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## **XAB9BE - MARSHALL URIEL**

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From the authors of the best-selling, highly rated F5 Application Delivery Fundamentals Study Guide comes the next book in the series covering the 201 TMOS Administration exam. Whether you're a novice or heavy-weight, the book is designed to provide you with everything you need to know and understand in order to pass the exam and become an F5 Certified BIG-IP Administrator at last. All network, protocol and application level subjects and F5 specific topics found in the exam blueprint are covered in

full and in detail. The book is useful not only for those planning to achieve the certification but also for administrators working with BIG-IP platforms every day who wish to widen their knowledge or have a reference to hand when necessary. The book contains over 350 diagrams, over 90 test questions and a number of lab exercises to aid and re-enforce understanding and assist in preparing for the exam. A full guide to setting up a virtual lab environment is also included. Download of the PDF file has been disabled. To download the lab components, please visit

<https://www.f5books.eu/building-your-own-lab/>  
This book provides a refreshing and user-friendly guide to quantitative data analysis in education for students and researchers. It assumes absolutely no prior knowledge of quantitative methods or statistics. Beginning with the very basics, it provides the reader with the knowledge and skills necessary to be able to undertake routine quantitative data analysis to a level expected of published research. Rather than focusing on teaching statistics through mathematical formulae, the book places an emphasis on using SPSS

to gain a real feel for the data and an intuitive grasp of the main concepts and techniques involved. Drawing extensively upon up-to-date and relevant examples, the reader will be encouraged to think critically about quantitative research and its limitations in relation to education. Packed with helpful features, this book: provides illustrated step-by-step guides showing how to use SPSS, with plenty of exercises to encourage the reader to practice and consolidate their new skills makes extensive use of real-life educational datasets derived from national surveys in the US and UK to illustrate key points and to bring the material to life has a companion website that contains all of the educational datasets used in the book to download as well as comprehensive answers to exercises and a range of other useful resources that are regularly updated. The book will therefore appeal not only to undergraduate and postgraduate students but also to more established and seasoned educational researchers and lecturers and professors who have tended to avoid or shy away from quantitative methods.

\* If you have long been trying to find a chic figure, but you do not have time for the gym.\* If you are constantly on a diet and do not understand how to lose weight.\* If you have children and you are at home with them.\* If you think that without additional additives you will not lose weight - we will dispel all these myths and let you become the best version of yourself! **DOWNLOAD THIS BOOK - and easily create YOUR BODY at home in a short time!**\* Fitness bikini girl shows light exercises on the lower part of the body!\* All the exercises are shown in detail in the pictures!\* Believe me, your **IDEAL BODY** is near!

This book constitutes the proceedings of the 5th International Conference on e-Learning, e-Education, and Online Training, eLEOT 2019, held in Kunming, China, in August 2019. The 46 revised full papers presented were carefully reviewed and selected from 99 submissions. They focus on most recent and innovative trends in this broad area, ranging from distance education to collaborative learning, from interactive learning environments to the modelling of STEM (Science, Technology, Mathematics, Engineer-

ing) curricula.

The latest offering from Cisco Expert Todd Lammle for the New CCENT Certification Written by industry expert and Cisco networking guru, Todd Lammle, CCENT Study Guide improves on the popular Sybex Study Guide approach by providing 100 percent coverage of the ICND1 (#100-101) exam objectives. The book contains detailed information and examples on crucial Cisco networking topics, and provides practical examples and insights drawn from Todd's almost 30 years of real-world experience. You'll also have access to dozens of hands-on labs to get the necessary experience needed to pass the exam. Covers operating IP data networks Deciphers understanding switching and routing technologies Discusses troubleshooting and network security Explains working with IPv4 and IPv6 addressing In addition, access is provided to a robust set of learning tools, including the Sybex test engine with hundreds of sample questions, a pre-assessment test, ICND1 practice exams, and electronic flashcards. **BONUS:** Also includes a network simulator for readers to perform all of

the hands-on labs included in the book and author videos.

