



Other Databases (JDBC)

URL:

Dialect: ▾

Enter information to log on to the server:

Username:

Password:

Properties File:

Postgresql Jdbc Url User Password

Christian Drosten

A red circular graphic with a gradient, appearing as a semi-circle or a partial circle, located to the right of the author's name.

Postgresql Jdbc Url User Password:

Learn JDBC The Hard Way: A Hands-On Guide to PostgreSQL and SQL Server Driven Programming Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-23 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL Server As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQL Server using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In chapter one you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In chapter two you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints You will also learn how to create and store salt passwords and verify them In chapter four you will create a PostgreSQL database named Bank and its tables In chapter five you will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter six you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey account_number account_date account_type plain_balance cipher_balance decipher_balance digital_signature and signature_verification In this case you will learn how to implement generating and verifying digital prints and storing the results into a database In chapter seven you create a table named Client_Data which has seven columns client_data_id primary key account_id primary_key birth_date address mother_name telephone and photo_path In chapter eight you will be taught how to create a SQL Server database named Crime and its tables In chapter nine you will be taught how to extract image features utilizing BufferedImage class in Java GUI In chapter ten you will be taught to create Java GUI to view edit insert and delete Suspect table data This table has eleven columns suspect_id primary key suspect_name birth_date case_date report_date suspect_status arrest_date mother_name address telephone and photo In chapter eleven you will be taught to create Java GUI to view edit insert and delete Feature_Extraction table data This table

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Postgre SQL Notes For Professionals Dr. Ashad ulla qureshi,2023-03-01 It is a highly stable database management system backed by more than 20 years of community development which has contributed to its high levels of resilience integrity and correctness PostgreSQL is used as the primary data store or data warehouse for many web mobile geospatial and analytics applications

The Fast Way to Learn Java GUI with PostgreSQL and SQLite Vivian Siahaan,Rismon Hasiholan Sianipar,2020-01-15 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three

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The Best Guide to Database Programming with Java GUI, PostgreSQL, and SQL Server Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-13 This book offers the straightforward practical answers you need to help you do your job This hands on tutorial reference guide to PostgreSQL and SQL Server is not only perfect for students and beginners but it also works for experienced developers who aren't getting the most from PostgreSQL and SQL

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Trino: The Definitive Guide Matt Fuller, Manfred Moser, Martin Traverso, 2022-10-03 Perform fast interactive analytics against different data sources using the Trino high performance distributed SQL query engine In the second edition of this practical guide you ll learn how to conduct analytics on data where it lives whether it s a data lake using Hive a modern lakehouse with Iceberg or Delta Lake a different system like Cassandra Kafka or SingleStore or a relational database like PostgreSQL or Oracle Analysts software engineers and production engineers learn how to manage use and even develop with Trino and make it a critical part of their data platform Authors Matt Fuller Manfred Moser and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization Explore Trino s use cases and learn about tools that help you connect to Trino for querying and processing huge amounts of data Learn Trino s internal workings including how to connect to and query data sources with support for SQL statements operators functions and more Deploy and secure Trino at scale monitor workloads tune queries and connect more applications Learn how other organizations apply Trino successfully

Jython for Java Programmers Robert W. Bill, 2002 Build Java based Web applications with increased speed and salability using Jython This book helps Java developers increase application development and deployment A brief introduction is provided that shows the differences between Java and Jython

Professional Red Hat Enterprise Linux 3 Kapil Sharma, Mohammed J. Kabir, Peter C. Norton, Nathan Good, Tony Steidler-Dennison, 2005-03-11 What is this book about Professional Red Hat Enterprise Linux 3 is a complete professional guide to setting up configuring and deploying Red Hat Enterprise Linux in the corporate production environment The book focuses on Enterprise Server and Advanced Server features including the key areas of high availability with the Red Hat Cluster Suite Red Hat Network Control Center and Red Hat Enterprise applications such as the Content Management System and portal server Other key unique features include kernel tuning for various performance profiles advanced Apache configuration Tux installation maintenance building high performance FTP servers building high performance mail servers which means replacing Sendmail Mailing list management how to efficiently add remove or modify 100 users at the same time and a discussion of disk quota management and monitoring What does this book cover The key features of the book include the following How to install and setup RHEL 3 How to deploy RHEL 3 in production environment How to manage an RHEL system using Perl and shell scripting Advanced administration tools How to use Red Hat network

service Details on installation and setup of security tools Ability to use and deploy High Availability solutions provided with RHEL 3 Performance tuning How to use monitoring tools Ability to use RHEL to provide scalable infrastructure solutions

