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I9NBVP - SARIAH RIVERA

Master Windows 8.1/Windows Runtime Programming Through 80 Expert Projects This is the most complete, hands-on, solutions-focused guide to programming modern Windows applications with the Windows Runtime. Leading Windows development consultants Jeremy Likness and John Garland present easy-to-adapt C# and XAML example code for more than 80 projects. Their real-world application examples help you apply Windows 8.1's best improvements, including large tiles, the new search control, flyouts, command bars, native WinRT networking, and new deployment and sideloading options. Drawing on their pioneering experience, they illuminate key areas of the Windows Runtime API, offering uniquely detailed coverage of encryption, cloud connectivity, devices, printers, and media integration. You'll find cutting-edge tips and tricks available in no other book. This is an indispensable resource for all intermediate-to-advanced Windows developers, and for any architect building desktop, tablet, or mobile solutions with Microsoft technologies. Its focus on both C# and XAML will make it valuable to millions of Windows developers already familiar with Silverlight, WPF, and/or .NET. Coverage includes • Creating robust app interfaces with the newest XAML controls, including flyouts and command bars • Saving data in a persistent "roaming zone" for syncing across Windows 8.1 devices • Using Visual State Manager (VSM) to build apps that adapt to various device resolutions and orientations • Integrating virtually any form of data into your apps • Connecting with web services, RSS, Atom feeds, and social networks • Securing apps via authentication, encrypting, signing, and single sign-on with Microsoft Account, Facebook, Google, and more • Leveraging Windows 8.1 media enhancements that improve battery life and app performance • Networking more effectively with Windows 8.1's revamped HTTP implementation and new location APIs • Using Tiles and Toasts to keep apps alive and connected, even when they aren't running • Enabling users to send content between devices via NFC tap and send • Ensuring accessibility and globalizing your apps • Efficiently debugging, optimizing, packaging, and deploying your apps • Building sideloadable apps that don't have to be published in Windows Store "This book doesn't just focus on singular concepts, it also provides end-to-end perspective on building an app in WinRT. It is one of those essential tools for Windows developers that will help you complete your software goals sooner than without it!" —Tim Heuer, Principal Program Manager Lead, XAML Platform, Microsoft Corporation

Here's the book you need to prepare for CompTIA's updated Network+ exam, N10-003. This revised edition of the best-selling Network+ Study Guide was developed to meet the exacting requirements of today's certification candidates. In addition to the focused and accessible instructional approach that has earned Sybex the reputation as the leading publisher for certification self-study guides, this book provides: Clear and concise information on networking essentials. Practical examples and insights drawn

from real-world experience. Leading-edge exam preparation software, including a test engine and electronic flashcards. You'll also find authoritative coverage of key exam topics, including: Media and Topologies Protocols and Standards Network Implementation Network Support Reviewed and approved as CompTIA Authorized Quality Curriculum (CAQC), this book provides numerous study advantages with CAQC materials, including coverage of all exam objectives, implementation of important instructional design principles, and instructional reviews that help students assess their learning comprehension and readiness for the exam. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

You're a proud owner of the bestselling smartphone in the world. Now learn how to make use of all of the Curve's features with this easy-to-read guide from two of the best BlackBerry trainers in the business. BlackBerry Curve Made Simple teaches you how to get the most out of your BlackBerry Curve 8500 and Curve 3G 9300 series smartphone. You'll explore all of the features and uncover time-saving techniques—from emailing and scheduling to GPS mapping and using apps—all through easy-to-read instructions and detailed visuals. Written by two successful BlackBerry trainers and authors, this is simply the most comprehensive and clear guidebook to the BlackBerry Curve smartphones available.

As the maker movement continues to grow and 3-D printers become more affordable, an expanding group of hobbyists is keen to explore this new technology. In the time-honored tradition of introducing new technologies, many libraries are considering purchasing a 3-D printer. Jason Griffey, an early enthusiast of 3-D printing, has researched the marketplace and seen several systems first hand at the Consumer Electronics Show. In this report he introduces readers to the 3-D printing marketplace, covering such topics as How fused deposition modeling (FDM) printing workBasic terminology such as build plate, spool, nozzle hot end, direct extruder, and Bowden extruderPlastics used, such as ABS, PLA, and othersDescriptions, price ranges, and filament specs for 3-D printers from MakerBot, Printbot, Solidoodle, and other manufacturersSuggested staff skills for performing basic maintenance tasksWhere to find both ready-to-use designs and the software for customizing, from beginning to advanced systems

When your database application isn't running fast enough, troubleshooting is usually your first move. Finding the slow part of an application is often easy, but discovering a solution can prove much more difficult. Troubleshooting Oracle Performance helps by providing a systematic approach to addressing the underlying causes of poor database application performance. Written for developers by an application developer who has learned by doing, this book shows you how to plan for performance as you would for any other application requirement.

