

Mcsd Certification Toolkit Exam 70 483 Programming In C Wrox Programmer To Programmer By Covaci Tiberiu Stephens Rod Varallo Vincent Obrien G 2013 Paperback

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Beginning Android 4 Application Development - Wei-Meng Lee 2012-02-03

Understand Android OS for both smartphone and tablet programming This fast-paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android SDK, what you need is here. Provides clear instructions backed by real-world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents, create rich user interfaces, and manage data Helps you work with SMS and messaging APIs, the Android SDK, and using location-based services Details how to package and publish your applications to the Android Market *Beginning Android 4 Application Development* pares down the most essential steps you need to know so you can start creating Android applications today.

The Essential Guide to HTML5 - Jeanine Meyer 2011-01-27 HTML5 opens up a plethora of new avenues for application and game development on the web. Games can now be created and interacted with directly within HTML, with no need for users to download extra plugins, or for developers to learn new languages. Important new features such as the Canvas tag enable drawing directly onto the web page. The Audio tag allows sounds to be triggered and played from within your HTML code, the WebSockets API facilitates real-time communication, and the local storage API enables data such as high scores or game preferences to be kept on a user's computer for retrieval next time they play. All of these features and many more are covered within *The Essential Guide to HTML5*. The book begins at an introductory level, teaching the essentials of HTML5 and JavaScript through game development. Each chapter features a familiar game type as its core example, such as hangman, rock-paper-scissors, or dice games, and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features. By working through these hands on examples, you will gain a deep, practical knowledge of HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and motivated with easy-to-grasp, appealing examples Code is explained in detail after general explanations Reader is guided into how to make the examples 'their own'

Integrating Web Services with OAuth and PHP - Matthew Frost 2016-02-15

There are two versions of OAuth. Version 1.0 as introduced introduced in 2007, and OAuth 2.0 was released in 2012. "Integrating Web Services with OAuth and PHP" describes the differences between the two versions, explains the jargon associated with each, and--most importantly--provides working PHP examples for integrating with popular web services such as Twitter, Tumblr, Instagram, and others. This book also includes a primer on the HTTP protocol, highlights open-source

resources for OAuth clients and servers, and discusses issues with OAuth and application security.

Foundation Drupal 7 - RJ Townsend 2011-02-23

Drupal is a content management framework that powers web sites from simple online brochures to more advanced sites including social networking sites, blogs, e-commerce sites, business portals, and more. It is free, open source software that allows anyone to quickly and easily build web sites. Its full range of modules—including user permissions, security mechanisms, JavaScript menus, image uploaders, WYSIWYG editors, and more—helps you easily create the foundation for a powerful web site. With its templating system (and a few tips and tricks), any graphic design file can be used to create a Drupal web site. *Foundation Drupal 7* covers all the topics necessary to quickly build Drupal-powered web sites, explaining in simple terms how Drupal works and providing you with concepts, tips, and code snippets for every step of the development process. From setting up a Drupal-ready web host and installing Drupal to using the administrative interface and configuring a site from start to finish, there is something here for everyone. In addition to thoroughly discussing all of Drupal's core modules, this book reviews more than 50 contributed modules, including WYSIWYG HTML editors, JavaScript drop-down menus, web forms, and even the powerful Views module. Stephanie Pakrul, creator and maintainer of the Fusion theme, coauthors a chapter on how to lay out and add graphics to a site through Drupal's administrative section. After reading this book, you will walk away with everything you need to know to quickly and successfully build a Drupal-powered web site. Whether you're an experienced Drupal site builder looking to expand your skills, a web developer or designer interested in learning Drupal, or a weekend hobbyist looking to build your first site, *Foundation Drupal 7* will give you the knowledge and inspiration you need to bring your ideas to life.

Beginning Visual C# 2012 Programming - Karli Watson 2012-12-04

Step-by-step beginner's guide to Visual C# 2012 Written for novice programmers who want to learn programming with C# and the .NET framework, this book offers programming basics such as variables, flow control, and object oriented programming. It then moves into web and Windows programming and data access (databases and XML). The authors focus on the tool that beginners use most often to program C#, the Visual C# 2012 development environment in Visual Studio 2012. Puts the spotlight on key beginning level topics with easy-to-follow instructions for Microsoft Visual C# 2012 Explores how to program for variables, expressions, flow control, and functions Explains the debugging process and error handling as well as object oriented programming, and much more *Beginning Microsoft Visual C# 2012 Programming* offers beginners a guide to writing effective programming code following simple step-by-step methods, each followed by the opportunity to try out newly acquired skills.

Ajax For Dummies - Steve Holzner 2006-05-30

Ajax is short for "Asynchronous JavaScript+CSS+DOM+XMLHttpRequest." Even if you weren't intimidated before, that tidbit is probably enough to make you reach for the Excedrin. Just reach for Ajax For

Dummies instead. With screen shots, actual code and explanations, and live Web sites where you can see Ajax applications doing their thing, it will have you using Ajax to create Web applications that look an act like desktop applications in no time. With Ajax, you can speed up and clean up your Web applications. Shoppers at your online store can fill their carts without waiting for multiple page refreshes. Searchers on your sites can get instant results on the same page. This guide takes you on a tour of how Ajax is used today, complete with examples of Ajax applications in action, such as an Ajax-enabled Yahoo! search or an Ajax-based chat application. Then it gives you basics on using JavaScript. After that you dive in and get info on: Writing some Ajax, interactive mouseovers using Ajax, passing data to the server with GET or POST, and more Connecting to Google for a live search Using free Ajax frameworks so you don't have to start from scratch, including Ajax Gold (written specifically for this book), AJAXLib, and grabbing XML with libXmlRequest All kinds of Ajax techniques, such as using Ajax for drag-and-drop operations, pop-up menus, downloading images behind the scenes, and more Using SACK (simple AJAX code kit), decoding XML with Sarissa, and creating visual effects with Rico Handling XML int Ajax Applications Working with cascading style sheets (CCS) in Ajax, including setting up the styles, displaying a menu, styling text, handling colors and backgrounds, and more Working with Ajax and PHP Complete with a companion Web site, free Ajax frameworks, and sample code you can use, Ajax for Dummies is your friendly guide to creating truly user-friendly Web sites! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

