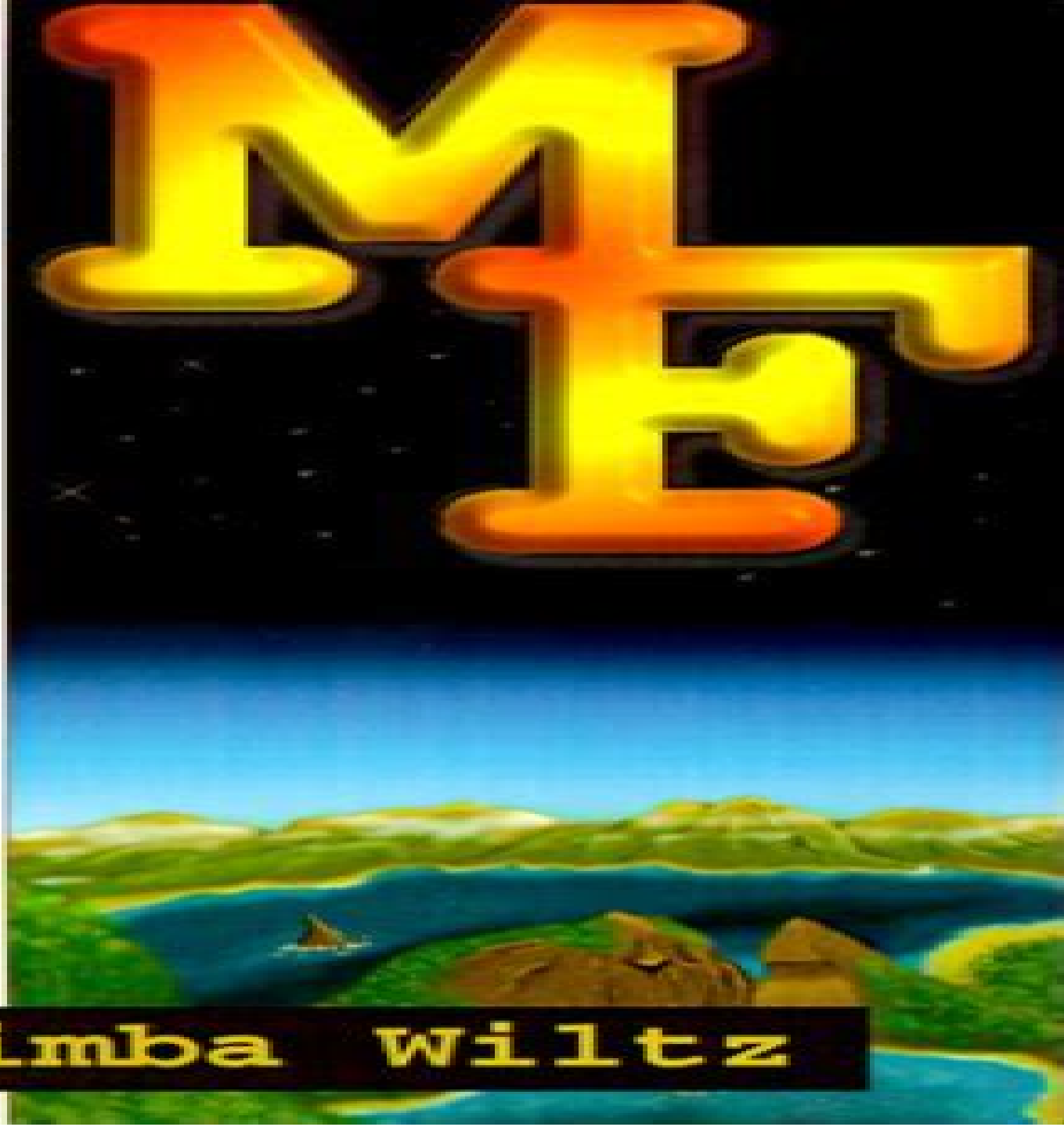


MainFrame- Beginnings

Simba Wiltz



Mainframe Beginnings

**Laurence Moroney, Robin Pars, John
Grieb**



Mainframe Beginnings:

