

# **Unraveling Html5 Css3 And Javascript The Ultimate Beginners Guide With Over 150 Samples Unraveling Series**

Learn how LightSwitch can accelerate and simplify application development As Microsoft's newest offering for simplifying application development, LightSwitch opens the development door to creating applications without writing code. This introductory, full-color book shows you how to quickly create, modify, and distribute information for your business with LightSwitch. Packed with simple example programs, this beginner-level resource guides you through a complete small business application using LightSwitch to demonstrate the capabilities of this exciting new tool. You'll explore the most common application development issues that developers encounter on a daily basis and learn how LightSwitch makes them easier to handle with solutions that streamline application development without requiring code. Gets you started with Visual Studio LightSwitch, Microsoft's newest offering for simplifying application development Shows you how to prepare a LightSwitch application and looks at the technologies behind a LightSwitch application Addresses working with simple

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data screens, working with master-detail data screens, and using exciting SQL server data Looks at deploying applications, using SharePoint 2010 lists, and extending Visual Studio LightSwitch If you're ready to simplify the application development process without writing a piece of code, then this is the book for you!

This volume brings together all the successful peer-reviewed papers submitted for the proceedings of the 43rd conference on Computer Applications and Quantitative Methods in Archaeology that took place in Siena (Italy) from March 31st to April 2nd 2015.

Complete coverage of all key .NET 4 and Visual Studio 2010 languages and technologies .NET 4 is Microsoft's latest version of their core programming platform, and Visual Studio 2010 is the toolset that helps write .NET 4 applications. This comprehensive resource offers one-stop shopping for all you need to know to get productive with .NET 4. Experienced author and .NET guru Mitchel Sellers reviews all the important new features of .NET 4, including .NET charting and ASP.NET charting, ASP.NET dynamic data and jQuery, and the addition of F# as a supported package language. The expansive coverage is divided into six distinctive parts for easy navigation, and addresses: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new

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F# language. A practical approach and complete examples round out this much-needed reference. Focuses on the new and important features of the latest version Microsoft's core programming platform-.NET 4-as well as Visual Studio 2010, which allows you to write .NET 4 applications Provides comprehensive coverage divided into six parts: Visual Studio 2010, .NET 4, ASP.NET, the C# language, the VB.NET language, and the new F# language Discusses Visual Studio snippets and templates, .NET charting components, the .NET framework and WPF, LINQ, and the Entity framework Explores various aspects of Visual Basic 2010, such as multi-line lambdas, auto-implemented properties, nullable optional parameters, and more This investigative look at .NET 4 and Visual Studio 2010 will help you identify and isolate key elements that can benefit you immediately.

Provides information on the elements on HTML, offers code examples, and describes how to build accessible markup.

A new edition of a bestseller covers the latest advances in web development! HTML5 and CSS3 are essential tools for creating dynamic websites and boast updates and enhanced features that can make your websites even more effective and unique. This friendly, all-in-one guide covers everything you need to know about each of these technologies and their latest versions so that you can use

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them together. Building on the bestselling formats of the first two editions, this new edition teaches you the fundamentals of HTML5 and CSS3, and then presents ways for using them with JavaScript, MySQL, and Ajax to create websites that work. Covers using JavaScript, PHP, MySQL, and Ajax in the context of programming dynamic web pages with CSS3 and HTML5 Includes self-contained minibooks that review HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Examines new web development advancements including new technologies and changes to the standards Features a website that contains supporting materials including code and several valuable programs that are useful for web development HTML5 and CSS3 All-in-One For Dummies, 3rd Edition serves as the perfect reference for both web development beginners and seasoned professionals looking to learn more about how to get the most out of the powerful combination of HTML5 and CSS3.

Focuses on using HTML5 to begin building Windows 8 and web apps.

Welcome to the battlefield. Every day, companies ranging from startups to enterprises fight to achieve high search rankings, knowing that previous success can quickly vanish. With this practical guide, you'll learn how to put search engine optimization (SEO) methodology into practice, including the research,

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data analysis, and constant experimentation required to build an SEO program specific to your organization that can help you improve search results. Running a successful SEO program requires a team with a mix of skills, including marketing, analytics, website development, and automation. Author Anne Ahola Ward walks marketers and developers through SEO essentials and provides real-world case studies of successful and not-so-successful SEO programs. You'll quickly understand why this is both an exciting and critical time to adopt SEO in your organization. Perform keyword goals and research, and spot search trends Understand the motivation and creativity of the SEO mindset Run a campaign to generate traffic and measure the results Use mobile and platform-agnostic strategies for search growth Demonstrate the value of your search marketing efforts Include web development in your SEO program—everything from quick updates to UX/UI strategy Learn the sweetest way to run and report on an search program

