

Absolute Beginners Guide To Computer Basics Absolute Beginners Guides Que

JavaScript Absolute Beginner's Guide serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and very personable style with an extensive use of practical, complete examples. The book is filled with large, full-color illustrations and all the programming code is displayed in color to help the beginner understand the key components and structure of the language.

Make the most of your new Windows 10 notebook, desktop computer, or tablet-without becoming a technical expert! This book is the fastest way to get comfortable, get productive, get online, get started with social networking, make more connections, and have more fun! Even if you've never used a Windows computer before, this book shows you how to do what you want, one incredibly clear and easy step at a time. Computer basics have never, ever been this simple. Who knew how simple using computers could be? This is today's best beginner's guide to using your computer or tablet with the new Windows 10 operating system...simple, practical instructions for doing everything you really want to do! Here's a small sample of what you'll learn: Set up Windows 10 and get online fast Use the new Windows 10 Modern interface Get started with social networking on Facebook, Twitter, Pinterest, and LinkedIn Use Windows 10's built-in apps-and find great new apps in the Windows Store Connect printers and external storage, and set up automatic file backup Create a home network in just minutes Go online to shop, sell your stuff, manage your money, and do research Get your office work done fast Organize, view, and share photos Play music using Windows 10, iTunes, or streaming music services Watch TV shows and movies online Protect yourself against viruses, spyware, and spam Keep your system running reliably at top speed

Absolute Beginner's Guide to Upgrading and Fixing Your PC is a comprehensive, non-technical guide to upgrading your computer and fixing common problems. It provides step-by-step instructions for specific types of upgrades, fast and easy ways to troubleshoot common computer problems - and how to restore your system to working order after a bad upgrade. Included are instructions for the following types of system enhancements: * Adding new USB, serial, parallel, and FireWire ports * Adding bigger hard disks and more system memory * Upgrading to better mice and keyboards * Upgrading to new printers, faxes, and scanners * Upgrading to bigger monitors and more powerful video cards * Upgrading for digital photography and digital video editing * Upgrading for TV and DVD viewing * Upgrading for digital music playback * Upgrading for enhanced game play * Installing a wired or wireless network * Speeding up your Internet connection * Upgrading your operating system to Windows XP

The best guide to computer networking fundamentals; this book will give you a solid foundation if you're new to computer networking. Computer networking is a very important field in our connected world. It is essential to businesses, institutions, and individuals. Billions of devices communicate daily via computer networks, but do you know how this really works? Well, that's what this book is for; it will give you a strong foundation on which to build your computer networking knowledge. The concepts have been written in a way that is easy to read and understand, so if you're a beginner in this subject, then this is the book to read. It will put you on the right track as you delve into this valuable and ever-evolving field. It's via computer networks that we can share files, apps, and devices such as printers and scanners, as well as communicate using emails, newsgroups, video conferencing, etc. Computer networking also promises to be a good career option for many more years. With this book, master the fundamentals today. Below is a preview of what you'll learn: The fundamentals of computer networks Network architecture The OSI Model (Application Layer, Presentation Layer, Session Layer, Transport Layer, Network Layer, Data Link Layer, Physical Layer) Wireless and cellular networks Networks and multimedia Integrating and transporting multimedia using networks Fundamentals of network security Managing networks Network administration Infrastructure management And much more! Learn the fundamentals of computer networking today by clicking the BUY NOW button at the top of the page!

