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KEY=PDF - JAMIE EUGENE

12 CHARACTERISTICS OF DELIBERATE HOMEWORK

Eye on Education Learn how to assign homework that truly enhances learning and isn't just busywork. This important book defines what deliberate homework looks like and provides relevant, actionable suggestions to guide your homework decisions. You'll uncover how to think through these 12 characteristics of homework: - reasonable completion time - the right level of complexity - appropriate frequency - serves a specific purpose - aligns with learning targets - guided by a learning mindset - contains a thoughtful format - fits the learning sequence - communicated clearly - followed by feedback - uses grades to guide progress - implementation is consistent For each feature, the author includes strategies and tools appropriate for all grade levels. The book also includes self-assessments and reflective questions so you can work on the book independently or with colleagues in professional development sessions.

NETWORK SECURITY BIBLE

John Wiley & Sons The comprehensive A-to-Z guide on network security, fully revised and updated Network security is constantly evolving, and this comprehensive guide has been thoroughly updated to cover the newest developments. If you are responsible for network security, this is the reference you need at your side. Covering new techniques, technology, and methods for approaching security, it also examines new trends and best practices being used by many organizations. The revised Network Security Bible complements the Cisco Academy course instruction in networking security. Covers all core areas of network security and how they interrelate Fully revised to address new techniques, technology, and methods for

securing an enterprise worldwide Examines new trends and best practices in use by organizations to secure their enterprises Features additional chapters on areas related to data protection/correlation and forensics Includes cutting-edge topics such as integrated cybersecurity and sections on Security Landscape, with chapters on validating security, data protection, forensics, and attacks and threats If you need to get up to date or stay current on network security, Network Security Bible, 2nd Edition covers everything you need to know.

THE STORY OF THE WORLD

ACTIVITY BOOK ONE: ANCIENT TIMES; FROM THE EARLIEST NOMADS TO THE LAST ROMAN EMPEROR

Peace Hill Press Provides sample questions and answers, recommended readings, maps, and activities.

C# FOR PROGRAMMERS

Prentice Hall Professional The practicing programmer's DEITEL® guide to C# and the powerful Microsoft .NET Framework Written for programmers with a background in C++, Java, or other high-level languages, this book applies the Deitel signature live-code approach to teaching programming and explores Microsoft's C# language and the new .NET 2.0 in depth. The book is updated for Visual Studio® 2005 and C# 2.0, and presents C# concepts in the context of fully tested programs, complete with syntax shading, detailed line-by-line code descriptions, and program outputs. The book features 200+ C# applications with 16,000+ lines of proven C# code, as well as 300+ programming tips that will help you build robust applications. Start with a concise introduction to C# fundamentals using an early classes and objects approach, then rapidly move on to more advanced topics, including multithreading, XML, ADO.NET 2.0, ASP.NET 2.0, Web services, network programming, and .NET remoting. Along the way you will enjoy the Deitels' classic treatment of object-oriented programming and a new, OOD/UML™ ATM case study, including a complete C# implementation. When you are finished, you will have everything you need to build next-generation Windows applications, Web applications, and Web services. Dr. Harvey M. Deitel and Paul J. Deitel are the founders of Deitel & Associates, Inc., the internationally recognized programming languages content-creation and corporate-training organization. Together with their colleagues at Deitel & Associates, Inc., they have written many international best-selling programming languages textbooks that millions of people worldwide have used to master C, C++, Java™, C#, XML, Visual Basic®, Perl, Python, and Internet and Web programming. The DEITEL® Developer Series is designed for practicing programmers. The series presents focused treatments of emerging technologies, including .NET, J2EE, Web services, and more. Practical, Example-Rich Coverage Of: C# 2.0,

.NET 2.0, FCL ASP.NET 2.0, Web Forms and Controls Database, SQL, and ADO.NET 2.0 Networking and .NET Remoting XML, Web Services Generics, Collections GUI/Windows® Forms OOP: Classes, Inheritance, and Polymorphism OOD/UML™ ATM Case Study Graphics and Multimedia Multithreading Exception Handling And more... VISIT WWW.DEITEL.COM Download code examples To receive updates on this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Read archived Issues of the DEITEL® BUZZ ONLINE Get corporate training information

SAMS TEACH YOURSELF PHP, MYSQL AND APACHE IN 24 HOURS

Sams Publishing Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.