Mastering Play Framework for Scala Shiti Saxena,2015-05-29 This book is intended for those developers who are keen to master the internal workings of Play Framework to effectively build and deploy web related apps

Cloud Native Spring in Action Thomas Vitale,2023-02-14 Build and deliver production grade cloud native apps with Spring framework and Kubernetes In Cloud Native Spring in Action you ll learn Cloud native best practices and design patterns Build and test cloud native apps with Spring Boot and Spring Cloud Handle security resilience and scalability in imperative and reactive applications Configure deploy and observe applications on Kubernetes Continuous delivery and GitOps to streamline your software lifecycle Cloud Native Spring in Action is a practical guide to building applications that are designed for cloud environments You ll learn effective Spring and Kubernetes cloud development techniques that you can immediately apply to enterprise grade applications Follow a detailed and complete cloud native system from first concept right through to production and deployment learning best practices design patterns and little known tips and tricks for pain free cloud native development Including coverage of security continuous delivery and configuration this hands on guide is the perfect primer for navigating the increasingly complex cloud landscape About the technology Do you want to learn how to build scalable resilient and observable Spring applications that take full advantage of the cloud computing model If so Cloud Native Spring in Action is the book for you It will teach you the essential techniques and practices you need to build efficient Spring Boot applications ready for production in the cloud About the book In Cloud Native Spring in Action you ll learn how to containerize your Spring Boot applications with Cloud Native Buildpacks and deploy them on Kubernetes This practical guide delivers unique insights into hosting microservices serverless applications and other modern architectures on cloud platforms You ll learn how to use Spring based methodologies practices and patterns that you won t find anywhere else What s inside Implement cloud native patterns with Spring Handle security resilience and scalability Build and test imperative and reactive applications Configuration and observability on Kubernetes Adopt continuous delivery and GitOps About the reader For intermediate Java developers About the author Thomas Vitale is a software engineer open source contributor and international conference speaker Table of Contents PART 1 CLOUD NATIVE FUNDAMENTALS 1 Introduction to cloud native 2 Cloud native patterns and technologies PART 2 CLOUD NATIVE DEVELOPMENT 3 Getting started with cloud native development 4 Externalized configuration management 5 Persisting and managing data in the cloud 6 Containerizing Spring Boot 7 Kubernetes fundamentals for Spring Boot PART 3 CLOUD NATIVE DISTRIBUTED SYSTEMS 8 Reactive Spring Resilience and scalability 9 API gateway and circuit breakers 10 Event driven applications and functions 11 Security Authentication and SPA 12 Security Authorization and auditing

Kubernetes Native Microservices with Quarkus and MicroProfile John Clingan,Ken Finnigan,2022-02-08 Build fast efficient Kubernetes based Java applications using the Quarkus

framework MicroProfile and Java standards Most popular Java frameworks like Spring were designed long before the advent of Kubernetes and cloud native systems A new generation of tools including Quarkus and MicroProfile have been cloud native and Kubernetes aware from the beginning Kubernetes Native Microservices With Quarkus and MicroProfile teaches you how to create efficient enterprise Java applications that are easy to deploy maintain and expand In Kubernetes Native Microservices With Quarkus and MicroProfile you ll learn how to Deploy enterprise Java applications on Kubernetes Develop applications using the Quarkus runtime framework Compile natively using GraalVM for blazing speed Create efficient microservices applications Take advantage of MicroProfile specifications