Build your next game on a bigger scale with Pro HTML5 Games. This essential book teaches you to master advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games. Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game

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based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. This new and fully updated second edition now includes chapters on mobile game development and an essential game developer's toolkit. Understand how to develop complex, bolder games and become an HTML5 games pro using Pro HTML5 Games today. What You'll Learn Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API

Special Features: · Learn the fundamentals of HTML· Work with control flow statements· Organize text in HTML· Work with text, links, URLs , and tables in HTML· Use images, colors, and canvas· Create forms in Web pages· Use interactive and multimedia elements· Explore functions, events, image maps, and animations in JavaScript· Explore language and browser objects in JavaScript· Explore the document object and Document Object Model (DOM)· Explore validations, errors, and exception handling in JavaScript· Explore backgrounds and color gradients in CSS· Explore fonts and text styles in CSS· Create boxes and columns using

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CSS· Explore list styles and table layouts in CSS· Explore pseudo-classes and pseudo-elements· Create effects and frames in CSS· Explore XML, XSLT, XPath, XLink, and Xpointer· Explore the fundamentals of AJAX· Implement various AJAX frameworks· Work with ASP.NET· Integrate PHP and AJAX· Consume Web services using AJAX· Work with jQuery About The Book: HTML5 Black Book is the one-time reference book, written from the Web professional's point of view, containing hundreds of examples and covering nearly every aspect of HTML5. It will help you to master various Web technologies, other than HTML5, including CSS3, JavaScript, XML, and AJAX. If you are a Web designer or developer, then this book is your introduction to new features and elements of HTML5, including audio and video media elements, the canvas element for drawing, and many others. In this book, you will learn how to use HTML5 and other Web technologies in the latest versions of modern browsers to develop Web applications.

Learn PHP, the programming language used to build sites like Facebook, Wikipedia and WordPress, then discover how these sites store information in a database (MySQL) and use the database to create the web pages. This full-color book is packed with inspiring code examples, infographics and photography that not only teach you the PHP language and how to work with databases, but also show you how to build new applications from scratch. It demonstrates practical techniques that you will recognize from popular sites where visitors can: Register as a member and log in Create articles, posts and profiles that are saved in a database Upload their own images and files Automatically receive email notifications Like and comment on posts. To show you how to apply the skills you learn, you will build a complete content management system, enhanced with features that are commonly seen on social

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networks. Written by best-selling HTML & CSS and JavaScript & jQuery author Jon Ducket, this book uses a unique visual approach, with step-by-step instructions, practical code examples and pro tips that will teach you how to build modern database-driven websites using PHP.

Pro HTML5 and CSS3 Design Patterns is a reference book and a cookbook on how to style web pages using CSS3 and HTML5. It contains 350 ready-to-use patterns (CSS3 and HTML5 code snippets) that you can copy and paste into your code. Each pattern can be combined with other patterns to create an unlimited number of solutions, and each pattern works reliably in all major browsers without the need for browser hacks. The book is completely up-to-date with code, best practices, and browser compatibilities for HTML5 and CSS3—enabling you to dive in and make use of these new technologies in production environments. Pro HTML5 and CSS3 Design Patterns is so much more than just a cookbook, though! It systematically covers every usable feature of CSS3 and combines these features with HTML5 to create reusable patterns. Each pattern has an intuitive name to make it easy to find, remember, and refer to.

Accessibility and best practices are carefully engineered into each design pattern, example, and source code. The book's layout, with a pattern's example on the left page and its explanation on the right, makes it easy to find a pattern and study it without having to flip between pages. The book is also readable from cover to cover, with topics building carefully upon previous topics. Pro HTML5 and CSS3 Design Patterns book unleashes your productivity and creativity in web design and development. Instead of hacking your way toward a solution, you'll learn how to predictably create successful designs every time by reusing and combining modular design patterns.