Game Audio Implementation offers a unique practical approach to learning all about game audio. If you've always wanted to hear your sound or music in a real game then this is the book for you. Each chapter is accompanied by its own game level where you can see the techniques and theories in action before working through over 70 exercises to develop your own demo level. Taking you all the way from first principles to complex interactive systems in the industry standard Unreal Engine® you'll gain the skills to implement your sound and music along with a deep transferable knowledge of the principles you can apply across a range of other game development tools. The accompanying website ([www.gameaudioimplementation.com](http://www.gameaudioimplementation.com)) includes: 12 downloadable demonstration games A unique exercise level for you to develop for your portfolio An up-to-date online bibliography with further reading for each chapter A free sound library with hundreds of game SFX

Quickly learn to program in C# programming with this unique book and

video package C# 24-Hour Trainer, 2nd Edition is your quick and easy guide to programming in C#, even if you have no programming experience at all. Updated to align with the latest C# standard, this book is your comprehensive beginner's guide, with each lesson supplemented by a video, for over ten hours of video training. Each chapter focuses on a specific concept or technique, with detailed, easy-to-follow explanation followed by a hands-on exercise. The goals of each exercise are outlined in advance to help you understand what you're working toward, and step-by-step instructions walk you through the operation from start to finish. Complex areas are clarified with specifically highlighted pointers that head off confusion, and additional exercises are provided so you can practice your new skills. Full instructor ancillaries are included to make this guide classroom ready, and the author's own website offers ongoing support. C# has become one of the most popular programming languages in the world, with millions of lines of code used in businesses and applications of all types and sizes. This book helps you dive right

in so you can start programming right away. Start right in with the latest C# standard Learn at your own pace, with hands-on practice Clear up confusion and work around common obstacles Build your own Windows, .NET, and mobile applications C# has become an increasingly popular and in-demand programming skillset. If you've decided to learn C#, this 24-Hour Trainer is your ultimate guide.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality

code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The book does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base

for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems,

methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

The fourth edition of the Official (ISC)2® Guide to the SSCP CBK® is a comprehensive resource providing an in-depth look at the seven domains of the

SSCP Common Body of Knowledge (CBK). This latest edition provides an updated, detailed guide that is considered one of the best tools for candidates striving to become an SSCP. The book offers step-by-step guidance through each of SSCP's domains, including best practices and techniques used by the world's most experienced practitioners. Endorsed by (ISC)<sup>2</sup> and compiled and reviewed by SSCPs and subject matter experts, this book brings together a global, thorough perspective to not only prepare for the SSCP exam, but it also provides a reference that will serve you well into your career. When you're ready to take back your health, and even lose some weight, The Real Food Reset is ready to help! Are you fed up with constant cravings? Does it feel like food is controlling your life? Discover a system for taking back your life and enjoying real food again. Authors Roland and Galina Denzel have shown thousands of people how to revolutionize their diets for happier and healthier eating, and now they are here to help you, too! The Real Food Reset develops your healthy eating habits by reintroducing you to the foods that you were

designed to eat. With its down-to-earth style and simple-to-follow plans, you'll learn to naturally lose weight and reset your cravings without cleanses, detoxes, or fasts. In just 30 days, you'll gain all the skills you need to improve your health and control your weight for the rest of your life. Inside The Real Food Reset you'll discover:

- How you can feel your best in 30 days, and look even better
- How to curb cravings and give your body the nutrition it really needs
- How to use healthy eating to reawaken your lost instincts, and feel better in your own skin

Discover a system for shedding pounds, improving your health, and eating delicious food in the process. The Real Food Reset is your guidebook to reclaiming your love of healthy food. If you like expert tips and easy-to-digest nutrition advice, then you'll love Roland and Galina Denzel's cure for the modern diet. Buy The Real Food Reset, and take the first step to a healthier, fitter body today!

Holistic Mobile Game Development with Unity: An All-In-One Guide to Implementing Mechanics, Art Design and Programming for iOS and Android Games Master mobile game design and develop-

ment in this all-in-one guide to creating iOS and Android games in the cutting-edge game engine, Unity. By using Penny de Byl's holistic method, you will learn about the principles of art, design, and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry. In addition, hands-on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store. Over 70 practical step-by-step exercises recreating the game mechanics of contemporary mobile games, including Angry Birds, Temple Run, Year Walk, Minecraft, Curiosity Cube, Fruit Ninja, and more. Design principles, art, and programming in unison - the one-stop shop for indie developers requiring interdisciplinary skills in their small teams. An introduction to essential two- and three-dimensional mathematics, geometry and physics concepts. A portfolio of royalty free reusable game mechanics and assets. Accompanying website, [www.holistic3d.com](http://www.holistic3d.com), features project source code, instructional videos, art assets, author blog, and teaching resources. Challenge questions and les-



son plans are available online for an enhanced learning experience.

