

# Jbexhibition

**Vivian Siahaan,Rismon Hasiholan Sianipar**

**A Curse upon the Nation** Kay Wright Lewis,2017-08-15 From the inception of slavery as a pillar of the Atlantic World economy, both Europeans and Africans feared their mass extermination by the other in a race war. In the United States, says Kay Wright Lewis, this ingrained dread nourished a preoccupation with slave rebellions and would later help fuel the Civil War, thwart the aims of Reconstruction, justify Jim Crow, and even inform civil rights movement strategy. And yet, says Lewis, the historiography of slavery is all but silent on extermination as a category of analysis. Moreover, little of the existing sparse scholarship interrogates the black perspective on extermination. *A Curse upon the Nation* addresses both of these issues. To explain how this belief in an impending race war shaped eighteenth- and nineteenth-century American politics, culture, and commerce, Lewis examines a wide range of texts including letters, newspapers, pamphlets, travel accounts, slave narratives, government documents, and abolitionist tracts. She foregrounds her readings in the long record of exterminatory warfare in Europe and its colonies, placing lopsided reprisals against African slave revolts—or even rumors of revolts—in a continuum with past brutal incursions against the Irish, Scots, Native Americans, and other groups out of favor with the empire. Lewis also shows how extermination became entwined with ideas about race and freedom from early in the process of enslavement, making survival an important form of resistance for African peoples in America. For African Americans, enslaved and free, the potential for one-sided violence was always present and deeply traumatic. This groundbreaking study reevaluates how extermination shaped black understanding of the Atlantic slave trade and the political, social, and economic worlds in which it thrived.

**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 grascaling, sharpening, invertering, 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 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 (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 the fifth chapter, you create a table with the name of the Account, which has ten columns: 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 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 Crime database and its tables. In eighth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the nineth chapter, 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 the tenth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In the eleventh chapter, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns:

police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the twelfth chapter, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.

*Mastering Java* Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-10-06 The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite 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 use SQLite in Java. In chapter one, you will learn: How to create SQLite database and 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 tables. In chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, 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 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), 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 nine, 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.

### BUILDING THREE DESKTOP APPLICATIONS USING JAVA GUI AND MYSQL Vivian Siahaan,Rismon Hasiholan

Sianipar,2019-11-07 In this book, you will learn how to build from scratch a MySQL 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 use MySQL in Java. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 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 the third chapter, 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 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 seven, you will create an Login 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 eight, you create a table with the name of the Account, which has ten columns: 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 chapter nine, 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 chapter ten, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter eleven, you will be taught how to create Crime database and its tables. In chapter twelve, 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 thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter fourteen, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

### **A Walkthrough, Database-Driven Programming with Java GUI for Pragmatic Programmers Vivian**

Siahaan,Rismon Hasiholan Sianipar,2019-11-15 This covers how to implement SQLite and SQL Server driven Java GUI programming. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite 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 use SQLite and SQL Server in Java. In chapter one, you will learn: How to create SQLite database and 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 tables. In chapter four, you will study how to query the six tables. In chapter five, you will be taught how to create SQL Server database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, 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 eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter nine, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

**SQLite with JDBC for Beginners** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-09-29 In this book, you will learn how to build from scratch a SQLite 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 use SQLite in Java. In the first chapter, you will learn: How to create SQLite database and six tables In the second chapter, 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 the third chapter, 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 tables. In the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQLite programmer.

*MariaDB with Java GUI for Cryptography and Image Processing* Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-09-02

This book is Java/MariaDB version of our previous books which used Java/MySQL and Java/PostgreSQL. In this book, you will learn how to build from scratch a criminal records management database system and simple bank database system using Java/MariaDB. All Java code for 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 MariaDB connections, JCalendar to display calendar controls, and JFreeChart to display graphics. Digital image techniques to extract image features used in this book are grascaling, sharpening, invertering, 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 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 second 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 third chapter, 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 the fourth chapter, You create a table with the name of the Account, which has ten columns: 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 the fifth 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 sixth chapter, 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 the seventh chapter, you will be taught how to create Crime database and its tables. In nineth chapter, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In the eighth chapter, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will

have a BLOB data type, so that the image of the feature will be directly saved into this table. In the ninth chapter, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In the eleventh chapter, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful for you.

**LEARN JDBC THE HARD WAY: A Hands-On Reference to MySQL and SQL Server Driven Programming** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-23 This hands-on tutorial/reference/guide to MySQL 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 MySQL and SQL Server. As you would expect, this book shows how to build from scratch two different databases: MySQL and SQL Server 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 MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 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 the third chapter, 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 be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, 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 eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This



table has eight columns: `feature_id` (primary key), `suspect_id` (foreign key), `feature1`, `feature2`, `feature3`, `feature4`, `feature5`, and `feature6`. In chapter nine, you will add two tables: `Police_Station` and `Investigator`. These two tables will later be joined to `Suspect` table through another table, `File_Case`, which will be built in the seventh chapter. The `Police_Station` has six columns: `police_station_id` (primary key), `location`, `city`, `province`, `telephone`, and `photo`. The `Investigator` has eight columns: `investigator_id` (primary key), `investigator_name`, `rank`, `birth_date`, `gender`, `address`, `telephone`, and `photo`. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: `Victim` and `File_Case`. The `File_Case` table will connect four other tables: `Suspect`, `Police_Station`, `Investigator` and `Victim`. The `Victim` table has nine columns: `victim_id` (primary key), `victim_name`, `crime_type`, `birth_date`, `crime_date`, `gender`, `address`, `telephone`, and `photo`. The `File_Case` has seven columns: `file_case_id` (primary key), `suspect_id` (foreign key), `police_station_id` (foreign key), `investigator_id` (foreign key), `victim_id` (foreign key), `status`, and `description`. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQL SERVER programmer.