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A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

Over his distinguished career Warren Bennis has shown that leaders are made, not born. In Learning to Lead, written in partnership with management development expert Joan Goldsmith, Bennis provides a program that will help managers transform themselves into leaders. Using wise insights from the world's best leaders, helpful self-assessments, and dozens of one-day skill-building exercises, Bennis and Goldsmith show in Learning to Lead how to see beyond leadership myths and communicate vision to others. With updates

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throughout, Learning to Lead is both a workbook and a deeply considered treatise on the nature of leadership by two of its finest and most experienced practitioners - and teachers. Master HTML and CSS fundamentals to create beautiful websites. The best book on the market for modern web design fundamentals! Every one of the over 4 billion webpages online today use HTML markup language to display its content. HTML is everywhere. Experienced developers know that a mastery of HTML and CSS fundamentals is not only an essential web design skill, but also the solid foundation of a robust coding skillset. In HTML & CSS QuickStart Guide author, instructor, and 10+ year Fortune 500 tech company veteran David DuRocher breaks down HTML5 and CSS3 fundamentals manageable, practical, and engaging segments designed for first-time developers. David's unique and engaging approach to teaching HTML and CSS principles means that readers are ready to start designing from the very first chapter without enduring an avalanche of boring jargon or dry technobabble. Use the enclosed bonus digital asset access to go beyond the book with your own hands-on project, GitHub code repository, online tools, resources, and more! No matter whether you are a student, jobseeker looking to improve your resume, freelancer, designer, experienced developer, or just someone who wants to create their own website from scratch, everything you need to know is right here in this book! Truly anyone, at any stage of their lives, can learn to code. HTML and CSS are the perfect starting point on that journey—easy to learn, easy to implement, HTML & CSS open the door to a world of coding possibilities. HTML & CSS QuickStart Guide Is Perfect For: - Full stack developers looking to brush up on their front-end development skills - Jobseekers looking to increase the value of their resume - Artists, bloggers, and digital entrepreneurs who want to customize their web presence - WordPress, Shopify, and Squarespace users who want to

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tweak templates and make them their own - Anyone who wants to create attractive, responsive, and modern websites with no prior experience needed HTML & CSS QuickStart Guide Covers: - HTML and CSS for Beginners – all of the core HTML and CSS fundamentals you need to know in one place - HTML tags, CSS elements, CSS styling, and exactly how to fit the pieces together - Futureproofing – how to design sites that look great on any browser, any device - How to save time using best practices to produce clean and tidy code - Formatting, sizing, fonts, images, multimedia, forms, sprites, and gradients – all of the tools you need to make your website 100% your own! HTML and CSS QuickStart Guide Will Teach You: - Modern Web Design Fundamentals – How to use the powerful combination of HTML5 and CSS3 to build functional and responsive web pages - Site Structure and Responsive Design Principles – How to format HTML and CSS markup to produce attractive web sites and web pages that look great on any browser and any device. - Breathing Life Into Your Projects – How to incorporate forms, multimedia elements, special characters and more into your web projects - Correct Markup Best Practices – How to efficiently use CSS and HTML together to produce clean, professional HTML documents using industry-standard tools such as GitHub - HTML and CSS for Beginners – HTML and CSS elements, formatting, padding, gradients, menus, testing, debugging, keeping your site's code up to date and more—all supported with abundant visual examples and a practical hands-on project! \*LIFETIME ACCESS TO FREE HTML AND CSS DIGITAL ASSETS\* - A complete hands-on project using an industry-standard GitHub code repository along with a complete online HTML, CSS, and web design resource library, web development cheat sheets, and more!

A series of cogently written articles by 49 industry experts, this collection fills the void on Power

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Distribution Network (PDN) design procedures, and addresses such related topics as DC–DC converters, selection of bypass capacitors, DDR2 memory systems, powering of FPGAs, and synthesis of impedance profiles. Through these contributions from such leading companies as Sun Microsystems, Sanyo, IBM, Hewlett-Packard, Intel, and Rambus, readers will come to understand why books on power integrity are only now becoming available to the public and can relate these topics to current industry trends.

Use this ASP.NET Core API tutorial and straightforward step-by-step guide to build, test, and deploy an ASP.NET Core API to Azure. It will help you code confidently and efficiently, and provides just what you need for context. The book starts with detailing how to set up your development environment, and then introduces a variety of tools and technologies to build, test, and deploy your API. It covers tools such as .NET Core SDK, (Version 3.1), Visual Studio Code, Git, xUnit, Docker, PostgreSQL, Postman, Azure DevOps, Azure, AutoMapper, and many more. Practical guidance is provided so you can achieve a tangible and valuable outcome, and you also are given a dose of theory on REST (Representational State Transfer), JSON, (JavaScript Object Notation), DTOs (Data Transfer Objects), and the MVC (Model View Controller) architectural pattern. What You Will Learn Build an ASP.NET Core API using C#, test it, and deploy it to Azure Understand concepts on Entity Framework Core Gain hard-earned secrets, shortcuts, and gotchas throughout the “build along” Get comfortable with ASP NET Core Environments Be introduced to unit testing, CI/CD pipelines, bearer authentication, and JSON Web Tokens (JWT) Who This Book Is For Developers using the Microsoft stack. Some basic understanding of .NET Core is assumed.

