Sams Teach Yourself Web Publishing With Html And Css In One Hour A Day Includes New Html5 Coverage 6th Edition

Introduces the latest version of HTML, and provides information on designing Web pages, images, multimedia, and related topics

Completely revised hardcover edition of the leading Web publishing tutorial.

Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original.

A revised and updated manual on HTML programming for the Web includes information on revisions to the HTML specification, new Netscape 4 and Internet Explorer 4 extensions, and the latest on Java 1.1, JavaScript 1.2, and VBScript, with additional Web publishing tools on the accompanying CD-ROM. (All Users).

A series of 24, one hour lessons which will teach you how to create a web page and put it online.

This direct sequel to the bestselling Teach Yourself Web Publishing with HTML in a Week teaches HTML techniques and tricks in the same clear, step-by-step manner--with lots of practical examples of real-life HTML pages. This book is the easiest way to learn some of the more advanced techniques involved in creating attractive, well-designed pages on the Web.

"If you get only one Java book, it should be Sams Teach Yourself Java in 21 Days"--PC Magazine. In just 21 days, you can acquire the knowledge and skills necessary to develop three kinds of programs with Java: applications on your computer, servlets on a web server, and browser-launched Java Web Start applications. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all of the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. "Sams Teach Yourself Java is one of the best introductions to hands-on Java programming. If you buy one book on Java, this is the one to buy!" - Independent Web Review. Completely revised, updated, and expanded to cover the latest features of Java 6 Learn to develop standalone Java applications, web servlets, JavaServer Pages, and Java Web Start applications Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC database programming, Internet client/server programming, and XML parsing with the open source XOM class library Covers new features of version 6 such as Java DB, the new relational database that is now a built-in part of Java Rogers Cadenhead is a web application developer who has written 22 books on Internet-related topics, including Sams Teach Yourself Java 2 in 24 Hours. He maintains this book's official website at http://www.java21days.com. Laura Lemay is one of the world's most popular authors on Web development topics. She is the author of the bestselling Sams Teach Yourself Web Publishing with HTML, as well as Sams Teach Yourself Perl in 21 Days. CD-ROM includes: Source code for the examples developed in the book Java SE Development Kit 6 NetBeans IDE 5.5 Bonus materials Category: Java Programming Covers: Java 6 Platform Standard Edition User Level: Beginning - Intermediate.

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach

Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 8. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, Sams Teach Yourself Java in 21 Days offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

With the aim of teaching how to produce well-designed Web pages with Microsoft Office 97, this book is targeted at people who know the Office suite, but are unfamiliar with Web publishing. A different topic is organized for each of the seven days. Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

A really big book/CD-ROM tutorial on producing Web pages for the Netscape 2 environment, covering basics such as HTML and Web publishing principles as well as the tools presented in the Netscape environment. Includes exercises and chapter quizes. Assumes some experience with the Internet and the Web. The companion CD-ROM contains source code and examples from the book, HTML editors for Windows and Mac, a Java developer's kit, Netscape plug-ins, and Web page templates and graphics. Annotation copyrighted by Book News, Inc., Portland, OR

Provides information on using HTML, CSS, and JavaScript to design, create, and maintain Web sites, including formatting text, working with multimedia, and using external and internal links, with practical examples and exercises.

Introduces the World Wide Web, and shows the kinds of information and features that can be included on a Web page using Microsoft Word

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day, Sixth Edition is a new edition of the best-selling book that started the whole HTML and web publishing phenomenon. The entire book has been thoroughly revised and refined to reflect current web publishing practices and technologies. It includes more in-depth coverage of CSS, with new material on creating interactive, dynamic web sites using the latest JavaScript libraries, blogging services, and social-web technologies. This edition also features an advance look at HTML 5, the next major revision of the core language of th.

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Sams Teach Yourself HTML & XHTML in 24 Hours, 5th Edition is a carefully organized tutorial that teaches the beginning Web page author just what he needs to know in order to get a Web page up in the shortest time possible. The book covers only those parts of HTML and XHTML that are likely to be used on a beginners Web page, and it is organized in a logical step-by-step order that reflects the natural progression a new Web page author will follow in developing a Web site. The book does not assume any previous experience with Web publishing, nor any particular familiarity with the basic concepts of how the Web works. Everything is explained in the simplest terms possible. This edition of the book has been thoroughly updated and revised to include coverage of the latest developments in HTML/XHTML and Web publishing, as well as the new generation of browsers from Microsoft and Netscape - Internet Explorer 5.5 and Netscape 6 (aka Mozilla)- and their effect on Web publishing practices.

