

Site To Download Chapter 1 First Look At Computer Parts Tools

As recognized, adventure as capably as experience about lesson, amusement, as capably as conformity can be gotten by just checking out a books **Chapter 1 First Look At Computer Parts Tools** as well as it is not directly done, you could resign yourself to even more concerning this life, on the world.

We allow you this proper as without difficulty as simple showing off to acquire those all. We pay for Chapter 1 First Look At Computer Parts Tools and numerous ebook collections from fictions to scientific research in any way. along with them is this Chapter 1 First Look At Computer Parts Tools that can be your partner.

IC7JZH - WILSON KARTER

Create powerful, innovative reporting solutions with Excel 2007! With this new book, which is significantly updated from the best-selling Excel 2003 version, author Timothy Zapawa provides you with in-depth coverage of Excel 2007's enhanced reporting capabilities. Discover what you can do with PivotTable and Spreadsheet reports, enhanced conditional formatting and filtering functions, improved data access and management tools, and expanded OLAP features. With notes, tips, warnings, real-world examples, and how-to videos in every chapter, you'll soon be an expert on Excel report development!

5. What's new in Add an Activity; Spot the difference ... ; What's hiding?; What's changed?; Making a Moodle 2.0 quiz; Where do we go from here?; Creating questions for our quiz; ; Click Add a question; Add question details; Adding more questions; Ordering and displaying the quiz questions; What does the student see?; Making sure our students don't submit before they've answered all the questions; The teacher's perspective; Making more quizzes; Sharing questions between courses; Quiz reports; Recap on the Quiz; Making a Moodle 2.0 Wiki; Adding new pages; What's new in the tabs; View.

The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here's a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve productivity, effectiveness, and code quality throughout your entire project lifecycle. You'll start with a product tour that introduces the core techniques and terminology you'll use in all your projects—including views, per-

spectives, outlines, and much more. You'll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You'll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications.

Your first PC can be intimidating. You're probably panicky that you'll hit a wrong key and send your information to some high-tech black hole or cause your PC to self-destruct. Not to worry. PCs Just the Steps For Dummies gives you simple directions for getting stuff done with your PC—everything from turning it on to using the Internet or a network. The book's design features two columns, with numbered step-by-step instructions on one side and corresponding illustrations, screen shots, or photos on the other. You just pick the task you want to do and look up practical, no-nonsense how-to. This guide covers: Hardware basics and peripherals, including printers, faxes, and scanners Working with Windows XP, including managing memory and working with files and folders Working with sound and video Going online, searching the Web with Internet Explorer, and e-mailing with Outlook Express Networking, including configuration and connection and sharing folders or printers Protecting and troubleshooting your PC With practical organization and a task-oriented approach, this book will have you inspired instead of intimidated. You won't get

an unabridged history of computers and a lot of gibberish; you will get clear, easy-to-follow instructions that help you get your tasks done efficiently on your PC.

This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, A+ Guide to IT Technical Support, 9th Edition closely integrates the CompTIA+ Exam objectives to prepare you for the 220-901 and 220-902 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. The new edition features more coverage of updated hardware, security, virtualization, new coverage of cloud computing, Linux and Mac OS, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes online labs and the optional MindTap that includes online labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician and administrator. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple About This Book Learn how to use one of the most exciting mobile development frameworks around to build even better apps Follow the featured sample projects to experience Ionic's impressive capabilities Extend your developer skillset to build, test, and launch mobile apps with confidence Who This Book Is For This

book is for anyone who wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time. What You Will Learn Learn Ionic by creating three complete mobile applications Get to know the Ionic CLI Add basic and advanced features to the Ionic framework Connect an Ionic app with a Firebase back end Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Change doesn't have to be challenging. Sometimes it can be simple - sometimes it just makes sense. With Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is. This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome. Ionic Framework by Example is for people who don't want to learn now, build later - it's for people who want to learn and build at the same time - so they can meet today's mobile development challenges head on and deliver better products than anyone else. Style and approach This book isn't just an instruction manual. It doesn't just tell you what to do - it shows you. Featuring three sample projects, it's been created so you can get started with Ionic immediately.