HTML5 opens up a plethora of new avenues for application and game development on

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the web. Games can now be created and interacted with directly within HTML, with no need for users to download extra plugins, or for developers to learn new languages. Important new features such as the Canvas tag enable drawing directly onto the web page. The Audio tag allows sounds to be triggered and played from within your HTML code, the WebSockets API facilitates real-time communication, and the local storage API enables data such as high scores or game preferences to be kept on a user's computer for retrieval next time they play. All of these features and many more are covered within The Essential Guide to HTML5. The book begins at an introductory level, teaching the essentials of HTML5 and JavaScript through game development. Each chapter features a familiar game type as its core example, such as hangman, rock-paper-scissors, or dice games, and uses these simple constructs to build a solid skillset of the key HTML5 concepts and features. By working through these hands on examples, you will gain a deep, practical knowledge of HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and motivated with easy-to-grasp, appealing examples Code is explained in detail after general explanations Reader is guided into how to make the examples 'their own' Harness the latest capabilities of HTML5 and CSS to create a single UI that works flawlessly on mobile phones, tablets, and desktops — plus everything in-between Key Features Understand what responsive web design is and its significance for modern web development Explore the latest developments in responsive web design including

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variable fonts, CSS Scroll Snap, and more Get to grips with the uses and benefits of the new CSS Grid layout Book Description Responsive Web Design with HTML5 and CSS, Third Edition is a renewed and extended version of one of the most comprehensive and bestselling books on the latest HTML5 and CSS tools and techniques for responsive web design. Written in the author's signature friendly and informal style, this edition covers all the newest developments and improvements in responsive web design including better user accessibility, variable fonts and font loading, CSS Scroll Snap, and much, much more. With a new chapter dedicated to CSS Grid, you will understand how it differs from the Flexbox layout mechanism and when you should use one over the other. Furthermore, you will acquire practical knowledge of SVG, writing accessible HTML markup, creating stunning aesthetics and effects with CSS, applying transitions, transformations, and animations, integrating media queries, and more. The book concludes by exploring some exclusive tips and approaches for front-end development from the author. By the end of this book, you will not only have a comprehensive understanding of responsive web design and what is possible with the latest HTML5 and CSS, but also the knowledge of how to best implement each technique. What you will learn Integrate CSS media queries into your designs; apply different styles to different devices Load different sets of images depending upon screen size or resolution Leverage the speed, semantics, and clean markup of accessible HTML patterns Implement SVGs into your designs to provide resolution-independent images

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Apply the latest features of CSS like custom properties, variable fonts, and CSS Grid  
Add validation and interface elements like date and color pickers to HTML forms  
Understand the multitude of ways to enhance interface elements with filters, shadows, animations, and more  
Who this book is for  
Are you a full-stack developer who needs to gem up on his front-end skills? Perhaps you work on the front-end and you need a definitive overview of all modern HTML and CSS has to offer? Maybe you have done a little website building but you need a deep understanding of responsive web designs and how to achieve them? This is a book for you! All you need to take advantage of this book is a working understanding of HTML and CSS. No JavaScript knowledge is needed.

This book teaches you the basic web UI technologies including HTML, CSS, and JavaScript. Instead of just giving only an overview of them, or being a reference material, this book explains how these technologies work together, and lets you get acquainted with all the fundamentals, so that you'll be able to create your own web pages with HTML5 markup, CSS3-based design, and interactions built with and JavaScript.

Contents At a Glance:

- Chapter 1: A Short Tour of HTML, CSS, and JavaScript
- Chapter 2: Getting to Know HTML5
- Chapter 3: Achieving Richer User Experience with HTML
- Chapter 4: Forms and Controls
- Chapter 5: A Few More Things about HTML
- Chapter 6: Exploring the Document Object Model
- Chapter 7: Getting to Know JavaScript
- Chapter 8: Advanced JavaScript Programming
- Chapter 9: Getting to

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### Know Cascading Style Sheets Chapter 10: Basic Style Patterns