This is the official curriculum of the Apple Mavericks 101: OS X Support Essentials 10.9 course and preparation for Apple Certified Support Professional (ACSP) 10.9 certification—as well as a top-notch primer for anyone who needs to support, troubleshoot, or optimize OS X Mavericks. This guide provides comprehensive coverage of Mavericks and is part of the Apple Pro Training series—the only Apple-certified books on the market. Designed for support technicians, help desk specialists, and ardent Mac users, this guide takes you deep inside the Mavericks operating system. Readers will find in-depth, step-by-step instruction on everything from installing and configuring Mavericks to managing networks and system administration. Whether you run a computer lab or an IT department, you'll learn to set up users, configure system preferences, manage security and permissions, use diagnostic and repair tools, troubleshoot peripheral devices, and more—all on your way to preparing for the industry-standard ACSP certification. Covers updated sys-

tem utilities and new features of OS X Mavericks, including iCloud Keychain and Tags. Features authoritative explanations of underlying technologies, troubleshooting, system administration, and much more. Focused lessons take you step by step through practical, real-world tasks. Lesson files and bonus material available for download—including lesson review questions summarizing what you've learned to prepare you for the Apple certification exam.

About the Manual Celestial Navigation Exercises for Class and Home Study was designed to facilitate the work of instructors using the free PowerPoint slide presentation available at [CelestialNavigationBook.com](http://CelestialNavigationBook.com). This exercise manual, available in hard copy and in PDF format for tablets, reproduces the questions posed at regular intervals throughout the slide presentation; it provides the work-forms guiding the calculations, and the solutions. Students taking a course from an instructor who follows the slide presentation will normally have the associated course book Celestial Navigation using the Sight Reduction Tables Pub. No.

249. In order to facilitate the download process, the free version of the exercise manual (available for download from [CelestialNavigationBook.com](http://CelestialNavigationBook.com)), includes neither the Almanac nor the Sight Reduction Tables required for the calculations because these tables are identical to the ones in the course book. This complete version of the exercise manual, with all the required data tables in the appendix, will thus be useful mostly to navigators who do not have the course book but wish to practice on their own, as well as to students who follow the presentation and have the course book but do not wish to download and print 140 pages of questions and answers.

The definitive programming guide to ASP.NET, by popular author and Microsoft MVP Imar Spaanjaars Updated for ASP.NET 4, this introductory book retains its helpful examples and step-by-step format from the previous version and keeps the style of offering code examples written in both C# and Visual Basic. Beloved author and Microsoft ASP.NET MVP walks you through ASP.NET, Microsoft's technology for building dynamically generated Web pages from database content.

You'll discover many improvements that ASP.NET 4 offers over the previous version, such as the ASP.NET MVC framework, Ajax improvements, jQuery support, and more. You'll gradually build a Web site example that takes you through the processes of building basic ASP.NET Web pages, adding features with pre-built server controls, designing consistent pages, displaying data, and more. Popular author and Microsoft ASP.NET MVP Imar Spaanjaars updates you on the latest updates to ASP.NET 4, Microsoft's technology for building dynamic Web pages from database content. Shows you how the 4 version differs from ASP.NET 3.5 and reviews its new features, including the ASP.NET MVC framework, various Ajax improvements, jQuery support, and more. Spaanjaars's distinct writing style puts you at ease with learning ASP.NET 4. In *Learn Kubernetes in a Month of Lunches* you'll go from "what's a Pod?" to automatically scaling clusters of containers and components in just 22 hands-on lessons, each short enough to fit into a lunch break. Every lesson is task-focused and covers an essential skill on the road to Kubernetes mas-