JavaScript Absolute Beginner's Guide No experience necessary! Make the most of JavaScript -- even if you've never programmed anything before. This book is the fastest way to learn JavaScript and use it together with CSS3 and HTML5 to create powerful web and mobile experiences. Learn how to do what you want, the way you want, one incredibly easy step at a time. JavaScript has never been this simple! This is the easiest, most practical beginner's guide to programming JavaScript with simple, reliable instructions for doing everything you really want to do! Here's a small sample of what you'll learn: Learn why JavaScript is awesome Organize your code with variables Understand how functions make your code reusable Use the popular if/else statement to help make a decision in code Learn about switch statements and when to use them Work with for, while, and do...while loops Learn how to use global and local scope Understand what closures are Learn about the various places your code can live Understand how to write comments and good commenting practices Learn about the basic types of objects you'll run into in JavaScript Find out that pizza has an educational value beyond just being deliciously awesome Understand how text is treated in JavaScript Learn how to perform common string operations Use arrays to handle lists of data Learn to create custom objects Purchase of JavaScript Absolute Beginner's Guide in any format includes free access to the online Web Edition, which provides several special features to help you learn: The complete text of the book online Short videos by the author introducing each chapter Interactive quizzes to test your understanding of the material Updates and corrections as they become available This Web Edition can be viewed on all types of computers and mobile devices with any modern web browser that supports HTML5. Contents at a Glance 1 Hello, World! Part I: The Basic Stuff 2 Values and Variables 3 Functions 4 Conditional Statements: If, Else, and Switch 5 Meet the Loops: For, While, and Do...While! 6 Timers 7 Variable Scope 8 Closures 9 Where Should Your Code Live? 10 Commenting Your Code Part II: It's an Object-Oriented World 11 Of Pizza, Types, Primitives, and Objects 12 Strings 13 When Primitives Behave Like Objects 14 Arrays 15 Numbers 16 A Deeper Look at Objects 17 Extending Built-in Objects 18 Booleans and the Stricter === and !== Operators 19 Null and Undefined 20 Immediately Invoked Function Expressions Part III: Working with the DOM 21 JS, The Browser, and The DOM 22 Finding Elements in the DOM 23 Modifying DOM Elements 24 Styling Your Content 25 Traversing the DOM 26 Creating and Removing DOM Elements 27 In-Browser Developer Tools Part IV: Dealing with Events 28 Events 29 Event Bubbling and Capturing 30 Mouse Events 31 Keyboard Events 32 Page Load Events and Other Stuff 33 Handling Events for Multiple Elements 34 Conclusion

Prepare for the A+ exam with the help of the industry's bestselling PC hardware author of all time. Covering the 2003 update to the 220-221 and 220-222 exams, Soper's book is loaded with informative illustrations, photos and screen captures. The CD-ROM provides study resources, including a PrepLogic test engine, lab exercises, and study notes, plus a pocket study guide in printable PDF format.

Programming Media Art Using Processing: A Beginner's Guide provides an entry-level exploration into visual design through computer programming using the open source and artist-friendly language, Processing. Used by hundreds of students, this learning system breaks lessons down into strategic steps towards fun and creative media art projects. This book provides a linear series of lessons with step-by-step examples that lead to beginning media art projects, including abstract designs, pixel landscapes, rollover animations, and simple video games. Computer programming can be overwhelming for the first-time learner, but this book makes the learning of code more digestible and fun through a full color, well-diagrammed, and deeply explained text presentation. Lessons are rhythmically broken down into digestible parts with code annotations and illustrations that help learners focus on the details one step at a time. The content is legible, flexible, and fun to work with because of its project-based nature. By following the lessons and producing the projects sequentially in this book, readers will develop the beginning foundational skills needed to understand computer programming basics across many languages and also explore the

art of graphic design. Ultimately, this is a hands-on, practical guide. To learn more about Margaret Noble's work, please visit her artist's website and educator website.

Java vs Python: do you think it is a rivalry between two superheroes? If you have no idea of what we are talking about, this is definitely the right place to learn more. Computers have a very different way of communicating and processing data from human beings; we need a programmer to tell them what we are saying in their language. Programmers and coders use their knowledge of computer languages to develop systems that can provide solutions in almost every area of human life that can accommodate the use of computers. However, before anyone can become a proficient computer or systems developer, he or she needs to understand at least one computer language and coding. The objective of writing this book is to help beginners to know where they can begin when it comes to coding. Some of the areas covered in this book include: the meaning of programming, the features and differences between low-level languages and high-level languages, and the origin of computers back to the 1800s to where we are today. the features of the different computer languages, the reasons why it is important to study programming today, and the relationship between coding and programming. the most popular programs in use today, their functions, and the value the end user enjoys. the different computer languages out there, their features, and some of the reasons why developers love them so much. the fundamentals and techniques of the most common coding languages, the best practices that coders and developers abide by when coming up with codes, and explain the role of a compiler. Tips and suggestions on how you can learn to code within the shortest possible time, and the projects you should consider starting with. Begin your journey in the world of coding languages and make sure you get the most comprehensive map available by clicking on the BUY NOW button!

