

How To Create A Cipher

CREATING STELLAR LESSONS WITH DIGITAL TOOLS
BEGINNING CRYPTOGRAPHY WITH JAVA
THE SPY'S
GUIDE TO SECRET CODES AND CIPHERS
BUILDING THREE JAVA GUI APPLICATIONS USING MYSQL,
MARIADB, AND POSTGRESQL
BUILDING THREE DESKTOP APPLICATIONS USING JAVA GUI AND
MYSQL
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CODE MAKING AND CODE
BREAKING
THE GENERAL COMMERCIAL AND MINING TELEGRAM CODE, BY C.A. MOREING AND F.G.
MCCUTCHEON
CODES AND CIPHERS
SPIES IN THE VATICAN
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THE
AMERICAN
CODES, CIPHERS AND SECRET LANGUAGE
THE FLAMING SWORD
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SECRET KEY CRYPTOGRAPHY
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CREATING STELLAR LESSONS WITH DIGITAL TOOLS PREPARES TEACHERS IN TRAINING AND IN SERVICE
TEACHERS TO USE TECHNOLOGIES FOR DESIGN AND DEVELOPMENT ACTIVITIES WITH MIDDLE AND HIGH
SCHOOL STUDENTS WHILE SOFTWARE OPEN RESOURCES HANDHELD DEVICES AND OTHER TOOLS HOLD
GREAT POTENTIAL TO ENHANCE LEARNING EXPERIENCES TEACHERS THEMSELVES MUST MODEL TECHNOLOGY

USE IN WAYS THAT INSPIRE STUDENTS TO BECOME PRODUCERS AND LEADERS RATHER THAN CONSUMERS AND FOLLOWERS FEATURING CONCRETE APPLICATIONS IN SOCIAL STUDIES ENGLISH MATHEMATICS AND SCIENCE SCENARIOS THIS BOOK PROVIDES PRE SERVICE AND IN SERVICE TEACHERS WITH SEVEN PATHS TO CREATIVELY INTEGRATE AND INNOVATE WITH COMPUTATIONAL THINKING DATASETS MAKER SPACES VISUAL DESIGN MEDIA EDITING AND OTHER APPROACHES

BEGINNING CRYPTOGRAPHY WITH JAVA WHILE CRYPTOGRAPHY CAN STILL BE A CONTROVERSIAL TOPIC IN THE PROGRAMMING COMMUNITY JAVA HAS WEATHERED THAT STORM AND PROVIDES A RICH SET OF APIS THAT ALLOW YOU THE DEVELOPER TO EFFECTIVELY INCLUDE CRYPTOGRAPHY IN APPLICATIONS IF YOU KNOW HOW THIS BOOK TEACHES YOU HOW CHAPTERS ONE THROUGH FIVE COVER THE ARCHITECTURE OF THE JCE AND JCA SYMMETRIC AND ASYMMETRIC KEY ENCRYPTION IN JAVA MESSAGE AUTHENTICATION CODES AND HOW TO CREATE JAVA IMPLEMENTATIONS WITH THE API PROVIDED BY THE BOUNCY CASTLE ASN 1 PACKAGES ALL WITH PLENTY OF EXAMPLES BUILDING ON THAT FOUNDATION THE SECOND HALF OF THE BOOK TAKES YOU INTO HIGHER LEVEL TOPICS ENABLING YOU TO CREATE AND IMPLEMENT SECURE JAVA APPLICATIONS AND MAKE USE OF STANDARD PROTOCOLS SUCH AS CMS SSL AND S MIME WHAT YOU WILL LEARN FROM THIS BOOK HOW TO UNDERSTAND AND USE JCE JCA AND THE JSSE FOR ENCRYPTION AND AUTHENTICATION THE WAYS IN WHICH PADDING MECHANISMS WORK IN CIPHERS AND HOW TO SPOT AND FIX TYPICAL ERRORS AN UNDERSTANDING OF HOW AUTHENTICATION MECHANISMS ARE IMPLEMENTED IN JAVA AND WHY THEY ARE USED METHODS FOR DESCRIBING CRYPTOGRAPHIC OBJECTS WITH ASN 1 HOW TO CREATE CERTIFICATE REVOCATION LISTS AND USE THE ONLINE CERTIFICATE STATUS PROTOCOL OCSP REAL WORLD SOLUTIONS USING BOUNCY CASTLE APIS WHO THIS BOOK IS FOR THIS BOOK IS FOR JAVA DEVELOPERS WHO WANT TO USE CRYPTOGRAPHY IN THEIR APPLICATIONS OR TO UNDERSTAND HOW CRYPTOGRAPHY IS BEING USED IN JAVA APPLICATIONS KNOWLEDGE OF THE JAVA LANGUAGE IS NECESSARY BUT YOU NEED NOT BE FAMILIAR WITH ANY OF THE APIS DISCUSSED WROX BEGINNING GUIDES ARE CRAFTED TO MAKE LEARNING PROGRAMMING LANGUAGES AND TECHNOLOGIES EASIER THAN YOU THINK PROVIDING A STRUCTURED TUTORIAL FORMAT THAT WILL GUIDE YOU THROUGH ALL THE TECHNIQUES INVOLVED