tery. You'll learn how to smooth container management with Kubernetes, including securing your clusters, and upgrades and rollbacks with zero downtime. No development stack, platform, or background is assumed. Author Elton Stoneman describes all patterns generically, so you can easily apply them to your applications and port them to other projects! about the technology Create apps that perform identically on your laptop, data center, and cloud! Kubernetes provides a consistent method for deploying applications on any platform, making it easy to grow. By efficiently orchestrating Docker containers, Kubernetes simplifies tasks like rolling upgrades, scaling, and self-healing. about the book *Learn Kubernetes in a Month of Lunches* is your guide to getting up and running with Kubernetes. You'll progress from Kubernetes basics to essential skills, learning to model, deploy, and manage applications in production. Exercises demonstrate how Kubernetes works with multiple languages and frameworks. You'll also practice with new apps, legacy code, and serverless functions. what's inside *Deploying applica-*

tions on Kubernetes clusters Understanding the Kubernetes app lifecycle, from packaging to rollbacks Self-healing and scalable apps Using Kubernetes as a platform for new technologies about the reader For readers familiar with Docker and containerization. about the author Elton Stoneman is a Docker Captain, a 11-time Microsoft MVP, and the author of *Learn Docker in a Month of Lunches*.

Virtual, hands-on learning labs allow you to apply your technical skills using live hardware and software hosted in the cloud. So Sybex has bundled Exam MD-101: Managing Modern Desktops labs from Practice Labs, the IT Competency Hub, with our popular MCA Modern Desktop Administrator Study Guide: Exam MD-101. Working in these labs gives you the same experience you need to prepare for the MD-101 exam that you would face in a real-life setting. Used in addition to the book, the labs are a proven way to prepare for the certification and for work in the Windows administration field. Microsoft's Modern Desktop integrates Windows 10, Office 365, and advanced security capabilities. Microsoft 365 Cer-

tified Associate (MCA) Modern Desktop certification candidates need to be familiar with Microsoft 365 workloads and demonstrate proficiency in deploying, configuring, and maintaining Windows 10 and non-Windows devices and technologies. The new Exam MD-101: Managing Modern Desktops measures candidate's ability to deploy and update operating systems, manage policies and profiles, manage and protect devices, and manage apps and data. Candidates are required to know how to perform a range of tasks to pass the exam and earn certification. The MCA Modern Desktop Administrator Study Guide: Exam MD-101 provides in-depth examination of the complexities of Microsoft 365. Focusing on the job role of IT administrators, this clear, authoritative guide covers 100% of the new exam objectives. Real-world examples, detailed explanations, practical exercises, and challenging review questions help readers fully prepare for the exam. Sybex's comprehensive online learning environment—in which candidates can access an assessment test, electronic flash cards, a searchable glossary, and bonus practice exams—is

included to provide comprehensive exam preparation. Topics include: Planning and implementing Windows 10 using dynamic deployment and Windows Autopilot Upgrading devices to Windows 10 and managing updates and device authentication Managing access policies, compliance policies, and device and user profiles Implementing and managing Windows Defender and Intune device enrollment Deploying and updating applications and implementing Mobile Application Management (MAM) The move to Windows 10 has greatly increased the demand for qualified and certified desktop administrators in corporate and enterprise settings. MCA Modern Desktop Administrator Study Guide: Exam MD-101: Managing Modern Desktops is an invaluable resource for IT professionals seeking MCA certification. And with this edition you also get Practice Labs virtual labs that run from your browser. The registration code is included with the book and gives you 6 months unlimited access to Practice Labs Exam MD-101: Managing Modern Desktops Labs with 29 unique lab modules to practice your skills. NOTE: The title requires an active Microsoft

365 subscription. This subscription will be needed to complete specific tasks in the labs. A free 30-day trial account can be created at the Microsoft 365 website.

Learn Game Design, Prototyping, and Programming with Today's Leading Tools: Unity™ and C# Award-winning game designer and professor Jeremy Gibson has spent the last decade teaching game design and working as an independent game developer. Over the years, his most successful students have always been those who effectively combined game design theory, concrete rapid-prototyping practices, and programming skills. Introduction to Game Design, Prototyping, and Development is the first time that all three of these disciplines have been brought together into a single book. It is a distillation of everything that Gibson has learned teaching hundreds of game designers and developers in his years at the #1 university games program in North America. It fully integrates the disciplines of game design and computer programming and helps you master the crucial practice of iterative prototyping using Unity. As the top



game engine for cross-platform game development, Unity allows you to write a game once and deliver it to everything from Windows, OS X, and Linux applications to webpages and all of the most popular mobile platforms. If you want to develop games, you need strong experience with modern best practices and professional tools. There's no substitute. There's no shortcut. But you can get what you need in this book.