A guide to fixing a personal computer covers such topics as troubleshooting, purchasing the right parts, fixing startup problems, performing basic hardware repairs and upgrades, installing a new hard disk, and adding memory.

This new edition gives readers the ability and understanding necessary to create and administer a network. The book shows the reader how to physically connect computers and other devices to a network and access peripherals such as printers over the network.

Discusses such electronic privacy concerns as what privacy is, how it relates to individuals, laws and regulations, identity theft, monitoring devices, and how to protect Internet transactions.

Guides beginning users through basic PC operations in Microsoft Windows, demonstrating how to print letters, manage finances, shop online, send and receive e-mail, and customize the desktop.

Provides instructions for writing C code to create games and mobile applications using the new C11 standard.

The World is changing rapidly and technology is at the very center of it. Technology is affecting our present. Technology drives and shapes our future. What better way to be part of that driving force than to learn the beating heart of all these computers and application? Coding. The Coding Languages for Absolute Beginners series aims to be The go-to-guide for beginners to get started on programming and learn the coding skills you need to build the technology and drive the future you want. And the best part about it, you'll learn from scratch not just 1, 2, 3 but 6 Programming Languages! In this series, you'll learn the basics, techniques and best practices for the following coding languages: Arduino C++ C# Powershell Python SQL This comprehensive beginners guide to these 6 Programming Languages gives you everything you need to know to get started on coding, and much much more! Before you know it, you'll start seeing results on screen and your on your way to mastering any, if not all, of these programming languages! Start your coding journey now!

Guides beginning users through basic PC operations in Microsoft Windows, demonstrating such tasks as personalizing Windows 8, connecting to the Internet, using social networks, working with apps, playing music, and performing routine maintenance.

Learn and understand how you can perform a wide range of tasks on your new Windows computer, including managing files, browsing the internet, and protecting yourself, as well as interacting with Cortana. Using Absolute Beginners Guide to Computing you will see how to use Windows, and how you can connect and communicate with others. You will learn the basics of browsing the web, how to send email, and sign up for services. You will learn about some of the social media sites such as Facebook and Twitter. You will also learn how to connect and use external hardware, and process digital music, photos, and video. Written by an author who has written multiple computing titles, this book is friendly and approachable, and can teach anyone how to use a computer. With simple steps, easy troubleshooting, and online resources, it's the best place to learn how to make computing a part of your life. What You'll Learn: Get pictures onto your computer to share Listen to digital music What clubs, groups, and other resources there are to help Who this Book Is For Anyone that wants to learn all the latest Windows features. Beginners who want to use their new Windows computer to share pictures or video clips on YouTube or Facebook to those seeking a common sense approach to safe computing.

The best guide to computer programming fundamentals. This book will give you a solid foundation if you are new to programming. For a beginner, programming can seem like something scary or hard to do. With all the technical terms and concepts out there, and the numerous programming languages available at your disposal it is so important now more than ever before to build a strong foundation. When you understand the fundamentals of programming, learning any programming language is a piece of cake. In addition, programming is not just all about coding. It is also about knowing how to plan your work, how to set deadlines, how to communicate with team members, how to use existing components, how to debug existing codes and fix issues, how to build secure systems, how to use the right tools etc. These are all covered in this book and in a way that is easy for you to understand. Once you read this book to the end, you will become more confident and equipped with the knowledge necessary for success in this field. A career in computer programming is one of the most rewarding choices you will make in your life. The opportunities are endless. This book will give you the foundation you need. Below is a preview of what you'll learn:

The importance of learning computer programming Program structure Variable declaration Looping structures Programming syntax Algorithms in programming Data structures Hierarchy of programming languages Characteristics of programming languages Web programming Factors to consider when choosing a programming language Popular programming languages Security in programming And much more!! Learn the fundamentals of computer programming today by clicking the BUY NOW button at the top of the page!