SECRET CODES AND CIPHERS

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

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

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

WE ALL HAVE SOMETHING TO HIDE DON T WE FROM NOSY NEIGHBORS COPS TAX COLLECTORS BURGLARS AND OTHER RIFFRAFF WHO HAVE NO RESPECT FOR PRIVACY THE BOOKS IN THIS SECTION CONTAIN SPECIFIC INSTRUCTIONS FOR HIDING GUNS GOLD SEXUAL IMPLEMENTS SURVIVAL FOODS OR ANYTHING ELSE YOU WANT TO BE YOURS THERE ARE ALSO BOOKS FOR GENERAL PRIVACY HOW TO KEEP IT THIS SECTION IS A MUST FOR EVERY PRIVATE CITIZEN A RATHER GOOD INTRODUCTION TO THE SUBJECT OF KEEPING WHAT YOU WRITE SECRET FROM OTHERS FACTSHEET FIVE WE LIVE IN AN INFORMATION AGE INFORMATION IS BOUGHT SOLD AND STOLEN LIKE ANY OTHER GOOD BUSINESSES AND INDIVIDUALS ARE LEARNING TO KEEP THEIR SECRETS SAFE WITH THIS PRACTICAL ILLUSTRATED GUIDE TO BUILDING AND BUSTING CODES LEARN HOW TO CONSTRUCT SIMPLE OR COMPLEX CODES LEARN HOW COMPUTERS ARE USED TO MAKE AND BREAK CODES LEARN WHY THE MOST UNBREAKABLE CODE ISN T ALWAYS THE BEST IDEAL FOR THOSE INTERESTED IN PROFESSIONAL PERSONAL PRIVACY

AN ALPHABETICAL EXPLORATION OF THE WORLD OF CODES AND CIPHERS AND SIGNIFICANT INDIVIDUALS INVOLVED IN THAT FIELD

RANGING ACROSS TWO CENTURIES OF WORLD HISTORY ALVAREZ S FASCINATING STUDY THROWS OPEN THE VATICAN S DOORS TO REVEAL THE STARTLING BUT LITTLE KNOWN WORLD OF ESPIONAGE IN ONE OF THE MOST SACRED PLACES ON EARTH

THIS COMPREHENSIVE TEST PREPARATION BOOK IS THE BEST RESOURCE AVAILABLE FOR IT PROFESSIONALS SEEKING TO PASS THE MCSE DESIGNING AND DEPLOYING A MESSAGING INFRASTRUCTURE WITH MICROSOFT EXCHANGE 2000 SERVER EXAM 70 225 CLEAR CONCISE CHAPTERS COVER ALL OF THE PERTINENT TEST

CONCEPTS SUCH AS ANALYZING BUSINESS REQUIREMENTS AND RESOURCES FOR EXCHANGE 2000 DESIGNING AND DEPLOYING EXCHANGE 2000 SERVER MESSAGING SOLUTIONS FAULT TOLERANCE AND DATA RECOVERY AND MANAGING ACTIVE DIRECTORY AND INTERNET INFORMATION SERVER IIS REAL WORLD PROJECTS AND EXAMPLES PROVIDE THE READER WITH PRACTICAL HANDS ON EXPERIENCE THAT AID RECALL DURING THE EXAM

ENCYCLOPEDIA OF VARIOUS HANDICRAFTS FOR A FAMILY TO MAKE AND DO TOGETHER

SELECTED PEER REVIEWED PAPERS FROM THE 2014 3RD INTERNATIONAL CONFERENCE ON MECHATRONICS AND CONTROL ENGINEERING ICMCE 2014 AUGUST 27 28 2014 ZHUHAI CHINA

EXPLAINS HOW TO SET UP AND CONFIGURE WINDOWS XP PROFESSIONAL AS WELL AS SUCH TOPICS AS HOW TO SHARE APPLICATIONS HOW TO TROUBLESHOOT THE OPERATING SYSTEM AND NETWORK CONNECTIONS AND HOW TO ESTABLISH SECURE REMOTE CONNECTIONS