**COVERAGE INCLUDES** In-depth tutorials for eight different game prototypes Developing new game design concepts Moving quickly from design concepts to working digital prototypes Improving your designs through rapid iteration Playtesting your games and interpreting the feedback that you receive Tuning games to get the right "game balance" and "game feel" Developing with Unity, today's best engine for independent game development Learning C# the right way Using Agile and Scrum to efficiently organize your game design and development process Debugging your game code Getting into the highly competitive, fast-changing game industry Efficiently prepare for the

Windows Server 2008 certification exam with MCTS: Windows Server 2008 Network Infrastructure Configuration: Exam 70-642, a comprehensive study tool that will guide you through everything you need to know for the test. This study guide includes 100% coverage of the exam objectives, real world scenarios, hands-on exercises, and challenging review questions, both in the book and on the CD. With Microsoft's release of Windows Server 2008 and a new generation of certification exams, you have more reason than ever to certify your expertise. For Instructors: Teaching supplements are available for this title.

Written by a pioneer of game development in academia, *Introduction to Game Physics with Box2D* covers the theory and practice of 2D game physics in a relaxed and entertaining yet instructional style. It offers a cohesive treatment of the topics and code involved in programming the physics for 2D video games. Focusing on writing elementary game physics code, the first half of the book helps you grasp the challenges of programming game physics from scratch, without libraries or outside help. It examines the

mathematical foundation of game physics and illustrates how it is applied in practice through coding examples. The second half of the book shows you how to use Box2D, a popular open source 2D game physics engine. A companion website provides supplementary material, including source code and videos. This book helps you become a capable 2D game physics programmer through its presentation of both the theory and applications of 2D game physics. After reading the book and experimenting with the code samples, you will understand the basics of 2D game physics and know how to use Box2D to make a 2D physics-based game.

Up-to-date, hands-on introduction to computable general equilibrium models, also serving as a desk reference for experienced CGE modelers.

Focusing on how computers can make paralegals and legal professionals more productive on the job, this updated Seventh Edition of the #1 book on the market offers comprehensive treatment of computer concepts, including coverage of both basic software programs like Word, Excel, and Power-

Point, to more advanced applications using AbacusLaw, CaseMap, Clio, DiscoverFY, HotDocs, Tabs3, TimeMap, and TrialDirector. Real-life examples, pertinent tutorials, ethical considerations, and up-to-date coverage of the most popular software used in all types of legal organizations help students develop key knowledge and skills. Each topic is presented in a clear and organized manner and includes examples of how the software is actually used on the job. The detailed Hands-on Exercises include Basic, Intermediate, and Advanced assignments to allow for a variety of skill levels. These extensive exercises allow students to apply their knowledge and practice using computers to complete realistic legal work. This edition reflects the ever-changing rules and decisions affecting the legal process (gathering evidence, managing files, filing with courts, working on electronic copyright issues, presenting exhibits, billing, etc.) and covers the most up-to-date technology available to help paralegals comply to new rules and better handle complex records and files. Important Notice: Media content referenced within the prod-

uct description or the product text may not be available in the ebook version. AutoCAD 2005 30-Day Trial Version included on the enclosed CD-ROM. Continue your AutoCAD education with this companion to the "Beginning" workbook. Completely updated for AutoCAD 2005 and 2005 LT software, this workbook includes 20 non-intimidating, easy to follow lessons and 3 on-the-job type projects in Architecture, Electro-mechanica... more and Mechanical fields. It includes step-by-step instructions on how to create customized borders, title blocks, page setups, Isometric drawings, DesignCenter, Xref, Attributes, Ordinate dimensioning, Geometric Tolerances and more. It also provides the basics for 3D solid modeling, such as using solid primitives, Boolean operations, extrude, slice, rotate, revolve, dimension and print.

With this fourth edition, accountants will acquire a practical set of tools and the confidence they need to use them effectively in making business decisions. It better reflects a more conceptual and decision-making approach to the material. The authors follow a "macro- to mi-

cro-" strategy by starting with a discussion of real financial statements first, rather than starting with the Accounting Cycle. The objective is to establish how a financial statement communicates the financing, investing, and operating activities of a business to users of accounting information. This motivates accountants by grounding the discussion in the real world, showing them the relevance of the topics covered to their careers.