Windows 8 has been described by Microsoft as its 'boldest' Windows release ever and the 8.1 update enhances the paradigm further. Beginning Windows 8.1 takes you through the new features

and helps you get more out of the familiar to reveal the fullest possibilities for this amazing new operating system. You will learn, with non-technical language used throughout, how to get up and running in the new Windows interface, minimize downtime, maximize productivity, and harness the features you never knew existed to take control of your computer and enjoy the peace of mind and excitement that comes with it. From tips and tweaks to easy-to-follow guides and detailed descriptions, this book takes you inside Windows 8.1 to discover the true power and flexibility that lies within, and guides you at your own pace through getting the very best from it.

The Internet made its way into everyday life as a tool people used occasionally to keep in touch with friends and gather information for personal or business needs. Now, thanks to high-speed connections, wireless access, and safe and powerful Web sites, the Internet has become the main means for handling personal finance, shopping for big-ticket items, and communicating with people around the world. It's to the point where many people can't get through the day without turning to the Internet to get things accomplished. The *Everyday Internet All-in-One Desk Reference For Dummies* is the complete resource for casual Internet users who are looking to make the jump to becoming experienced navigators of the wired world. Written by Internet guru Peter Weverka, this book walks readers through the basics of going online before heading into the realms of online bargain shopping, bill paying, personal finance, keeping up with hobbies, and even setting up an online business. * The material is broken into mini-books that make it easier to find an answer and keep moving along the online highway * This book clarifies all the mysteries of how to use the Internet to make everyday life simpler * Covers key Internet properties like eBay, Google, and Yahoo! as well as favorite tasks like playing games, tracing family roots, and keeping a diary online

There is hardly an aspect of internet music promotion, sale and distribution which does not have a legal dimension. Since the stakeholders in the process includes artists, their managers, music publishers, record companies, distribution companies and the consumer, the law relating to internet music distribution is extremely complex. Andrew Sparrow's *Music Distribution and the Internet* provides those connected to the music and media industries with a guide to the legal requirements they must meet, answering questions such as: ¶ How should you conclude contracts with consumers over the internet? ¶ What are the various legal terms and conditions that should govern the sale of physical product to online music buyers? ¶ How should a website user's personal information be handled? ¶ What limitations are there on the way this data may be used for ongoing marketing of an artist's work or the merchandise associated with it? ¶ What are the latest copyright laws in this area and how do they apply to the internet? The book provides practical advice on how to approach key relationships with the internet buying consumer and other online media providers. The law is explained in straightforward terms and applied throughout in a music business context. *Music Distribution and the Internet* is an essential reference for anyone seeking to exploit and protect their rights and those of their artists in the rapidly expanding, constantly evolving and fascinating arena that is new media.

This is the third edition of David Powers' highly-respected *PHP Solutions: Dynamic Web Design Made Easy*. This new edition has been updated by David to incorporate changes to PHP since the second edition and to offer the latest techniques—a classic guide modernized for 21st century PHP techniques, innovations, and best practices. You want to make your websites more dynamic by adding a feedback form, creating a private area where members

can upload images that are automatically resized, or perhaps storing all your content in a database. The problem is, you're not a programmer and the thought of writing code sends a chill up your spine. Or maybe you've dabbled a bit in PHP and MySQL, but you can't get past baby steps. If this describes you, then you've just found the right book. PHP and the MySQL database are deservedly the most popular combination for creating dynamic websites. They're free, easy to use, and provided by many web hosting companies in their standard packages. Unfortunately, most PHP books either expect you to be an expert already or force you to go through endless exercises of little practical value. In contrast, this book gives you real value right away through a series of practical examples that you can incorporate directly into your sites, optimizing performance and adding functionality such as file uploading, email feedback forms, image galleries, content management systems, and much more. Each solution is created with not only functionality in mind, but also visual design. But this book doesn't just provide a collection of ready-made scripts: each PHP Solution builds on what's gone before, teaching you the basics of PHP and database design quickly and painlessly. By the end of the book, you'll have the confidence to start writing your own scripts or—if you prefer to leave that task to others—to adapt existing scripts to your own requirements. Right from the start, you're shown how easy it is to protect your sites by adopting secure coding practices.

