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ELAINA BOYER

Sams Teach Yourself Adobe Acrobat 5 in 24 Hours Sams Publishing

In just 24 sessions of one hour or less, you'll learn how to build flexible, easy-to-maintain, standards-based websites with Microsoft Expression Web 3. Using this book's straightforward, step-by-step approach, you'll master the entire process, from concept through delivery. You'll learn powerful ways to plan, design, construct, and even redesign websites that are simple to manage and easy to repurpose. Each lesson builds on what you've already learned, giving you a strong real-world foundation for success, no matter what kind of site you're building! Step-by-step instructions carefully walk you through the most common Expression Web 3 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them Learn how to... Build your first Expression Web 3 website in just five minutes Establish work processes for building standards-based sites faster, with far less work Write error-free code quickly and easily with Code view and IntelliSense Create hyperlinks that simplify navigation, perform actions, and send commands Understand, create, and modify CSS style sheets with unprecedented speed and accuracy Use Dynamic Web Templates to consistently format (or reformat) hundreds of pages Implement state-of-the-art interactivity with buttons, behaviors, and Cascading Style Sheets (CSS) Publish simple Silverlight applications and add multimedia content from Flash and other sources Build advanced drop-down and other CSS-based menus from scratch Learn how and when to use each of Expression Web's six publishing options Integrate web application code written in ASP.NET or PHP

Teach Yourself VISUALLY Salesforce.com John Wiley & Sons

Clear, step-by-step instruction guides you through OS X Mavericks If you want to get quickly up to speed on the newest (and now cat-free) OS X operating system, OS X Mavericks, this easy-to-follow book is just the ticket. Designed for visual learners, Teach Yourself VISUALLY OS X Mavericks uses rich, full-color screenshots and illustrations to show rather than tell you how to use Mavericks. You'll learn how to customize your Mac, enjoy digital media, connect common peripherals, and get the most out of the very latest enhancements, including iCloud, Maps, and Calendar. Shows you how to use and optimize the newest OS X operating system, Mavericks Uses step-by-step instruction to guide you through common tasks and cool features Features full-color screenshots or illustrations on almost every page Covers the latest features, technologies, and enhancements Surf's up and the water is fine, so jump into OS X Mavericks with Teach Yourself VISUALLY OS X Mavericks!

Sams Teach Yourself CGI in 24 Hours Independently Published

Software -- Programming Languages.

C++: A Beginner's Guide, 3rd Edition Sams Publishing

A structured tutorial presenting the C++ language in a series of short, easy-to-understand lessons.

Learn Python 3 the Hard Way Hayden

Practical C++ Programming thoroughly covers: C++ syntax · Coding standards and style · Creation and use of object classes · Templates · Debugging and optimization · Use of the C++ preprocessor · File input/output.

Practical C++ Programming Sams Publishing

Full-color figures and code appear as they do in Xcode 5. In just 24 sessions of one hour or less, you can master the Objective-C language and start using it to write powerful native applications for even the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment...make the most of Objective-C objects and messaging...work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git...and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. • Use Xcode 5 to write modern Objective-C software more quickly and efficiently • Master Objective-C's object-oriented features and techniques • Manage projects more efficiently with the Git source code repository • Write more dynamic code with Objective-C's powerful messaging architecture • Declare classes, instance variables, properties, methods, and actions • Work with mutable and immutable data types • Organize data with collections, including arrays, dictionaries, and sets • Painlessly manage memory with Automatic Reference Counting (ARC) • Expand and extend classes with protocols, delegates, categories, and extensions • Get started with Apple's powerful classes and frameworks • Create and work with code blocks • Manage queues and threading with Grand Central Dispatch

Automate the Boring Stuff with Python, 2nd Edition John Wiley & Sons

This book emphasizes using VC++ tools and wizards to generate code. Code examples are augmented with C++ language sidebars. Readers who need a refresher on the language or want to go further "under the hood" will have a context, while those who don't can easily skip that coverage. The revision includes more information throughout on Microsoft Foundation Classes (MFC).

Make It Stick Sams Publishing

Sams Teach Yourself Object Oriented Programming in 21 Days differs from other OOP books in two main ways. Many classic OOP books are designed for software engineers and teach at an academic level. *Sams Teach Yourself Object Oriented Programming in 21 Days* presents accessible, user-friendly lessons designed with the beginning programmer in mind. Other OOP books work to present both OOP and to teach a programming language (for example: Object-Oriented Programming in C++). Although *Sams Teach Yourself Object Oriented Programming in 21 Days* uses Java to present the examples, the book is designed to present concepts that apply to any OOP environment.