Anyone familiar with Zynga's Farmville understands how fun and addictive real-time social games can be. This hands-on guide shows you how to design and build one of these games from start to finish, with nothing but open source tools. You'll learn how to render graphics, animate with sprites, add sound, validate scores to prevent cheating, and more, using detailed examples and code samples. By the end of the book, you'll complete a project called Tourist Resort that combines all of the techniques you've learned. You'll also learn how to integrate your game with Facebook. If you're familiar with JavaScript, HTML5, and CSS3, you're ready to get started. Use HTML5's canvas element to build smooth animations with sprites Create an isometric grid pattern for high-performance graphics Design a GUI that works equally well on mobile devices and PCs Add sound to your game with HTML5's audio element Implement the game's path-finding function with WebWorkers Build a client data model on the server with PHP and MySQL Make your game come alive with dynamic CSS3 objects

Design robust, powerful, and above all, modern websites across all manner of devices with ease using HTML5 and CSS3 About This Book Use Responsive Grid System, Bootstrap, and Foundation frameworks for responsive web design Learn how to use the latest features of CSS including custom fonts, nth-child selectors (and some CSS4 selectors), CSS custom properties (variables), and CSS calc Make a mobile website using jQuery mobile and mobile-first design Who This Book Is For This course is for

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web developers who are familiar with HTML and CSS but want to understand the essentials of responsive web design. It is for those developers who are willing to seek innovative techniques that deliver fast, intuitive interfacing with the latest mobile Internet devices. What You Will Learn Build a semantic website structure with HTML5 elements Use Bower to organize website dependencies Make responsive media that is optimized for the specific device on which it's displayed, allowing images, videos, and other elements be fully appreciated Make typography that's fluidly responsive, so it's easy to read on all devices—no more hard-to-see text on a tiny mobile screen Get to know techniques for server-side and client-side media deployment, providing platforms that are scaled for any device that requests them In Detail Responsive web design is an explosive area of growth in modern web development due to the huge volume of different device sizes and resolutions that are now commercially available. The Internet is going mobile. Desktop-only websites just aren't good enough anymore. With mobile internet usage still rising and tablets changing internet consumption habits, you need to know how to build websites that will just “work,” regardless of the devices used to access them. This Learning Path course explains all the key approaches necessary to create and maintain a modern responsive design using HTML5 and CSS3. Our first module is a step-by-step introduction to ease you into the responsive world, where you will learn to build engaging websites. With coverage of Responsive Grid System, Bootstrap, and Foundation, you will discover three of the most robust frameworks in

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responsive web design. Next, you'll learn to create a cool blog page, a beautiful portfolio site, and a crisp professional business site and make them all totally responsive. Packed with examples and a thorough explanation of modern techniques and syntax, the second module provides a comprehensive resource for all things “responsive.” You'll explore the most up-to-date techniques and tools needed to build great responsive designs, ensuring that your projects won't just be built “right” for today, but in the future too. The last and the final module is your guide to obtaining full access to next generation devices and browser technology. Create responsive applications that make snappy connections for mobile browsers and give your website the latest design and development advantages to reach mobile devices. At the end of this course, you will learn to get and use all the tools you need to build and test your responsive web project performance and take your website to the next level. 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: Responsive Web Design by Example: Beginner's Guide - Second Edition by Thoriq Firdaus Responsive Web Design with HTML5 and CSS3 - Second Edition by Ben Frain HTML5 and CSS3 Responsive Web Design Cookbook by Benjamin LaGrone Style and approach This Learning Path course provides a simplistic and easy way to build powerful, engaging, responsive, and future proof websites across devices using HTML5 and CSS3 to meet the demands of the modern web user.

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A simple, straightforward guide to the fundamentals of technical analysis For active traders and investors who don't understand the complicated art of technical analysis, this commonsense resource covers all the bases. Explaining the basic principles of analysis and showing how to implement them, Technical Analysis For Dummies dumps the confusing jargon and unreadable charts for basic explanations and practical guidance. In no time at all, readers will see how to make better trading decisions. Barbara Rockefeller (Stamford, CT) is one of the foremost authorities on technical analysis and founder of Rockefeller Treasury Services.

Explains how to build complex scripting functionality with minimal coding, providing coverage of functions ranging from incorporating Ajax apps and overcoming the limits of HTML and CSS to building plug-ins and using animation. Original.