Beginning Dreamweaver MX Charles E. Brown, Imar Spaanjaars, Todd Marks, 2004-08-18 What is this book about With this book you will quickly be creating powerful dynamic web sites with Dreamweaver MX the latest version of Macromedia's powerful integrated web development and editing tool You will learn how to use the tools and features of Dreamweaver to construct three complete sites using HTML JavaScript Active Server Pages ASP and databases We start by creating a hobbyist site The Cooking Place that you can use to list your favorite recipes ingredients and dishes What does this book cover As you build this site you will learn how to use Dreamweaver MX to Plan create and set up a web site Add web pages to the site and edit their content Use Stylesheets and templates to create a consistent style across the site Use tables frames and layers to lay out web pages Add dynamic effects like drop down menus to web pages using JavaScript and DHTML Interact with users via forms on web pages Create dynamic ASP web pages to respond to user actions and input As you progress through the book the sites you create become ever more ambitious The second site you build is a fan site for soccer that provides information on upcoming events for fans around the world As you build the second site you will learn how to use Dreamweaver MX to Add logic to your ASP pages so that you can display different information to different users based on their location or even the time of day Keep track of users as they move around the site so that you can learn what parts of your site are the most popular Secure parts of the web site so that only authorized users are allowed to see sensitive information Personalize the web site for individual users so that the site appears in the colors of the user's favorite team or so that the user only sees events in their home country Store and extract information about users and upcoming events in a database and use this information to dynamically create web pages The final site in the book shows off many of the advanced features of Dreamweaver MX as you walk through how to design a modular extensible and scalable site and create a set of dynamic building blocks that can be quickly modified and reused in different sites As you build this site which is used to display a set of images that users can view and purchase you will learn how to use Dreamweaver MX to Create a set of building blocks whose look and content is determined dynamically by the settings in a database Create a content management page that you can use to manage the database that stores information about the images on the site including their title price and how they should be laid out Put the building blocks you created earlier to a variety of uses including a news blogger a media display and a product display Use Dreamweaver Extensions to make our building blocks easy to reuse and to add e-commerce functionality to the site At the end of some of the chapters you will find a series of suggested exercises from the author that are designed to test your understanding of what's been covered in the chapter as well as to encourage you to experiment with the features of Dreamweaver MX and to modify and extend the example applications Who is this book for This book is primarily for complete beginners to web site programming who have access to Dreamweaver MX and want to learn how to create dynamic web sites with it But the book doubles as a comprehensive reference to the features of Dreamweaver MX so it

will also be a useful resource to more experienced web developers who want to learn how to use the latest version of Dreamweaver As you work through the book you ll learn how to program using Active Server Pages ASP but this will prove useful even if you eventually want to use Dreamweaver MX to create web sites with JavaServer Pages JSP ASP NET PHP or ColdFusion MX Programming in any of these languages is very similar in Dreamweaver MX and the core concepts you learn in building web sites with ASP are applicable and easily transferred to other languages To help the book includes four appendices that provide fast paced guides on how to get started using JSP ASP NET PHP and ColdFusion MX with Dreamweaver MX What do you need to use this book To run the examples in this book on your computer you ll need Dreamweaver MX Microsoft Windows 98 98SE 2000 or XP Professional If you don t have a copy of Dreamweaver MX you can download a 30 day evaluation edition from Macromedia at http://www.macromedia.com/software/trial_download The evaluation edition is fully featured and you ll be able to use it to work through all the examples in the book If you have Microsoft Windows Me Windows XP Home Edition or a Macintosh you ll still be able to create all the examples in the book but to see them in action you ll need to use a remote server as your operating system doesn t by default include a web server that can process ASP pages Fortunately getting access to an ASP web host is easy there are dozens available And to make things even easier the book includes detailed information on how to set up a web application to use a remote server or web host

Introduction to the New Mainframe: IBM z/VSE Basics Mike Ebbers,Wolfgang Bosch,Hans Joachim Ebert,Helmut Hellner,Jerry Johnston,Marco Kroll,Wilhelm Mild,Wayne O'Brien,Bill Ogden,Ingolf Salm,Joerg Schmidbauer,Martin Walbruehl,IBM Redbooks,2016-03-02 This IBM Redbooks publication is based on the book *Introduction to the New Mainframe z OS Basics SG24 6366* which was produced by the International Technical Support Organization ITSO Poughkeepsie Center It provides students of information systems technology with the background knowledge and skills necessary to begin using the basic facilities of a mainframe computer For optimal learning students are assumed to have successfully completed an introductory course in computer system concepts such as computer organization and architecture operating systems data management or data communications They should also have successfully completed courses in one or more programming languages and be PC literate This textbook can also be used as a prerequisite for courses in advanced topics or for internships and special studies It is not intended to be a complete text covering all aspects of mainframe operation It is also not a reference book that discusses every feature and option of the mainframe facilities Others who can benefit from this course include experienced data processing professionals who have worked with non mainframe platforms or who are familiar with some aspects of the mainframe but want to become knowledgeable with other facilities and benefits of the mainframe environment As we go through this course we suggest that the instructor alternate between text lecture discussions and hands on exercises Many of the exercises are cumulative and are designed to show the student how to design and implement the topic presented The instructor led discussions and hands on exercises are an integral part of the course

and can include topics not covered in this textbook In this course we use simplified examples and focus mainly on basic system functions Hands on exercises are provided throughout the course to help students explore the mainframe style of computing At the end of this course you will be familiar with the following information Basic concepts of the mainframe including its usage and architecture Fundamentals of IBM z VSE VSE an IBM zTM Systems entry mainframe operating system OS An understanding of mainframe workloads and the major middleware applications in use on mainframes today The basis for subsequent course work in more advanced specialized areas of z VSE such as system administration or application programming

