

11:04

56%

Wed, Feb 15



Device control

Media output

Finish setting up your Lance's S10e



Just a few more steps

New voicemail 10:14 AM



Con

Re: Schedule Feb 14



Wi-Fi network available

Open Wi-Fi network available



Notification settings Clear

(Searching)



56%



11:04

Wed, February 15

Device control

Media output



Wi-Fi



Sound



Bluetooth



Auto-rotate



Airplane mode



Flashlight



Mobile data



Mobile Hotspot



Power saving



Location



Link to Windows



Screen recorder



Wi-Fi



Sound



Bluetooth



Auto-rotate



Airplane mode



Flashlight



Mobile data



Mobile Hotspot

Power saving

Location

Link to Windows

Screen recorder

56%



11:04

Wed, February 15

Device control

Media output

Quick Share
Contacts only

DeX



Smart View



Nearby Share

Eye comfort
shield

Dark mode

Do not
disturbScan QR
code

Wi-Fi Calling

Quick Share
Contacts only

DeX



Smart View



Nearby Share

Eye comfort
shield

Dark mode

Do not
disturbScan QR
code

Wi-Fi Calling

Quick Share
Contacts only

DeX

Smart View

Nearby Share



Android Quick Study

**Vivian Siahaan, Rismon Hasiholan
Sianipar**



Android Quick Study:

Android Ice Cream Sandwich Superguide (PCWorld Superguides) , From the Editors of PCWorld discover everything there is to know about the latest Android platform Ice Cream Sandwich is the most delicious Android yet Get the scoop on Google s latest mobile OS in PCWorld s newest Superguide Android Ice Cream Sandwich Android Ice Cream Sandwich is a marvel of advanced engineering a powerful handsome and versatile operating system that presents a universe of opportunities if you know how to use it But most of us could use some help on that score Fortunately assistance is now available in the form of PCWorld s just published Superguide an in depth look at Android Ice Cream Sandwich for smartphone and tablet owners The all new guide written by PCWorld s mobile experts can get you started on Ice Cream Sandwich in a hurry with a walk through of new features a generous collection of tips and tricks and a guide to essential apps for both phones and tablets Want to defend your phone against obnoxious ads Or back up your phone Or upload 20 000 of your own songs to the cloud and then stream them back to your Ice Cream Sandwich device for free This authoritative volume offers step by step instructions for everything you need to know to accomplish these tasks and many more Other sections evaluate the best browsers security apps and utilities for your phone and even show you how to transform your smartphone into a high end camera For Ice Cream Sandwich tablet users we explain how to use Android Widgets and we rate the best news weather reference and communication apps Android application development with Kotlin Trivedi Hardik,2020-05-12 Unleash the Power of Kotlin for Android App DevelopmentDESCRIPTION This book aims to provide the knowledge around the fundamental concept of Kotlin languages and it s an application in Android application development It covers basic to advanced concepts with practical examples Each chapter in this book is a step by step journey towards the learning Kotlin and excel in various topics and concepts It covers topics like data types various functions including lambdas and higher order functions It also covers advanced topics like Generics Collections DSL Coroutine etc Most importantly such concepts are explained with practical usage of it in Android application You will get to know what is the best possible way to use these concepts while you develop an Android application In this book along with Kotlin an attempt has been made where few Android specific topics are also explained For example the application is using Architecture components including ViewModel LiveData NavigationComponent and also it uses Flow which is a hot topic in Kotlin While we learn this concept along with that we also develop a sample application where we can apply our learning and in the end have some tangible and measurable output Readers with little previous knowledge of Android application development can easily follow this book Most of the chapters are code heavy and focuses on practical usage of Kotlin s features Each chapter has code on the GitHub You can check out this code and try it out Or you can develop in parallel and cherry pick things from the sample code base as and when you need it Few chapters also follow the quiz at the end and you can self assess yourself by going through that quiz In total there are ten chapters KEY FEATURES The book has theories explained elaborately along with Kotlin code and