Java In Action: An Excellent Guide to Explore JDBC And Database Applications Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-27 This step by step guide to explore database programming using Java is ideal for people with little or no programming experience The goal of this concise book is not just to teach you Java but to help you think like a programmer Each brief chapter covers the material for one week of a college course to help you practice what you ve learned As you would expect this book shows how to build from scratch two different databases PostgreSQL and SQLite using Java In designing a GUI and as an IDE you will make use of the NetBeans tool In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the first chapter you will learn How to install NetBeans JDK 11 and the PostgreSQL connector How to integrate external libraries into projects How the basic PostgreSQL commands are used How to query statements to create databases create tables fill tables and manipulate table contents is done In the second chapter you will learn querying data from the postgresql using jdbc including establishing a database connection creating a statement object executing the query processing the resultset object querying data using a statement that returns multiple rows querying data using a statement that has parameters inserting data into a table using jdbc updating data in postgresql database using jdbc calling postgresql stored function using jdbc deleting data from a postgresql table using jdbc and postgresql jdbc transaction In chapter three you will create a PostgreSQL database named School and its tables In chapter four you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter five you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter six you will study how to query the six tables In chapter seven you will be shown how to create SQLite database and tables with Java In chapter eight you will be taught how to extract image features utilizing

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Rafał Kuć,2015-01-23 This book is for intermediate Solr Developers who are willing to learn and implement Pro level practices techniques and solutions This edition will specifically appeal to developers who wish to quickly get to grips with the changes and new features of Apache Solr 5 Lift Application Development Cookbook Gilberto T. Garcia Jr.,2013-09-25 Lift Application Development Cookbook contains practical recipes on everything you will need to create secure web applications using this amazing framework The book first teaches you basic topics such as starting a new application and gradually moves on to teach you advanced topics to achieve a certain task Then it explains every step in detail so that you can build your knowledge about how things work This book is for developers who have at least some basic knowledge about Scala and who are looking for a functional secure and modern web framework Prior experience with HTML and JavaScript is assumed

POSTGRESQL FOR JAVA GUI: Database, Cryptography, and Image Processing Vivian Siahaan,Rismon Hasiholan Sianipar,2019-09-01 In this book you will learn how to build from scratch a criminal records management database system using Java PostgreSQL All Java code for cryptography and digital image processing in this book is Native Java Intentionally

not to rely on external libraries so that readers know in detail the process of extracting digital images from scratch in Java. There are only three external libraries used in this book: Connector/J to facilitate Java to PostgreSQL connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are: grayscale, sharpening, inverting, blurring, dilation, erosion, closing, opening, vertical prewitt, horizontal prewitt, Laplacian, horizontal sobel, and vertical sobel. For readers, you can develop it to store other advanced image features based on descriptors such as SIFT and others for developing descriptor-based matching.

In the first chapter, you will learn how to install NetBeans JDK 11 and the PostgreSQL connector. How to integrate external libraries into projects. How the basic PostgreSQL commands are used. How to query statements to create databases, create tables, fill tables, and manipulate table contents is done. In the second chapter, you will learn querying data from the PostgreSQL using JDBC, including establishing a database connection, creating a statement object, executing the query, processing the resultset object, querying data using a statement that returns multiple rows, querying data using a statement that has parameters, inserting data into a table using JDBC, updating data in the PostgreSQL database using JDBC, calling PostgreSQL stored function using JDBC, deleting data from a PostgreSQL table using JDBC, and PostgreSQL JDBC transaction.

In the second chapter, you will learn the basics of cryptography using Java. Here you will learn how to write a Java program to count Hash MAC Message Authentication Code, store keys in a KeyStore, generate PrivateKey and PublicKey, encrypt, decrypt data, and generate and verify digital prints.

In the third chapter, you will learn how to create and store salt passwords and verify them. You will create a Login table. In this case, you will see how to create a Java GUI using NetBeans to implement it. In addition to the Login table, in this chapter, you will also create a Client table. In the case of the Client table, you will learn how to generate and save public and private keys into a database. You will also learn how to encrypt, decrypt data, and save the results into a database.

In the fourth chapter, you will create an Account table. This account table has the following ten fields: `account_id` (primary key), `client_id` (primary key), `account_number`, `account_date`, `account_type`, `plain_balance`, `cipher_balance`, `decipher_balance`, `digital_signature`, and `signature_verification`. In this case, you will learn how to implement generating and verifying digital prints and storing the results into a database.

In the fifth chapter, you create a table with the name of the Account, which has ten columns: `account_id` (primary key), `client_id` (primary key), `account_number`, `account_date`, `account_type`, `plain_balance`, `cipher_balance`, `decipher_balance`, `digital_signature`, and `signature_verification`.