JavaScript Programming - Jon Raasch 2013-07-22

Take your JavaScript knowledge as far as it can go JavaScript has grown up, and it's a hot topic. Newer and faster JavaScript VMs and frameworks built upon them have increased the popularity of JavaScript for server-side web applications, and richJS applications are being developed for mobile devices. This book delivers a compelling tutorial, showing you how to build a real-world app from the ground up. Experienced developers who want to master the latest techniques and redefine their skills will find this deep dive into JavaScript's hidden functionalities gives them the tools to create truly amazing and complex applications. JavaScript has evolved into much more than simple client-side scripting; this book delves into advanced topics not generally found in other more intermediate JS development books Expert author delivers an in-depth tutorial showing how to build a real-world app that is loosely coupled, with each component built to exist separately Explores how to build a backbone app, the importance of JavaScript templates, Node.js and MongoDB, 3D Canvas using WebGL /Three.js, how to convert a desktop app into a dedicated mobile app, and much more Ideal for experienced developers with a deep knowledge of JavaScript as well as online developers with strong graphic design skills who are experienced in HTML/CSS and want to develop their front-end skills JavaScript Programming: Pushing the Limits will arm you with the skills to create killer apps for the 21st Century.

Microsoft Word In 30 Minutes - Angela Rose 2016-11-28

In 30 minutes learn this guide will show you how to get the most out of Microsoft Word, the world's most popular tool for writing letters, reports, manuscripts, brochures, and more. You may have a handle on the basics, but Microsoft Word In 30 Minutes will show you how to leverage powerful features and shortcuts that most people seldom use. Topics include: * Interface basics, from ribbons to rulers * How to quickly format documents using styles and themes * Adding photos, charts, and other elements * Working with headers and footers * How to create a table of contents * Collaboration basics, from tracking to sharing * Protecting sensitive documents * Setting up footnotes and endnotes * Importing and exporting files and data * Printing and mailings For people who can't afford Office 2016, Microsoft Word In 30 Minutes also includes a section on how to use Google Docs, a fully featured online word processor and app available for free from Google, as well as Word Online, Microsoft's free online word processor with limited capabilities. Microsoft Word In 30 Minutes is authored by Angela Rose, whose previous work includes LinkedIn In 30 Minutes, 2nd Edition.

Windows XP For Dummies - Andy Rathbone 2011-09-14

Windows is the world's most popular operating system, and Windows For Dummies is the bestselling computer book ever. When you look at Windows XP For Dummies, 2nd Edition, it's easy to see why. Here's all the stuff you want to know, served up in plain English and seasoned with a few chuckles. But make no mistake, this book means business. Author Andy Rathbone listened to what you wanted to know, and this edition is loaded with additional information about E-mail, faxing, and troubleshooting Maximizing security features Customizing and upgrading Windows XP Multimedia applications—CDs, digital music and photos, video, and more Answers to questions asked by thousands of Windows users If you're just getting started with Windows XP, you'll find Windows XP For Dummies, 2nd Edition is a lot easier than trying to get the fourth-grader next door to explain it to you. (Andy Rathbone is a lot more patient.) There's a whole section devoted to "Windows XP Stuff Everybody Thinks You Already Know," so you can get the hang of the basics quickly and in the privacy of your own home. And if you've been around a couple of generations of Windows, you'll be especially interested in how to squeeze maximum security from the beefed-up anti-spam and firewall features in Service Pack 2. Windows XP For Dummies, 2nd Edition is sort of like a buffet—you can sample everything, or just stick with the stuff you know you like. You'll find out how to Locate programs and files, organize your information, and fax, scan, or print documents Get online safely, send and receive e-mail, work with Internet Explorer's security toolbar, and steer clear of pop-ups, viruses, and spam Make Windows XP work the way you want it to, share your computer while maintaining your privacy, set up a network, and perform routine maintenance Transfer and organize pictures from your digital camera, edit digital video, and create custom CDs of your favorite tunes Use Windows XP's troubleshooting wizards and become your own computer doctor With its task-oriented table of contents and tear-out cheat sheet, Windows XP For Dummies, 2nd Edition is easy to use. You can quickly find what you want to know, and you just may discover that this book is as important to your computer as the power cord.

Access 2007 For Dummies - Laurie A. Ulrich 2011-02-09

Reduce stress with timesaving database shortcuts Explore database basics and build tables and reports that corral your data Access has undergone an extreme makeover! Whether you've used one of the older versions or this is your first exposure to Access, here's where you'll find the essentials you need to make this database system work for you. Cruise around the new interface, team up Access with other Office applications, use wizards to automate your work, and much more. Discover how to Create a new Access database Import and export data Build forms for efficient data entry Search tables for specific data Construct custom reports Customize your database navigation

PHP and MySQL Everyday Apps For Dummies - Janet Valade 2005-06-10

"PHP and MySQL Everyday Apps For Dummies is a one-stop reference providing all you need to build dynamic, real-world, ready-to-use apps with the popular PHP (a scripting language) and MySQL (a database system) software. Information on each application includes a discussion of issues, structure of the database, code listings, and an explanation of the code. You can use these applications as is, modify them for use on your Web site, or build your own application using techniques described. If you want real-world Web apps you can use right away, this is the book for you"--Resource description page