C PROGRAMMING IN ONE HOUR A DAY, SAMS TEACH YOURSELF

SAMS TEAC YOUR C ONE HOUR D_7

Sams Publishing Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C - including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II:

PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

SAMS TEACH YOURSELF GOOGLE TV APP DEVELOPMENT IN 24 HOURS

Sams Publishing In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. 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 Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting 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 Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to... n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish

SAMPLING OF HETEROGENEOUS AND DYNAMIC MATERIAL SYSTEMS

THEORIES OF HETEROGENEITY, SAMPLING AND HOMOGENIZING

Elsevier Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short, the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry.

SAMS TEACH YOURSELF CORE DATA FOR MAC AND IOS IN 24 HOURS

Sams Publishing In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. 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 Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting 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. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode

4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335778 for access to all code examples from the book, as well as updates, and corrections as they become available.

SAMS TEACH YOURSELF MICROSOFT OFFICE POWERPOINT 2003 IN 24 HOURS

Sams Publishing A guide to the business presentation software explains how to combine text, animation, video, photographs, sound effects, and narration into a professional-looking presentation.

SAMS TEACH YOURSELF PERL IN 21 DAYS

Sams Publishing 'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

SAMS TEACH YOURSELF IPAD APPLICATION DEVELOPMENT IN 24 HOURS

Sams Publishing The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each 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 iPad development 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. Printed in full color

Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store

SAMS TEACH YOURSELF OBJECT ORIENTED PROGRAMMING IN 21 DAYS

Sams Publishing The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

SAMPLE SURVEYS: INFERENCE AND ANALYSIS

Morgan Kaufmann Handbook of Statistics_29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned

with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography

SAMS TEACH YOURSELF .NET XML WEB SERVICES IN 24 HOURS

Sams Publishing Explains what XML Web services are, where to apply Web services technology, the infrastructure behind .NET and XML Web services, and the programming model used to create Web services.

SAMS TEACH YOURSELF WINDOWS PHONE 7 APPLICATION DEVELOPMENT IN 24 HOURS

Sams Publishing Covers Windows Phone 7.5 In just 24 sessions of one hour or less, you'll learn how to develop mobile applications for Windows Phone 7! Using this book's straightforward, step-by-step approach, you'll learn the fundamentals of Windows Phone 7 app development, how to leverage Silverlight or the XNA Framework, and how to get your apps into the Windows Marketplace. One step at a time, you'll master new features ranging from the new sensors to using launchers and choosers. Each lesson builds on what you've already learned, helping you get the job done fast—and get it done right! Step-by-step instructions carefully walk you through the most common Windows Phone 7 app development 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... Choose an application framework Use the sensors Develop touch-friendly apps Utilize push notifications Consume web data services Integrate with Windows Phone hubs Use the Bing Map control Get better performance out of your apps Work with data Localize your apps Use launchers and choosers Market and sell your apps

SAMS TEACH YOURSELF NETWORK TROUBLESHOOTING IN 24 HOURS

Sams Publishing Covers topics including black box troubleshooting strategies, documentation, cable modems, wireless infrastructure, enterprise routers, and lag problems.

SAMS TEACH YOURSELF GAME PROGRAMMING WITH DIRECTX IN 21 DAYS

Sams Publishing Teaches how to write games using Direct3D, discussing

such topics as how to create and manage Direct3D objects, how to program animation sequences, how to add sound effects, and how to program a role-playing game.

SAMS TEACH YOURSELF MICROSOFT WINDOWS 2000 PROFESSIONAL IN 10 MINUTES

Sams Publishing Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories.

SAMS TEACH YOURSELF BEGINNING DATABASES IN 24 HOURS

Sams Publishing Discusses how to choose the correct database, how to design a database, how to organize data, how to query and update data, how to create reports, and how to build applications that use databases.