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

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

In the ninth chapter, you will be taught to create a Java GUI to view, edit, insert, and delete Suspect table data. This table has eleven columns: `suspect_id` (primary key), `suspect_name`, `birth_date`, `case_date`, `report_date`, `suspect_status`, `arrest_date`, `mother_name`, `address`, `telephone`, and `photo`.

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Building Three Desktop Applications Using Java GUI and PostgreSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-08 In this book you will create three desktop applications using Java GUI and PostgreSQL In this book you will learn how to build from scratch a PostgreSQL database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to utilize PostgreSQL in Java In chapter one you will create School database and its six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter five you will learn the basics of cryptography using Java Here you will learn how to write a Java program to count Hash MAC Message Authentication Code store keys in a KeyStore generate PrivateKey and PublicKey encrypt decrypt data and generate and verify digital prints In chapter six you will create Bank database and its tables In chapter seven you will learn how to create and store salt passwords and verify them You will create a Login table In this case you will see how to create a Java GUI using NetBeans to implement it In addition to the Login table in this chapter you will also create a Client table In the case of the Client table you will learn how to generate and save public and private keys into a database You will also learn how to encrypt decrypt data and save the results into a database In chapter eight you will create an Account table This account table has the following ten fields account_id primary key client_id primarykey

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A Practical Guide to Database Programming with Java GUI and PostgreSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-12 In this book you will create three desktop applications using Java GUI and PostgreSQL In this book you will learn how to build from scratch a PostgreSQL database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to utilize PostgreSQL in Java In chapter one you will create School database and its six tables In chapter two you will study Creating the initial three table projects in the school database Teacher table TClass table and Subject table Creating database configuration files Creating a Java GUI for viewing and navigating the contents of each table Creating a Java GUI for inserting and editing tables and Creating a Java GUI to join and query the three tables In chapter three you will learn Creating the main form to connect all forms Creating a project will add three more tables to the school database the Student table the Parent table and Tuition table Creating a Java GUI to view and navigate the contents of each table Creating a Java GUI for editing inserting and deleting records in each table Creating a Java GUI to join and query the three tables and all six In chapter four you will study how to query the six tables In chapter

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Building Three Java GUI Applications Using MySQL, MariaDB, and PostgreSQL Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-09 In this book you will create three Java GUI applications using MySQL MariaDB and PostgreSQL In this book you will learn how to build from scratch a database management system using Java In designing a GUI and as an IDE you will make use of the NetBeans tool Gradually and step by step you will be taught how to utilize three different databases

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Altova® StyleVision® 2013 User & Reference Manual , *Core Java, Volume II* Cay S. Horstmann, 2024-07-15 The Classic Guide to Advanced Java Programming Fully Updated for Java 21 Core Java is the leading no nonsense tutorial and reference for experienced programmers who want to write robust Java code for real world applications Now Core Java Volume II Fundamentals Thirteenth Edition has been revised to cover the new features and enhancements in the Java 21 long term support release As always all chapters have been completely updated outdated material has been removed and the new APIs are covered in detail This volume focuses on the advanced topics that a programmer needs to know for professional software development and includes authoritative coverage of enterprise programming networking databases security internationalization and native methods as well as complete chapters on the Streams XML Date and Time Scripting and Compilation APIs In addition the chapters on Swing and Graphics cover techniques that are applicable to both client side user interfaces and server side generation of graphics and images Cay S Horstmann clearly explains sophisticated new features with depth and completeness and demonstrates how to use them to build professional quality applications Horstmann's thoroughly tested sample code reflects modern Java style and best practices The examples are carefully crafted for easy understanding and maximum practical value so you can rely on them to jump start your own programs Master advanced techniques idioms and best practices for writing reliable Java code Make the most of enhanced Java I O APIs object serialization and regular expressions Connect to network services harvest web data with the HTTP 2 client and serve data with the built in web server or implement your own server Process code via the Scripting and Compiler APIs Work with the Date and Time API including recent refinements Leverage the Java security model user authentication and the security library's cryptographic functions Preview powerful new APIs for accessing foreign functions and memory This is the definitive reference and instructional work for Java and the Java ecosystem Andrew Binstock Java Magazine See Core Java Volume I Fundamentals Thirteenth Edition for expert coverage of

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