Learn how to deploy Chromebook computers in a classroom or lab situation and how to navigate the hardware and software choices you face. This book equips you with the skills and knowledge to plan and execute a deployment of Chromebook computers in the classroom. Teachers and IT administrators at schools will see how to set up the hardware and software swiftly on your own or with the help of your students. Step-by-step instructions and practical examples walk you through assessing the practicality of deploying Chromebooks in your school, planning the deployment, and executing it. You'll become an expert in using a Chromebook, developing plans to train your colleagues and students to use Chromebooks, and learn how to run lessons with Google Classroom. You'll learn to manage the computers and the network and troubleshoot any problems that arise. *Make Deploying Chromebooks in the Classroom* a part of your instructional library today. *What You'll Learn* Put an easily-manageable computer on each desk for students to learn Internet use and essential office software skills Image, configure, and plan a classroom deployment of Chromebook computers Manage your classroom Chromebook computers and keeping them up and running smoothly and efficiently *Who This Book Is For* Primary audience would be teachers and IT administrators at schools or colleges. It will also appeal to administrators at social clubs or organizations that provide less formal tuition or simply provide Internet access. Curious about Linux, the amazing alternative operating system? Not sure which of the zillion different variations is right for you, or how to find out? How wise you are to think of *Linux All-In-One Desk Reference For Dummies*! Because Linux offers so many options, this book helps you narrow them down by giving you five popular Linux distributions on a DVD—Debian GNU/Linux, Fedora, openSUSE Linux, Ubuntu, and Xandros. You get everything you need to test-drive all five, including the instructions to install and use any of them. But that's just the beginning! *Linux All-In-One Desk Reference For Dummies* includes eight individual minibooks, each devoted to a specific aspect of Linux: Linux Basics Linux Desktops Networking Internet Administration Security Internet Servers Programming You'll find out how to: Understand the Linux kernel Create a network and connect a Linux PC to the Internet Use Internet services including Web, Mail, News, FTP, NFS, and DNS. Set up a Windows server using Samba Use Perl, shell,

and C programming with Linux Manage system and network security and administration Work with the OpenOffice.org productivity tools and other applications that come with Linux So what are you waiting for? Linux All-In-One Desk Reference For Dummies is like having a guided tour of the wonderful world of Linux! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Covers the most popular PC applications and tools available today, fully revised to include Windows XP, Office "X," Works 7, and basic Internet, digital photography, and home networking Walks the reader through setting up a computer, navigating the Windows desktop, using e-mail, exploring the Internet, and much more Convenient minibook format makes it easy to find desired information quickly

Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. this book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available.

Plan how to build a better app, grow it into a business, and earn money from your hard work using Firebase. In this book, Laurence Moroney, Staff Developer Advocate at Google, takes you through each of the 15 Firebase technologies, showing you how to use them with concrete examples. You'll see how to build cross-platform apps with the three pillars of the Firebase platform: technologies to help you develop apps with a real-time database, remote configuration, cloud messaging, and more; grow your apps with user sharing, search integration, analytics, and more; and earn from your apps with in-app advertising. After reading The Definitive Guide to Firebase, you'll come away empowered to make the most of this technology that helps you build better cross-platform mobile apps using either native Android or JavaScript-based web apps and effectively deploy them in a cloud environment. What You'll Learn Use the real-time database for a codeless middleware that gives online and offline data for syncing across your users' devices Master Firebase Cloud Messaging, a technology that delivers to connected devices in less than 500ms Grow your app organically with technologies such App Indexing, App Invites, and Dynamic Links Understand problems when they arise with crash reporting Fix user problems without di-

rect access to users' devices Tie it all together with analytics that give you great intelligence about how users interact with your app Who This Book Is For Experienced Android, mobile app developers new to Firebase. This book is also for experienced web developers looking to build and deploy web apps for smartphones and tablets, too, who may be new or less experienced with mobile programming.

This IBM® Redbooks® publication provides system administrators and developers with the knowledge to configure a WebSphere® Application Server V7 runtime environment, to package and deploy applications, and to perform ongoing management of the WebSphere environment. As one in a series of IBM Redbooks publications and Redpapers™ publications for V7, the entire series is designed to give you in-depth information about key WebSphere Application Server features. In this book, we provide a detailed exploration of the WebSphere Application Server V7 runtime administration process. The book includes configuration and administration information for WebSphere Application Server V7 and WebSphere Application Server Network Deployment V7 on distributed platforms and WebSphere Application Server for z/OS® V7. The following publications are considered prerequisites to this book: - WebSphere Application Server V7.0: Technical Overview, REDP-4482 - WebSphere Application Server V7: Concepts, Planning and Design, SG24-7708

Describes how to get the most out of digital cameras, Photoshop Elements, iTunes, iMovies, and other digital equipment and functions using a Mac.