corresponding output to support the theoretical explanations The Kotlin codes are provided with step by step comments to explain each instruction of the code The book is quite well balanced with programs and illustrative real case problems The book is not just explaining theoretical concepts of the language Still it explains how the full fledged application can be developed using some latest tools and technologies and create an excellent Android application using Kotlin Few of the chapter offers the quiz at the end of it And you can revise the concepts quickly A rich sample application is created to demonstrate Kotlin s capability in various parts of the application Quite the latest concepts are discussed in depth For example Flow NavigationComponent Coroutine ViewModel and LiveData

WHAT WILL YOU LEARN Know the basics and many advanced concepts of Android Able to code in Kotlin for your Android application You will know how architecture components can be used in Android application with Kotlin Writing tests that use coroutine Flow LiveData and ViewModel What measures you need to take before you put an application in production How agile practices can be applied before and after the application development is started

WHO THIS BOOK IS FOR The book is for readers with basic programming and android application development skills The book is for any engineering graduates that wish to use Kotlin as a programming language for their Android application or wish to build a career in this direction This book can also be useful for those who want to learn how testing aspects work for Android applications The use cases and programs discussed in the book are self explanatory and detailed with practical examples wherever necessary This is why the book can be read by anyone who has an interest in Kotlin and Android and how applications are developed with the industry level standard maintained

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AUTHOR BIO Hardik Trivedi is a computer programmer and self taught Android application development He started Android application development back in 2010 He is a Kotlin enthusiast and an active community speaker He actively contributes to Stack overflow and also writes a blog An Android application developer on his job he has worked in numerous domains for example consumer internet sports banking entertainment He also mentors college students and professionals who want to develop their career in Android application development As an active contributor in the community he has delivered speeches for events hosted by GDG Google Developer Group He is already a co author of e Kotlin Blueprintse A book that explains how Kotlin can be used everywhere In his personal life he loves to travel paint and cook In his retirement days you may find him owning a restaurant and making lip smacking food for his customers

Your Blog links <https://trivedihardik.wordpress.com> Your LinkedIn Profiles LinkedIn Profile of Hardik Trivedi available at <https://www.linkedin.com/in/hardik-trivedi-a782381a>

The Business of Android Apps Development Mark Rollins,Roy Sandberg,2013-08-31 The growing but still evolving success of the Android platform has ushered in a second mobile technology gold rush for app developers Google Play and Amazon Appstore for

Android apps has become the second go to apps eco for today s app developers While not yet as large in terms of number of apps as iTunes Google Play and Amazon Appstore have so many apps that it has become increasingly difficult for new apps to stand out in the crowd Achieving consumer awareness and sales longevity for your Android app requires a lot of organization and some strategic planning Written for today s Android apps developer or apps development shop this new and improved book from Apress The Business of Android Apps Development Second Edition tells you today s story on how to make money on Android apps This book shows you how to take your app from idea to design to development to distribution and marketing your app on Google Play or Amazon Appstore This book takes you step by step through cost effective marketing public relations and sales techniques that have proven successful for professional Android app creators and indie shops perfect for independent developers on shoestring budgets It even shows you how to get interest from venture capitalists and how they view a successful app vs the majority of so so to unsuccessful apps in Android No prior business knowledge is required This is the book you wish you had read before you launched your first app