An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn Ionic by creating three complete mobile applications Who This Book Is For If you are a web developer who wants to build hybrid mobile app devel-

opment using the Ionic framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and a complete social media app. All three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make you a confident start-to-finish mobile developer. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic - by Rahat Khanna Ionic by Example - by Sani Yusuf Ionic Cookbook - by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It does-

n't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

Discover a comprehensive introduction to IT technical support as Andrews/Dark/West's COMPTIA A+ GUIDE TO IT TECHNICAL SUPPORT, 10E explains how to work with users as well as install, maintain, troubleshoot and network computer hardware and software. This step-by-step, highly visual best-selling approach uses CompTIA A+ Exam objectives as a framework to prepare you for 220-1001 and 220-1002 certification exams. Each chapter covers core and advanced topics while emphasizing practical application of the most current technology, techniques and industry standards. You study the latest hardware, security, Active Directory, operational procedures, basics of scripting, virtualization, cloud computing, mobile devices and Windows 10 as you prepare for success as an IT support technician or administrator. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This introductory text explains methods for obtaining approximate solutions to mathematical problems by exploiting the presence of small, dimensionless parameters. For engineering and physical science undergraduates.

This essential text provides a readable yet sophisticated overview of the basic concepts of information technologies as they apply in healthcare. Spanning areas as diverse as the electronic medical record, searching, protocols, and communications as well as the Internet, Enrico Coiera has succeeded in making this vast and complex area accessible an

This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, A+ GUIDE TO HARDWARE, Ninth Edition, closely integrates the CompTIA A+ Exam objectives to prepare students for the 220-901 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage students to learn by doing. The new edition features more coverage of updated hardware, securi-

ty, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes, online labs and the optional MindTap that includes labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Silverlight is a lightweight browser plug-in that frees your code from the traditional confines of the browser. It's a rules-changing, groundbreaking technology that allows you to run rich client applications right inside the browser. Even more impressively, it's able to host true .NET applications in non-Microsoft browsers (like Firefox) and on non-Microsoft platforms (like Mac OS X). Silverlight is still new and evolving fast, and you need a reliable guidebook to make sense of it. Pro Silverlight 3 in VB, Second Edition is the perfect reference to ensure you are informed and up to date: you'll learn about the features that put Silverlight in direct competition with Adobe Flash, such as rich support for 2D drawing, animations, and media playback, and best of all, you'll experience the plumbing of .NET and the design model of WPF through Silverlight—all of the same .NET technology that developers use to design next-generation Windows applications. Author Matthew MacDonald provides an expertly crafted tutorial written from professional developer to professional developer. You'll learn to create rich media applications using Silverlight in the environment you're most productive in—no matter what the target platform.

My Windows® 8.1 Step-by-step instructions with callouts to Windows 8.1 photos that show you exactly what to do. Help when you run into Windows 8.1 problems or limitations. Tips and Notes to help you get the most from your Windows 8.1 computer. Full-color, step-by-step tasks walk you through getting and keeping your Windows® 8.1 computer working just the way you want. Learn how to

- Master Windows innovations you like, and keep the older techniques you're comfortable with
- Adjust the Start screen so it works the way you want (not the other way around!)
- Get more productive with touch gestures, live tiles, and Charms
- Browse the Web faster and easier with Internet Explorer 11 tabbed browsing
- Find, download, install, and work with the best new Windows Store apps
- Copy, move, and share files using File Explorer
- Use

the built-in Skype app to make super-easy free video calls

- Master the major improvements in Windows 8.1's Photos and Music apps
- Stream movies on your computer, and share media with your Xbox
- Use cloud features to access your files everywhere, on any device you choose
- Keep your files and computer safe, secure, backed up, and working reliably