SAMS TEACH YOURSELF SAP IN 24 HOURS

Pearson Education Third Edition: Thoroughly Updated and Expanded, with Extensive New Coverage! In just 24 sessions of one hour or less, you'll master the entire SAP project lifecycle, from planning through implementation and system administration through day-to-day operations. Using this book's straightforward, step-by-step approach, you'll gain a strong real-world foundation in both the technology and business essentials of today's SAP products and applications—from the ground up. Step-by-step instructions walk you through the most common questions, issues, and tasks you'll encounter with SAP. Case study-based exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way. Watch Out! cautions warn about potential problems. Learn how to... Understand SAP's newest products for enterprises and small-to-midsize businesses, and choose the right solutions for your company Discover how SAP integrates with Web services and service-oriented architecture Develop an efficient roadmap for deploying SAP in your environment Plan your SAP implementation from business, functional, technical, and project management perspectives Leverage NetWeaver 7.0 features to streamline development and integration, and reduce cost Walk through a step-by-step SAP technical installation Master basic SAP system administration and operations Perform essential tasks such as logon, session management, and printing Build SAP queries and reports Prepare for SAP upgrades and enhancements Develop your own personal career as an SAP professional Register your book at informit.com/title/9780137142842 for convenient access to updates and corrections as they become available.

SAMS TEACH YOURSELF SQL IN 21 DAYS

Sams Publishing Readers will learn the fundamentals of SQL quickly through the use of countless examples depicting all the major components of SQL. Using step-by-step instructions, real-world examples, and expert advice, the authors show how to improve productivity and take skills to new heights.

SAMS TEACH YOURSELF GOOGLE ADWORDS IN 10 MINUTES

Pearson Education Sams Teach Yourself Google AdWords in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons, you'll learn everything you need to use Google AdWords to find more customers, sell more of your products and services, and earn higher profits at lower cost! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English definitions explain new terms 10 minutes is all you need to learn how to... Identify goals, target markets, and demographics Create your AdWords account and publish your first test ads Write great ads and continually improve your copy Schedule ads for the right times of day, days of the week, holidays, and seasons Master AdWords' tools for managing accounts, bids, keywords, and ads Choose, fine-tune, and optimize keywords Use AdWords to complement organic search engine optimization (SEO) campaigns Use geotargeting and other advanced techniques Profit from AdWords' suggestions-and know when to ignore them Utilize AdWords reporting to improve your ads' profitability Control spending, manage cash flow, and reduce costs without impacting results Troubleshoot your AdWords campaigns

SAMS TEACH YOURSELF MICROSOFT ACCESS 2000 IN 24 HOURS

Sams Publishing Introduces the latest version of the database program and provides lessons on how to create, update, and modify databases

SAMS TEACH YOURSELF TUMBLR IN 10 MINUTES

Pearson Education Sams Teach Yourself Tumblr® in 10 Minutes offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use Tumblr to create a blog for sharing tweets, links, text, media, email, anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Create and run a personal blog incredibly easily! Personalize your tumblog with themes and a custom domain name Post text, links, photos, media, and more Add comments to your tumblog Save and share your tweets from Twitter on Tumblr Feed your tumblog content to your Facebook page Post

from your cellphone, iPhone, or iPad Find tumblogs you like, and quote or repost their content Extend tumblogs with Goodies and Third-Party Apps

SAMS TEACH YOURSELF TCP/IP IN 24 HOURS

Pearson Education In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about...

Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks

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SAMS TEACH YOURSELF ADOBE PHOTOSHOP CS3 IN 24 HOURS

Sams Publishing One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool.

SAMS TEACH YOURSELF ADOBE PHOTOSHOP CS IN 24 HOURS

Sams Teach Yourself Adobe® Photoshop® CS3 in 24 Hours 24 Proven One-hour Lessons Carla Rose Kate Binder You can master Photoshop® CS3 faster than you ever thought possible-even if you have no Photoshop or image editing experience at all! In just 24 hands-on, step-by-step lessons,

this book will teach you all the core Photoshop skills you need to get great results-in digital photography, graphic design, painting, or anything else! By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do somethi.