Get to grips with the building blocks of programming languages and get started on your programming journey without a computer science degree Key Features Understand the fundamentals of a computer program and apply the concepts you learn to different programming languages Gain the confidence to write your first computer program Explore tips, techniques, and best practices to start coding like a professional programmer Book Description Learning how to code has many advantages, and gaining the right programming skills can have a massive impact on what you can do with your current skill set and the way you advance in your career. This book will be your guide to learning computer programming easily, helping you overcome the difficulties in understanding the major constructs in any mainstream programming language. Computer Programming for Absolute Beginners starts by taking you through the building blocks of any programming language with thorough explanations and relevant examples in pseudocode. You'll understand the relationship between computer programs and programming languages and how code is executed on the computer. The book then focuses on the different types of applications that you can create with your programming knowledge. You'll delve into programming constructs, learning all about statements, operators,

variables, and data types. As you advance, you'll see how to control the flow of your programs using control structures and reuse your code using functions. Finally, you'll explore best practices that will help you write code like a pro. By the end of this book, you'll be prepared to learn any programming language and take control of your career by adding coding to your skill set. What you will learn Get to grips with basic programming language concepts such as variables, loops, selection and functions Understand what a program is and how the computer executes it Explore different programming languages and learn about the relationship between source code and executable code Solve problems using various paradigms such as procedural programming, object oriented programming, and functional programming Write high-quality code using several coding conventions and best practices Become well-versed with how to track and fix bugs in your programs Who this book is for This book is for beginners who have never programmed before and are looking to enter the world of programming. This includes anyone who is about to start studying programming and wants a head start, or simply wants to learn how to program on their own. Ideal for PC owners looking for an accessible, easy-to-follow reference, this beginner's guide to PC hardware offers expert advice on every component--processors, motherboards, memory, BIOS, CD-ROM and DVD drives, video cards, and much more. You'll also get details on external devices, including monitors, printers, keyboards, and modems. The book covers both Intel and non-Intel CPUs and USB and AGP ports.

The fifth edition of *The Complete Idiot's Guide to Computer Basics* places the reader in charge of the computer, rather than the other way round, and places the focus on software troubleshooting rather than hardware techno-babble. The reader wants to do something practical with his or her computer - this book shows them how. It covers basic office programs and how to manage photo, video and music files. It offers advice on safe web-surfing, including coverage of newsgroups, message boards and mailing lists. There are new green computing initiatives that help protect the environment. It includes maintenance and upgrading information.

Do you want to start to learn the main programming languages but are but are you frustrated at the idea that programming is difficult and complex for those who have never faced it? Ok, don't worry. This bundle was created for you! ? "The most difficult language is your first". There is this myth in the programming world's. I've been there too, learning any programming language can be frustrating and discouraging. I remember well the initial difficulties in learning my first programming language. Everything would have been easier if I had a guide that made me understand the real basics of programming. Today, the computer is an indispensable tool in many fields. However, the machine can do absolutely nothing without software, that is, without a program that tells you what you have to do. A programming language can be defined as an artificial language that allows the programmer to communicate with the computer to tell him what he has to do. To this end, man has invented many programming languages, but all of them can be classified into three main types: the machine, low level, and high level. This bundle takes you to the discovery of the main programming languages required in the world of work, starting from scratch. Book 1: Coding for beginners Start from here to learn the basics! This book covers: Getting Started with Coding Overview of the main programming languages Functions Strings Loops Object-Oriented Programming Algorithms... and so much more! Book 2: Coding with Python Learn one of the most popular programming language in the world! This book covers: What is Python? Why Python? How to Installing Python (Guide step by step) Python Basics Variables, Lists, Dictionaries, Functions... and so much more! After reading this book, you will be more than just a beginner, and you will be able to use that to your benefit so that you can do everything from providing yourself with service to making a lucrative income. Are you ready to learn in a simple way? Click to buy now! ?

