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Drawing from the expertise of lawyers and professors, MAJOR PRINCIPLES OF MEDIA LAW, 2017, delivers a comprehensive summary of media law that is current through the 2015-16 Supreme Court term. Thoroughly revised and updated every year, this authoritative resource includes the most recent additions, developments, and changes in communication law. The 2017 edition is available in August for fall classes, complete with recent developments through July 1 fully integrated into the text. Insightful Focus On sidebars enable readers to explore key legal issues in further depth, while end-of-chapter What should I know about my state? features highlight key issues from their home states. In addition, detailed in-margin definitions of key terms explain even the most complex topics in a way students can easily understand, and engaging photos and illustrations are integrated throughout. Important Notice: Media content referenced within the product description or the product text may not

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Joel, Apress, Blogs, and Blooks ...I was learning the hard way about how to be a publisher and probably spending way too much time looking at web sites and programming than I should have in response to that. Anyway, one day I came across this web site called , which was run by a guy with strong opinions and an unusual, clever writing style, along with a willingness to take on the conventional wisdom. In particular, he was writing this ongoing series about how bad most user interfaces were—mostly because programmers by and large knew, as Joel and I would

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say, using the same Yiddish-derived NYC vernacular that we both share, “bupkis” about what users really want. And I, like many, was hooked both by the series and the occasional random essay that Joel wrote. And then I had this epiphany: I'm a publisher, I like reading his stuff, why not turn it into a book?... Read the complete Foreword — Gary Cornell, Cofounder, Apress Since the release of the bestselling title Joel on Software in 2004, requests for a sequel have been relentless. So, we went back to the famed JoelonSoftware.com archives and pulled out a new batch of favorites, many of which have been downloaded over one million times. With Joel's newest book, More Joel on Software, you'll get an even better (not to mention updated) feast of Joel's opinions and impressions on software development, software design, running a software business, and so much more. This is a new selection of essays from the author's web site, <http://www.jelonsoftware.com>. Joel Spolsky started his weblog in March 2000 in order to offer his insights, based on years of experience, on how to improve the world of programming. This weblog has become infamous among the programming world, and is linked to more than 600 other web sites and translated into 30+ languages! Spolsky's extraordinary writing skills, technical knowledge, and caustic wit have made him a programming guru. With the success of Joel on Software, there has

Read PDF More Joel On Software Further Thoughts On Diverse And Occasionally Related Matters That Will Prove Of Interest To Software programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

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Argues that corporate staff are a company resource that has been largely ignored, but no longer can be, and offers suggestions for using staff as an alternative to outsourcing by cross-training

Throw out your old ideas of C, and relearn a programming language that's substantially outgrown its origins. With 21st Century C, you'll discover up-to-date techniques that are absent from every other C text available. C isn't just the foundation of modern programming languages, it is a modern language, ideal for writing efficient, state-of-the-art applications. Learn to dump old habits that made sense on mainframes, and pick up the tools you need to use this evolved and aggressively simple language. No matter what programming language you currently champion, you'll agree that C rocks. Set up a C programming environment with shell facilities, makefiles, text editors, debuggers, and memory checkers Use Autotools, C's de facto cross-platform package manager Learn which older C concepts should be downplayed or deprecated Explore problematic C concepts that are too useful to throw out Solve C's string-building problems with C-standard and POSIX-standard functions Use modern syntactic features for functions that take structured inputs Build high-level object-based libraries and programs Apply existing C libraries for doing advanced math, talking to Internet servers, and running databases In his landmark book Open Innovation, Henry Chesbrough demonstrated that because useful

knowledge is no longer concentrated in a few large organizations, business leaders must adopt a new, “open” model of innovation. Using this model, companies look outside their boundaries for ideas and intellectual property (IP) they can bring in, as well as license their unutilized home-grown IP to other organizations. In *Open Business Models*, Chesbrough takes readers to the next step—explaining how to make money in an open innovation landscape. He provides a diagnostic instrument enabling you to assess your company’s current business model, and explains how to overcome common barriers to creating a more open model. He also offers compelling examples of companies that have developed such models—including Procter & Gamble, IBM, and Air Products. In addition, Chesbrough introduces a new set of players—“innovation intermediaries”—who facilitate companies’ access to external technologies. He explores the impact of stronger IP protection on intermediate markets for innovation, and profiles firms (such as Intellectual Ventures and Qualcomm) that center their business model on innovation and IP. This vital resource provides a much-needed road map to connect innovation with IP management, so companies can create and capture value from ideas and technologies—wherever in the world they are found.

* Covers three years of the best essays. * Essays

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range from technical to humorous, but are always tangible. * Beautifully written and extremely timely. * Google lists 183,000 links for "Joel on Software". * Spolsky is one of the most popular programmers around today, with legions of followers. Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.

This book is for designers, developers, and product managers who are charged with what sometimes seems like an impossible task: making sure products work the way your users expect them to. You'll find out how to design applications and websites that people will not only use, but will absolutely love. The second edition brings the book up to date and expands it with three completely new chapters. Interaction design - the way the apps on our phones work, the way we enter a destination into our car's GPS - is becoming more and more important. Identify and fix bad software design by making usability the cornerstone of your design process. Lukas weaves together hands-on techniques and fundamental concepts. Each technique chapter explains a specific approach you can use to make your product more user friendly, such as storyboarding, usability tests, and paper prototyping. Idea chapters are concept-based: how to write usable text, how realistic your designs should look, when to use animations. This new edition is updated

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and expanded with new chapters covering requirements gathering, how the design of data structures influences the user interface, and how to do design work as a team. Through copious illustrations and supporting psychological research, expert developer and user interface designer Lukas Mathis gives you a deep dive into research, design, and implementation--the essential stages in designing usable interfaces for applications and websites. Lukas inspires you to look at design in a whole new way, explaining exactly what to look for - and what to avoid - in creating products that get people excited.

Traditional Chinese Edition of [Sandworm: A New Era of Cyberwar and the Hunt for the Kremlin's Most Dangerous Hackers]

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The economic analysis of the digital economy has been a rapidly developing research area for more than a decade. Through authoritative examination by leading scholars, this handbook takes a closer look at particular industries, business practices, and policy issues associated with the digital industry. The volume offers an up-to-date account of key topics, discusses open questions, and provides guidance for future research. It offers a blend of theoretical and empirical works that are central to understanding the digital economy. The chapters are presented in four sections, corresponding with four broad themes: 1) infrastructure, standards, and platforms; 2) the transformation of selling, encompassing both the transformation of traditional selling and new, widespread application of tools such as auctions; 3) user-generated content; and 4) threats in the new digital environment. The first section covers infrastructure, standards, and various platform industries that rely heavily on recent developments in electronic data storage and transmission, including software, video games, payment systems, mobile telecommunications, and B2B commerce. The second section takes account of the reduced costs of online retailing that threatens offline retailers, widespread availability of information as