Revolutionizing HR Priyanka Rastogi, Shalu Khandelwal, Romita Khurana, Himani Gupta, Priya Singh, 2025-01-01 Revolutionizing HR The AI Powered Guide to Modern HR Practices explores the transformative role of AI in Human Resource Management from recruitment to performance management and workforce analytics It addresses ethics data privacy and practical applications offering a balance of theory and real world insights This book is ideal for HR professionals business leaders and anyone navigating the AI driven workplace With its accessible approach it s also an excellent resource for students studying modern HR practices

Exercise Workbook for Beginning AutoCAD Cheryl R. Shrock, 2004 AutoCAD 2005 30 Day Trial Version included on the enclosed CD ROM Completely updated for AutoCAD 2005 and 2005 LT software this workbook is ideal for classroom instruction or as a self study tutorial Providing only what you need without all of the jargon it includes 30 lessons with step by step instructions followed by exercises designed for practicing the commands learned within the lesson Each lesson starts very simple and progresses to more complex The approach taken is to familiarize users with the drawing commands first and then teach users to create their own setup drawings Each lesson is explained clearly and in a non intimidating manner

Beginning Spring 6 Joseph B. Ottinger, Andrew Lombardi, 2024-02-29 This book will teach you how to use the Spring Framework to build Java based applications web applications and microservices Aimed at beginners it has been revised and expanded to reflect the latest features and best practices for Spring 6 Authors Joseph Ottinger and Andrew Lombardi will get you started using Spring Framework 6 and its ecosystem walking you through all the best practices in modern application development You ll see how Spring has drastically and positively affected the way applications are designed and programmed in Java and how to build apps with the Spring mindset Along the way you will learn many aspects of the Spring ecosystem with easy to understand applications designed to teach you not only the technology but also the practices that benefit the most from Spring Starting with the basics you ll learn gradually including topics such as the configuration and declaration of beans the application lifecycle how to deploy a Spring application into a Java EE application Spring Reactive Spring Web Spring Boot and Spring Cloud After completing this book you ll be prepared to develop your own scalable modular Spring based applications What You Will Learn Discover the most common use cases encountered in the real world Learn the proper way of testing with the Spring framework Create reliable modular software Build skills that will translate well across all languages and

environments Integrate and use data access and persistence frameworks such as Hibernate JPA and MongoDB Get started with the most common most used Spring features Who This Book Is For Those who are new to Spring or for those who have experience with Spring but want to learn what s new in Spring 6 This book assumes you have some prior coding experience inJava but many core concepts in Java are discussed as they re encountered **Beginning DB2** Grant Allen,2008-11-20 IBM s DB2 Express Edition is one of the most capable of the free database platforms available in today s marketplace In Beginning DB2 author Grant Allen gets you started using DB2 Express Edition for web sites desktop applications and more The author covers the basics of DB2 for developers and database administrators shows you how to manage data in both XML and relational form and includes numerous code examples so that you are never in doubt as to how things work In this book you ll find A friendly introduction to DB2 Express Edition an industrial strength relational database from IBM Dozens of examples so that you are never in doubt as to how things work Coverage of important language interfaces such as from PHP Ruby C Python and more The book is aimed at developers who want a robust database to back their applications **The History of the Study of Landforms or the Development of Geomorphology, Volume 5** T.P. Burt,A.S. Goudie,H.A. Viles,2022-10-20 Co published with British Society for Geomorphology This volume is the fifth in the definitive series The History of the Study of Landforms or the Development of Geomorphology Volume 1 1964 dealt with contributions to the field up to 1890 Volume 2 1973 with the concepts and contributions of William Morris Davis and Volume 3 1991 covered historical and regional themes during the classic period of geomorphology 1890 1950 Volume 4 2008 concentrated on studies of geomorphological processes and Quaternary geomorphology between 1890 and 1965 by the end of this period process based studies had become dominant Volume 5 builds on this platform covering in detail the revolutionary changes in approach that characterized the study of geomorphology in the second half of the twentieth century It is divided into three sections the first deals with changes in approach and method the second with changes in ideas and the broader scientific context within which geomorphology is studied and the final section details advances in research on processes and landforms The volume s objective is to describe and analyse many of the developments that provide a foundation for the rich and varied subject matter of twenty first century geomorphology **Vault Guide to the Top Tech Employers** Laurie Pasiuk,2006 Provides business profiles hiring and workplace culture information at more than 40 top employers including such businesses as Microsoft **History and Computing** Peter Denley,Deian Hopkin,1987 **History and Computing III** Evan Mawdsley,1990 **Beginning Spring 5** Joseph B. Ottinger,Andrew Lombardi,2019-09-06 Get started with Spring Framework 5 and its ecosystem with a guide to the working practices in modern development Authors Joseph Ottinger and Andrew Lombardi will teach you how to use the Spring Framework to build Java based applications web applications and microservices You ll see how Spring has drastically and positively affected the way we program and design applications in Java Beginning Spring 5 discusses how you can build apps with the Spring mindset and what the benefits of that mindset are