SAMS TEACH YOURSELF AJAX, JAVASCRIPT AND PHP

ALL IN ONE

Sams This book/DVD bundle represents a \$30 savings versus the cost of buying them separately. It consists of the book Sams Teach Yourself Ajax, JavaScript, and PHP All in One and the video course Sams Teach Yourself JavaScript and Ajax: Video Learning Starter Kit. The Video Learning Starter Kit provides four hours of video training and lessons, along with all the source files and software the beginner needs to create and run the examples. Each 10-minute video lesson uses the same step-by-step learning structure that has proven so effective in all Sams Teach Yourself books - as well as the same clear and concise style, practical hands-on examples, and self-paced learning approach. The book combines the hottest web development technologies into one clearly written, step-by-step tutorial, packaged with an easy-to-use CD packed with all the software tools, libraries and source files a reader needs to develop their own applications. By the end of this book/video the user will understand how these technologies work, and more importantly, how they work together to create dynamic web applications. After working through the book's and video's lessons the reader will be able to confidently create basic, but professional-looking Ajax applications to enhance and improve any web site

SAMS TEACH YOURSELF COLDFUSION EXPRESS IN 24 HOURS

Sams Publishing Explains how to use the free simplified version of ColdFusion Server to create dynamic, data-driven Web sites using intelligent server-side conditions, logical processing, guest books, counters, and shopping carts.

SAMS TEACH YOURSELF SAP R/3 IN 24 HOURS

Sams Publishing The perfect reference for end-users (accounting clerks, sales reps, shipping and receiving clerks, human resources employees, etc.) who merely use SAP as a tool to get their job done. Much of the coverage is aimed at "immediate" material so that end-users can get back to work on their job functions with the SAP software. Chapters on navigation, integration with Microsoft Office, reporting, business process, and performing common tasks will jump start you into getting work done, and accomplishing more immediately.

SAMS TEACH YOURSELF COCOA TOUCH PROGRAMMING IN 24 HOURS

Pearson Education In Full Color Code samples are syntax highlighted as in Xcode!! In just 24 sessions of one hour or less, learn how to build powerful mobile applications with Apple's Cocoa Touch technology for the iPhone and iPod touch! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from handling user interaction and building effective user interfaces to accessing the Internet, playing media, and using the iPhone and iPod touch's incredible sensing capabilities. Each 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 Cocoa Touch programming 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. Write simple, efficient code that reflects a clear understanding of how Cocoa Touch works and why it works that way Build great iPhone/iPod touch user interfaces from the ground up Display tables and provide for clear navigation Access the Internet and networks and show web pages Save and retrieve data, including user preferences Understand how the Cocoa Touch runtime loop interacts with your application Draw and manipulate images Create complex animations such as Cover Flow Build applications that play and record media Use the iPhone's built-in accelerometer, GPS capabilities, and WiFi support Share data via custom URLs, emails, and other techniques Find and fix common Cocoa Touch software bugs, fast Avoid the performance bottlenecks that affect Cocoa Touch code

SAMS TEACH YOURSELF C IN 21 DAYS

Sams Publishing 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.

SAMS TEACH YOURSELF E-COMMERCE PROGRAMMING WITH ASP IN 21 DAYS

SAMS TEACH YOURSELF CSS IN 24 HOURS

Pearson Education India Explores CSS tasks and discusses such topics as creating usable Web designs, controlling typography, and choosing appearance-enhancing colors and backgrounds.

SAMS TEACH YOURSELF ROUTING IN 24 HOURS

Sams Publishing Sams Teach Yourself Routing in 24 Hours presents routing

fundamentals in 24 easy to follow lessons that build upon the previous lessons. Each of these lessons can stand alone as a tutorial on a particular routing concept, thereby adding greater value to the book. In addition to these "easy to follow" lessons, this book is full of useful notes, tips, and cautions from the author's extensive experience that will prove invaluable to anyone who wants to learn routing as quickly as possible. The reader will also benefit from the exercises (each one based on an actual experience the author has encountered) at the end of each chapter.

SAMS TEACH YOURSELF MOVABLE TYPE IN 24 HOURS

Sams Publishing Provides lessons on using Movable Type to build, administer, and maintain a Web site.

SAMS TEACH YOURSELF MICROSOFT PUBLISHER 2000 IN 10 MINUTES

Sams Explains how to use the desktop publishing program to arrange text and pictures, create logos with WordArt, and create special effects with fonts, styles, and typography techniques

SAMS TEACH YOURSELF C IN 24 HOURS

Sams Publishing Sample programs and exercises introduce the programmer to the programming language's arrays, pointers, data types, loops, strings, and structures, while demonstrating memory management techniques

SAMS TEACH YOURSELF WINDOWS XP ALL IN ONE

Sams Publishing A beginner's guide to using and troubleshooting a Windows XP computer in one big, easy-to-use book now updated and revised for SP2.