Beginning Backbone.js is your step-by-step guide to learning and using the Backbone.js library in your web projects. Backbone.js is one of the most popular JavaScript libraries among web developers, used to create modular, single-page web apps. This book takes you from downloading Backbone.js and its dependencies all the way to using more advanced libraries to structure your application architecture, and everything in between. With a real-world, practical approach, you will learn how you can integrate Backbone.js into the center of your JavaScript stack, and create scalable applications. James Sugrue shows you how to implement all aspects of templating, work efficiently with RequireJS, and fully understand Grunt and all its plug-ins. Armed

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with this knowledge you'll be able to architect a continuous integration system that is key to real-world applications. With the explosion of JavaScript-based applications on the web, the need for more structured approaches to code management is more important than ever. Backbone.js helps create applications that separate models from views, enabling developers to avoid spaghetti code. Beginning Backbone.js will gently guide you into this amazingly powerful library, and help you ramp up to building professional applications. Integrate Backbone.js into your work today with this indispensable book.

C++/CLI in Action is a practical guide that will help you breathe new life into your legacy C++ programs. The book begins with a concise C++/CLI tutorial. It then quickly moves to the key themes of native/managed code interop and mixed-mode programming. You'll learn to take advantage of GUI frameworks like Windows Forms and WPF while keeping your native C++ business logic. The book also covers methods for accessing C# or VB.NET components and libraries.

One of the most successful methodology that arose from the worldwide diffusion of Fuzzy Logic is Fuzzy Control. After the first attempts dated in the seventies, this methodology has been widely exploited for controlling many industrial components and systems. At the same time, and very independently from Fuzzy Logic or Fuzzy Control, the birth of the Web has impacted upon almost all aspects of computing discipline. Evolution of Web, Web2.0 and Web 3.0 has been making scenarios of ubiquitous

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computing much more feasible; consequently information technology has been thoroughly integrated into everyday objects and activities. What happens when Fuzzy Logic meets Web technology? Interesting results might come out, as you will discover in this book. Fuzzy Mark-up Language is a son of this synergistic view, where some technological issues of Web are re-interpreted taking into account the transparent notion of Fuzzy Control, as discussed here. The concept of a Fuzzy Control that is conceived and modeled in terms of a native web wisdom represents another step towards the last picture of Pervasive Web Intelligence.

Take a stroll through the City by the Bay with renowned artist Wendy MacNaughton in this collection of illustrated documentaries. With her beloved city as a backdrop, a sketchbook in hand, and a natural sense of curiosity, MacNaughton spent months getting to know people in their own neighborhoods, drawing them and recording their words. Her street-smart graphic journalism is as diverse and beautiful as San Francisco itself, ranging from the vendors at the farmers' market to people combing the shelves at the public library, from MUNI drivers to the bison of Golden Gate Park, and much more. Meanwhile in San Francisco offers both lifelong residents and those just blowing through with the fog an opportunity to see the city with new eyes.

We've all heard it: according to Hal Varian, statistics is the next sexy job. Five years ago, in *What is Web 2.0*, Tim O'Reilly said that "data is the next Intel Inside." But what does that statement mean? Why do we suddenly care about statistics and about data?

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This report examines the many sides of data science -- the technologies, the companies and the unique skill sets. The web is full of "data-driven apps." Almost any e-commerce application is a data-driven application. There's a database behind a web front end, and middleware that talks to a number of other databases and data services (credit card processing companies, banks, and so on). But merely using data isn't really what we mean by "data science." A data application acquires its value from the data itself, and creates more data as a result. It's not just an application with data; it's a data product. Data science enables the creation of data products.

ReactJS Become a professional in web app development This book is an exploration of React, which is one of the available JavaScript libraries. The first part of this book is a guide to the reader on how to handle complex states in React JS. You will learn to do referencing in a List and within another reference. Baobab-react is explored in this section, along with how to use it for the purpose of passing a state to your components in React. A scrollable table is discussed, and how to create this in React. Calculations on how to get the rows and the columns for the table are given. With this kind of table, you will be able to add much content to it. The process of rendering on the server-side of your application in react is explained. This is done using the React-router and Redux. The book also guides you on how to create a Chrome extension in React. Visualization of data in React JS is also discussed in this book. You will also learn how to show exceptions in your app. The process of testing components in React is discussed as

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well as building a React menu. The following topics are covered in this book: Handling of Complex States Creating a Scrollable Table In React Rendering on the Server-Side Creating a Chrome Extension Data Visualization in React.js Showing Exceptions Testing React Components Building a Sliding Menu Creating a Dropdown React JS and Flux Architecture Download your copy of "ReactJS" by scrolling up and clicking "Buy Now With 1-Click" button.