Along the way you will learn many aspects of the Spring ecosystem with easy to understand applications designed to teach you not only the technology but also the practices that benefit the most from Spring What You Will Learn Discover the most common use cases encountered in the real world Create reliable tested modular software building skills that will translate well across all languages and environments Integrate and use data access and persistence frameworks such as Hibernate JPA and MongoDB Program functional or reactive Java with the latest Spring 5 features including WebFlux Who This Book Is For Those who are new to Spring or for those who have experience with Spring but want to learn what s new in Spring 5 This book assumes you have some prior coding experience in Java at least *Foundations of ASP.NET AJAX* Laurence Moroney, Robin Pars, John Grieb, 2008-04-25 Since the emergence of Google Maps Ajax programming techniques have become one of the hottest topics in the programming arena To date the frameworks available for creating these applications have been complex and have separated the development of the client side Ajax on the user s machine from the server side supporting technology on the company s machines This separation has made development slow and difficult ASP NET AJAX is Microsoft s solution to this problem ASP NET AJAX formerly code named Atlas is a set of extensions to the existing ASP NET 2 0 technology that provides you with a fast and simple environment to create Ajax applications Microsoft has combined Ajax with ASP NET technology and provided a unified set of development tools within Visual Studio 2005 For the first time Ajax applications can be developed seamlessly in conjunction with a supporting technology Foundations of ASP NET AJAX written by Laurence Moroney the author of Apress successful Foundations of Atlas gives you a detailed grounding in how ASP NET AJAX works It takes you swiftly through the basic principles of Ajax then deep into the heart of the technology where every namespace is discussed and every function considered By the end of the book you ll know all the essentials to confidently produce cutting edge ASP NET AJAX applications swiftly and professionally You will not need any reference beyond this book

In Silico Jason Sharpe, Charles John Lumsden, Nicholas Woolridge, 2008-07-01 In Silico introduces Maya programming into one of the most fascinating application areas of 3D graphics biological visualization In five building block tutorials this book prepares animators to work with visualization problems in cell biology The book assumes no deep knowledge of cell biology or 3D graphics programming An accompanying DVD ROM includes code derived from the tutorials the working Maya computer files and sample animated movies Teaches artists and scientists to create realistic digital images of humans and nature with the popular CG program Maya This self contained study guide includes background foundations and practice Step by step example programs and end result demonstrations help readers develop their own portfolios Gorgeous four color screen shots throughout **Beginning Google Web Toolkit** Bram Smeets, Uri Boness, Roald Bankras, 2008-10-21 The open source lightweight Google Web Toolkit GWT is a framework that allows Java developers to build rich Internet applications RIAs more recently called Ajax applications in Java Typically writing these applications requires a lot of JavaScript development However Java and JavaScript are very distinctively different languages although the name suggests otherwise

therefore requiring a different development process In Beginning Google Web Toolkit From Novice to Professional you ll learn to build rich user friendly web applications using a popular Java based Ajax web framework the Google Web Toolkit The authors will guide you through the complete development of a GWT front end application with a no nonsense down to earth approach You ll start with the first steps of working with GWT and learn to understand the concepts and consequences of building this kind of application During the course of the book all the key aspects of GWT are tackled pragmatically as you re using them to build a real world sample application Unlike many other books the inner workings of GWT and other unnecessary details are shelved so you can focus on the stuff that really matters when developing GWT applications