About the Bagpipe Tutorial: Recommended by the best pipers in the world! Bruce Hitchings, Michael Grey, Robert Watt, Willie McCallum, Dixie Ingram, Rory Grossart and many more. You have purchased one of the most professional and popular books for learning the bagpipes. It includes many famous and traditional melodies (Amazing Grace, Happy Birthday, Highroad to Gairloch, Scotland the Brave, Green Hills of Tyrol, etc.), all the finger techniques, and in contrast to other bagpipe books it has many exercises that you will need to learn the bagpipes successfully. The book is suitable for absolute beginners all the way to intermediate pipers. You can study on your own or use it as a classroom com-

panion book. In 28 easy-to-understand lessons, you will find crystal-clear instructions on how to play the bagpipes from scratch. This book is also used for training purposes by many professional bands and bagpipe schools. Its aim is to give the student a technically and musically solid foundation and expert guidance on the route to becoming an accomplished piper. The Bagpipe Tutorial App, which is available from your app store, is perfectly matched to the Bagpipe Tutorial book. Besides the tunes in the book, it contains more than 250 exercise videos covering all the fingering techniques, embellishments and grace notes that you will need in bagpipe playing. The information is in soundtracks and visual displays, with close-ups of the chanter fingerings at different speeds to help you learn them more easily. You will also need a practice chanter to train your finger technique and your first songs. What you learn will only be transferred to the big set of bagpipes after a couple of months. The practice chanter will accompany you all through your life with the bagpipes. You will learn the fingering of new tunes on the chanter and continu-

ously improve your fingering technique with it. This book, a milestone in the teaching of the Scottish bagpipes, will help beginners and intermediate players to achieve rapid success. It is a professional educational tool for playing and understanding the bagpipes.

E is for Exercise puts ABC fun into exercise, because exercise isn't hard or boring. Children will see all the many ways to enjoy exercise each and every day with this energetic book. It will leave your child's body feeling good from the inside out! 'This is an eLIVE book, meaning each printed copy contains a special code redeemable for the free download of the audio version of the book.'

This Current Affairs Yearly Review 2021 E-Book will help you understand in detail exam-related important news including National & International Affairs, Defence, Sports, Person in News, MoU & Agreements, Science & Tech, Awards & Honours, Books etc.

Totally updated for AutoCAD 2010 and 2010 LT, this workbook shows users how to customize their workspace, create new ribbon tabs and panels, create master setup

drawings for decimals or architecture, learn the basics for three-dimensional drawing, and much more. You've got the power. You don't have to spend thousands of dollars on recording-studio time anymore. Now, using Pro Tools—a digital-audio workstation—you can record demos at home on your own computer, edit tracks, add effects, and even output songs to a CD. But if you're new to working with sound digitally, you face a daunting learning curve. Getting your music gear to work with your desktop computer or laptop—and producing results that you like—involves some unfamiliar tools and concepts. At last, here's a Pro Tools book written by a musician for other musicians! Author Gina Fant-Saez knows first-hand how frustrating it can be when you first make the move to using this complex, studio-quality audio application. Rather than overwhelm you with every detail of the program and complicated terminology or functions you'll never use, Pro Tools for Musicians and Songwriters teaches only the essentials you need to record, enhance, and output your music. With downloadable audio files from

www.protoolsformusicians.com to help you get started, Pro Tools for Musicians and Songwriters will show you how to:

- Use a metronome (click track) or percussion loop to help you keep time when you record
- Record and combine multiple takes to create one seamless composition
- Edit your tracks with crossfades, panning, doubling, automation more[
- Add and manipulate plug-in effects, such as reverb
- Share your Pro Tools files with other musicians around the globe
- Output your finished composition to a CD