Register your book at quepublishing.com/register

The need for a better understanding of the role location plays in economic life was first and most famously made explicit by Bertil Ohlin in 1933. However it is only recently, with the development of computer packages able to handle complex systems, as well as advances in economic theory (in particular an increased understanding of returns to scale and imperfect competition), that Ohlin's vision has been met and a framework developed which explains the distribution of economic activity across space. This book is an integrated, non-mathematical, first-principles textbook presenting geographical economics to advanced students. Never avoiding advanced concepts, its emphasis is on examples, diagrams, and empirical evidence, making it the ideal starting point prior to monographic and journal material. Contains copious computer simulation exercises, available in book and electronic format to encourage learning and understanding through application. Uses case study material from North America, Europe, Africa and Australasia.

Looks at the updates, changes, and enhancements of the 2007 Microsoft Office system, with information on Word, Excel, PowerPoint, Publisher, OneNote, Access, Outlook, and Groove.

Examines the new features and enhancements of the presentation software, describing the new user interface and explaining how to combine text, animation, video, photographs, sound effects, narration, and other features into a professional-looking presentation.

Learn how to write code, mathematics, graphics, and output, all in a single document, as well as in a web browser using Project Jupyter

About This Book Learn to write, execute, and comment your live code and formulae all under one roof using this unique guide This one-stop solution on Project Jupyter will teach you everything you need to know to perform scientific computation with ease This easy-to-follow, highly practical guide lets you forget your worries in scientific application development by leveraging big data tools such as Apache Spark, Python, R etc Who This Book

Is For This book caters to all developers, students, or educators who want to execute code, see output, and comment all in the same document, in the browser. Data science professionals will also find this book very useful to perform technical and scientific computing in a graphical, agile manner. What You Will Learn Install and run the Jupyter Notebook system on your machine Implement programming languages such as R, Python, Julia, and JavaScript with Jupyter Notebook Use interactive widgets to manipulate and visualize data in real time Start sharing your Notebook with colleagues Invite your colleagues to work with you in the same Notebook Organize your Notebook using Jupyter namespaces Access big data in Jupyter In Detail Jupyter Notebook is a web-based environment that enables interactive computing in notebook documents. It allows you to create and share documents that contain live code, equations, visualizations, and explanatory text. The Jupyter Notebook system is extensively used in domains such as data cleaning and transformation, numerical simulation, statistical modeling, machine learning, and much more. This book starts with a detailed overview of the Jupyter Notebook system and its installation in different environments. Next we'll help you will learn to integrate Jupyter system with different programming languages such as R, Python, JavaScript, and Julia and explore the various versions and packages that are compatible with the Notebook system. Moving ahead, you master interactive widgets, namespaces, and working with Jupyter in a multiuser mode. Towards the end, you will use Jupyter with a big data set and will apply all the functionalities learned throughout the book. Style and approach This comprehensive practical guide will teach you how to work with the Jupyter Notebook system. It demonstrates the integration of various programming languages with Jupyter Notebook through hands-on examples in every chapter.

The new edition of a widely used introduction to game theory and its applications, with a focus on economics, business, and politics. This widely used introduction to game theory is rigorous but accessible, unique in its balance between the theoretical and the practical, with examples and applications following almost every theory-driven chapter. In recent years, game theory has become an important methodological tool for all fields of social sciences, biology and computer science. This second edition of Strategies and Games not only takes into account new game theoretical concepts and applications such as bargaining and matching, it also

provides an array of chapters on game theory applied to the political arena. New examples, case studies, and applications relevant to a wide range of behavioral disciplines are now included. The authors map out alternate pathways through the book for instructors in economics, business, and political science. The book contains four parts: strategic form games, extensive form games, asymmetric information games, and cooperative games and matching. Theoretical topics include dominance solutions, Nash equilibrium, Condorcet paradox, backward induction, subgame perfection, repeated and dynamic games, Bayes-Nash equilibrium, mechanism design, auction theory, signaling, the Shapley value, and stable matchings. Applications and case studies include OPEC, voting, poison pills, Treasury auctions, trade agreements, pork-barrel spending, climate change, bargaining and audience costs, markets for lemons, and school choice. Each chapter includes concept checks and tallies end-of-chapter problems. An appendix offers a thorough discussion of single-agent decision theory, which underpins game theory.