Computer Basics Absolute Beginner's Guide, Windows 10 EditionQue Publishing

Make the most of your new Windows® 10 notebook or desktop computer—without becoming a technical expert! This book is the fastest way to get comfortable, get productive, get online, get started with social networking, make more connections, and have more fun! Even if you've never used a Windows computer before, this book shows you how to do what you want, one incredibly clear and easy step at a time.

Computer basics have never, ever been this simple! Who knew how simple using computers could be? This is today's best beginner's guide to using your computer or tablet with the new Windows 10 operating system...simple, practical instructions for doing everything you really want to do!

For beginning programmers, this updated edition answers all C programming questions. This bestseller talks to readers at their level, explaining every aspect of how to get started and learn the C language quickly. Readers also find out where to learn more about C. This book includes tear-out reference card of C functions and statements, a hierarchy chart, and other valuable information. It uses special icons, notes, clues, warnings, and rewards to make understanding easier. And the clear and friendly style presumes no programming knowledge.

If you are a beginner and have no idea what the Computer Programming is all about, then the book *Computer Programming for Beginners* is what you have been waiting for. This book provides a clear understanding of what the Computer Programming entails, especially providing know-how for beginners. At first glance, the words "computer programming" might worry you, especially when described as an "extremely complex designing and building process." However, fear not, because computer programming can be done by anyone - even beginners. Programming has existed for centuries with programmable devices, perhaps as early as the 9th-century! It was here when a programmable music sequencer was invented. Following that was a programmable drum machine and other forms of musical instruments. It wasn't until the year 1843 when the first Computer Program was invented by Ada Lovelace, a mathematician who created an algorithm for this. The concept of storing data in machine-readable form arose in the 1880s when Herman Hollerith invented it. These were the foundations that led to Computer Programming as we know it today. With so many struggling to grasp the concept, we devised the perfect computer programming guide for beginners to take the first step towards becoming a Computer Programming expert. We are in a technological age, after all, where computers are an essential part of life. Regardless of your experience level, anyone can read and implement this computer programming guide. Whether you are planning on making a career out of it or you just want a new hobby, you can enjoy this series of books, no matter your goals. What You Will Discover & Learn: ? A beginner's approach to learning computer programming ? Javascript & Java - essential programming languages ? Python programming - general-purpose & high-level programming language ? SQL programming - used to communicate with + manipulate databases ? How to accurately program for successful computer tasking ? Easy-to-understand, clear instructions for a seamless user experience ? How to implement what you have learned into developing computer programs/software And much more. Included with your purchase is a collection of 4 books that will help guide you through all of the necessary fundamentals of Computer Programming. No previous skills are required, even if you haven't written one line of code before. This collection was written specifically for those who are just starting, so you can feel comfortable trying out something new and unfamiliar without the need of any pre-qualifications. Scroll up and push the buy now button!

Get up and running with collecting evidence using forensics best practices to present your findings in judicial or administrative proceedings Key Features Learn the core techniques of computer forensics to acquire and secure digital

evidence skillfully Conduct a digital forensic examination and document the digital evidence collected Analyze security systems and overcome complex challenges with a variety of forensic investigations Book Description A computer forensics investigator must possess a variety of skills, including the ability to answer legal questions, gather and document evidence, and prepare for an investigation. This book will help you get up and running with using digital forensic tools and techniques to investigate cybercrimes successfully. Starting with an overview of forensics and all the open source and commercial tools needed to get the job done, you'll learn core forensic practices for searching databases and analyzing data over networks, personal devices, and web applications. You'll then learn how to acquire valuable information from different places, such as filesystems, e-mails, browser histories, and search queries, and capture data remotely. As you advance, this book will guide you through implementing forensic techniques on multiple platforms, such as Windows, Linux, and macOS, to demonstrate how to recover valuable information as evidence. Finally, you'll get to grips with presenting your findings efficiently in judicial or administrative proceedings. By the end of this book, you'll have developed a clear understanding of how to acquire, analyze, and present digital evidence like a proficient computer forensics investigator. What you will learn Understand investigative processes, the rules of evidence, and ethical guidelines Recognize and document different types of computer hardware Understand the boot process covering BIOS, UEFI, and the boot sequence Validate forensic hardware and software Discover the locations of common Windows artifacts Document your findings using technically correct terminology Who this book is for If you're an IT beginner, student, or an investigator in the public or private sector this book is for you. This book will also help professionals and investigators who are new to incident response and digital forensics and interested in making a career in the cybersecurity domain.