Learn C the Hard Way Harvard University Press

With its ever-expanding installed base, C continues to be one of the most popular programming languages on the market. The "Teach Yourself . . ." series continues to be one of the most popular ways to learn a programming language, and with the success of the previous editions of this book, this fourth edition is clearly headed for the bestseller list.

Teach Yourself Java for Macintosh in 21 Days Prentice Hall Professional

Learn how to how to use C# for Internet programming with the hands-on techniques and clear explanations. This book discusses some C# features that allow rapid development of solutions such as garbage collection, simplified type declarations, and scalability support. The book explains key concepts in a simple and practical manner. Web Forms and Web Controls usher in an elegant way to make dynamic Web pages. The book covers these topics with how-to code examples and projects. One of the newest developments in Internet programming is the use of XML and the SOAP communication protocol. .NET Web Services harness these two technologies, and is covered in later sections of the book.

Teach Yourself VISUALLY WordPress Sams Publishing

How do you approach teaching English in the contemporary classroom? What is expected of a would-be English teacher? The fourth edition of this best-selling text combines theory and practice to present an indispensable introduction to the opportunities and challenges of teaching English in the secondary classroom. It offers insight into the history, policies and definitions surrounding the subject, together with innovative and practical strategies which can be used for effective teaching and learning. Already a major text for many university teacher education courses, the new edition reflects the extent and impact of current reforms whilst retaining its focus on what is of enduring value for English teaching. With an emphasis on developing your own values and on stimulating approaches that underpin English teaching, it will help you navigate your way through changing curriculum requirements, assessment practice and the demands of professional development. Key topics explored include: Reading, writing and speaking and listening Teaching language and grammar Drama in English teaching Poetry Working with digital technologies Post-16 English language and literature Developing as a critically reflective practitioner. Written particularly with the new and student teacher in mind, Learning to Teach English in the Secondary School aims to equip readers with the tools to make critically informed judgements about how to teach, develop principled practice and most importantly, be mindful of pupils and their experience of English in the secondary classroom.

Work Smarter with Speed Reading. Tina Konstant John Wiley & Sons

Get your blog up and running with the latest version of WordPress WordPress is one of the most popular, easy-to-use blogging platforms and allows you to create a dynamic and engaging blog, even if you have no programming skills or experience. Ideal for the visual learner, Teach Yourself VISUALLY WordPress, Second Edition introduces you to the exciting possibilities of the newest version of WordPress and helps you get started, step by step, with creating and setting up a WordPress site. Author and experienced WordPress user Janet Majure shares advice, insight, and best practices for taking full advantage of all that WordPress has to offer. Presents completely updated coverage of new mobile blogging solutions Shares advice on customizing sites through use of plug-ins and themes and custom site editing Details more advanced procedures for self-hosted bloggers, including buying a domain, getting a web host, and installing WordPress Demonstrates key points with examples from the author's own WordPress blogs Teach Yourself VISUALLY WordPress, Second Edition clears the air around any blog fog you may find yourself in and gets you started with creating your own dynamic WordPress blog today!

HTML, CSS, and JavaScript All in One Osborne Publishing

An ideal way for visual learners to get up to speed with salesforce.com Salesforce.com is the global leader in on-demand customer relationship management (CRM) and helps companies all over the world manage their sales, marketing, and customer service and support operations. Packed with full-color screen shots and numbered, step-by-step instructions, this guide shows you everything you need to know to get the most out of Salesforce.com. You'll discover how to organize contacts, log activities with contacts, schedule business appointments, use forecasting tools to predict upcoming sales, make accurate projections based on past performance, and more. Explains the latest and most helpful features of the world's most popular customer relationship management (CRM) software - Salesforce.com Covers the latest enhancements to Salesforce.com and explains how to choose the right edition of Salesforce.com to suit your business needs Walks you through personalizing your system, managing accounts and activities, developing contacts, tracking products, and more Teach Yourself VISUALLY Salesforce.com is the book visual learners need to get the most from this go-to solution for CRM needs!