The must-have preparation guide for MCA Modern Desktop certification—covers the new Exam MD-101: Managing Modern Desktops! Microsoft's Modern Desktop integrates Windows 10, Office 365, and advanced security capabilities. Microsoft 365 Certified Associate (MCA) Modern Desktop certification candidates need to be familiar with Microsoft 365 workloads and demonstrate proficiency in deploying, configuring, and maintaining Windows 10 and non-Windows devices and technologies. The new Exam MD-101: Managing Modern Desktops measures

candidate's ability to deploy and update operating systems, manage policies and profiles, manage and protect devices, and manage apps and data. Candidates are required to know how to perform a range of tasks to pass the exam and earn certification. The MCA Modern Desktop Administrator Study Guide: Exam MD-101 provides in-depth examination of the complexities of Microsoft 365. Focusing on the job role of IT administrators, this clear, authoritative guide covers 100% of the new exam objectives. Real-world examples, detailed explanations, practical exercises, and challenging review questions help readers fully prepare for the exam. Sybex's comprehensive online learning environment—in which candidates can access an assessment test, electronic flash cards, a searchable glossary, and bonus practice exams—is included to provide comprehensive exam preparation. Topics include: Planning and implementing Windows 10 using dynamic deployment and Windows Autopilot Upgrading devices to Windows 10 and managing updates and device authentication Managing access policies, compliance policies, and de-

vice and user profiles Implementing and managing Windows Defender and Intune device enrollment Deploying and updating applications and implementing Mobile Application Management (MAM) The move to Windows 10 has greatly increased the demand for qualified and certified desktop administrators in corporate and enterprise settings. MCA Modern Desktop Administrator Study Guide: Exam MD-101: Managing Modern Desktops is an invaluable resource for IT professionals seeking MCA certification.

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf> Download the EPUB file (71.2 MB) <http://aka.ms/611111epub> Download the Mobi for Kindle file (113 MB) <http://aka.ms/611111mobi> Download Companion Files (132 MB) <http://aka.ms/611111files> FREE Millionaire Fast-Track Program for every reader! (\$2,150 Value!) See Appendix for Full De-

tails. Listen to what these successful business leaders have to say about The Maui Millionaires for Business! "Brilliant! David and Diane will help you to not just make money building your business, but more importantly, you'll learn to do it in a way that creates true freedom. Read this book!" --Joseph Guerriero, Publisher, Success magazine "David and Diane have done it again! They share the practical secrets that anyone can follow to build both a successful business and a successful life." --Beverly Sallee, Maui Millionaire and President Premiere Training Concepts LLC "We never dreamed that we'd be able to quit our jobs as Los Angeles police officers and successfully start up our own businesses, let alone succeed on the level we have. The ideas in this book worked for us, and they will work for you. We now get to wake up every day living our dream life!" --Kelly and Ruperto Fabros, Maui Millionaires and founders, Grasslands Investments, LLC "If you are ready to take your business to the next level, then this book is a must-read!" --Elizabeth Kanna, cofounder and CEO, DreamInYou.com "The concepts and strategies I learned from David and

Diane gave me that final ingredient I needed to strengthen my business and successfully sell it for a big profit. This book is a must-read for any business owner who wants to build a truly passive business and learn the skills to grow their wealth." -- Blake Mitchell, Maui Millionaire and commercial real estate investor and syndicator

Research on general video game playing aims at designing agents or content generators that can perform well in multiple video games, possibly without knowing the game in advance and with little to no specific domain knowledge. The general video game AI framework and competition propose a challenge in which researchers can test their favorite AI methods with a potentially infinite number of games created using the Video Game Description Language. The open-source framework has been used since 2014 for running a challenge. Competitors around the globe submit their best approaches that aim to generalize well across games. Additionally, the framework has been used in AI modules by many higher-education institutions as assignments, or as proposed projects for final

year (undergraduate and Master's) students and Ph.D. candidates. The present book, written by the developers and organizers of the framework, presents the most interesting highlights of the research performed by the authors during these years in this domain. It showcases work on methods to play the games, generators of content, and video game optimization. It also outlines potential further work in an area that offers multiple research directions for the future.