Create a variety of exciting sites for e-commerce, networking, video streaming, and more, using WordPress About This Book Build ten different types of website using WordPress Transfer your static site to WordPress and create sites to make money, build communities, and share your ideas The projects in the book will teach you how to use free themes and plugins without any prior coding experience Who This Book Is For WordPress Site Blueprints is suitable for new or experienced WordPress users. You don't need to be a PHP developer or have ever created a WordPress theme or plugin. Instead the book will help you use themes and plugins (all free) to create a wide range of sites. Familiarity with the WordPress interface will help you but you don't need to be able to write code. What You Will Learn Migrate your old static site into WordPress Create a network of sites for other people to work with each other Build a great store using the free WooCommerce plugin Create a video streaming site linked to YouTube Create a review site for products, services, or anything you'd like Create a jobs board so people can post jobs and apply for them Create websites that focus on networking such as a social media site, a communications center for your team, and a membership site to build a community Create a beautiful gallery site to showcase your photography In Detail WordPress is the world's most popular Content Management System (CMS) and you can use it to create any kind of site you or your clients need. Using free plugins and themes for WordPress, you can create a store, a social media site, a review site, a video site, a network of sites or a community site, and more. Wordpress makes your job of creating your own website simple and hassle-free! If you've started using WordPress to create a blog or simple website, you'll have had a taste of the opportunities offered by this massively popular CMS. This book will take you through the process of creating ten popular kinds of site using WordPress with free plugins and themes, each chapter covering various functionality of the web. After having learned how to migrate from your static site to Wordpress in the first chapter, you will then explore the world of social networking websites followed focusing on e-commerce. Without writing too much code, you'll be able to create a store, a

video streaming site, a team communications site, a jobs board, and more. This book is a one-stop solution to resolve all your worries about creating a website that will give the best experience to your users. Style and approach A project-based step-by-step guide to creating ten different types of popular website using WordPress. This book takes you through clear and logical steps, with screenshots and tips along the way to help you follow the guide and learn how to get more from WordPress.

This book provides the richest and most solid introduction to the exciting world of Flash applications, which are becoming increasingly popular as ways of presenting visually rich interfaces to useful data and services. Foundation Flash MX Applications supplies you with the knowledge, techniques, and skills that you need to help you plan, develop, and build Flash-based applications that you can deploy on the Web. In true Foundation series style, this book uses step-by-step exercises and a running case study to build skills that you can then apply to any Flash application you create. The emphasis in this book is on the generic skills and approaches that are essential in this field, rather than on shallow walk-throughs of trivial projects. You'll come away from this book with a deeper understanding of the issues (architectural, technical, process-related, design-oriented) that are key to developing successful Flash applications for the Web. This is the only book on the market that focuses on generic, transferable skills that are taught using a case study that'll really drive the learning home. If you want to really understand this subject, then this is the book for you. To get the most out of this book, we recommend that you already have a grasp of the Flash MX interface, as well as some ActionScript experience. Topics include: A full-length case study, creating a dynamic Flash message board application. Designing usable, scalable, and interactive Flash-based applications. Deploying XML for client/server communication. Using PHP as an intermediary between XML and back-end data storage. The MySQL database.

With many software guides serving as high-tech recipe books, teaching cookie-cutter habits with little relevance to complex, real-world projects, *EXPLORING ADOBE INDESIGN CS6* takes a different approach. Emphasizing on fundamental design principles, critical thinking skills, and practical applications to prepare you for professional success, this unique text features step-by-step tutorials, vibrant illustrations, and realistic exercises to engage your interest while helping you develop essential software skills. Each chapter builds on what you have learned, guiding you from exploring basic operations to creating complex documents with confidence and efficiency. In addition to mastering InDesign CS6—including standard functionality and features new to this release—the text prepares you to analyze new design projects, identify potential challenges, develop effective strategies, and apply industry-standard principles and practices to execute your plans successfully. The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Introduces the four essential programming languages required for creating dynamic Web sites, and explains how to install them on different operating systems, use CSS to create forms, code with jQuery, and administer a MySQL database.