Making the History of Computing Relevant Arthur Tatnall,Tilly Blyth,Roger Johnson,2013-12-06 This book constitutes the refereed post proceedings of the IFIP WG 9 7 International Conference on the History of Computing HC 2013 held in London UK in June 2013 The 29 revised full papers presented were carefully reviewed and selected from numerous submissions The papers cover a wide range of topics related to the history of computing and offer a number of different approaches to making this history relevant These range from discussion of approaches to describing and analyzing the history through storytelling and education to description of various collections working installations and reconstruction projects The papers have been organized in the following topical sections the importance of storytelling in museums spotlight on some key collections and their future plans thoughts on expanding the audience for computing history spotlight on some research projects integrating history with computer science education putting the history of computing into different contexts celebrating nostalgia for games and its potential as Trojan horse the importance and challenges of working installations and reconstruction stories

Essentials of Cloud Computing

Dr.V.Sudharshan,Dr.N.Satyanarayana,Dr.M.Sarada,2024-10-25 Dr V Sudharshan Professor Department of Computer Science Engineering Sri Chaitanya Institute of Technology and Research SCIT Khammam Telangana India Dr N Satyanarayana Professor Dean Department of Information Technology TKR College of Engineering and Technology Hyderabad Telangana India Dr M Sarada Associate Professor Department of Computer Science Engineering Sri Chaitanya Institute of Technology and Research SCIT Khammam Telangana India

History of Computing and Education 3 (HCE3) John

Impagliazzo,2008-07-05 These proceedings derive from an international conference on the history of computing and education This conference is the third of hopefully a series of conferences that will take place within the International Federation for Information Processing IFIP and hence we describe it as the Third IFIP Conference on the History of Computing and Education or simply History of Computing and Education 3 HCE3 This volume consists of a collection of articles presented at the HCE3 conference held in association with the IFIP 2008 World Computer Congress in Milano Italy Articles range from a wide variety of computing perspectives and they represent activities from six continents The HCE3 conference is an event of the IFIP Working Group 9 7 on the History of Computing a working group of IFIP s Technical

Committee 9 TC9 on the Relationship between Computers and Society In addition it is in cooperation with the IFIP Technical Committee 3 TC3 on Education The HCE3 conference brings to light a broad spectrum of issues It illustrates topics in computing as they occurred in the early days of computing whose ramifications or overtones remain with us today Indeed many of the early challenges remain part of our educational tapestry most likely many will evolve into future challenges Therefore these proceedings provide additional value to the reader as it will reflect in part the future development of computing and education to stimulate new ideas and models in educational development *After the Digital Tornado* Kevin Werbach, 2020-07-23 Networks powered by algorithms are pervasive Major contemporary technology trends Internet of Things Big Data Digital Platform Power Blockchain and the Algorithmic Society are manifestations of this phenomenon The internet which once seemed an unambiguous benefit to society is now the basis for invasions of privacy massive concentrations of power and wide scale manipulation The algorithmic networked world poses deep questions about power freedom fairness and human agency The influential 1997 Federal Communications Commission whitepaper Digital Tornado hailed the endless spiral of connectivity that would transform society and today little remains untouched by digital connectivity Yet fundamental questions remain unresolved and even more serious challenges have emerged This important collection which offers a reckoning and a foretelling features leading technology scholars who explain the legal business ethical technical and public policy challenges of building pervasive networks and algorithms for the benefit of humanity This title is also available as Open Access on Cambridge Core **Rexx Programmer's Reference** Howard Fosdick, 2005-03-11 Whether you re new to Rexx or are an experienced Rexx programmer this comprehensive reference offers you what you need to know in order to work with this easy yet powerful scripting language on any level After a quick overview of the basics of Rexx you ll move on to more advanced scripting topics such as portable code and optimal coding style This book is for programmers on any platform who are either looking to learn Rexx or already use it and want to expand their knowledge of Rexx A basic knowledge of programming is assumed **BOOK JACKET** *History of Nordic Computing 3* John Impagliazzo, Per Lundin, Benkt Wangler, 2011-09-29 This book constitutes the refereed post proceedings of the Third IFIP WG 9.7 Conference on the History of Nordic Computing HiNC3 held in Stockholm Sweden in October 2010 The 50 revised full papers presented together with a keynote address and a panel discussion were carefully reviewed and selected from numerous submissions The papers focus on the application and use of ICT and ways in which technical progress affected the conditions of the development and use of ICT systems in the Nordic countries covering a period from around 1970 until the beginning of the 1990s They are organized in the following topical sections computerizing public sector industries computerizing management and financial industries computerizing art media and schools users and systems development the making of a Nordic computing industry Nordic networking Nordic software development Nordic research in software and systems development teaching at Nordic universities and new historiographical approaches and methodological reflections

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