EXPLORE THE FASCINATING AND RICH WORLD OF SECRET KEY CRYPTOGRAPHY THIS BOOK PROVIDES PRACTICAL METHODS FOR ENCRYPTING MESSAGES AN INTERESTING AND ENTERTAINING HISTORICAL PERSPECTIVE AND AN INCREDIBLE COLLECTION OF CIPHERS AND CODES INCLUDING 30 UNBREAKABLE METHODS IN SECRET KEY CRYPTOGRAPHY CIPHERS FROM SIMPLE TO UNBREAKABLE YOU WILL MEASURE THE STRENGTH OF YOUR CIPHERS AND LEARN HOW TO GUARANTEE THEIR SECURITY CONSTRUCT AND INCORPORATE DATA COMPRESSION CODES GENERATE TRUE RANDOM NUMBERS IN BULK CONSTRUCT HUGE PRIMES AND SAFE PRIMES ADD AN UNDETECTABLE BACKDOOR TO A CIPHER DEFEAT HYPOTHETICAL ULTRACOMPUTERS THAT COULD BE DEVELOPED DECADES FROM NOW CONSTRUCT 30 UNBREAKABLE CIPHERS SECRET KEY CRYPTOGRAPHY GIVES YOU A TOOLBOX OF CRYPTOGRAPHIC TECHNIQUES AND SECRET KEY METHODS THE BOOK S SIMPLE NON TECHNICAL LANGUAGE IS EASY TO UNDERSTAND AND ACCESSIBLE FOR ANY READER EVEN WITHOUT THE ADVANCED MATHEMATICS NORMALLY REQUIRED FOR CRYPTOGRAPHY YOU LL LEARN HOW TO CREATE AND SOLVE CIPHERS AS WELL AS HOW TO MEASURE THEIR STRENGTH AS YOU GO YOU LL EXPLORE BOTH HISTORIC CIPHERS AND GROUNDBREAKING NEW APPROACHES INCLUDING A NEVER BEFORE SEEN WAY TO IMPLEMENT THE UNCRACKABLE ONE TIME PAD ALGORITHM WHOEVER YOU ARE THIS BOOK IS FOR YOU HISTORY BUFFS WILL LOVE SEEING THE EVOLUTION OF SOPHISTICATED CRYPTOGRAPHIC METHODS HOBBYISTS WILL GET A GENTLE INTRODUCTION TO CRYPTOGRAPHY AND ENGINEERS AND COMPUTER SCIENTISTS WILL LEARN THE PRINCIPLES OF CONSTRUCTING SECURE CIPHERS EVEN PROFESSIONAL CRYPTOGRAPHERS WILL FIND A RANGE OF NEW METHODS AND CONCEPTS NEVER PUBLISHED BEFORE PURCHASE OF THE PRINT BOOK INCLUDES A FREE EBOOK IN PDF KINDLE AND EPUB FORMATS FROM MANNING PUBLICATIONS ABOUT THE TECHNOLOGY FROM THE ROMAN EMPIRE S CAESAR CIPHER TO THE WWII ENIGMA MACHINE SECRET MESSAGES HAVE INFLUENCED THE COURSE OF HISTORY TODAY SECRET KEY CRYPTOGRAPHY IS THE BACKBONE OF ALL MODERN COMPUTING INFRASTRUCTURE PROPERLY DESIGNED THESE

ALGORITHMS ARE EFFICIENT AND PRACTICAL SOME ARE ACTUALLY UNBREAKABLE EVEN USING SUPERCOMPUTERS OR QUANTUM TECHNOLOGY ABOUT THE BOOK SECRET KEY CRYPTOGRAPHY TEACHES YOU HOW TO CREATE SECRET KEY CIPHERS RANGING FROM SIMPLE PEN AND PAPER METHODS TO ADVANCED TECHNIQUES USED IN MODERN COMPUTER BASED CRYPTOGRAPHY IT REVEALS BOTH HISTORIC EXAMPLES AND CURRENT INNOVATIONS YOU LL LEARN HOW TO EFFICIENTLY ENCRYPT LARGE FILES WITH FAST STREAM CIPHERS DISCOVER ALTERNATIVES TO AES ENCRYPTION AND AVOID STRONG LOOKING BUT WEAK CIPHERS SIMPLE LANGUAGE AND FUN TO SOLVE MINI CIPHERS MAKE LEARNING SERIOUS CONCEPTS EASY AND ENGAGING WHAT S INSIDE CONSTRUCT 30 UNBREAKABLE CIPHERS MEASURE THE STRENGTH OF YOUR CIPHERS AND GUARANTEE THEIR SECURITY ADD AN UNDETECTABLE BACKDOOR TO A CIPHER DEFEAT HYPOTHETICAL ULTRACOMPUTERS OF THE FUTURE ABOUT THE READER FOR PROFESSIONAL ENGINEERS COMPUTER SCIENTISTS AND CRYPTOGRAPHY HOBBYISTS NO ADVANCED MATH KNOWLEDGE IS REQUIRED ABOUT THE AUTHOR FRANK RUBIN HAS BEEN DOING CRYPTOGRAPHY FOR OVER 50 YEARS HE HOLDS AN MS IN MATHEMATICS AND A PHD IN COMPUTER SCIENCE

TABLE OF CONTENTS

1 INTRODUCTION 2 WHAT IS CRYPTOGRAPHY 3 PRELIMINARY CONCEPTS 4 CRYPTOGRAPHER S TOOLBOX 5 SUBSTITUTION CIPHERS 6 COUNTERMEASURES 7 TRANSPOSITION 8 JEFFERSON WHEEL CYPER 9 FRACTIONATION 10 VARIABLE LENGTH FRACTIONATION 11 BLOCK CIPHERS 12 PRINCIPLES FOR SECURE ENCRYPTION 13 STREAM CIPHERS 14 ONE TIME PAD 15 MATRIX METHODS 16 THREE PASS PROTOCOL 17 CODES 18 QUANTUM COMPUTERS

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