The official "Ubuntu 10.10 Installation Guide" contains installation instructions for the Ubuntu 10.10 system (codename "Maverick Meerkat").

This is the third edition of this publication which contains the latest information on vaccines and vaccination procedures for all the

vaccine preventable infectious diseases that may occur in the UK or in travellers going outside of the UK, particularly those immunisations that comprise the routine immunisation programme for all children from birth to adolescence. It is divided into two sections: the first section covers principles, practices and procedures, including issues of consent, contraindications, storage, distribution and disposal of vaccines, surveillance and monitoring, and the Vaccine Damage Payment Scheme; the second section covers the range of different diseases and vaccines.

The fastest, easiest, most comprehensive way to learn digital video with Adobe Creative Cloud Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Digital Video with Adobe Creative Cloud Classroom in a Book contains 9 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training

SOLIDWORKS Simulation 2021: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers and designers interested in learning finite element analysis (FEA) using SOLIDWORKS Simulation. This textbook benefits new SOLIDWORKS Simulation users and is a great teaching aid in classroom training. It consists of 10 chapters, with a total of 394 pages covering various types of finite element analysis (FEA) such as Linear Static Analysis, Buckling Analysis, Fatigue Analysis, Frequency Analysis, Drop Test Analysis, and Non-linear Static Analysis. This textbook covers important concepts and methods used in finite element analysis (FEA) such as Preparing Geometry, Boundary Conditions (load and fixture), Element Types, Interactions, Connectors, Meshing, Mesh Controls, Mesh Check (Aspect Ratio check and Jacobian check), Adaptive Meshing (H-Adaptive and P-Adaptive), Iterative Methods (Newton-Raphson Scheme and Modified Newton-Raphson Scheme), Incremental Methods (Force, Displacement, or Arc Length), and so on. This textbook not only focuses on the usage of the tools of SOLIDWORKS Simulation but also on the fundamentals of Finite Element Analysis (FEA) through various real-world case studies. The case studies used in this textbook allow users to solve various real-world engineering problems by using SOLIDWORKS Simulation step-by-step. Also, the Hands-on test drives are given at the end of chapters that allow users to experience themselves the ease-of-use and immense capacities of SOLIDWORKS Simulation.

This report documents the initial step towards an electronically-delivered Programme for International Student Assessment (PISA) test pioneered by Denmark, Iceland and Korea.

The ultimate visual learner's guide to Windows 10 Teach Yourself VISUALLY Windows 10 Anniversary Update is the quick and easy way to get up and running with Windows 10 and Windows 10 Update. From setting up to shutting down and everything in between, this book guides you through everything you need to

know to start working with Windows 10. Learn how to customize Windows 10, pin an app to the Start menu, work with files and digital media, customize the interface, optimize performance, set up email, go online, and so much more. Two-page spreads, detailed instruction, and expert content walk you through more than 150 Windows tasks. Coverage includes the Windows 10 release, along with the newest features of the Windows 10 Anniversary Update. This is your visual guide to learning what you can do with Windows 10 and Windows 10 Anniversary Update. Find your way around Windows 10 with full-color screen shots Install programs, set up user accounts, play music and videos, and more Learn basic maintenance that keeps your system running smoothly Set up password protection and troubleshoot basic issues quickly

Ever visited a knockout Web site and wondered, "How did they do that?" Wonder no more. Odds are, they did it with Dreamweaver. Completely updated to give you the scoop on all the cool new tools in the latest version, Dreamweaver 8 For Dummies will have you designing dynamite Web sites in no time. In fact, by Chapter 2 you'll dive right into setting up your Web site, creating your first Web page, and adding text images and links. This guide starts with basic Web page design features and progresses to the more advanced options for DHTML and database-driven sites, with step-by-step instructions for every function plus lots of screen shots. It walks you through: A tour of the desktop, covering the toolbars, menu options, the Insert bar, the Document window, the Properties inspector, the Vertical Docking panels, and more Popular features such as sophisticated template capabilities and Library items Tracing images, the Quick Tag Editor, Design Notes, and the History palette Making the most of Dreamweaver's site management features, including a Testing Server, the Check IN-/Out feature, integrated e-mail, Design Notes, Site Map Layout and more Using HTML tables to create page layouts 14 different benefits of using Cascading Style Sheets (CSS) and how to capitalize on them Dreamweaver 8 For Dummies includes tips to save you time and money so you can create a Web site that makes a big impression without spending big bucks. Whether you're a beginner who wants to get started or an experienced pro who wants to enhance your skills...whether you want something simple like a site to promote a quaint bed & breakfast or something wild to catapult your rock band to the big time, Dreamweaver gives you the tools and this guide helps you make the most of them. When you're ready to tackle more complex sites, it covers: Using Fireworks with Dreamweaver to automate your workflow, optimize graphics for Web use, and create sophisticated animations, fancy rollovers, and special effects Showing off with multimedia: creating Flash buttons and text; adding Flash movie files; working with sound and video files; getting familiar with Java and ActiveX control Integrating forms into dynamic, interactive sites and creating shopping cart systems, guest books, contact forms, search engines, chat rooms, and more Building a simple database-driven site E-commerce basics With Dreamweaver, you don't have to be a techie to design and create a terrific Web site. So get this book and get started!