Today, scientific computing and data analysis play an integral part in most scientific disciplines ranging from mathematics and biology to imaging processing and finance. With GNU Octave you have a highly flexible tool that can solve a vast number of such different problems as complex statistical analysis and dynamical system studies. The GNU Octave Beginner's Guide gives you an introduction that enables you to solve and analyze complicated numerical problems. The book is based on numerous concrete examples and at the end of each chapter you will find exercises to test your knowledge. It's easy to learn GNU Octave, with the GNU Octave Beginner's Guide to hand. Using real-world examples the GNU Octave Beginner's Guide will take you through the most important aspects of GNU Octave. This practical guide takes you from the basics where you are introduced to the interpreter to a more advanced level where you will learn how to build your own specialized and highly optimized GNU Octave toolbox package. The book starts by introducing you to work variables like vectors and matrices, demonstrating how to perform simple arithmetic operations on these objects before explaining how to use some of the simple functionality that comes with GNU Octave, including plotting. It then goes on to show you how to write new functionality into GNU Octave and how to make a toolbox package to solve your specific problem. Finally, it demonstrates how to optimize your code and link GNU Octave with C and C++ code enabling you to solve even the most computationally demanding tasks. After reading GNU Octave Beginner's Guide you will be able to use and tailor GNU Octave to solve most numerical problems and perform complicated data analysis with ease. Explains the development of modern computers, how they work, and their uses.

Updated for the Latest Windows 10 2019 This is today's best beginner's guide to using your computer or tablet with the Windows 10 operating system. Make the most of your Windows 10 notebook or desktop computer--without becoming a technical expert! This is the fastest way to get comfortable, get productive, get online, get started with social networking, make more connections, and have more fun! Even if you've never used a Windows computer before, this book shows you how to do what you want, one incredibly clear and easy step at a time. Here's a small sample of what you'll learn: Set up your computer and use the Windows 10 Start menu and desktop Connect to the Internet and browse the Web with Microsoft Edge Get started with social networking on Facebook, Twitter, Pinterest, and LinkedIn Use Windows 10's built-in apps--and find great new apps in the Windows Store Connect printers and external storage, and set up automatic file backup Connect to a home wireless network or public Wi-Fi hotspot Go online to shop and sell--and smart search with Microsoft Cortana® Get work done quickly with Microsoft Office Organize, view, and share photos Listen to streaming music with Pandora and Spotify Watch streaming movies and TV shows with Amazon Prime Video, Hulu, Netflix, and more Protect yourself against viruses, spyware, and spam Keep your system running reliably at top speed

Discover Quantum Computing, a Technology That Will Soon Change the World! Do you want to discover the upcoming tech that will change the IT industry forever? In 2019, Google shocked the world by announcing that their quantum computer called Sycamore solved an impossible problem. Apparently, Sycamore solved it in less than 200 seconds. It would take over 10 000 years for "normal" computers to do that, even the most powerful ones. Impressive, right? But you might wonder, why is it such a big deal? The answer lies in the implications of such technology. Quantum computers could revolutionize scientific discoveries, boost the development of medicine, make a huge breakthrough in the field of artificial intelligence, and literally save the world from the climate catastrophe. Do you want to know how a computer can do all that? Turn to this ultimate guide on quantum computing! Inside, you'll discover an ocean of information about this technology, including some you won't find anywhere else! Here's what you'll learn: What is Quantum Computing and how quantum computers operate Why is this technology the future of the IT sector How close are we to building a quantum computer Description of various algorithms and how they work The possible implementations of quantum computing and how it can change the world And much more! You don't have to be an expert or have an IT degree to understand the mechanics of quantum computing. At least, not with this book. Even though the topic is extremely technical, this book is written in a way anyone can understand. You won't get lost on the first page and give up. You have a chance to learn everything about a technology that might prove the most important tech in the years to come! So don't hesitate and use this opportunity to become a part of a computing revolution! Scroll up, click on "Buy Now with 1-Click", and Get Your

Copy Now!