Six Sigma For Dummies - Craig Gygi 2012-09-17

The fast and easy way to understand and implement Six Sigma The world's largest and most profitable companies—including the likes of GE, Bank of America, Honeywell, DuPont, Samsung, Starwood Hotels, Bechtel, and Motorola—have used Six Sigma to achieve breathtaking improvements in business performance, in everything from products to processes to complex systems and even in work environments. Over the past decade, over \$100 billion in bottom-line performance has been achieved through corporate Six Sigma programs. Yet, despite its astounding effectiveness, few outside of the community of Six Sigma practitioners know what Six Sigma is all about. With this book, Six Sigma is revealed to everyone. You might be in a company that's already implemented Six Sigma, or your organization may be considering it. You may be a student who wants to learn

how it works, or you might be a seasoned business professional who needs to get up to speed. In any case, this updated edition of Six Sigma For Dummies is the most straightforward, non-intimidating guide on the market. New and updated material, including real-world examples What Six Sigma is all about and how it works The benefits of Six Sigma in organizations and businesses The powerful "DMAIC" problem-solving roadmap Yellow, Green and Black-how the Six Sigma "belt" system works How to select and utilize the right tools and technologies Speaking the language of Six Sigma; knowing the roles and responsibilities; and mastering the statistics skills and analytical methods Six Sigma For Dummies will become everyone's No. 1 resource for discovering and mastering the world's most famous and powerful improvement tool. Stephen Covey is spot-on when he says, "Six Sigma For Dummies is a book to be read by everyone."

Mac OS X Leopard For Dummies - Bob LeVitus 2011-02-08

Mac OS X Leopard is the new cat in town, and wait until you see all the tricks it can do! Whether you're new to the Mac or a longtime Mac-enthusiast, Mac OS X Leopard For Dummies is the fun and friendly way to have your Leopard purring in no time. While the Mac has built its reputation in part on being user-friendly, OS X Leopard has lots of features that do lots of things-and that's where Mac OS X Leopard For Dummies puts you a step ahead. If you're meeting your first Mac, start at the beginning and you'll feel like a pro in no time. If you're familiar with earlier incarnations of OS X, you can jump right to the chapters on organizing your files and getting a sneak peek with Quick Look, backing up with the cool new Time Machine, using Spaces to manage Finder and application windows, and getting down with all the cool Mac multimedia features. Mac OS X Leopard For Dummies shows you how to: Customize your Dock and desktop Search smarter with Spotlight Sync your contacts and calendars Watch movies, play music, and download digital photos or video Start video chats on the fly Surf the Web with Safari-safely Get organized with Spaces Run Microsoft Windows on an Intel-based Mac Protect your kids with Parental Controls Set up a network and share files Written by Bob LeVitus, a.k.a. "Dr. Mac", Mac OS X Leopard For Dummies is quite likely the fastest and easiest way to tame a Leopard!

Excel 2007 All-In-One Desk Reference For Dummies - Greg Harvey 2011-02-10

Master the Ribbon, powerful graphics capabilities, and more! Your one-stop guide to great-looking spreadsheets that actually mean something Create colorful spreadsheets and charts, use Live Preview, and maximize everything Excel 2007 has to offer! Find just what you need to know about using the new Ribbon, designing spreadsheets that communicate, editing and printing them, working with formulas, protecting your data when you collaborate, turning out cool charts, and much more. The included four-color insert highlights the Ribbon, new graphics features, and more! Discover how to Create dynamic spreadsheets with style galleries Work with more than 40 new cell styles Automate formatting with Live Preview Share Excel data with other programs Use VBA to write custom Excel functions

AutoCAD 2015 und LT 2015 für Architekten und Ingenieure - Detlef Ridder 2015-11-18

• Für die Versionen AutoCAD 2015 und AutoCAD LT 2015 • Konstruktionsbeispiele aus Architektur, Handwerk und Technik • Zum Download: Beispielzeichnungen, Tutorials und AutoLISP-Programme Dieses Grundlagen- und Lehrbuch zeigt anhand konkreter Praxisbeispiele aus Architektur, Handwerk und Technik die Möglichkeiten von AutoCAD 2015 und AutoCAD LT 2015 und richtet sich insbesondere an AutoCAD-Neulinge, die Wert auf einen praxisnahen Einstieg legen. Dabei wird von Anfang an mit typischen Konstruktionsaufgaben aus Studium oder Berufsleben gearbeitet. Mit allen Übungszeichnungen als Download können Sie sofort beginnen und in Kürze Ihre ersten eigenen Zeichnungen erstellen. Dabei arbeiten Sie von Anfang an mit typischen Konstruktionsaufgaben, wie sie Ihnen auch im Studium oder Berufsleben begegnen. Die wichtigsten Vorgehensweisen werden mit konkreten Beispielen erklärt und geübt. Am Ende eines jeden Kapitels finden Sie Übungsaufgaben zum Konstruieren sowie Testfragen mit Lösungen. Zahlreiche Befehle werden detailliert erläutert, wie z.B.: • Zeichnen mit LINIE, BOGEN, PLINIE, Multilinie/Doppellinie und Schraffur • Objektwahl und Editieren (VERSETZ, STUTZEN, DEHNEN, ABRUNDEN, FASE, SCHIEBEN, OPIEREN, DREHEN, SPIEGELN,