How would you like to build an Xbox game, use your Nintendo Wii-mote to create an electronic whiteboard, or build your own peer-to-peer application? Coding4Fun helps you tackle some cool software and hardware projects using a range of languages and free Microsoft software. Now you can code for fun with C#, VB, ASP.NET, WPF, XNA Game Studio, Popfly, as well as the Lua programming language. If you love to tinker, but don't have time to figure it all out, this book gives you clear, step-by-step instructions for building ten creative projects, including: Alien Attack: Create a 2D clone of Space Invaders with XNA for the PC, Xbox 360, and Zune LEGO Soldier: Create an action game using Popfly with a custom-built virtual LEGO character World of Warcraft RSS Feed

Reader: Use WoW's customizable interface to have feeds pop up while you're gaming InnerTube: Download YouTube videos automatically and convert them to a file format for off-line viewing PeerCast: Stream video files from any PC TwitterVote: Create custom online polls on Twitter WHSMail: Build a website with ASP.NET for Windows Home Server that lets you view the messages stored on a computer with Outlook "Wiimote" Controlled Car: Steer your remote-controlled car by tilting the Wii Remote controller left and right Wiimote Whiteboard: Create an interactive whiteboard using a Wii Remote Holiday Lights: Synchronize your holiday light display with music to create your own light show The perfect gift for any developer, Coding4Fun shows you how to use your programming skills in new and fun ways. "This book is amazing! The scope is so wonderfully broad that anyone who has an interest in designing games at any level should read this book." -- Alex Albrecht, Creator of DiggNation / Totally Rad Show / Project Lore

Completely updated for the newest release of Red Hat Linux, with nine stand-alone, task-oriented minibooks that enable readers to understand all aspects of the Red Hat Linux operating system Includes a new minibook on the OpenOffice.org Desktop Productivity Suite; a new chapter on wireless Ethernet local area networks (LANs); new material on USB devices; and enhanced information on accessing databases, working with graphics and images, and using Linux multimedia tools Written in the friendly, easy-to-understand For Dummies style, the book offers nearly 900 pages of coverage on basic to advanced Red Hat Linux topics, making it the perfect desktop reference to help readers find quick answers or learn how to perform a particular task Includes a DVD that contains all of the CD-ROMs that make up the full Fedora Core distribution, including the source code.

Organized into eight task-oriented minibooks, this comprehensive 816-page guide shows beginning-to-intermediate users how to get up and running with today's top five Linux distributions: Fedora Core, SUSE, Debian, Xandros, and Knoppix The companion DVD features the full installable versions of Fedora Core 3 and Knoppix and the ISO images (saving hours of downloading time) for the following distributions: SUSE live, Debian full version, and Xandros Open Circulation version. Features step-by-step installation instructions for each distribution The minibooks offer humorous, easy-to-understand coverage of Linux basics, desktops, networking, the Internet, administration, security, Internet servers, and programming Lets readers explore the most popular distributions for desktop and server use

Need answers quickly? Windows 8.1 on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Numbered Steps guide you through each task See Also points you to related information in the book Did You Know? alerts you to tips and techniques Illustrations with matching steps Tasks are presented on one or two pages Inside the Book Master the Windows 8.1 user experience Manage files and information with the Desktop and Windows apps Share files and media on a SkyDrive, HomeGroup, or network Browse the Web, search for information, and get instant updates Use Windows apps to get news, finance, sports, travel, weather, food, and health from Bing Use Windows apps to work with mail, instant messages, calls, contacts, photos, music, videos, and games Get more apps using the Windows Store Protect your device from Internet or network intruders Set multiple users and parent controls Customize, fine-tune, and administer Windows 8.1 Bonus Online Content Register your book at queondemand.com to gain access to: Workshops and related files Keyboard shortcuts Visit the author site: perspection.com