Master PowerPoint and improve your presentation skills—with one book! It's no longer enough to have slide after slide of text, bullets, and charts. It's not even enough to have good speaking skills if your PowerPoint slides bore your audience. Get the very most out of all that PowerPoint 2010 has to offer while also learning priceless tips and techniques for making good presentations in this new PowerPoint 2010 Bible. Well-known PowerPoint expert and author Faithe Wempen provides formatting tips; shows you how to work with drawings, tables, and SmartArt; introduces new collaboration tools; walks you through five special presentation labs; and more. Coverage includes: A First Look at PowerPoint What Makes a Great Presentation? Creating and Saving Presentation Files Creating Slides and Text Boxes Working with Layouts, Themes, and Masters Formatting Paragraphs and Text Boxes Correcting and Improving Text Creating and Formatting Tables Drawing and Formatting Objects Creating SmartArt Diagrams Using and Organizing Clip Art Working with Photographic Images Working with Charts Incorporating Content from Other Programs Adding Sound Effects, Music, and Soundtracks Incorporating Motion Video Creating Animation Effects and Transitions Creating Support Materials Preparing for a Live Presentation Designing User-Interactive or Self-Running Presentations Preparing a Presentation for Mass Distribution Sharing and Collaborating Customizing Pow-

erPoint Presenting Content Without Bulleted Lists Adding Sound and Movement to a Presentation Creating a Menu-Based Navigation System Creating a Classroom Game It's the book you need to succeed with PowerPoint 2010 and your next live presentation!

Economic inequality has become a focus of prime interest for economic analysts and policy makers. This book provides an integrated approach to the topics of inequality and personal income distribution. It covers the practical and theoretical bases for inequality analysis, applications to real world problems and the foundations of theoretical approaches to income distribution. It also analyses models of the distribution of labour earnings and of income from wealth. The long-run development of income - and wealth - distribution over many generations is also examined. Special attention is given to an assessment of the merits and weaknesses of standard economic models, to illustrating the implications of distributional mechanisms using real data and illustrative examples, and to providing graphical interpretation of formal arguments. Examples are drawn from US, UK and international sources.

Full-color graphics and screenshots throughout make Pro Silverlight 3 in C# an invaluable reference for professional developers wanting to discover the new features of Silverlight 3. Author Matthew MacDonald's expert advice guides you through creating rich media applications using Silverlight in the environment you're most productive in—no matter what the target platform. As you learn about the features that put Silverlight in direct competition with Adobe Flash, such as rich support for 2D and 3D drawing, animations, and media playback, you'll experience the plumbing of .NET and the design model of WPF through Silverlight—all of the same .NET technology that developers use to design next-generation Windows applications. MacDonald provides a comprehensive tutorial written from professional developer to professional developer.

Practical Excel 2010 is for the novice user and for those who know they are not using it to its full potential and want to know more. Using over 450 clear screen shots and user friendly plain English explanations, you can clearly follow the real world examples used. There are many books written about Excel 2010. What makes this one different is that it doesn't just tell you what to do, it explains the reason why you would want to. After using this book, you will soon be using conditional formatting, creating macros, pivoting your data and so much more. You could be the Go-To person that

colleagues turn to.

Author E. Joseph Sharkey uses the philosophies of language of Hans-Georg Gadamer and Ludwig Wittgenstein to counter the skepticism in question by showing that a language grounded in history instead of the transcendent is grounded nevertheless.