BRUCH, VERBINDEN), auch mit Griffen, Eigenschaften-Manager und Schnell-Eigenschaften • Komplexe Editierbefehle: verschiedene Anordnungsverfahren REIHERECHTECK, REIHEKREIS, REIHEPFAD, TEILEN, MESSEN, STRECKEN, VARIA, LÄNGE • Zusammengesetzte Objekte: BLOCK, WBLOCK, dynamische Blöcke (auch mit Attributen für Stücklisten) und externe Referenzen • Parametrisches Konstruieren für Variantenteile und dynamische Blöcke mit Blocktabelle • 3D-Modellierung mit Volumenkörpern, Netzkörpern und NURBS-Flächen • Menü-Anpassungen (CUI), Makro-Aufzeichnung mit dem ActionRecorder, Einführung in AutoLISP-Programmierung • Deutsche Beschreibung der englischen Expresstools Zum Download: • Beispielzeichnungen • Multimedia-Tutorials • AutoLISP-Programme Aus dem Inhalt: • Vorstellung der neu gestalteten Benutzeroberfläche mit modernisierter Befehls-eingabe • Schnelleinstieg ins Zeichnen mit RASTER (LINIE, KREIS, RECHTECK, SOLID, RING, PLINIE) • Exaktes Zeichnen mit Koordinaten, Objektfang (OFANG) und Spurlinien (POLAR, OTRACK) • Zeichnungsorganisation mit Layern, Vorlagen und Standards • Automatische Skalierung für das maßstäbliche Plotten • Texte, Schriftfelder und Tabellen, Verbindung zu EXCEL, Bemaßung mit Spezialfällen • Erstellen parametrischer Variantenkonstruktionen, auch als dynamische Blöcke • 3D-Einführung und Modellieren von Volumen- und Netzkörpern, sowie NURBS-Flächen (Freiformmodellierung) • Suchen mit dem Content Center • Arbeiten im Internet mit AutoCAD 360 (Cloud) und AutoCAD WS (Web Share) • Übungsfragen mit Antworten

Foundation Game Design with HTML5 and JavaScript - Rex van der Spuy 2013-01-28

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. Foundation Game Design with HTML5 and JavaScript starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

Small Basic für Kids - Hans-Georg Schumann 2016-01-05

- Mit Small Basic Schritt für Schritt programmieren lernen - Schnelle Erfolgserlebnisse: Kleine Spiele selbst entwickeln - Mit Fragen und Aufgaben am Ende jedes Kapitels Mit der kostenlosen Entwicklungsumgebung von Small Basic lernst du einfach programmieren und erzielst schnell tolle Resultate. Hans-Georg Schumann hilft dir bei den ersten Schritten und zeigt dir, wie du Programme erstellen kannst. Du brauchst keine Vorkenntnisse, alle Begriffe werden genau erklärt. Zuerst machst du dich mit den Grundlagen vertraut und bringst viele kleine Games zum Laufen, dann kannst du dich auch an größere Projekte wagen. Ein Anhang für Eltern und Lehrer, ein kleiner Pannenhelfer und ein Überblick über den kompletten Wortschatz von Small Basic runden dieses Buch ab. Und alle Beispiele aus dem Buch, die Lösungen zu den Aufgaben sowie weiteres Material findest du als Download im Internet.

Excel 2007 For Dummies - Greg Harvey 2011-02-10

One look at Excel 2007, with its new Office Button, Quick Access toolbar, and Ribbon, and you realize you're not in Kansas anymore. Well, have no fear- Excel 2007 for Dummies is here! If you've never worked with a computer spreadsheet, or if you've had some experience with earlier versions of Excel but need help transitioning, here you'll find everything you need to

create, edit, format, and print your own worksheets (without sacrificing your sanity!). Excel 2007 for Dummies covers all the fundamental techniques, concentrating on only the easiest, most user-friendly ways to get things done. You'll discover how to: Rearrange, delete and insert new information Keep track of and organize data in a single worksheet Transfer data between the sheets of different workbooks Create a chart using the data in a worksheet Add hyperlinks and graphics to worksheets And more! Plus, in keeping with Excel 2007's more graphical and colorful look, Excel 2007 for Dummies has taken on some color of its own, with full-color plates in the mid-section of the book illustrating exactly what you'll see on your screen. Whether you read it from cover to cover or skip to the sections that answer your specific questions, the simple guidance in this book will have you excelling at home or in the office no time.

DevOps for VMware Administrators - Trevor A. Roberts Jr. 2015-03-19

DevOps for VMware® Administrators is the first book focused on using DevOps tools and practices with VMware technologies. The authors introduce high-value tools from third parties and VMware itself, and guide you through using them to improve the performance of all your virtualized systems and applications. You'll walk through automating and optimizing configuration management, provisioning, log management, continuous integration, and more. The authors also offer step-by-step coverage of deploying and managing applications at scale with Docker containers and Google Kubernetes. They conclude with an up-to-the-minute discussion of VMware's newest DevOps initiatives, including VMware vRealize Automation and VMware vRealize Code Stream. Coverage includes

- Understanding the challenges that DevOps tools and practices can help VMware administrators to solve
- Using Vagrant to quickly deploy Dev and Test environments that match production system specifications
- Writing Chef "recipes" that streamline server configuration and maintenance
- Simplifying Unix/Linux configuration management and orchestration with Ansible
- Implementing Docker containers for faster and easier application management
- Automating provisioning across the full lifecycle with Razor
- Integrating Microsoft PowerShell Desired State Configuration (DSC) and VMware PowerCLI to automate key Windows Server and vSphere VM admin tasks
- Using Puppet to automate infrastructure provisioning, configuration, orchestration, and reporting
- Supercharging log management with ELK (Elasticsearch, Logstash, Kibana)
- Supporting DevOps source code management with Git and continuous integration practices with Jenkins
- Achieving continuous integration, delivery, and deployment with VMware's vRealize Code Stream

