grep, sort, and tar Instructions for updating systems using apt-get and dnf And much more, including coverage of BitTorrent, gawk, sed, find, sort, bzip2, and regular expressions

A number of widely used contemporary processors have instruction-set extensions for improved performance in multi-media applications. The aim is to allow operations to proceed on multiple pixels each clock cycle. Such instruction-sets have been incorporated both in specialist DSPchips such as the Texas C62xx (Texas Instruments, 1998) and in general purpose CPU chips like the Intel IA32 (Intel, 2000) or the AMD K6 (Advanced Micro Devices, 1999). These instruction-set extensions are typically based on the Single Instruc tion-stream Multiple Data-stream (SIMD) model in which a single instruction causes the same mathematical operation to be carried out on several operands, or pairs of operands, at the same time. The level or parallelism supported ranges from two floating point operations, at a time on the AMD K6 architecture to 16 byte operations at a time on the Intel P4 architecture. Whereas processor architectures are moving towards greater levels of parallelism, the most widely used programming languages such as C, Java and Delphi are structured around a model of computation in which operations takeplace on a single value at a time. This was appropriate when processors worked this way, but has become an impediment to programmers seeking to make use of the performance offered by multi-media instruction -sets. The introduction of SIMD instruction sets (Peleg et al.

The Coding Manual teaches you everything you need to become a great programmer. Whether you need to boost your coding skills for school, work or just as a hobby, this comprehensive guide introduces the tools, terms and concepts that take you from a beginner to an experienced developer. Simple explanations and step-by-step guides ease you through the features of the Python programming language, providing you with everything you need to write code in the real world.

IBM® Rational® Application Developer for WebSphere® Software v7.5 (Application Developer, for short) is the full function Eclipse 3.4 based development platform for developing JavaTM Standard Edition Version 6 (Java SE 6) and Java Enterprise Edition Version 5 (Java EE 5) applications with a focus on applications to be deployed to IBM WebSphere Application Server and IBM WebSphere Portal. Rational Application Developer provides integrated development tools for all development roles, including Web developers, Java developers, business analysts,

architects, and enterprise programmers. Rational Application Developer is part of the IBM Rational Software Delivery Platform (SDP), which contains products in four life cycle categories: - Architecture management, which includes integrated development environments - Change and release management - Process and portfolio management - Quality management This IBM RedbooksTM publication is a programming guide that highlights the features and tooling included with Rational Application Developer v7.5. Many of the chapters provide working examples that demonstrate how to use the tooling to develop applications, as well as achieve the benefits of visual and rapid application development. This publication is an update of Rational Application Developer V7 Programming Guide, SG24-7501.

R programming is an efficient tool for statistical analysis of data. Data science has become critical to each field and the popularity of R is skyrocketing. Organization as large and diverse as Google, Facebook, Microsoft, Bank of America, Ford Motor Company, Mozilla, Thomas Cook, The New York Times, The National Weather Service, Twitter, ANZ Bank, Uber, Airbnb etc . have turned to R for reporting, analyzing and visualization of data, this book is for students and professionals of Mathematics, Statistics, Physics, Chemistry, Biology, Social Science and Medicine, Business, Engineering, Software, Information Technology, Sales, Bio Informatics, Pharmacy and any one, where data needs to be analyzed and represented graphically.

The Motif Programming Manual is a source for complete, accurate, and insightful guidance on Motif application programming. There is no other book that covers the ground as thoroughly or as well as this one. The book has been updated to Motif 1.2, but is still usable with Motif 1.1.The Motif Programming Manual describes how to write applications using the Motif toolkit from the Open Software Foundation (OSF). The book goes into detail on every Motif widget class, with useful examples that will help programmers to develop their own code. Anyone doing Motif programming who doesn't want to have to figure it out on their own needs this book.In addition to information on Motif, the book is full of tips about programming in general and about user interface design.Contents include: An introduction to the Motif programming model, how it is based on the X Toolkit Intrinsics, and how it differs from them. Chapters on each of the Motif widget classes, explaining them in depth, with useful examples that will help you to improve your own code. For example, the chapter on menus shows how to develop utility functions that generalize and simplify menu creation. All of the code shown in the book is available free of charge over the Internet or via UUCP. Coverage of the drag-and-drop mechanism for transferring data. Two extensive examples show how to implement custom drag source and drop site functionality in a Motif application. A tutorial on UIL. The chapters on UIL describe all of the techniques used to create an interface with this prototyping tool. The numerous examples cover the basics and explore ways to use UIL to facilitate rapid prototyping. The book assumes competence with the C programming language, as well as familiarity with fundamental X Window System concepts. The Motif Programming Manual is not only the most comprehensive guide to writing applications with Motif, it is an integral part of the most widely used series of books on X as a whole. It complements and builds upon the earlier books in the X Window System Series from O'Reilly & Associates, as well as on OSF's own Motif Style Guide. Best when paired with Volume 6B, Motif Reference Manual .