See all the things coding can accomplish The demand for people with coding know-how exceeds the number of people who understand the languages that power technology. Coding All-in-One For Dummies gives you an ideal place to start when you're ready to add this valuable asset to your professional repertoire. Whether you need to learn how coding works to build a web page or an application or see how coding drives the data revolution, this resource introduces the languages and processes you'll need to know. Peek inside to quickly learn the basics of simple web languages, then move on to start thinking like a professional coder and using languages that power big applications. Take a look inside for the steps to get started with updating a website, creating the next great mobile app, or exploring the world of data science. Whether you're looking for a complete beginner's guide or a trusted resource for when you encounter problems with coding, there's something for you! Create code for the web Get the tools to create a mobile app Discover languages that power data science See the future of coding with machine learning tools With the demand for skilled coders at an all-time high, Coding

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All-in-One For Dummies is here to propel coding newbies to the ranks of professional programmers.

Maximize the impact and precision of your message! Now in its fourth edition, the Microsoft Manual of Style provides essential guidance to content creators, journalists, technical writers, editors, and everyone else who writes about computer technology. Direct from the Editorial Style Board at Microsoft—you get a comprehensive glossary of both general technology terms and those specific to Microsoft; clear, concise usage and style guidelines with helpful examples and alternatives; guidance on grammar, tone, and voice; and best practices for writing content for the web, optimizing for accessibility, and communicating to a worldwide audience. Fully updated and optimized for ease of use, the Microsoft Manual of Style is designed to help you communicate clearly, consistently, and accurately about technical topics—across a range of audiences and media.

CSS3 is behind most of the eye-catching visuals on the Web today, but the official documentation can be dry and hard to follow and browser implementations are scattershot at best. The Book of CSS3 distills the dense technical language of the CSS3 specification into plain English and shows you what CSS3 can do right now, in all major browsers. With real-world examples and a focus on the principles of good design, it extends your CSS skills, helping you transform ordinary markup into stunning, richly-styled web pages. You'll master the latest cutting-edge CSS3 features and learn how

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to: –Stylize text with fully customizable outlines, drop shadows, and other effects  
–Create, position, and resize background images on the fly – Spice up static web pages with event-driven transitions and animations –Apply 2D and 3D transformations to text and images –Use linear and radial gradients to create smooth color transitions –Tailor a website's appearance to smartphones and other devices A companion website includes up-to-date browser compatibility charts and live CSS3 examples for you to explore. The Web can be an ugly place—add a little style to it with The Book of CSS3.

Summary Kafka Streams in Action teaches you everything you need to know to implement stream processing on data flowing into your Kafka platform, allowing you to focus on getting more from your data without sacrificing time or effort.

Foreword by Neha Narkhede, Cocreator of Apache Kafka Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Not all stream-based applications require a dedicated processing cluster. The lightweight Kafka Streams library provides exactly the power and simplicity you need for message handling in microservices and real-time event processing. With the Kafka Streams API, you filter and transform data streams with just Kafka and your application. About the Book Kafka Streams in Action teaches you to implement stream processing within the Kafka platform. In this easy-to-follow book, you'll explore real-world examples to

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collect, transform, and aggregate data, work with multiple processors, and handle real-time events. You'll even dive into streaming SQL with KSQL! Practical to the very end, it finishes with testing and operational aspects, such as monitoring and debugging. What's inside Using the KStreams API Filtering, transforming, and splitting data Working with the Processor API Integrating with external systems About the Reader Assumes some experience with distributed systems. No knowledge of Kafka or streaming applications required. About the Author Bill Bejeck is a Kafka Streams contributor and Confluent engineer with over 15 years of software development experience. Table of Contents PART 1 - GETTING STARTED WITH KAFKA STREAMS Welcome to Kafka Streams Kafka quicklyPART 2 - KAFKA STREAMS DEVELOPMENT Developing Kafka Streams Streams and state The KTable API The Processor APIPART 3 - ADMINISTERING KAFKA STREAMS Monitoring and performance Testing a Kafka Streams applicationPART 4 - ADVANCED CONCEPTS WITH KAFKA STREAMS Advanced applications with Kafka StreamsAPPENDIXES Appendix A - Additional configuration information Appendix B - Exactly once semantics Designed to help experienced programmers develop real-world, job-role-specific skills—this Training Guide focuses on creating applications with HTML5, JavaScript, and CSS3. Build hands-on expertise through a series of lessons,

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exercises, and suggested practices—and help maximize your performance on the job. Provides in-depth, hands-on training you take at your own pace Focuses on job-role-specific expertise for using HTML5, JavaScript, and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons, exercises, and practices Creates a foundation of skills which, along with on-the-job experience, can be measured by Microsoft Certification exams such as 70-480 Coverage includes: creating HTML5 documents; implementing styles with CSS3; JavaScript in depth; using Microsoft developer tools; AJAX; multimedia support; drawing with Canvas and SVG; drag and drop functionality; location-aware apps; web storage; offline apps; writing your first simple Windows 8 apps; and other key topics

