Bootstrap In 24 Hours Sams Teach Yourself

Underneath the colorful interface of Mac OS X is a powerful, complicated operating system based on BSD UNIX. And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it. In late summer 2002 Apple is expected to release a new version of OS X--code-named "Jaguar"--That will add some end user features (like iChat), that will improve OS X's stability. The second edition of Sams Teach Yourself Mac OS X in 24 Hours helps new users to understand how the new OS (different from the traditional Mac OS, as well as Windows) functions, and how to use it successfully. The book also explores how to use the native OS X applications that ship with the product.

Sams Teach Yourself Windows Networking in 24 Hours is the only introductory networking book on the market to focus on connectivity issues regarding all releases of Windows-95, 98, and NT. The book requires no previous knowledge of networking. In just 24 one-hour lessons, learn to understand network interface cards and drivers; the strengths and limitations of various cabling schemes; the intricacies of TCP/IP addressing, sub-netting and routing; the choices available in transport protocols, their strengths and weaknesses; and how and where to implement security measures to protect the network and its data

"This book covers research topics of data mining on bioinformatics presenting the basics and problems of bioinformatics and applications of data mining technologies pertaining to the field"--Provided by publisher.

Explore the black box of business analytics and learn the methodology for managing and executing analytics projects.

Important American periodical dating back to 1850.

Learn how to build great Windows Store apps! Figures and code appear as they do in Visual Studio. In just 24 sessions of one hour or less, Sams Teach Yourself Windows 8.1 Apps with XAML and C# in 24 Hours will help you build compelling apps for Windows 8.1 devices of all kinds. Using this book’s straightforward approach, you’ll learn to design and build apps, create flexible user interfaces, handle inputs, integrate controls, and more. Step by step, you’ll discover how to leverage XAML’s visual richness and the immense power of Windows 8.1. 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 today’s most common XAML and C# development tasks. Quizzes 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… Create user interfaces that adapt to any device, from tablets to high-def TVs Handle input from touch, mouse, pen, and keyboard Manage the entire Windows 8.1 app lifecycle and all execution states Master powerful XAML controls for text, images, audio, video, and more Integrate vector graphics that scale perfectly to any size Apply rich animations Work with styles, templates, and visual states Exploit the Windows charms within your apps Take full advantage of data binding and contracts Read data from sensors and control external devices Provide dynamic updates via live tiles, notifications, and the lock screen Discover the many ways to monetize your Windows Store apps

Using responsive web design techniques, developers can build websites that automatically reflect each user's device size, screen resolution, and other aspects of their viewing experience. Until recently, however, building responsive sites required web professionals to hand-craft their own solutions using HTML5, CSS3, JavaScript, and jQuery. Developed by Twitter, the Bootstrap framework does all that for them, making responsive design easy and viable for millions of sites that could have never considered it before. Sams Teach Yourself Bootstrap in 24 Hours is the first complete, hands-on introduction to this powerful new web design front-end. Easy enough for everyone involved in web design, this tutorial organizes everything you need to know about Bootstrap into small, easy-to-learn chunks. Learn how to: Download Bootstrap and integrate it into your project Work with Bootstrap's grid-based layouts Utilize Bootstrap's resources to integrate base CSS, navigation systems, JavaScript/jQuery, and advanced CSS styling Rapidly create visually appealing functional prototypes with Bootstrap

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Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to… Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site’s layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5’s powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

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A guide to the Mandrake distribution of the open-source operating system covers installation, configuration, graphical user interfaces, and accompanying applications
Bootstrap in 24 Hours, Sams Teach YourselfSams Publishing
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TECHNOLOGY NOW: YOUR COMPANION TO SAM COMPUTER CONCEPTS helps students learn computer concepts that are essential for success in the workplace today. Technology Now aligns perfectly with the SAM Computer Concepts tasks; this 1:1 correspondence of book topics to SAM content provides a streamlined learning experience for all students, no matter what their learning style or level of experience. Adapted for print (or digital e-book) by technology expert and author Professor Corinne Hoisington, Technology Now not only compliments and reinforces the online experience, but also provides additional material beyond what is in SAM to help students learn; hands-on activities let students try new technologies and ethical issues scenarios, critical thinking activities, and team projects help to elevate their thinking and keep them engaged and motivated. Technology Now is written in simple language with fun and interesting examples that today’s students can relate to; information is current, concise and presented visually in bite-sized chunks with key terms highlighted and defined. Customize the printed book to include just the chapters that meet your course’s learning objectives, and set up your SAM course so it contains only the SAM tasks covered in the book. Use the e-book version with SAM for a 100% digital course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.
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 both Macs and iOS devices! Using this book’s straightforward, step-by-step approach, you’ll get comfortable with Objective-C’s unique capabilities… make the most of its powerful implementation of objects and messaging…work effectively with design patterns, collections, blocks, threading, 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. By the Way notes present 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—figures and code appear as they do in Xcode Use Xcode to write Objective-C software more quickly and efficiently Master Objective-C’s object-oriented features and techniques Efficiently organize program files and projects Make the most of Objective-C’s powerful messaging capabilities Declare classes, instance variables, properties, methods, and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections, including dictionaries and sets Manage memory the modern way, with Automatic Reference Counting (ARC) Expand and extend classes with protocols, delegates, categories, and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable, anonymous code blocks Manage queues and threading with Grand Central Dispatch
Simplified Chinese edition of Rework. Seth Godin, author of the international bestselling marketing Purple Cow that changed the way marketing is performed, says: "Stop reading the review. Buy the book." This small book is filled with common sense - yes, you know them, but the book tells you how to put them into practice. In Simplified Chinese. Distributed by Tsai Fong Books, Inc.
Shows how to set up and maintain a Windows NT workstation, install applications, optimize memory, allow dial-up access, plan for disaster recovery, and handle security
The LNCS series reports state-of-the-art results in computer science research, development, and education, at a high level and in both printed and electronic form. Enjoying tight cooperation with the R&D community, with numerous individuals, as well as with prestigious organizations and societies, LNCS has grown into the most comprehensive computer science research forum available. The scope of LNCS, including its subseries LNAI and LNBI, spans the whole range of computer science and information technology including interdisciplinary topics in a variety of application fields.
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data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

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Some vols. include supplemental journals of "such proceedings of the sessions, as, during the time they were depending, were ordered to be kept secret, and respecting which the injunction of secrecy was afterwards taken off by the order of the House."

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