Foundation Flash Catalyst - Greg Goralski 2010-12-28

This book offers an introduction to Flash Catalyst for designers with intermediate to advanced skills. It discusses where Catalyst sits within the production process and how it communicates with other programs. It covers all of the features of the Flash Catalyst workspace, teaching you how to create designs from scratch, how to build application designs and add functionality, and how to master the Catalyst/Flex workflow. Introduces Flash Catalyst Focuses on production process Covers the interrelation between Flash Catalyst and Photoshop/Illustrator/Flex/Flash

Adobe After Effects CC 2017 - Georg Frömelt 2017-03-29

- - Umfassendes Einstiegs- und Nachschlagewerk für die Praxis
- - Rohmaterial, Keyframes, Effekte und Farbkorrektur sowie Rendern
- - Optimales Zusammenspiel mit Premiere Pro, Photoshop und Illustrator sowie Cinema 4D Mit Adobe After Effects kann man weit mehr aus seinen Videos machen als einfache Effekthascherei. Das Programm bietet eine Vielzahl an Möglichkeiten, in die bunte Welt der Animation und der Spezialeffekte einzutauchen. Der Videograf und Motion Designer Georg Frömelt zeigt den Einsatz der verschiedenen Rohmaterialarten, Animationen und Keyframes. Er bringt Ihnen den Umgang mit der Zeitleiste näher und zeigt, wie Sie Ihr Compositing mit verschiedenen Ebenen anordnen. Dabei macht er weder vor 3D-Animationen noch Partikel-Effekten halt. Viele kleine Workshops helfen Ihnen, die Möglichkeiten von After Effects voll auszuschöpfen. Sie erfahren, wie After Effects mit anderen Adobe-Programmen wie Premiere Pro, Photoshop und Illustrator sowie Cinema 4D interagiert und weitere Plug-Ins die Bearbeitung unterstützen. Besonderheiten beim Videoexport geben Ihnen zudem das

nötige Knowhow, Ihr gekonnt bearbeitetes Video einem breiten Publikum zugänglich zu machen. Zum Download unter www.mitp.de/501: Workshop-Material Für Windows und Mac Aus dem Inhalt:

- - Einstieg in die Animation bewegter Bilder
- - Die Programmoberfläche verstehen und ein erstes Projekt erstellen
- - Die Arbeit mit dem Rohmaterial
- - Kompositionseinstellungen vornehmen, Zeitleiste steuern und Ebenen anordnen
- - Keyframes setzen und Bewegungen durch Pfade steuern
- - Video-Vorschau und Render-Einstellungen
- - Compositing: Umgang mit Masken, Keying und Füllmethoden
- - Text-Formatierung und Textanimation
- - Effekte einsetzen und Vorgaben speichern
- - Farbkorrekturen vornehmen und Farbgebung anpassen
- - Tracking und Stabilisierung
- - 3D in After Effects
- - Expressions anwenden und Skripte verstehen
- - Video-Export

Head First JavaScript - Michael Morrison 2007-12-20

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

IBM PC and Clones: Hardware, Troubleshooting and Maintenance (Book Only) - B. Govindarajalu 1991

Detailed coverage of hardware circuits, software concepts and interfaces, test equipments and diagnostic aids; complete hardware design at the systems and components level of an IBM PC and its clones; common problems with their detailed troubleshooting procedure; practical tips for troubleshooting and quick diagnosis; systematic analysis of the POST sequence.

Discrete Mathematical Structures with Applications to Computer Science - Jean-Paul Tremblay 1987

MCS D Certification Toolkit (Exam 70-483) - Tiberiu Covaci 2013-05-06

A perfectly crafted prep guide that prepares you for the MCS D70-483 The MCS D 70-483 exam is the entry-level Microsoft certification exam for C# developers and this must-have resource offers essential coverage of the exam that will test your competency in C# programming. Each chapter covers one of the core subject domains that comprise the exam. Among the authors are experienced trainers who advised Microsoft on the development of its certification programs, affording them a unique understanding of both the objectives and what it takes to master them. This invaluable knowledge is passed to you so that you will not only be prepared to take the exam, but also become a better C# developer Features a step-by-step lab tutorial for each lesson covered in the book, encouraging you to practice what you've just learned in order to reinforce your learning Includes an accompanying website that includes more than 100 simulated test questions and answers Shares solutions to the hands-on labs presented in the book Contains complete sample code Offers a unique author approach that not only teaches you how to answer a set of exam questions but also provides you with an understanding of the underlying concepts and skills needed to succeed as a professional C# programmer MCS D Certification Toolkit is all you need to fully prepare for exam 70-483!