Using WebGL®, you can create sophisticated interactive 3D graphics inside web browsers, without plug-ins. WebGL makes it possible to build a new generation of 3D web games, user interfaces, and information visualization solutions that will run on any standard web browser, and on PCs, smartphones, tablets, game consoles, or other devices. WebGL Programming Guide will help you get started quickly with interactive WebGL 3D programming, even if you have no prior knowledge of HTML5, JavaScript, 3D graphics, mathematics, or OpenGL. You'll learn step-by-step, through realistic examples, building your skills as you move from simple to complex solutions for building visually appealing web pages and 3D applications with WebGL. Media, 3D graphics, and WebGL pioneers Dr. Kouichi Matsuda and Dr. Rodger Lea offer easy-to-understand tutorials on key aspects of WebGL, plus 100 downloadable sample programs, each demonstrating a specific WebGL topic. You'll move from basic techniques such as rendering, animating, and texturing triangles, all the way to advanced techniques such as fogging, shadowing, shader switching, and displaying 3D models generated by Blender or other authoring tools. This book won't just teach you WebGL best practices, it will give you a library of code to jumpstart your own projects. Coverage includes: • WebGL's origin, core concepts, features, advantages, and integration with other web standards • How and basic WebGL functions work together to deliver 3D graphics • Shader development with OpenGL ES Shading Language (GLSL ES) • 3D scene drawing: representing user views, controlling space volume, clipping, object creation, and perspective • Achieving greater realism through lighting and hierarchical objects • Advanced techniques: object manipulation, heads-up displays, alpha blending, shader switching, and more • Valuable reference appendixes covering key issues ranging from coordinate systems to matrices and shader loading to web browser settings This is the newest text in the OpenGL Technical Library, Addison-Wesley's definitive collection of programming guides an reference manuals for OpenGL and its related technologies. The Library enables programmers to gain a practical understanding of OpenGL and the other Khronos application-programming libraries including OpenGL ES and OpenCL. All of the technologies in the OpenGL Technical Library evolve under the auspices of the Khronos Group, the industry consortium guiding the evolution of modern, open-standards media APIs.

Until now, parametric programming has been the best-kept secret of CNC! This new book demystifies this simple yet sophisticated programming tool in an easy-to-understand tutorial format, and presents a comprehensive how-to of parametric programming from a user's point of view. Focusing on three of the most popular versions of parametric programming - Fanuc's custom macro B. Okuma's user task 2, and Fadal's macro - the book describes what parametric programming is, what it can do, and how it does it more efficiently than manual programming. Along with a host of program-simplifying techniques included in the book, you're treated to descriptions of how to write, set-up and run general subprograms simulate the addition of control options and integrate higher level programming capabilities at G-code level.

This book is a complete programmer's guid to the X library, which is the lowest level of programming interface to X. It includes chapters on:

Complete guide to programming with the Xt Intrinsics. Guide to using widgets and to writing new widgets. Concept and examples of how to use various X Toolkit routines. Updated for Release 4. Annotation copyrighted by Book News, Inc., Portland, OR

The report is intended to serve as a self-teaching and working manual for the MIMIC computer program that provides digital solutions on an IBM 7090(7094) computer for systems of ordinary differential equations. MIMIC is the successor to MIDAS (Modified Integration Digital Analog Simulator). It is considerably more powerful, versatile and efficient while retaining the basic simplicity of its predecessor. The program is intended for a wide range of users, from the engineer with no prior knowledge of digital programming to the sophisticated digital programmer faced with the requirement for obtaining solutions to mathematical problems of this type. The manual contains complete instructions for reducing the given equations to MIMIC language, handling imput and output of data, and detailed explanations - profusely illustrated by examples - of the use of the basic MIMIC functions. Appendices contain a tabulation of all standard MIMIC functions in a compact summary form, five (5) completely solved sample problems, and a description of some aspects of the MIMIC processor.

The NXT-G visual programming language for the NXT robot is completely new and there are currently no books available on the subject. This book is written for kids, teachers, parents or anyone new to the NXT-G programming language. It covers all of the basic, intermediate, and advanced programming blocks that are standard with the NXT-G language suite. The book uses simple, non-technical terminology with plenty of screenshots and line drawings to demonstrate proper use of all the blocks as well as basic programming techniques such as loops, If-Then statements, case statements, and use of variables.

There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

IBM® Intelligent Operations Center is an integrated solution. It provides a rich set of capabilities and line of business tools that business users with domain expertise and no technical background can use without customization. IBM Intelligent Operations Center also provides services and extension points that developers can use to extend the IBM Intelligent Operations Center standard functions and develop capabilities specific to the domain and client requirements. IBM Intelligent Operations Center includes an application-based programming model that supports all the interactions with the solution components. The programming model is based on industry standard Representational State Transfer (REST) and Java technologies. IBM Intelligent Operations Center includes a full set of REST and Java application programming interfaces (APIs) that provide a simplified development environment and make the platform easy to extend and customize for a large community of developers. This IBM Redbooks® publication gives a broad understanding of the IBM Intelligent Operations Center 1.6.0.1 programming model and available extension points. Many of the chapters describe working examples and usage scenarios that demonstrate how to extend the IBM Intelligent Operations Center base platform. This book includes sample code that can be downloaded from the IBM Redbooks website. The target audience for this book consists of solution architects, developers, technical consultants, and solution administrators who will learn the following information: The options available to extend the IBM Intelligent Operations Center solution programmatically How to configure customizations tailored to specific customer requirements How to use the available configuration tools to configure the solution without requiring programming Readers of this book will benefit from the IBM Redbooks publication IBM® Intelligent Operations Center 1.5 to 1.6 Migration Guide , SG24-8202.

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Car keys have developed from the simple systems which were no more advanced than the front door key of a house to very advanced forms that use onboard computers for their operation. Modern vehicles also have push button remote locking/unlocking, it is rare these days to push your Car Key into the barrel to open it. Most cars now use Remote Control Keys to open. These improvements in the Car Keys Systems, has however made it difficult for genuine car owners to duplicate their Car keys or get a replacement when they lose them. The process requires specialize skills and knowhow for even a regular locksmith. This book has therefore been written to inform and guides anyone who wants to develop the skills required to duplicate or replace keys of modern cars.