Completely revised and updated, this book now covers the emerging HTML 3.0 specification, Netscape 2.0 extensions, Java and VRML. It teaches HTML in a clear, step-by-step manner with lots of practical examples of Web pages. This text is designed for non-technical people. (Communications/Networking)

In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you'll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you'll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice

questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with Java (Exclusive Bonus Chapter)

Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by two expert technical writers, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. This new edition of the book maintains and improves upon all these qualities, while updating, revising, and reorganizing the material to cover the latest developments in Java and to expand the book's coverage of core Java programming topics. Sun's new version of Java 2 Standard Edition—SDK version 1.4—is expected to be released by the end of 2001. According to Sun, version 1.4 builds upon Java's cross-platform support and security model with new features and functionality, enhanced performance and scalability, and improved reliability and serviceability.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day, Sixth Edition is the latest edition of the original worldwide bestseller. The entire book has been thoroughly revised and refined to include new detailed coverage of HTML5, the next major revision of the core language of the World Wide Web, HTML. Work on the HTML5 specification is still ongoing, but parts of HTML5 are already being implemented in new versions of Microsoft Internet Explorer, Mozilla Firefox, Safari and Opera.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day is a new edition of the best-selling book that started the whole HTML/web publishing phenomenon. The entire book has been revised and refined to reflect current web publishing practices and technologies. It includes extensive coverage of Cascading Style Sheets (CSS), which have become a staple in web development. You'll have no problem learning from expert author Laura Lemay's clear and approachable writing style. Simple, step-by-step instructions with lots of practical, interesting examples of web pages will guide you as you master current web publishing technologies and practices.

Sams Teach Yourself CGI in 24 Hours teaches you the next step beyond simple HTML Web pages. This new edition covers implementing CGI with both C and Perl, and it discusses CGI's relative strengths and weaknesses in comparison with other Web programming technologies like JavaScript, Java, and PHP. The book takes you from the basics of CGI--learning, for example, how to implement and customize existing CGI programs that have been written by others--to the point where you can use CGI to create your own programs from scratch. The book also provides numerous real-life examples of CGI scripts, such as database search tools, survey forms, interactive games, order forms, guest books, and more.

Demonstrates FrontPage's updated features while reviewing basic Web publishing techniques.

'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 Java in 21 Days Covering Java 7 and Android App Development Sams Teach Yourself Java in 21 Days continues to be one of the most popular, best-selling Java tutorials on the market. Written by an expert technical writer, it has been acclaimed for its clear and personable writing, for its extensive use of examples, and for its logical and complete organization. The sixth edition of Sams Teach Yourself Java in 21 Days adds coverage of Java 7 and places a special emphasis on Android programming, capitalizing on the fastest-growing area of Java programming. There will be a new chapter on Android development and additional material where appropriate throughout the book. This edition also includes new material on using NetBeans, the free integrated IDE for Java. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. ¿ Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 7 Learn to develop standalone Java applications, Android apps, and Java Web Start applications Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how Swing can help you quickly develop programs with a graphical user interface Find out about JDBC 4.1 programming with the Java DB database and XML parsing with the open source XOM class library Covers new features of Java 7 such as improved try-catch exception handling, the new switch, and Nimbus look and feel

This manual shows what can be done with XML, while also teaching where the technology is headed. It includes topics like displaying XML files in HTML files, performing queries in XSL and building an online store.

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Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required . By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace . You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge .

Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to ... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines.

Enabling readers to publish multimedia documents on the Internet's World Wide Web, a step-by-step resource demonstrates layout, sound and graphics enhancement, and how to make the finished product accessible. Original. (Beginner).

Sams Teach Yourself Web Publishing with HTML & XHTML in 21 Days, Third Edition is a new edition of the best-selling Laura Lemay book that started the whole HTML/Web publishing phenomenon. The entire book has been revised and refined to freshen up its appearance and to bring it up to date with current Web publishing practices and technologies. Yet the book's original style, off-beat humor, and popular learning techniques will be retained and developed. This edition of the book includes coverage of the latest developments in HTML and Web publishing, including the effects of XHTML 1.0 and 1.1 on Web publishing practices, the new generation of browsers from Microsoft and Netscape, improvements and changes in Web publishing tools, and developments in Web scripting and programming.

Web Publishing with Html5 and Css3 in One Hour a DaySams Publishing

Sams Teach Yourself Perl in 21 Days covers the basics of Perl in the first few chapters, and then moves on to practical issues of Perl and in-depth discussions of more advanced topics. Later chapters also delve into software engineering topics, with discussions of modular code and object-oriented programming. CGI is covered in one chapter, but it is not the focus on the book. The book relies heavily on longer working examples and code, as opposed to small snippets and code fragments, and each chapter includes two to three smaller complete examples and one major one that illustrates most of the concepts for that chapter and builds on the chapters before it. Written by Laura Lemay, this is her third major book after Sams Teach Yourself Web Publishing with HTML in 21 Days and Sams Teach Yourself Java in 21 Days.

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