### **The Quick Way to Learn Java GUI with MySQL and SQLite** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-15

This hands-on introduction to 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: MySQL 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 MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 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 the third chapter, 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 be shown how to create SQLite database and tables with Java. In chapter six, you will be taught how to extract image features, utilizing `BufferedImage` class, in Java GUI. Digital image techniques to extract image features used in this chapter are grascaling, 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 chapter seven, 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 eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter nine, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and Case\_File. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The Case\_File has seven columns: case\_file\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQLite programmer.

**Java In Practice: JDBC And Database Applications** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-27 This hands-on introduction to 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: MySQL 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 MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 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 the third chapter, 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 be shown how to create SQLite database and tables with Java. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. Digital image techniques to extract image features used in this chapter are grascaling, 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 chapter seven, 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 eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter nine, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and Case\_File. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The Case\_File has seven columns: case\_file\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL/SQLite programmer.

*JAVA GUI WITH MYSQL* Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-08-20 In this book, you will learn how to build from scratch a MySQL 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 use MySQL in Java. In the first chapter, you will learn: How to install NetBeans, JDK 11, and MySQL Connector/J; How to integrate external libraries into projects; How the basic MySQL 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 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 the third chapter, 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 the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/MySQL programmer.

*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 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), 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 nine, 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 chapter ten, you will be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing `BufferedImage` class, in Java GUI. In chapter twelve, 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 thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: `feature_id` (primary key), `suspect_id` (foreign key), `feature1`, `feature2`, `feature3`, `feature4`, `feature5`, and `feature6`. In chapter fourteen, you will add two tables: `Police_Station` and `Investigator`. These two tables will later be joined to Suspect table through another table, `File_Case`. The `Police_Station` has six columns: `police_station_id` (primary key), `location`, `city`, `province`, `telephone`, and `photo`. The `Investigator` has eight columns: `investigator_id` (primary key), `investigator_name`, `rank`, `birth_date`, `gender`, `address`, `telephone`, and `photo`. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: `Victim` and `File_Case`. The `File_Case` table will connect four other tables: `Suspect`, `Police_Station`, `Investigator` and `Victim`. The `Victim` table has nine columns: `victim_id` (primary key), `victim_name`, `crime_type`, `birth_date`, `crime_date`, `gender`, `address`, `telephone`, and `photo`. The `File_Case` has seven columns: `file_case_id` (primary key), `suspect_id` (foreign key), `police_station_id` (foreign key), `investigator_id` (foreign key), `victim_id` (foreign key), `status`, and `description`. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

#### A Comprehensive Guide to Java GUI Programming with SQLite Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-02

The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQLite 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 use SQLite in Java. In chapter one, you will learn: How to create SQLite database and 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 tables. In chapter four, you will study how to query the six tables. In chapter five, you will create Bank database and its four tables. In chapter six, 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 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), 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 nine, 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 chapter ten, you will create Crime database and its six tables. In chapter eleven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter twelve, 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 thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter fourteen, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

**LEARNING SQL SERVER** Vivian Siahaan,Rismon Hasiholan Sianipar,2019-10-07 The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQL Server 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 use SQL Server in Java. In chapter one, you will learn: How to create SQL Server database and six tables. In the 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 the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQL Server programmer.

**Database and Image Processing Using Java GUI and Microsoft Access** Vivian Siahaan,2019-11-01 The book details how programmers and database professionals can develop Access-based Java GUI applications that involves database and image processing. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications).The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and 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 be taught how to create Crime database and its tables. In chapter six, you will be taught how to extract image features, utilizing `BufferedImage` class, in Java GUI. In chapter seven, 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 eighth, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: `feature_id` (primary key), `suspect_id` (foreign key), `feature1`, `feature2`, `feature3`, `feature4`, `feature5`, and `feature6`. In chapter nine, you will add two tables: Police and Investigator. These two tables will later be joined to Suspect table through another table, `Case_File`, which will be built in the seventh chapter. The Police has six columns: `police_id` (primary key), `location`, `city`, `province`, `telephone`, and `photo`. The Investigator has eight columns: `investigator_id` (primary key), `investigator_name`, `rank`, `birth_date`, `gender`, `address`, `telephone`, and `photo`. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and `Case_File`. The `Case_File` table will connect four other tables: Suspect, Police, Investigator and Victim. The Victim table has nine columns: `victim_id` (primary key), `victim_name`, `crime_type`, `birth_date`, `crime_date`, `gender`, `address`, `telephone`, and `photo`. The `Case_File` has seven columns: `case_file_id` (primary key), `suspect_id` (foreign key), `police_id` (foreign key), `investigator_id` (foreign key), `victim_id` (foreign key), `status`, and `description`. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