A recipe for having fun and getting things done with the Raspberry Pi. The Raspberry Pi makes it easy to learn about computers and computer programming, and Raspberry Pi For Dummies makes it even easier! Using this extremely affordable and compact computer, you can learn to code in languages like Scratch and Python, explore how electronics work, create computer-generated buildings in Minecraft and music in Sonic Pic, become Linux-savvy, make Internet-of-Things devices, or just play around! This book gets you up and running on your Raspberry Pi, starting with setting it up, downloading the operating system, and using the desktop environment. Then, the only limit is your imagination! It doesn't matter whether you have a Raspberry Pi 4, Raspberry Pi 400, Raspberry Pi Zero W or an older model: we've got you covered. Raspberry Pi For Dummies explores the latest technology—the Raspberry Pi 4 and 400, Scratch 3 programming language, new games bundled with the Raspberry Pi, and the hottest Add-Ons out there. This introductory guide is the perfect place to start if you want to get a taste of everything the Raspberry Pi can do! Set up your Raspberry Pi, install the operating system, and connect to the Internet. Learn the basics of the Linux desktop and Linux shell so you can program, work, and play. Use Python, Scratch, and Sonic Pi to write your first programs and make games and digital music. Discover how circuits work hand-in-hand with your Pi. If you want to make the most of the Raspberry Pi for school, work, or play, you'll love this easy-to-read reference.

Provides information on fixing a variety of annoyances found in Windows XP, covering such topics as the Windows interface, Windows Explorer, multimedia, email, security, networking, setup, and hardware.

Become an effective cyber forensics investigator and gain a collection of practical, efficient techniques to get the job done. Diving straight into a discussion of anti-forensic techniques, this book shows you the many ways to effectively detect them. Now that you know what you are looking for, you'll shift your focus to network forensics, where you cover the various tools available to make your network forensics process less complicated. Following this, you will work with cloud and mobile forensic techniques by considering the concept of forensics as a service (FaSS), giving you cutting-edge skills that will future-proof your career. Building on this, you will learn the process of breaking down malware attacks, web attacks, and email scams with case studies to give you a clearer view of the techniques to be followed. Another tricky technique is SSD forensics, so the author covers this in detail to give you the alternative analysis techniques you'll need. To keep you up to speed on contemporary forensics, Practical Cyber Forensics includes a chapter on Bitcoin forensics, where key cryptocurrency forensic techniques will be shared. Finally, you will see how to prepare accurate investigative reports. What You Will Learn: Carry out forensic investigation on Windows, Linux, and macOS systems. Detect and counter anti-forensic techniques. Deploy network, cloud, and mobile forensics. Investigate web and malware attacks. Write efficient investigative reports. Who This Book Is For: Intermediate infosec professionals looking for a practical approach to investigative cyber forensics techniques.

Visual learners will find clear, step-by-step screen shots that show how to tackle more than 150 tasks related to using a laptop. Each task-based spread includes easy, visual directions for such operations as comparing different laptop models, using the keyboard and touchpad, connecting to a wireless network, adding PC cards and input devices, securing an Internet connection, setting up a low-battery alarm, and more. Helpful sidebars offer practical tips and tricks, while full-color screen shots demonstrate each task. This essential reference organizes material into a set of nine

stand-alone, task-oriented minibooks that enable readers to understand all aspects of the Fedora OS, the latest release of the most popular Linux distribution. Each minibook covers a different aspect of Fedora, such as getting users started with Fedora, the various workstations and applications, OpenOffice.org, networking, system administration, security, running Internet servers on a Fedora system, and programming. More experienced readers can use this desktop reference to look up how to perform specific tasks, such as hooking up to the Internet, using a cable modem, or reading e-mail. Includes the full Fedora Core distribution with source code on DVD and all of the CD content that comes with Fedora, saving readers hours of download time.