LEARN FROM SCRATCH VISUAL C# .NET WITH MYSQL Vivian Siahaan,Rismon Hasiholan Sianipar,2020-10-05 In Tutorial 1 you will start building a Visual C interface for database management system project using MySQL The database named DBMS is created The designed interface in this tutorial will used as the main terminal in accessing other forms This tutorial will also discuss how to create login form and login table In Tutorial 2 you will build a project as part of database management system where you can store information about valuables in school The table will have seven fields Item description of the item Location where the item was placed Shop where the item was purchased DatePurchased when the item was purchased Cost how much the item cost SerialNumber serial number of the item PhotoFile path of the photo file of the item and Fragile indicates whether a particular item is fragile or not In Tutorial 3 up to Tutorial 4 you will perform the steps necessary to add 6 tables using phpMyAdmin into DBMS database You will build each table and add the associated fields as needed In this tutorials you will create a library database project as part of database management system where you can store all information about library including author title and publisher In Tutorial 5 up to Tutorial 7 you will perform the steps necessary to add 8 more tables using phpMyAdmin into DBMS database You will build each table and add the associated fields as needed In this tutorials you will create a high school database project as part of database management system where you can store all information about school including parent teacher student subject and title and grade

Step by Step Tutorial IMAGE CLASSIFICATION Using Scikit-Learn, Keras, And TensorFlow with PYTHON GUI Vivian Siahaan,2023-06-21 In this book implement deep learning based image classification on classifying monkey species recognizing rock paper and scissor and classify airplane car and ship using TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries In chapter 1 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to classify monkey species using 10 Monkey Species dataset provided by Kaggle <https://www.kaggle.com/slothkong/10-monkey>

species download Here s an overview of the steps involved in classifying monkey species using the 10 Monkey Species dataset

Dataset Preparation

Download the 10 Monkey Species dataset from Kaggle and extract the files The dataset should consist of separate folders for each monkey species with corresponding images

Load and Preprocess Images

Use libraries such as OpenCV to load the images from the dataset Resize the images to a consistent size e g 224x224 pixels to ensure uniformity

Split the Dataset

Divide the dataset into training and testing sets Typically an 80 20 or 70 30 split is used where the larger portion is used for training and the smaller portion for testing the model s performance

Label Encoding

Encode the categorical labels monkey species into numeric form This step is necessary to train a machine learning model as most algorithms expect numerical inputs

Feature Extraction

Extract meaningful features from the images using techniques like deep learning or image processing algorithms This step helps in representing the images in a format that the machine learning model can understand

Model Training

Use libraries like TensorFlow and Keras to train a machine learning model on the preprocessed data Choose an appropriate model architecture in this case MobileNetV2

Model Evaluation

Evaluate the trained model on the testing set to assess its performance Metrics like accuracy precision recall and F1 score can be used to evaluate the model s classification performance

Predictions

Use the trained model to make predictions on new unseen images Pass the images through the trained model and obtain the predicted labels for the monkey species

In chapter 2 you will learn how to use TensorFlow Keras Scikit Learn OpenCV Pandas NumPy and other libraries to perform how to recognize rock paper and scissor using dataset provided by Kaggle <https://www.kaggle.com/sanikamal/rock-paper-scissors-dataset>

download

Here s the outline of the steps

Step 1 Dataset Preparation

Download the rock paper scissors dataset from Kaggle by visiting the provided link and clicking on the Download button Save the dataset to a local directory on your machine Extract the downloaded dataset to a suitable location This will create a folder containing the images for rock paper and scissors

Step 2 Data Preprocessing

Import the required libraries TensorFlow Keras NumPy OpenCV and Pandas Load the dataset using OpenCV Iterate through the image files in the dataset directory and use OpenCV s cv2.imread function to load each image You can specify the image s file extension e g PNG and directory path Preprocess the images Resize the loaded images to a consistent size using OpenCV s cv2.resize function You may choose a specific width and height suitable for your model Prepare the labels Create a list or array to store the corresponding labels for each image rock paper or scissors This can be done based on the file naming convention or by mapping images to their respective labels using a dictionary

Step 3 Model Training

Create a convolutional neural network CNN model using Keras Define a CNN architecture using Keras Sequential model or functional API This typically consists of convolutional layers pooling layers and dense layers Compile the model Specify the loss function e g categorical cross entropy and optimizer e g Adam using Keras compile function You can also define additional metrics to evaluate the model s performance Train the model Use Keras fit function to train the model on the preprocessed dataset Specify the training data labels batch size number of epochs and validation data if available This

will optimize the model's weights based on the provided dataset. Save the trained model. Once the model training is complete, you can save the trained model to disk using Keras `save` or `save_weights` function. This allows you to load the model later for predictions or further training.

