Introduction to Graphical User Interface with Java Swing

Paul Fischer 2005 This hands-on book is for students with some experience in non-graphical programming and gives them everything they need to build their own interactive GUIs using Java Swing. The author takes a step-by-step approach, beginning with the basic features of the Swing library and introducing increasingly complex features, all the while demonstrating how to incorporate them into engaging and efficient programs.

The Essential Guide to User Interface Design
- Wilbert O. Galitz 2007 Bringing together the results of more than 30 new design studies, an understanding of people and their computers is the primary goal of this visionary new book. Written to build upon the experience of designers and developers, this book addresses interface and screen design from the user's perspective. You will learn how to create an effective design methodology, design and organize screens and Web pages that encourage efficient comprehension and execution, and create screen icons and graphics that make displays easier and more comfortable to use.

Swivel Development with Cocoa
- Jonathan Manning 2014-12-10 Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you’re an experienced programmer who’ve never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to develop in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You’ll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You’ll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Storyboards to design adaptive interfaces. Explore graphics systems using new Swift animations. Learn Apple’s same framework designed video and audio with AVFoundation Store data locally with the file system. Create the network with iCloud Display kits or collections of data with table views and collection views Build apps that let users edit, create, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world.

Java Programming with Swing
- Laura Sach 2009-10-26 Provides information on the X Window System, covering such topics as X.org configuration, the X Server, utility programs, remote access, VNC, and keyboard configuration.

Arduino and SciLab based Projects
- Rajesh Singh 2019-04-08 Arduino and SciLab based Projects provides information ranging from the basics to advanced knowledge of the software and hardware related to Arduino and SciLab. It is a great book for those who are looking for a strong foundation in a particular field or those who are new to the world of electronics and programming.

Java: Graphical User Interfaces
- Tim J. Stevens 2015-02-12 This book introduces Python as a powerful tool for the investigation of problems in computational biology, for novice and experienced programmers alike.

Dynamic Graphical User Interface with Flutter
- Benoît Cann off 2020-05-18 Develops an in-depth understanding of how the user interfaces are designed and built with Flutter. The book provides easy-to-follow instructions on the concepts and techniques used to build modern user interfaces.
Communications and Information Systems—Michael John Ryan 2002-01-01

MATLAB: Stormy Attaway 2018-07-11 MATLAB: A Practical Introduction to Programming and Problem Solving, winner of TAA's 2017 Textbook Excellence Award ("Texty"), guides the reader through both programming and built-in functions to easily exploit MATLAB's extensive capabilities for tackling engineering and scientific problems. Assuming no knowledge of programming, this book starts with programming concepts, such as variables, assignments, and selection statements, moves on to loops, and then solves problems using both the programming concept and the power of MATLAB. The fifth edition has been updated to reflect the functionality of the current version of MATLAB (R2018a), including the addition of local functions in scripts, the new string type, coverage of recently introduced functions to import data from web sites, and updates to the Live Editor and App Designer. Presents programming concepts and MATLAB built-in functions side by side, giving students the ability to program efficiently and exploit the power of MATLAB to solve technical problems. Offers sections on common pitfalls and programming guidelines that direct students to best practice procedures. Tests conceptual understanding of the material with Quick Questions! and Practice sections within each chapter. NEW TO THE FIFTH EDITION Use of MATLAB Version R2018a A revised Text Manipulation chapter, which includes manipulating character vectors as well as the new string type. More coverage of data structures including categorical arrays and tables. Increased coverage of built-in functions in MATLAB.

MATLAB: Scott T. Smith 2006 After more than 20 years of development, MATLAB has evolved from a powerful matrix calculation application into a universal programming tool used extensively within scientific and engineering communities both commercial and academic. MATLAB versions 6.x and 7.x include functionality for developing advanced graphical user interfaces, GUIs, and real-time animation and graphics. GUI applications offer many advantages for users who wish to solve complex problems by providing interactively and visual feedback. Some common examples of application areas where GUI development is desirable are: Image and Video Processing, Signal Processing, Communications, Control Systems, Financial Analysis, Animation of 2D and 3D Graphical Data. This text introduces you to the capabilities of MATLAB for GUI development and covers the following areas in detail: Handle Graphics® programming and low-level GUIs. High-level GUI development using GUIDE. The structure of GUIs including event processing, callbacks, timers, and real-time animation of plots/data. Advanced GUI architectures including multiple figure GUIs and image mapped interface controls. Instructional examples and exercises are provided throughout each chapter that offers a hands-on approach to learning MATLAB GUI development. The M-file code for such example and exercise solutions is available for download on the web to help you quickly learn how to develop your own GUIs. About The Author Scott T. Smith received his MS/E degree from SUNY at Buffalo in the fields of image sensor applications and image processing. He currently works for Micron Technology Inc. in California as an Imaging Engineer and has 10 years of experience working with MATLAB and developing GUI applications. Previous work experience includes 3 years at the David Sarnoff Research Center (Former RCA Research Labs) in Princeton, NJ as an Associate Member of the Technical Staff in the Advanced Imaging Group as well 3 years as an R&D engineer for an X-ray/scientific imaging company. He is a member of SPIE and IEEE and is an author or co-author of several papers and patents in the field of imaging.

Introduction to Data Analysis and Graphical Presentation in Biostatistics with R—Thomas W. MacFarland 2013-11-19 Through real-world datasets, this book shows the reader how to work with material in biostatistics using the open source software R. These include tools that are critical to dealing with missing data, which is a pressing scientific issue for those engaged in biostatistics. Readers will be equipped to run analyses and make graphical presentations based on the sample dataset and their own data. The hands-on approach will benefit students and ensure the accessibility of this book for readers with a basic understanding of R. Topics include an introduction to Biostatistics and R, data exploration, descriptive statistics and measures of central tendency, t-Test for Independent samples, t-Test for matched pairs, ANOVA, correlation and linear regression, and advice for future work.

The JFC Swing Tutorial—Kathy Walrath 2004 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 numerous code examples and clear presentation style make this book a fine choice for mastering the ins and outs of JFC and Swing.

Virtual, Augmented and Mixed Reality—Stephanie Lackey 2016-07-04 This volume constitutes the refereed proceedings of the 8th International Conference on HCI in Virtual, Augmented and Mixed Reality, VAMR 2016, held as part of the 18th International Conference on Human-Computer Interaction, HCII 2016, which took place in Toronto, Canada, in July 2016. HCII 2016 received a total of 4354 submissions, of which 1287 papers were accepted for publication after a careful reviewing process. The 70 papers presented in this volume are organized in topical sections named: Usability, User Experience and Design in VAMR, Perception, Cognition, Psychology and Behaviour in VAMR, Multimodal Interaction in VAMR, Novel Devices and Technologies in VAMR, VAMR Applications in Aviation, Space and the Military, Medicine, Health and Well-Being Applications of VAMR, VAMR in Industry, Design and Engineering, Novel Virtual Environments.

Mastering Perl/Tk—Stephen Laliberte 2002-01-07 Covers basic and advanced applications of Perl/Tk, discussing topics including basic Perl/Tk widgets and geometry managers, how to use callbacks and bindings effectively, working with images, and developing a Tk widget in C.