Sams Teach Yourself C++ in One Hour a Day Addison-Wesley Professional

Are You Ready To Learn C Programming Easily? This book is also designed for software programmers who want to learn the C programming language from scratch. It provides you with an adequate understanding of the programming language. From there, you can bring yourself towards a higher level of expertise. While you are not really required to have any previous experience with computer programming, you still need to have a basic understanding of the terms commonly used in programming and computers. You see, the C language is one of the most recommended computer programming languages for beginners. After all, it is a predecessor to many of the modern programming languages used today, such as Java and Python. In other words, before you can effectively learn these languages, you have to have a clear understanding of the C language first. Through this book, you will learn how to write your first programs and see how they work in real time. You have to keep in mind that it is perfectly okay to make mistakes every now and then. It is through these mistakes that you learn. So, when you encounter an error on your program, you just have to study the part where you went wrong and redo it. When you run the programs in the C language, you will be notified in case you made a mistake. You will see the error and know which line you have to modify. This book features Frequently Asked Questions (FAQ) sections that are written with beginners like you in mind. The author understands that beginners may have certain questions with regard to the elements of C that are not often discussed in books. This book also teaches you how you can write the shortest programs possible, without negatively affecting your output. As a programmer, you want to make the most of your available time and space while still being efficient. You will also learn how to organise your codes and include remarks via comments so that you and your readers will not get confused. Here Is What You'll Learn After Downloading This C Programming Book: ✓ Introduction ✓ Chapter 1: Introduction to C ✓ Chapter 2: Getting Started ✓ Chapter 3: Flow of Control ✓ Chapter 4: Arrays ✓ Chapter 5: Pointers ✓ Frequently Asked Questions (FAQ) ✓ and much more What Are You Waiting For? Start Coding C Programming Right Now!

Teach Yourself C Sams Publishing

This edition expands coverage of the C library, updates the Windows programming overview to Windows 95, and adds material pointing towards C++. Schildt also adds some defensive coding to the examples so they will compile as both C and C++ programs

UGC NET Practice Set PDF | Get to Download PDF Here, Click Now! Pearson Education Essential C++ skills made easy! Written by top-selling programming author Herb Schildt, C++: A Beginner's Guide, Third Edition is fully updated to cover the new features in C++. The book includes two new chapters and integrates a significant portion of new material into existing chapters. This hands-on, self-paced guide offers full coverage of C++, the premier language of high-performance systems software development. You'll learn about concepts, multithreading, regular expressions, lambda expressions, new keywords, upgrades to the for loop, and much more. Get started programming with C++ right away and get up to speed on all of the new features. Ready-to-use code is available for download. Designed for Easy Learning: Key Skills & Concepts—Chapter-opening lists of specific skills covered in the chapter Ask the Expert—Q&A sections filled with bonus information and helpful tips Try This—Hands-on exercises that show you how to apply your skills Notes—Extra information related to the topic being covered Tips—Helpful reminders or alternate ways of doing things Cautions—Errors and pitfalls to avoid Annotated Syntax—Example code with commentary that describes the programming techniques being illustrated

Teach Yourself VISUALLY OS X Mavericks Routledge

Acclaimed C programming expert Herbert Schildt offers a brand-new edition of his wildly successful bestseller. Here's everything you need to know to program in C, and best of all, you learn at your own pace, on your own time, without setting foot in a classroom. Contains numerous exercises and confidence-building skill checks.

Sams Teach Yourself Beginning Programming in 24 Hours McGraw-Hill Osborne Media

Master Windows 10 by reading only one book Teach Yourself Visually Windows 10, 3rd Edition brings together all of the necessary resources to make you an expert in the use of the latest version of Windows. Using highly visual techniques to maximize learner retention and memory, Teach Yourself Visually Windows 10 will have you breezing through the most popular operating system in the world in no time. The book includes hundreds of step-by-step and illustrated sets of instructions to teach you both the basics and the complexities of Windows 10 operation. Lessons include: · Installing and repairing applications · System maintenance · Setting up password-protection · Downloading photos · Managing media files · And more Teach Yourself Visually Windows 10 combines the best of visual learning techniques with comprehensive source material about the interface and substance of

Windows 10 to leave you with encyclopedic knowledge of the operating system. Perfect for beginners and intermediate users alike, this book will turn your Windows-using experience from a slow slog into a lightning-fast masterclass of efficiency.

Sams Teach Yourself C# Web Programming in 21 Days Testbook.com

This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

Learning to Teach English in the Secondary School John Wiley & Sons

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. *Sams Teach Yourself Adobe® AIR™ Programming in 24 Hours* Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an Advanced CFMX Developer, he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale. He is the coauthor of *Adobe AIR Programming Unleashed* (Sams Publishing) and has written articles for the *ColdFusion Developer's Journal* and the *Flex Developer's Journal*. He also wrote a digital Short Cut titled *Apollo in Flight* for Sams Publishing. Michael blogs regularly at www.flexination.info. Category: Programming/Application Development Covers: Adobe AIR User Level: Beginning-Intermediate