ASP.NET 3.5 Enterprise Application Development with

Visual Studio 2008 - Vincent Varallo 2009-02-10

This book provides a step-by-step guide for developing an ASP.NET 3.5 application using the latest features in Visual Studio 2008. The Problem Design Solution series by Wrox is unique because it describes a large case study and builds an entire solution chapter by chapter for each incremental step. This book uses a wide variety of new features in Visual Studio 2008, explains each in detail, and produces a solution that you can use as a starting point for your own applications. If you are responsible for designing or developing enterprise-wide applications, departmental applications, portals, or any line of business application, then this book is for you. Many applications have a similar set of features, and this book builds an application with some of the most common features of enterprise applications. Let's face it: Every application has the same general set of features, but implemented in a different way. A database sits in the back end and you, as the developer, are responsible for enabling users to add, update, select, and delete records. If only it were that simple, no? The real development work starts when you sit with users and try to understand the business process and why they need a new or improved system in the first place. A lot of companies have departments that use Excel and Access wizards to create small systems that eventually become a lifeline for some part of the business. Usually something bad happens because of the nature of the tool they are using. Senior-level management is called in, project managers are hired, programmers are contracted, and the Project Management Office (PMO) is called to save the world. Suddenly this loosely defined process is high priority and people want documented standard operating procedures, audit reports, more productivity, less people, and of course a system that can do it all, which is where you come in. When you think about it, it's a pretty daunting task. You're expected to become an expert in someone else's business process, flaws and all, and create a system that the company will rely on as the backbone for their existence. OK, maybe I'm exaggerating just a little bit, but when you go looking for that raise you might want to phrase it that way. This book will give you the tools necessary to build a framework that can be extended to create a solution to solve your company's problems. The design pattern uses the normal three layers, the user interface (UI), the business logic layer (BLL), and the data access layer (DAL), but also builds the classes in each layer that encapsulate common business rules such as role-based security, workflow, reporting, dynamic menus, data entry, dynamic querying, notifications, exception handling, and auditing. As the book guides you through the complete solution, each business requirement is thoroughly examined and some of the latest enhancements in ASP.NET 3.5 and Visual Studio 2008 are used to implement them in a reusable framework. Enterprise applications are typically complex, and the teams that build enterprise applications come in all shapes and sizes. Some of the roles include a project sponsor, a project manager, business analysts, an architect, UI developers, middle-tier developers, database developers, and, if you're really lucky, testers. Just a side note: Users are not testers. If you ever have the pleasure of working with professional testers, you'll realize how important they are in the process, and how they truly are "quality" assurance engineers. Unfortunately, a lot of companies aren't willing to invest in professional testers, so the users and/or developers end up assuming that role. This book is mainly focused on the architect and developers, but testers may find it valuable as well to help them understand the plumbing that goes into developing and architecting an enterprise application. This book is for the intermediate to senior level developer or system architect. It would be helpful if you have experience with Visual Studio, the .NET Framework, ASP.NET, and C# because that is what the samples are written in, but the design pattern could be used in any language. The book is focused on enterprise applications, but the pattern could be used for any type of application that has a web front end and connects to a database. The application framework built in this book provides a foundation that can be extended to meet the specific business needs of your organization. The sample application in this book is built using Visual Studio 2008, ASP.NET 3.5, C#, and SQL Server 2005. Each chapter goes into great detail, with plenty of code samples, and uses some of the new features in Visual Studio 2008 and

the language enhancements in the .NET Framework 3.5. The solution includes examples for technologies such as LINQ to SQL, master pages, custom controls, GridViews, business objects, data objects, and Crystal Reports. Some of the language enhancements discussed include LINQ, extension methods, partial methods, automatic properties, anonymous types, lambda expressions, and object initializers. Of course, I realize that the code is what most developers are interested in, and each chapter provides numerous examples. The Problem Design Solution series is just that. Each chapter has three sections with a description of the problem to be addressed, the design considerations for choosing a solution for the problem, and the solution that ultimately addresses the problem. The solution includes the bulk of the code. Each chapter builds upon the previous chapter, and it is recommended that you read them in order. The base classes that are described in the first few chapters are critical to an understanding of the rest of the book. Later chapters build upon the base classes and extend their functionality in all three layers of the application.

Discrete Mathematics - Swapan Kumar Sarkar 2008

The Ideas of Discrete Mathematics are the fundamental to the science and technology specific to the computer age. This book is primarily designed to provide an introduction to some fundamental concepts in Discrete Mathematics for the students of graduate and postgraduate on computer science as well as the students of diploma and degree level in computer engineering. The students assigned with BCA and MCA Programs and IT related other professional courses may also be benefitted.

Foundation HTML5 with CSS3 - Craig Cook 2012-11-27

If you want to get into developing web sites, the most important thing you'll need is a solid understanding of Hypertext Markup Language, or HTML—the most common language used to write web site content. The most recent version of the language is HTML5, and it contains a whole host of new features to give you more power when creating websites. *Foundation HTML5 with CSS3: A Modern Guide and Reference* incorporates practical examples to show how to structure data correctly using HTML5, along with styling and layout basics using the latest release of Cascading Style Sheets, CSS3. This book is forward-thinking because all the featured code and techniques are standards-compliant, and it demonstrates best practices—you won't waste your time on outdated, bad techniques. Your web pages will work properly in most web browsers and be accessible to web users with disabilities, easily located using popular search engines, and compact in file size. Even if you already know HTML5 and CSS3 basics, this book will still be useful to you. It features comprehensive reference tables, so you can look up troublesome attributes, codes, and properties quickly and easily.

Visual Basic 2005 For Dummies - Bill Sempf 2005-10-24

Visual Basic is Microsoft's premier programming language, used by more than three million developers and in 50 million Windows applications. *Programming Pro* and veteran Wrox author Bill Sempf has thoroughly overhauled the book's organization and content, making it even more accessible to programming beginners. Highlights new VB features and functions, including important advances in compatibility with older VB versions. Offers plain-English explanations of variables, constants, loops, VB syntax, forms, controls, objects, and other fundamentals. The CD-ROM includes all source code and third-party software tools.

Docker for Developers, 2nd Edition - Chris Tankersley 2015

Functional Programming in PHP (2nd Ed) - Simon Holywell 2016-10-17

Many languages have embraced Functional Programming paradigms to augment the tools available for programmers to solve problems. It facilitates writing code that is easier to understand, easier to test, and able to take advantage of parallelization making it a good fit for building modern, scalable solutions. PHP introduced anonymous function and closures in 5.3, providing a more succinct way to tackle common problems. More recent releases have added generators and variadics which can help write more concise, functional code. However, making the mental leap from programming in the more common imperative style requires understanding how and when to best use lambdas, closures, recursion, and more.