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver Key Featuresa- Understand and work with the core concepts of Selenium WebDriver 3.0a-Learn how to design a Keyword driven framework with Database a- Find how to use Build triggers in Jenkins to automate tests DescriptionThe book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features.What will you learna-Learn the process of building a Selenium Framework a- Understand the Keyword Driven Framework concept a- Work with Document Object Model to access page elementsa- Integrate Maven and Jenkins with Selenium WebDrivera- Use Selenium Grid to run multiple tests across Who this book is forThis book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework.Table of Contents1. First look at Selenium WebDriver and Web Elements 2. Looking at the various WebDrivers3. A brief look at Java 84. Deep dive into Selenium WebDriver5. Actions class and the JavascriptExecutor6. WebDriver Events7. Database Operations8. Introduction to TestNG framework9. Parallel Execution10. Understanding Maven11. Jenkins Introduction and Scheduling12. Selenium grid and execut-

ing in the cloud¹³. Mobile test automation using Appium¹⁴. A look at Selenium-4 About the Author Pinakin Chaubal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek, ' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiaro.

The study of formal languages and of related families of automata has long been at the core of theoretical computer science. Until recently, the main reasons for this centrality were connected with the specification and analysis of programming languages, which led naturally to the following questions. How might a grammar be written for such a language? How could we check whether a text were or were not a well-formed program generated by that grammar? How could we parse a program to provide the structural analysis needed by a compiler? How could we check for ambiguity to ensure that a program has a unique analysis to be passed to the computer? This focus on programming languages has now been broadened by the increasing concern of computer scientists with designing interfaces which allow humans to communicate with computers in a natural language, at least concerning problems in some well-delimited domain of discourse. The necessary work in computational linguistics draws on studies both within linguistics (the analysis of human languages) and within artificial intelligence. The present volume is the first textbook to combine the topics of formal language theory traditionally taught

in the context of programming languages with an introduction to issues in computational linguistics. It is one of a series, The AKM Series in Theoretical Computer Science, designed to make key mathematical developments in computer science readily accessible to undergraduate and beginning graduate students.

The author, as an adolescent, wanted to be a polar explorer. He did not seem to care whether he went to the North or the South Pole. But at Northwestern University, he became interested in its African program, one of two major programs in anthropology there. The other was on African cultures in the Caribbean and South America. So as a graduate student, he did a study of African cultural survival in a community along the coast of Georgia. However, he was more interested in Africa at a time when Americans realized, after World War II, how little they knew about it. Government and foundation funds became available, and Ottenberg took advantage of it for his first African research in 1952-1953 on a year's grant for work in Nigeria. That began a long career there, where his interests varied over the years--from children and adult masking to family life to art and other subjects. He found African culture to be anything but simple; rather it is very complex. Each aspect has links to others; it's a web of behaviors to be traced in which language played key roles while Western cultural influences were changing African cultures.

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver KEY FEATURES a- Learn how to build a Keyword Driven Automation Framework with Selenium using Java a- Understand and work with the core concepts of Selenium WebDriver 3.0 a- Find how to use Build triggers in Jenkins to automate tests DESCRIPTION The book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and

Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and its AI integrated features. WHAT WILL YOU LEARN a- Learn the process of building a Selenium Framework a- Understand the Keyword Driven Framework concept a- Work with Document Object Model to access page elements a- Integrate Maven and Jenkins with Selenium WebDriver a- Use Selenium Grid to run multiple tests across WHO THIS BOOK IS FOR This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who are interested in understanding Selenium and designing a framework Table of Contents 1. First look at Selenium WebDriver and Web Elements 2. Looking at the various WebDrivers 3. A brief look at Java 8 4. Deep dive into Selenium WebDriver 5. Actions class and the JavascriptExecutor 6. WebDriver Events 7. Database Operations 8. Introduction to TestNG framework 9. Parallel Execution 10. Understanding Maven 11. Jenkins Introduction and Scheduling 12. Selenium grid and executing in the cloud 13. Mobile test automation using Appium 14. A look at Selenium-4 About the Author Pinakin Chaubal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek, ' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiaro. If you're a SQL programmer or an experienced Excel user, here at