Step 4: Model Evaluation Evaluate the trained model. Use Keras `evaluate` function to assess the model's performance on a separate testing dataset. Provide the testing data and labels to calculate metrics such as accuracy, precision, recall, and F1 score. This will help you understand how well the model generalizes to new unseen data. Analyze the model's performance. Interpret the evaluation metrics and analyze any potential areas of improvement. You can also visualize the confusion matrix or classification report to gain more insights into the model's predictions.

Step 5: Prediction Use the trained model for predictions. Load the saved model using Keras `load_model` function. Then pass new unseen images through the model to obtain predictions. Preprocess these images in the same way as the training images: `resize`, `normalize`, etc. Visualize and interpret predictions. Display the predicted labels alongside the corresponding images to see how well the model performs. You can use libraries like Matplotlib or OpenCV to show the images and their predicted labels. Additionally, you can calculate the accuracy of the model's predictions on the new dataset.

In chapter 3, you will learn how to use TensorFlow, Keras, Scikit Learn, OpenCV, Pandas, NumPy, and other libraries to perform how to classify airplane, car, and ship using Multiclass image dataset (airplane, car, ship) dataset provided by Kaggle (<https://www.kaggle.com/abtaabm/multiclassimage-dataset-airplane-car>). Here are the outline steps:

- Import the required libraries: TensorFlow, Keras, Scikit Learn, OpenCV, Pandas, NumPy.
- Load and preprocess the dataset: Read the images from the dataset folder. Resize the images to a fixed size. Store the images and corresponding labels.
- Split the dataset into training and testing sets. Split the data and labels into training and testing sets using a specified ratio.
- Encode the labels: Convert the categorical labels into numerical format. Perform one-hot encoding on the labels.
- Build MobileNetV2 model using Keras. Create a sequential model. Add convolutional layers with activation functions. Add pooling layers for downsampling. Flatten the output and add dense layers. Set the output layer with softmax activation.
- Compile and train the model. Compile the model with an optimizer and loss function. Train the model using the training data and labels. Specify the number of epochs and batch size.
- Evaluate the model. Evaluate the trained model using the testing data and labels. Calculate the accuracy of the model. Make predictions on new images. Load and preprocess a new image. Use the trained model to predict the label of the new image. Convert the predicted label from numerical format to categorical.

SIX BOOKS IN ONE: Classification, Prediction, and Sentiment Analysis Using Machine Learning and Deep Learning with Python GUI Vivian Siahaan, Rismon Hasiholan Sianipar, 2022-04-11 Book 1

BANK LOAN STATUS CLASSIFICATION AND PREDICTION USING MACHINE LEARNING WITH PYTHON GUI The dataset used in this project consists of more than 100,000 customers mentioning their loan status, current loan amount, monthly debt, etc. There are 19 features in the dataset. The dataset attributes are as follows: Loan ID, Customer ID, Loan Status, Current Loan Amount, Term, Credit Score, Annual Income, Years in current job, Home Ownership, Purpose, Monthly Debt, Years of Credit.

History Months since last delinquent Number of Open Accounts Number of Credit Problems Current Credit Balance Maximum Open Credit Bankruptcies and Tax Liens The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine Adaboost LGBM classifier Gradient Boosting and XGB classifier Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries performance of the model scalability of the model training loss and training accuracy