This book is for anyone who wants to learn how to build rich and interactive Microsoft ASP.NET web sites. With the knowledge you gain from this book, you create a great foundation to build any type of web site, ranging from simple hobby-related web sites to sites you may be creating for commercial purposes. Using this book's step-by-step format you'll learn to: Obtain, install, and customize Visual Web Developer (VWD) 2008 create a new web site and how to add new pages to it. use the numerous tools in VWD to create HTML and ASP.NET pages use the VWD tools and CSS, the language that is used to format web pages What



ASP.NET server controls are, what they are used for, and how to use them program web pages Visual Basic or C# create consistent-looking pages through the use of master pages, skins, and themes build the navigation structure of your site create and use User Controls and enhance them to repeat content like menus and banners accept, validate, and process user input and send e-mail from your ASP.NET web application create good looking, flicker free web page interaction with ASP.NET Ajax the basics of SQL, the language used access and alter data in a database use the database tools found in Visual Web Developer use the ASP.NET data controls to create an interface for your users to interact with your application's data use LINQ to SQL to access SQL Server databases without writing a lot of manual code change the visual appearance of your data through the use of control styles interact with the data-bound controls and speed up your application use the security ASP.NET features to create user accounts, distinguish between anonymous and logged on users, and manage the users in your system create personalized

web pages with content targeted at individual users find and fix problems with VWD debugging tools deploy and run your final web site

This successful book continues to provide accountants with an understanding of the fundamental concepts necessary to use accounting effectively. The sixth edition offers new discussions on IFRS, including new codification numbers, examples of IFRS financial statements, and additional exercises. A look at more recent frauds such as the Bernie Madoff scandal have been added. Enhanced discussions of ethics and international accounting are presented. The coverage of non-cash items and their impact on decision making has been expanded. In addition, comprehensive case studies and problems help accountants tie the material together.

The Designer's Guide to the Cortex-M Family is a tutorial-based book giving the key concepts required to develop programs in C with a Cortex M- based processor. The book begins with an overview of the Cortex- M family, giving architectural descriptions supported with practical examples, enabling the engineer to easily de-

velop basic C programs to run on the Cortex-M0/M0+/M3 and M4. It then examines the more advanced features of the Cortex architecture such as memory protection, operating modes and dual stack operation. Once a firm grounding in the Cortex M processor has been established the book introduces the use of a small footprint RTOS and the CMSIS DSP library. With this book you will learn: The key differences between the Cortex M0/M0+/M3 and M4 How to write C programs to run on Cortex-M based processors How to make best use of the Coresight debug system How to do RTOS development The Cortex-M operating modes and memory protection Advanced software techniques that can be used on Cortex-M microcontrollers How to optimise DSP code for the cortex M4 and how to build real time DSP systems An Introduction to the Cortex microcontroller software interface standard (CMSIS), a common framework for all Cortex M- based microcontrollers Coverage of the CMSIS DSP library for Cortex M3 and M4 An evaluation tool chain IDE and debugger which allows the accompanying example projects to be run in si-

mulation on the PC or on low cost hardware

Handbook of Graphs and Networks in People Analytics: With Examples in R and Python covers the theory and practical implementation of graph methods in R and Python for the analysis of people and organizational networks. Starting with an overview of the origins of graph theory and its current applications in the social sciences, the book proceeds to give in-depth technical instruction on how to construct and store graphs from data, how to visualize those graphs compellingly and how to convert common data structures into graph-friendly form. The book explores critical elements of network analysis in detail, including the measurement of distance and centrality, the detection of communities and cliques, and the analysis of assortativity and similarity. An extension chapter offers an in-

roduction to graph database technologies. Real data sets from various research contexts are used for both instruction and for end of chapter practice exercises and a final chapter contains data sets and exercises ideal for larger personal or group projects of varying difficulty level. Key features: Immediately implementable code, with extensive and varied illustrations of graph variants and layouts. Examples and exercises across a variety of real-life contexts including business, politics, education, social media and crime investigation. Dedicated chapter on graph visualization methods. Practical walkthroughs of common methodological uses: finding influential actors in groups, discovering hidden community structures, facilitating diverse interaction in organizations, detecting political alignment, determining

what influences connection and attachment. Various downloadable data sets for use both in class and individual learning projects. Final chapter dedicated to individual or group project examples.

Leo Laporte is Tech TV's most recognized and prolific personality, best known for his humor, wit and ability to teach both newcomers and grizzled PC veterans. The first edition of his almanac shot up the bestseller charts, driven by a loyal--if not fanatic --following. In the first few months of its life, Poor Leo's 2002 Computer Almanac outpaced even the most venerable almanacs, including The Poor Farmer's 2002 Almanac and The World Almanac and Book of Facts 2002. The Tech TV Leo Laporte's 2003 Technology Almanac builds upon its predecessor's success by including ALL NEW content (no edition r.