last is the ultimate resource on developing reporting solutions with Excel. Focused on report development using OLTP databases, this book is packed with comprehensive information on both technical and strategic aspects. You'll thoroughly examine the main features of Excel's reporting technology-PivotTable reports, Spreadsheet reports, parameter queries, and web components. With notes, tips, warnings, and real-world examples in each chapter, you'll be able to put your knowledge to work immediately. This book includes: Single-source coverage of Excel's report development features Extensive and in-depth information on PivotTable and Spreadsheet report features, functions, and capabilities Thorough documentation of the Microsoft Query program included with Excel Comprehensive information on Excel's client-based OLAP cube tools for processing very large datasets from OLTP data sources Detailed information on creating and working with web-enabled Excel reports

Tips on making your call center a genuine profit center In North America, call centers are a \$13 billion business, employing 4 million people. For managers in charge of a call center operation, this practical, user-friendly guide outlines how to improve results measurably, following its principles of revenue generation, efficiency, and customer satisfaction. In addition, this new edition addresses many industry changes, such as the new technology that's transforming today's call center and the location-neutral call center. It also helps readers determine whether it's cost-efficient to outsource operations and looks at the changing role and requirements of agents. The ultimate call center guide, now revised and updated The authors have helped over 60 companies improve the efficiency and effectiveness of their call center operations Offers comprehensive guidance for call centers of all sizes, from 20-person operations to multinational businesses With the latest edition of *Call Centers For Dummies*, managers will have an improved arsenal of techniques to boost their center's bottom line.

Enhance your JavaScript skills by venturing into the domain of developing mobile applications About This Book Extend your JavaScript skillset to build, test, and launch mobile apps with confidence Follow three sample projects to experience Ionic's impressive capabilities Extend the power of Apache Cordova by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers

looking to develop mobile applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you - you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem - from jQuery Mobile to React, through to Ionic - we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you

can build yourself, we've made sure that you'll be learning by doing - which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

How to plan your future strategy for efficient, cost-saving data management Businesses have historically treated data protection as an afterthought, as simply making an occasional copy of data that could be used in the future. Today, this attitude is changing rapidly. The ever-increasing amount of data, along with the emphasis on continuous availability, necessitates changes in the approach to data integrity, which results in management and protection becoming much more closely aligned. Digital Data Integrity throws light on the data integrity landscape of the future. It provides the reader with a brief overview of the historical methods and subsequent evolution of data protection. The text shows how the whole subject of data integrity is changing and describes and positions many of the new, enhanced, more intelligent protection technologies and methods. Digital Data Integrity: Takes a unique, forward look at data protection and management, highlighting the paradigm shift from simple backup and recovery to total data management. Details recent developments in compliance regulations in an accessible manner. Covers enhanced protection technologies such as advanced intelligent synthetic backups, data reduction methods, and data growth - online protection using continuous data protection. Explains data life cycle management and data storage, using management, quality of service products and tools to achieve better data management, intelligent allocation of storage, and compliance with regulations. Contains information on quality control, looking at SLA (Service Level Agreements), protection by business unit and billing/charge back. Unique insight into hot topics such as next generation bare metal recovery and true system provisioning. This invaluable text will provide system administrators, and database administrators, as well as senior IT managers and decision makers with a thorough understanding of

data management and protection. With contributions from Ray Schafer and Paul Mayer.

Through over 100 books, mostly computer-related, the author has mastered a fun but information packed style that gives you exact-

ly what you want - up to speed on Plus with minimal effort and maximum results. Google+ or Plus (the terms are interchangeable) was written for everyone. This book mirrors that concept

and is written for everyone - from us techheads (early adopters) to delightful old Aunt Mable and the rest of the Thursday Night Bridge Club. Because social networking exists for all people and we are all people - all of us are plusses on Plus.