Book 2 OPINION MINING AND PREDICTION USING MACHINE LEARNING AND DEEP LEARNING WITH PYTHON GUI

Opinion mining sometimes known as sentiment analysis or emotion AI refers to the use of natural language processing text analysis computational linguistics and biometrics to systematically identify extract quantify and study affective states and subjective information This dataset was created for the Paper From Group to Individual Labels using Deep Features Kotzias et al KDD 2015 It contains sentences labelled with a positive or negative sentiment Score is either 1 for positive or 0 for negative The sentences come from three different websites fields imdb com amazon com and yelp com For each website there exist 500 positive and 500 negative sentences Those were selected randomly for larger datasets of reviews Amazon contains reviews and scores for products sold on amazon com in the cell phones and accessories category and is part of the dataset collected by McAuley and Leskovec Scores are on an integer scale from 1 to 5 Reviews considered with a score of 4 and 5 to be positive and scores of 1 and 2 to be negative The data is randomly partitioned into two halves of 50% one for training and one for testing with 35 000 documents in each set IMDb refers to the IMDb movie review sentiment dataset originally introduced by Maas et al as a benchmark for sentiment analysis This dataset contains a total of 100 000 movie reviews posted on imdb com There are 50 000 unlabeled reviews and the remaining 50 000 are divided into a set of 25 000 reviews for training and 25 000 reviews for testing Each of the labeled reviews has a binary sentiment label either positive or negative Yelp refers to the dataset from the Yelp dataset challenge from which we extracted the restaurant reviews Scores are on an integer scale from 1 to 5 Reviews considered with scores 4 and 5 to be positive and 1 and 2 to be negative The data is randomly generated a 50 50 training and testing split which led to approximately 300 000 documents for each set Sentences for each of the datasets above labels are extracted and manually 1000 sentences are manually labeled from the test set with 50% positive sentiment and 50% negative sentiment These sentences are only used to evaluate our instance level classifier for each dataset³ They are not used for model training to maintain consistency with our overall goal of learning at a group level and predicting at the instance level The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine Adaboost LGBM classifier Gradient Boosting and XGB classifier Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries

performance of the model scalability of the model training loss and training accuracy

Book 3 EMOTION PREDICTION FROM TEXT USING MACHINE LEARNING AND DEEP LEARNING WITH PYTHON GUI

In the dataset used in this project there are two columns Text and Emotion Quite self explanatory The Emotion column has various categories ranging from happiness to sadness to love and fear You will build and implement machine learning and deep learning models which can identify what words denote what emotion The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine Adaboost LGBM classifier Gradient Boosting and XGB classifier Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries performance of the model scalability of the model training loss and training accuracy

Book 4 HATE SPEECH DETECTION AND SENTIMENT ANALYSIS USING MACHINE LEARNING AND DEEP LEARNING WITH PYTHON GUI

The objective of this task is to detect hate speech in tweets For the sake of simplicity a tweet contains hate speech if it has a racist or sexist sentiment associated with it So the task is to classify racist or sexist tweets from other tweets Formally given a training sample of tweets and labels where label 1 denotes the tweet is racist sexist and label 0 denotes the tweet is not racist sexist the objective is to predict the labels on the test dataset The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine Adaboost LGBM classifier Gradient Boosting XGB classifier LSTM and CNN Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries performance of the model scalability of the model training loss and training accuracy

Book 5 TRAVEL REVIEW RATING CLASSIFICATION AND PREDICTION USING MACHINE LEARNING WITH PYTHON GUI

The dataset used in this project has been sourced from the Machine Learning Repository of University of California Irvine UC Irvine Travel Review Ratings Data Set This dataset is populated by capturing user ratings from Google reviews Reviews on attractions from 24 categories across Europe are considered Google user rating ranges from 1 to 5 and average user rating per category is calculated The attributes in the dataset are as follows