VIRTUALBOX An Ultimate Guide Book on Virtualization with VirtualBox This book is a guide to the user on how to use the VirtualBox. It begins by explaining what VirtualBox is, the reason why it is used, and how it is used. The next part is a guide to how one can install the VirtualBox in either Windows or the Linux operating systems. The book will guide you on the various installation steps for VirtualBox in these operating systems. The book then explores how a virtual machine can be created on the VirtualBox. You will learn how to choose the appropriate size for the VirtualBox, as well as how to choose the storage media

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for the virtual machine. You will also learn how to install and use Guest Additions in VirtualBox. Desktops are also explored, thus, the book will guide you on how to create them. Templates for the pool have also been discussed, and you will learn how to import them into the pool. Cloning of desktops in a pool is also discussed in detail, thus, you will know how to do it. This book will guide you on how to assign desktops to users. Once you have set up the desktop, the book will guide you on how to establish a connection to it. Management of desktops is also explored. The following topics are discussed: Definition Installation of VirtualBox Creating a New Virtual Machine Installation of Guest additions for the VirtualBox How to create the Desktops How to import a Template into the Pool How to set up the Cloning Personalized How to assign users to the Desktops Establishing a connection to the Desktop Management of the Desktops Set up a shared folder Enabling logging for the .MSI host installer of VirtualBox

Develop smaller, lighter web apps that are simple to create and easy to test, extend, and maintain as they grow. This hands-on guide introduces you to AngularJS, the open source JavaScript framework that uses Model-view-controller (MVC) architecture, data binding, client-side templates, and dependency injection to create a much-needed structure for building web apps. Guided by two engineers who worked on AngularJS at Google, you'll walk

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through the framework's key features, and then build a working AngularJS app—from layout to testing, compiling, and debugging. If you have JavaScript experience, you'll learn how AngularJS helps reduce the complexity of your web app. Dive deep into Angular's building blocks and learn how they work together

- Gain maximum flexibility by separating logic, data, and presentation responsibilities with MVC
- Assemble your full app in the browser, using client-side templates
- Use AngularJS directives to extend HTML with declarative syntax
- Communicate with the server and implement simple caching with the \$http service
- Use dependency injection to improve refactoring, testability, and multiple environment design

Get code samples for common problems you face in most web apps

Coding For Dummies, (9781119293323) was previously published as Coding For Dummies, (9781118951309). While this version features a new Dummies cover and design, the content is the same as the prior release and should not be considered a new or updated product. Hands-on exercises help you learn to code like a pro No coding experience is required for Coding For Dummies, your one-stop guide to building a foundation of knowledge in writing computer code for web, application, and software development. It doesn't matter if you've dabbled in coding or never written a line of code, this book guides you through the basics.

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Using foundational web development languages like HTML, CSS, and JavaScript, it explains in plain English how coding works and why it's needed. Online exercises developed by Codecademy, a leading online code training site, help hone coding skills and demonstrate results as you practice. The site provides an environment where you can try out tutorials built into the text and see the actual output from your coding. You'll also gain access to end-of-chapter challenges to apply newly acquired skills to a less-defined assignment. So what are you waiting for? The current demand for workers with coding and computer science skills far exceeds the supply. Teaches the foundations of web development languages in an easy-to-understand format. Offers unprecedented opportunities to practice basic coding languages. Readers can access online hands-on exercises and end-of-chapter assessments that develop and test their new-found skills. If you're a student looking for an introduction to the basic concepts of coding or a professional looking to add new skills, Coding For Dummies has you covered.

This edition of the Reader's Companion accompanies Skills Matter: Additional Results from the Survey of Adult Skills that reports the results from the 39 countries and regions that participated in the 3 rounds of data collection in the first cycle of PIAAC, with a particular focus on the 6 countries that participated in

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the third round of the study (Ecuador, Hungary, Kazakhstan, Mexico, Peru and the United States). It describes the design and methodology of the survey and its relationship to other international assessments of young students and adults. The Survey of Adult Skills, a product of the OECD Programme for the International Assessment of Adult Competencies (PIAAC), was designed to provide insights into the availability of some key skills in society and how they are used at work and at home. The first survey of its kind, it directly measures proficiency in several information-processing skills - namely literacy, numeracy and problem solving in technology-rich environments.

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response

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objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

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