Examining computer security from the hacker's perspective, Practical Hacking Techniques and Countermeasures employs virtual computers to illustrate how an attack is executed, including the script, compilation, and results. It provides detailed screen shots in each lab for the reader to follow along in a step-by-step process in order to duplicate an

SOLIDWORKS Simulation 2020: A Power Guide for Beginners and Intermediate Users textbook is designed for instructor-led courses as well as for self-paced learning. It is intended to help engineers and designers interested in learning finite element analysis (FEA) using SOLIDWORKS Simulation. This textbook benefits new SOLIDWORKS Simulation users and is a great teaching aid in classroom training. It consists of 10 chapters, a total of 390 pages covering various types of finite element analysis (FEA) such as Linear Static Analysis, Buckling Analysis, Fatigue Analysis, Frequency Analysis, Drop Test Analysis, and Non-linear Static Analysis. This textbook covers important concepts and methods used in finite element analysis (FEA) such as Preparing Geometry, Boundary Conditions (load and fixture), Element Types, Contacts, Connectors, Meshing, Mesh Controls, Mesh Check (Aspect Ratio check and Jacobian check), Adaptive Meshing (H-Adaptive and P-Adaptive), Iterative Methods (Newton-Raphson Scheme and Modified Newton-Raphson Scheme), Incremental Methods (Force, Displacement, or Arc Length), and so on. This textbook not only focuses on the usages of the tools of SOLIDWORKS Simulation but also on the fundamentals of finite element analysis (FEA) through various real-world Case Studies. The Case Studies used in this textbook allow users to solve various real-world engineering problems by using SOLIDWORKS Simulation step-by-step. Also, the Hands-on Test Drives are given at the end of chapters that allow users to experience themselves the ease-of-use and immense capacities of SOLIDWORKS Simulation. Every chapter begins with learning objectives related to the topics covered in that chapter. Moreover, every chapter ends with a summary which lists the topics learned in that chapter followed by questions to assess the knowledge. Table of Contents: Chapter 1. Introduction to FEA and SOLIDWORKS Simulation Chapter 2. Introduction to Analysis Tools and Static Analysis Chapter 3. Case Studies of Static Analysis Chapter 4. Contacts and Connectors Chapter 5. Adaptive Mesh Methods Chapter 6. Buckling Analysis Chapter 7. Fatigue Analysis Chapter 8. Frequency Analysis Chapter 9. Drop Test Analysis Chapter 10. Non-Linear Static Analysis Main Features of the Textbook Comprehensive coverage of tools Step-by-step real-world case studies Hands-on test drives to enhance the skills at the end of chapters Additional notes and tips Customized content for faculty (PowerPoint Presentations) Free learning resources for students and faculty Technical support for the book: info@cadartifex.com

If you are an ActionScript developer or designer and you would like to work with 3D in Flash, this book is for you. You will learn the core Flash 3D concepts, using the open source Away3D engine as a primary tool. Once you have mastered these skills, you

will be able to realize the possibilities that the available Flash 3D engines, languages, and technologies have to offer you with Flash and 3D. Describes 3D concepts in theory and their implementation using Away3D Dives right in to show readers how to quickly create an interactive, animated 3D scene, and builds on that experience throughout the book Each chapter contains a number of tutorials that focus on one specific feature or group of features Become a Linux sysadmin and expert user of Linux, even with no previous Linux experience and learn to manage complex systems with ease. Volume 1 of this three volume training course introduces operating systems in general and Linux in particular. It briefly explores the The Linux Philosophy for SysAdmins in preparation for the rest of the course. This book provides you with the tools necessary for mastering user management; installing, updating, and deleting software; and using command line tools to do performance tuning and basic problem determination. You'll begin by creating a virtual network and installing an instance of Fedora - a popular and powerful Linux distribution - on a VirtualBox VM that can be used for all of the experiments on an existing Windows or Linux computer. You'll then move on to the basics of using the Xfce GUI desktop and the many tools Linux provides for

working on the command line including virtual consoles, various terminal emulators, BASH, and other shells. Explore data streams and the Linux tools used to manipulate them, and learn about the Vim text editor, which is indispensable to advanced Linux users and system administrators, and be introduced to some other text editors. You'll also see how to install software updates and new software, learn additional terminal emulators, and some advanced shell skills. Examine the sequence of events that take place as the computer boots and Linux starts up, configure your shell to personalize it in ways that can seriously enhance your command line efficiency, and delve into all things file and filesystems. What You Will Learn Install Fedora Linux and basic configuration of the Xfce desktop Access the root user ID, and the care that must be taken when working as root Use Bash and other shells in the Linux virtual consoles and terminal emulators Create and modify system configuration files with Use the Vim text editor Explore administrative tools available to root that enable you to manage users, filesystems, processes, and basic network communications Configure the boot and startup sequences Who This Book Is For Anyone who wants to learn Linux as an advanced user and system administrator at the command line while using the GUI desktop to leverage productivity.