It also requires learning to think of data in terms of collections that can be mapped, reduced, flattened, and filtered. Functional Programming in PHP will show you how to leverage these new language features by understanding functional programming principles. With over twice as much content as its predecessor, this second edition expands upon its predecessor with updated code examples and coverage of advances in PHP 7 and Hack. Plenty of examples are provided in each chapter to illustrate each concept as it's introduced and to show how to implement it with PHP. You'll learn how to use map/reduce, currying, composition, and more. You'll see what external libraries are available and new language features are proposed to extend PHP's functional programming capabilities.

InDesign CS2 For Dummies - Barbara Assadi 2005-05-27

Over the last few years, Adobe InDesign has made significant inroads against QuarkXPress, with adoptions by major media companies such as Meredith Corporation and Hearst Magazines; it is now the only desktop publishing program taught at many arts schools. Shows graphic designers how to get up to speed quickly on the latest InDesign release, make the most of program tools, create great page designs, add sparkle, and output to a variety of media. The authors, both Quark experts who've converted to InDesign, offer special tips and insights to Quark users who are making (or thinking of making) the switch to InDesign.

HTML5 Games Most Wanted - Egor Kuryanovich 2012-06-09

HTML5 Games Most Wanted gathers the top HTML5 games developers and reveals the passion they all share for creating and coding great games. You'll learn programming tips, tricks, and optimization techniques alongside real-world code examples that you can use in your own projects. You won't just make games—you'll make great games. The book is packed full of JavaScript, HTML5, WebGL, and CSS3 code, showing you how these fantastic games were built and passing on the skills you'll need to create your own great games. Whether you're a coding expert looking for secrets to push your games further, or a beginner looking for inspiration and a solid game to build on and experiment with, HTML5 Games Most Wanted is for you. Topics and games covered include building complexity from simplicity in A to B, how to create, save, and load game levels in Marble Run, creating fast 3D action games like Cycleblob, and tips on combining the entangled web of HTML5 technologies brilliantly shown in Far7.

Excel 2003 For Dummies - Greg Harvey 2011-02-23

Every time you turn around, you run into Excel. It's on your PC at work. It's on your PC at home. You get Excel files from your boss. Wouldn't you like to understand this powerful Microsoft Office spreadsheet program, once and for all? Now, you can crunch financial data, add sparkle to presentations, convert static lists of numbers into impressive charts, and discover what all the shouting's about regarding databases, formulas, and cells. You may even decide that getting organized with a good spreadsheet is downright useful and fun! Flip open Excel 2003 For Dummies, and you'll quickly start getting the basics of Excel in plain English. Written for the rest of us, this down-to-earth book gently shows you how to: Create a spreadsheet from scratch Apply the basics of formatting cells Take on database forms—even add records—and prevail Get organized and stay that way Save worksheets as Web pages for your company intranet In a clear and easy-to-understand style, veteran software trainer and technology writer Greg Harvey explains the basics of worksheets and workbooks, how to enter data and work with formulas, and how to print your masterpieces. When you're feeling very bold, he'll have you adding comments and pictures, saving files with security protection, and learning to zip between multiple worksheets in a workbook with ease. And there's much more: Clip and save the Top Ten Beginner Basics of Excel 2003 Pay heed to the Top Ten Commandments of Excel 2003 Impress your colleagues by creating a company org chart Re-open those documents and add or edit new data with aplomb Move between these sheets without trouble Decipher and take charge of helpful tools and commands such as Sort, Filter, Format Cells, and PivotTable You'll finally be able to stop pestering the Excel experts in your office. Become your own expert with the friendly and down-to-earth practical instruction you'll find in Excel 2003 For Dummies.

UNIX For Dummies - John R. Levine 2011-02-23

UNIX For Dummies has been the standard for beginning

UNIX references for nearly ten years, and this latest edition continues that tradition of success. This unparalleled resource is updated to cover the latest applications of UNIX technology, including Linux and Mac desktops as well as how UNIX works with Microsoft server software. Thorough coverage of how to handle UNIX installation, file management, software, utilities, networks, Internet access, and other basic tasks. Aimed at the first-time UNIX desktop user growing accustomed to the ins and outs of the OS, as well as the beginning administrator who needs to get a handle on UNIX networking basics. Written by John Levine and Margaret Levine Young, longtime UNIX experts and highly experienced For Dummies authors.

Excel Basics In 30 Minutes (2nd Edition) - Ian Lamont 2015-01-05

Do you want to learn how to use Microsoft Excel, for a career boost or to better handle numbers, lists, and other data? The revised and expanded second edition of Excel Basics In 30 Minutes will quickly get you up to speed with basic spreadsheet concepts, tips, and tricks! Excel Basics In 30 Minutes, 2nd Edition is written in plain English, with lots of step-by-step instructions, screenshots, and examples that demonstrate exactly what to do. Instructions apply to recent versions of Excel, including Excel 2013, Excel for Office 365, and Excel Online. For users who don't own Excel, the guide explains how to use a free online spreadsheets program called Google Sheets.

Zend PHP 5 Certification Study Guide - Davey Shafik 2006-10

Zend's new PHP 5 Certification Exam represents an excellent tool for professional PHP developers who want to distinguish themselves in their field. phparchitect's Zend PHP 5 Certification Study Guide, edited and produced by the publishers of phparchitect magazine, provides the most comprehensive and thorough preparation tool for developers who wish to take the exam. This book provides complete coverage of every topic that is part of the exam, including: ? PHP Basics ? Functions ? Arrays ? Strings and Patterns ? Web Programming ? Object Oriented Programming ? Database Programming ? Object-oriented Design ? XML and Web Services ? Security ? Streams and Network Programming ? Differences Between PHP 4 and 5. Written by PHP professionals and Zend Certified PHP 5 Engineers Davey Shafik and Ben Ramsey, and reviewed by core PHP developer Derick Rethans, this is the perfect book for every prospective Zend Certified PHP Engineer candidate!