MS Access And SQL Server Crash Course: A Step by Step, Project-Based Introduction to Java GUI Programming Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-13 This is a Java GUI crash course. This book will help you quickly write efficient, high-quality access-database-driven code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and 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 create and configure database. In chapter six, you will learn some image processing techniques using Java. In chapter seven, you will create Suspect table in crime database. 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. You will also create GUI to display, edit, insert, and delete for this table. In chapter eight, you will create a table with the name Feature\_Extraction, which has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. The six fields (except keys) will have VARBINARY(MAX) data type. You will also create GUI to display, edit, insert, and delete for this table. In chapter nine, you will create two tables, Police and Investigator. The Police table has six columns: police\_id (primary key), province, city, address, telephone, and photo. The Investigator table has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. You will also create GUI to display, edit, insert, and delete for both tables. In the last chapter, you will create two tables, Victim and Case\_File. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The Case\_File table has seven columns: case\_file\_id (primary key), suspect\_id (foreign key), police\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. You will create GUI to display, edit, insert, and delete for both tables as well.

### **MASTERING SQL SERVER with Java GUI for Pragmatic Programmers** Vivian Siahaan, Rismon Hasiholan

Sianipar, 2019-10-08 This is a comprehensive, in-depth introduction to the core Java language book. This book will help you quickly write efficient, high-quality SQL-Server-based code with Java. It's an ideal way to begin, whether you're new to programming or a professional developer versed in other languages. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch a SQL Server 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 use SQL Server in Java. In chapter one, you will be taught how to create Crime database and its tables. In chapter two, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter three, 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 four, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight

columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter five, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter six, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables. In chapter seven, you will create School database and six tables. In chapter eight, 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 nine, 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 the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/SQL Server programmer.

### **JAVA GUI WITH POSTGRESQL: A Practical Approach to Build Database Project for Students and**

**Programmers** Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-08-21 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 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 the third chapter, 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 the fourth chapter, 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 the last chapter, you will study how to query the six tables. Finally, this book is hopefully useful and can improve database programming skills for every Java/PostgreSQL programmer.

*Learn Java in One Week* Vivian Siahaan, Rismon Hasiholan Sianipar, 2019-11-17 This book is the ultimate beginners' crash course to Java GUI programming, as it will help you learn enough about the language in as little as 1 week. Complex concepts in developing MS Access and SQLite driven projects are broken down into easy steps to ensure that you can easily master the Java language even if you have never coded before. The best way to learn Java is by doing it. The lessons in this book are a highly organized and well-indexed set of tutorials meant for students and programmers. Netbeans, a specific IDE (Integrated Development Environment) is used to create GUI (Graphical User Interface applications). The finished product is the reward, but the readers are fully engaged and enriched by the process. This kind of learning is often the focus of training. In this book, you will learn how to build from scratch two access database management systems using Java. In designing a GUI and as an IDE, you will make use of the NetBeans tool. In chapter one, you will create School database and 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 create Crime database and its six tables. In chapter six, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter seven, 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 eight, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. All six fields (except keys) will have a BLOB data type, so that the image of the feature will be directly saved into this table. In chapter nine, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case, which will be built in the seventh chapter. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter ten, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description.

**The Best Way to Learn Java GUI with MySQL, MariaDB, and PostgreSQL** Vivian Siahaan, Rismon Hasiholan Sianipar, 2020-01-10 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 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), 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 nine, 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 chapter ten, you will be taught how to create Crime database and its tables. In chapter eleven, you will be taught how to extract image features, utilizing BufferedImage class, in Java GUI. In chapter twelve, 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 thirteen, you will be taught to create Java GUI to view, edit, insert, and delete Feature\_Extraction table data. This table has eight columns: feature\_id (primary key), suspect\_id (foreign key), feature1, feature2, feature3, feature4, feature5, and feature6. In chapter fourteen, you will add two tables: Police\_Station and Investigator. These two tables will later be joined to Suspect table through another table, File\_Case. The Police\_Station has six columns: police\_station\_id (primary key), location, city, province, telephone, and photo. The Investigator has eight columns: investigator\_id (primary key), investigator\_name, rank, birth\_date, gender, address, telephone, and photo. Here, you will design a Java GUI to display, edit, fill, and delete data in both tables. In chapter fifteen, you will add two tables: Victim and File\_Case. The File\_Case table will connect four other tables: Suspect, Police\_Station, Investigator and Victim. The Victim table has nine columns: victim\_id (primary key), victim\_name, crime\_type, birth\_date, crime\_date, gender, address, telephone, and photo. The File\_Case has seven columns: file\_case\_id (primary key), suspect\_id (foreign key), police\_station\_id (foreign key), investigator\_id (foreign key), victim\_id (foreign key), status, and description. Here, you will also design a Java GUI to display, edit, fill, and delete data in both tables.

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