- Attribute 1 Unique user id
- Attribute 2 Average ratings on churches
- Attribute 3 Average ratings on resorts
- Attribute 4 Average ratings on beaches
- Attribute 5 Average ratings on parks
- Attribute 6 Average ratings on theatres
- Attribute 7 Average ratings on museums
- Attribute 8 Average ratings on malls
- Attribute 9 Average ratings on zoo
- Attribute 10 Average ratings on restaurants
- Attribute 11 Average ratings on pubs bars
- Attribute 12 Average ratings on local services
- Attribute 13 Average ratings on burger pizza shops
- Attribute 14 Average ratings on hotels other lodgings
- Attribute 15 Average ratings on juice bars
- Attribute 16 Average ratings on art galleries
- Attribute 17 Average ratings on dance clubs
- Attribute 18 Average ratings on swimming pools
- Attribute 19 Average ratings on gyms
- Attribute 20 Average ratings on bakeries
- Attribute 21 Average ratings on beauty
- Attribute 22 Average ratings on cafes

Attribute 23 Average ratings on view points Attribute 24 Average ratings on monuments and Attribute 25 Average ratings on gardens The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine Adaboost LGBM classifier Gradient Boosting XGB classifier and MLP classifier Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries performance of the model scalability of the model training loss and training accuracy

Book 6 ONLINE RETAIL CLUSTERING AND PREDICTION USING MACHINE LEARNING WITH PYTHON GUI

The dataset used in this project is a transnational dataset which contains all the transactions occurring between 01 12 2010 and 09 12 2011 for a UK based and registered non store online retail The company mainly sells unique all occasion gifts Many customers of the company are wholesalers You will be using the online retail transnational dataset to build a RFM clustering and choose the best set of customers which the company should target In this project you will perform Cohort analysis and RFM analysis You will also perform clustering using K Means to get 5 clusters The machine learning models used in this project to predict clusters as target variable are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support Vector Machine LGBM Gradient Boosting XGB and MLP Finally you will plot boundary decision distribution of features feature importance cross validation score and predicted values versus true values confusion matrix learning curve performance of the model scalability of the model training loss and training accuracy

TRAVEL REVIEW RATING CLASSIFICATION AND PREDICTION USING MACHINE LEARNING WITH PYTHON GUI

Vivian Siahaan, Rismon Hasiholan Sianipar, 2022-04-05 The dataset used in this project has been sourced from the Machine Learning Repository of University of California Irvine UC Irvine Travel Review Ratings Data Set This dataset is populated by capturing user ratings from Google reviews Reviews on attractions from 24 categories across Europe are considered Google user rating ranges from 1 to 5 and average user rating per category is calculated The attributes in the dataset are as follows Attribute 1 Unique user id Attribute 2 Average ratings on churches Attribute 3 Average ratings on resorts Attribute 4 Average ratings on beaches Attribute 5 Average ratings on parks Attribute 6 Average ratings on theatres Attribute 7 Average ratings on museums Attribute 8 Average ratings on malls Attribute 9 Average ratings on zoo Attribute 10 Average ratings on restaurants Attribute 11 Average ratings on pubs bars Attribute 12 Average ratings on local services Attribute 13 Average ratings on burger pizza shops Attribute 14 Average ratings on hotels other lodgings Attribute 15 Average ratings on juice bars Attribute 16 Average ratings on art galleries Attribute 17 Average ratings on dance clubs Attribute 18 Average ratings on swimming pools Attribute 19 Average ratings on gyms Attribute 20 Average ratings on bakeries Attribute 21 Average ratings on beauty Attribute 22 Average ratings on cafes Attribute 23 Average ratings on view points Attribute 24 Average ratings on monuments and Attribute 25 Average ratings on gardens The models used in this project are K Nearest Neighbor Random Forest Naive Bayes Logistic Regression Decision Tree Support

Vector Machine Adaboost LGBM classifier Gradient Boosting XGB classifier and MLP classifier Three feature scaling used in machine learning are raw minmax scaler and standard scaler Finally you will develop a GUI using PyQt5 to plot cross validation score predicted values versus true values confusion matrix learning curve decision boundaries performance of the model scalability of the model training loss and training accuracy

[ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING POSTGRESQL WITH PYTHON GUI](#) Vivian Siahaan,Rismon Hasiholan Sianipar,2022-09-25 This book uses the PostgreSQL version of MySQL based Northwind database The Northwind database is a sample database that was originally created by Microsoft and used as the basis for their tutorials in a variety of database products for decades The Northwind database contains the sales data for a fictitious company called Northwind Traders which imports and exports specialty foods from around the world The Northwind database is an excellent tutorial schema for a small business ERP with customers orders inventory purchasing suppliers shipping employees and single entry accounting The Northwind database has since been ported to a variety of non Microsoft databases including PostgreSQL The Northwind dataset includes sample data for the following Suppliers Suppliers and vendors of Northwind Customers Customers who buy products from Northwind Employees Employee details of Northwind traders Products Product information Shippers The details of the shippers who ship the products from the traders to the end customers and Orders and Order_Details Sales Order transactions taking place between the customers the distribution of amount by year quarter month week day and hour the distribution of bottom 10 sales by product top 10 sales by product bottom 10 sales by customer top 10 sales by customer bottom 10 sales by supplier top 10 sales by supplier bottom 10 sales by customer country top 10 sales by customer country bottom 10 sales by supplier country top 10 sales by supplier country average amount by month with mean and ewm average amount by every month amount feature over June 1997 amount feature over 1998 and all amount feature

Two Books In One: LEARN FROM SCRATCH VISUAL BASIC .NET WITH MYSQL Vivian Siahaan,Rismon Hasiholan Sianipar,2020-11-05 BOOK 1 VISUAL BASIC NET AND DATABASE PRACTICAL TUTORIALS This book aims to develop a MySQL driven desktop application that readers can develop for their own purposes to implement library project using Visual Basic NET In Tutorial 1 you will build a Visual Basic interface for the database This interface will used as the main terminal in accessing other forms This tutorial will also discuss how to create login form and login table You will create login form Place on the form one picture box two labels one combo box one text box and two buttons In Tutorial 2 you will build a school inventory project where you can store information about valuables in school The table will have nine fields Item description of the item Quantity Location where the item was placed Shop where the item was purchased DatePurchased when the item was purchased Cost how much the item cost SerialNumber serial number of the item PhotoFile path of the photo file of the item and Fragile indicates whether a particular item is fragile or not In Tutorial 3 you will perform the steps necessary to add 5 new tables using phpMyAdmin into Academy database You will build each table and add the associated fields as needed Every table in the database will need

input form In this tutorial you will build such a form for Author table Although this table is quite simple only four fields AuthorID Name BirthDate and PhotoFile it provides a basis for illustrating the many steps in interface design SQL statement is required by the Command object to read fields sorted by Name Then you will build an interface so that the user can maintain the Publisher table in the database Academy The Publisher table interface is more or less the same as Author table interface This Publisher table interface only requires more input fields So you will use the interface for the Author table and modify it for the Publisher table In Tutorial 4 you will perform the steps necessary to design and implement title form library member form and book borrowal form You start by designing and testing the basic entry form for book titles The Title table has nine fields BookTitle PublishYear ISBN PublisherID AuthorID Description Note Subject and Comment Then you will build such a form for Member table This table has twelve fields MemberID FirstName LastName BirthDate Status Ethnicity Nationality Mobile Phone Religion Gender and PhotoFile You need thirteen label controls one picture box six text boxes four comboboxes one check box one date time picker one openfiledialog and one printpreviewdialog You also need four buttons for navigation six buttons for controlling editing features one button for searching member s name and one button to upload member s photo Finally you will build such a form for Borrow table This table has seven fields BorrowID MemberID BorrowCode ISBN BorrowDate ReturnDate and Penalty In this form you need fourteen label controls seven text boxes two comboboxes two date time pickers and one printpreviewdialog You also need four buttons for navigation seven buttons for other utilities one button to generate borrowal code and one button to return book