Foundation Flash CS5 For Designers - Tom Green 2010-12-28

Flash is one of the most engaging, innovative, and versatile technologies available—allowing the creation of anything from animated banners and simple cartoons to rich Internet applications, interactive videos, and dynamic user interfaces for web sites, kiosks, devices, or DVDs. The possibilities are endless, and now it just got better. Flash CS5 boasts a host of new features, including better support for mobile devices, a whole new animation engine enabling full manipulation of tweens and paths, custom easing, improved inverse kinematics, a revamped timeline, built-in 3D, and much more. This book is all you'll need to learn Flash CS5 from the ground up. If you already have Flash experience, this book will allow you to quickly catch up on all the cool new features. Flash experts Tom Green and Tiago Dias guide you step-by-step through all facets of Flash CS5, keeping the emphasis firmly on good design techniques that you use in your own projects. Learn Flash design from the ground up, or just get to grips with the new features, with a series of step-by-step tutorials. Provides an easy introduction to ActionScript 3.0 coding, but the focus is mainly kept on design. Learn from the experts—written by renowned Flash designers Tom Green and Tiago Dias.

70-412 Configuring Advanced Windows Server 2012 Services R2 Lab Manual - Microsoft Official Academic Course 2015-03-30

This is the print lab manual adjacent to the 70-412 Configuring Advanced Windows Server 2012 R2 Services textbook. 70-412 Configuring Advanced Windows Server 2012 R2 Services covers the third of three exams required for Microsoft Certified Solutions Associate (MCSA): Windows Server 2012 certification. This course will help validate the skills and knowledge necessary to administer a Windows Server 2012 Infrastructure in an enterprise environment. The three MCSA exams

collectively validate the skills and knowledge necessary for implementing, managing, maintaining and provisioning services and infrastructure in a Windows Server 2012 environment. This Microsoft Official Academic Course is mapped to the 70-412 Configuring Advanced Windows Server 2012 Services exam skills, including the recent R2 objectives. This textbook focuses on real skills for real jobs and prepares students to prove mastery of Advanced Windows Server 2012 Services such as advanced configuring tasks necessary to deploy, manage, and maintain a Windows Server 2012 infrastructure. It covers such skills as fault tolerance, certificate services, and identity federation. In addition, this book also covers such valuable skills as:

- Implementing Advanced Network Services
- Implementing Advanced File Services
- Implementing Dynamic Access Control
- Implementing Network Load Balancing
- Implementing Failover Clustering
- Implementing Disaster Recovery
- Implementing Active Directory Certificate Services (AD CS)
- Implementing Active Directory Federation Services (AD FS)

The MOAC IT Professional series is the Official from Microsoft, turn-key Workforce training program that leads to professional certification and was authored for college instructors and college students. MOAC gets instructors ready to teach and students ready for work by delivering essential resources in 5 key areas: Instructor readiness, student software, student assessment, instruction resources, and learning validation. With the Microsoft Official Academic course program, you are getting instructional support from Microsoft; materials that are accurate and make course delivery easy. Request your sample materials today.

Foundation Website Creation with HTML5, CSS3, and JavaScript - Joe Lewis 2012-09-05

Foundation Website Creation with HTML5, CSS3, and JavaScript shows the entire process of building a website. This process involves much more than just technical knowledge, and this book provides all the information you'll need to understand the concepts behind designing and developing for the Web, as well as the best means to deliver professional results based on best practices. Of course, there is far more to building a successful website than knowing a little Hypertext Markup Language (HTML). The process starts long before

any coding takes place, and this book introduces you to the agile development process, explaining why this method makes so much sense for web projects and how best to implement it. We also make sure you're up to date by using the latest HTML5 features. Planning is vital, so you'll also learn to use techniques such as brainstorming, wireframes, mockups, and prototypes to get your project off to the best possible start and help ensure smooth progress as it develops. An understanding of correct, semantic markup is essential for any web professional; this book explains how HTML5 should be used to structure content so that the markup adheres to current web standards. You'll learn about the wide range of HTML5 elements available to you, and you'll learn how and when to use them through building example web pages. Without creative use of Cascading Style Sheets (CSS), websites would all look largely the same. CSS enables you to set your website apart from the rest, while maintaining the integrity of your markup. We'll showcase the new features of CSS3 and how you can use them. You'll learn how CSS3 works and how to apply styles to your pages, allowing you to realize your design ideas in the browser. JavaScript can be used to make your website easier and more interesting to use. This book provides information on appropriate uses of this technology and introduces the concepts of JavaScript programming. You'll also see how JavaScript works as part of the much-hyped technique Ajax, and in turn, where Ajax fits into the wider Web 2.0 picture. While a website is being built, it needs to be tested across multiple browsers and platforms to ensure that the site works for all users, regardless of ability or disability, and this book explains how best to accomplish these tasks. Then, it discusses the process of launching and maintaining the site so that it will continue to work for all its users throughout its life cycle. Foundation Website Creation with HTML5, CSS3, and JavaScript concludes by covering server-side technologies, acting as a guide to the different options available. With insights from renowned experts such as Jason Fried of 37signals, Daniel Burka of Digg and Pownce, and Chris Messina of Citizen Agency, Foundation Website Creation with CSS, XHTML, and JavaScript provides invaluable information applicable to every web project—regardless of size, scope, or budget.