BOOK 2 LEARN FROM SCRATCH VISUAL BASIC NET WITH MYSQL This book will teach you with step by step approach to develop from scratch a MySQL driven desktop application that readers can develop for their own purposes to implement school database project using Visual Basic NET In Tutorial 1 you will perform the steps necessary to add 8 tables using phpMyAdmin into School database that you will create You will build each table and add the associated fields as needed In this tutorial you will also build login form and main form In Tutorial 2 you will build such a form for Parent table This table has thirteen fields ParentID FirstName LastName BirthDate Status Ethnicity Nationality Mobile Phone Religion Gender PhotoFile and FingerFile You need fourteen label controls two picture boxes six text boxes four comboboxes one check box one date time picker one openfiledialog and one printpreviewdialog You also need four buttons for navigation six buttons for other utilities one button for searching member s name one button to upload parent s photo and button to upload parent s finger Place these controls on the form In Tutorial 3 you will build such a form for Student table This table has fifteen fields StudentID ParentID FirstName LastName BirthDate YearEntry Status Ethnicity Nationality Mobile Phone Religion Gender PhotoFile and FingerFile You need sixteen label controls two picture boxes six text boxes five comboboxes one check box two date time pickers one openfiledialog and one printpreviewdialog You also need four buttons for navigation seven buttons for controlling editing features one button for searching parent s name one button to open parent form one button to upload student s photo and one button to upload

student's finger In Tutorial 4 you will build a form for Teacher table This table has fifteen fields TeacherID RegNumber FirstName LastName BirthDate Rank Status Ethnicity Nationality Mobile Phone Religion Gender PhotoFile and FingerFile You need an input form so that user can edit existing records delete records or add new records The form will also have the capability of navigating from one record to another You need sixteen label controls one picture box seven text boxes five comboboxes one check box one date time picker one openFileDialog and one printpreviewdialog You also need four buttons for navigation six buttons for controlling editing features one button for searching teacher's name and one button to upload teacher's photo In Tutorial 5 you will build a form for Subject table This table has only three fields SubjectID Name and Description You need four label controls four text boxes one openFileDialog and one printpreviewdialog You also need four buttons for navigation seven buttons for utilities and one button for searching subject name Place these controls on the form You will also build a form for Grade table This table has seven fields GradeID Name SubjectID TeacherID SchoolYear TimeStart and TimeFinish You need to add seven label controls one text box four comboboxes and two date time pickers You also need four buttons for navigation seven buttons for controlling editing features one button to open subject form and one button to open teacher form In Tutorial 6 you will build a form for Grade_Student table This table has only three fields Grade_StudentID GradeID and StudentID You need an input form so that user can edit existing records delete records or add new records The form will also have the capability of navigating from one record to another You need two label controls and two comboboxes You also need four buttons for navigation seven buttons for controlling editing features one button to open grade form and one button to open student form

ZERO TO MASTERY: THE COMPLETE GUIDE TO LEARNING SQLITE AND PYTHON GUI Vivian Siahaan, Rismon Hasiholan Sianipar, 2022-08-17 In this project we provide you with the SQLite version of The Oracle Database Sample Schemas that provides a common platform for examples in each release of the Oracle Database The sample database is also a good database for practicing with SQL especially SQLite The detailed description of the database can be found on <http://luna.ext.oracle.com/server/112/e10831/diagrams.htm> insertedID0 The four schemas are a set of interlinked schemas This set of schemas provides a layered approach to complexity A simple schema Human Resources HR is useful for introducing basic topics An extension to this schema supports Oracle Internet Directory demos A second schema Order Entry OE is useful for dealing with matters of intermediate complexity Many data types are available in this schema including non scalar data types The Online Catalog OC subschema is a collection of object relational database objects built inside the OE schema The Product Media PM schema is dedicated to multimedia data types The Sales History SH schema is designed to allow for demos with large amounts of data An extension to this schema provides support for advanced analytic processing The HR schema consists of seven tables regions countries locations departments employees jobs and job_histories This book only implements HR schema since the other schemas will be implemented in the next books

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