Ever wondered how to make a computer follow instructions? If so, then it is time to get coding! A Beginner's Guide to Coding is an easy-to-follow guide to the basics of coding, using the free programming languages of Scratch and Python. These step-by-step projects will have young coders talking to their own chatbots or making their own computer games in no time. Accessible, engaging, and fun, this book is bursting with eye-catching illustrations and fantastic projects to introduce aspiring young programmers to the world of coding.

The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering

Would You Like to Learn Exactly What It Means to be a Hacker? - NOW INCLUDES FREE GIFTS! (see below for details) Have you always secretly admired how tech savvy hackers are? Does the word "hacker" make you think of the cool kids who don't obey society's rules? Or does the idea of someone hacking your system and stealing your data make you break out into a cold sweat? Do you want to understand how hacking works for once and for all? If the answer to any of these questions is yes, this book will provide you with the answers you've been looking for! What might come as a surprise to you is that hacking does not need to mean having mad computer skills. You need to know some basics, naturally, but hacking a computer system is a lot simpler than you might think. And there are a lot of software and tools out there that can help you grow from a hacking novice to a hacking expert in a very short period of time. The truth is that no system is ever truly 100% safe. Most systems have coding errors that make them more vulnerable to attack simply for the reason that programmers have to rush to get the latest apps, etc. to market before anyone else does. It is only when there is a glitch or when the system is actually hacked that these errors are even found. And, if the hacker wants to maintain access to the system, they will work at hiding these vulnerabilities from everyone else so they might never come to light. And passwords are not the ultimate answer either. Even the strongest passwords can be cracked if you have the right software and enough time. If you want to learn how to beat a hacker at their own game, you need to start thinking as they do. And what about if you are more interested in the other side of the coin? Becoming the hacker and avoiding detection? Well, this book looks at things from both sides of the equation. You need to learn how to be a hacker yourself if you really want to be effective at beating other hackers. How you use the information provided is up to you at the end of the day. It can be a rollercoaster that will sometimes have you wondering if you have the stuff to make it. But I can promise you one thing. Whether you are the hacker or are working to prevent a system being hacked, you are guaranteed an interesting ride. When hacking a system depends on buying yourself enough time to allow the password cracker to do its work, or when it means outsmarting someone on the other end of the line, it can be a real adrenaline rush. Being a successful hacker is about using the right tools for the right job and, ultimately, being the smartest person in that battle. Do you have what it takes? Why not read on and see? In this book, we will look at: How Hacking Works Hacking Networks and Computer Systems Information Gathering Using the Data You Gathered Password Cracking for Beginners Applications to Gain Entry to Systems Wireless Hacking ...and much more! Also included for a limited time only are 2 FREE GIFTS, including a full length, surprise FREE BOOK! Take the first step towards becoming an expert hacker today. Click the buy now button above for instant access. Also included are 2 FREE GIFTS! - A sample from one of my other bestselling books, and full length, FREE BOOKS included with your purchase!

Discusses tasks that can be performed with the Tablet PC, peripherals that can be used to control it, and how it can be used in conjunction with Microsoft Office applications.

Make the most of your wireless network...without becoming a technical expert! This book is the fastest way to connect all your wireless devices, get great performance with everything from streaming media to printing, stay safe and secure, and do more with Wi-Fi than you ever thought possible! Even if you've never set up or run a network before, this book will show you how to do what you want, one incredibly clear and easy step at a time. Wireless networking has never, ever been this simple! Who knew how simple wireless networking could be? This is today's best beginner's guide to creating, using, troubleshooting, and doing more with your wireless network...simple, practical instructions for doing everything you really want to do, at home or in your business! Here's a small sample of what you'll learn:

- Buy the right equipment without overspending
- Reliably connect Windows PCs, Macs, iPads, Android tablets, game consoles, Blu-ray players, smartphones, and more
- Get great performance from all your networked devices
- Smoothly stream media without clogging your entire network
- Store music and movies so you can play them anywhere in your home
- Keep neighbors and snoopers out of your network
- Share the files you want to share—and keep everything else private
- Automatically back up your data across the network
- Print from anywhere in the house—or from anywhere on Earth
- Extend your network to work reliably in larger homes or offices
- Set up a "guest network" for visiting friends and family
- View streaming videos and other web content on your living room TV
- Control your networked devices with your smartphone or tablet
- Connect to Wi-Fi hotspots and get online in your car
- Find and log onto hotspots, both public and hidden
- Quickly troubleshoot common wireless network problems

Michael Miller is the world's #1 author of beginning computer books. He has written more than 100 best-selling books over the past two decades, earning an international reputation for his friendly and easy-to-read style, practical real-world advice, technical accuracy, and exceptional ability to demystify complex topics. His books for Que include Computer Basics Absolute Beginner's Guide; Facebook for Grown-Ups; My Pinterest; Ultimate Digital Music Guide; Speed It Up! A Non-Technical Guide for Speeding Up Slow PCs, and Googlepedia: The Ultimate Google Resource. Category: Networking Covers: Wireless Networking User Level: Beginning Book + Content Update Program Make the most of your new Windows 10 device—without needing to be a technical expert! This book is the fastest way to take control of Windows 10, and use it to create, connect, and discover... simplify and organize your whole life... learn more, play more, do more, live better! This book will show you how to do what you want, the way you want, one incredibly clear and easy step at a time. Windows 10 has never, ever been this simple! Who knew how simple Windows 10 could be? This is the easiest, most practical beginner's guide to using your new Windows 10 desktop, notebook, or tablet... simple, reliable instructions for doing everything you really want to do! Here's a small sample of what you'll learn: Make the new Windows 10 Start menu work just the way you want Tweak Windows to reflect your personality and maximize your security Reliably connect to your home network or public Wi-Fi Master the speedy new Microsoft Edge web browser Install and use the best new Windows Store apps Enjoy all of your digital photos, videos, movies, and music Find whatever you're looking for—or let Cortana find it for you Use free OneDrive cloud storage to store, sync, and back up your files Play games and media through Xbox Live Manage all email from one easy app: Outlook, Gmail, Yahoo!, and more Share files and printers the easy way with Homegroups Retrieve up-to-the-minute news, sports, weather, and financial data Set up the notifications you want—and turn off those you don't want Create efficient virtual desktops to get more done faster Connect multiple monitors to one computer Keep your computer safe and healthy—painlessly Alan Wright has spent a decade providing IT support to enterprises, small businesses, and residential users. He holds several certifications from CompTIA and Microsoft, was technical editor on Using Windows 8 and Microsoft Project 2013 In Depth, and co-

authored both Windows 8.1: Absolute Beginner's Guide and Visio 2013: Absolute Beginner's Guide.

Far more than a word processor, Scrivener helps you organize and brainstorm even the most complex writing project, bring together your research, and write more efficiently and successfully than ever before. Long available for Mac, there's now a Windows version, too.

Thousands of writers and aspiring writers are discovering this powerful, low-cost tool. Now, there's an up-to-the-minute, easy guide to the latest versions of Scrivener for both Mac and Windows: *Scrivener Absolute Beginner's Guide*. Written by working novelist and experienced computer book author Jennifer Kettell, this guide doesn't just present features and menus: it presents Scrivener in the context of your creative workflow, so you can make the most of this amazing software. Kettell draws on years of Scrivener experience and private tutoring to help you use Scrivener in both fiction and non-fiction projects, including screenwriting and academic writing. This book is as authoritative as it gets. Kettell not only wrote it in Scrivener: screen captures show her work in progress, and identify powerful ways to use Scrivener to improve productivity. Her book has been tech edited by the Literature & Latte software team member who serves as main liaison for the Scrivener Windows product to ensure that the Windows version is covered as thoroughly as the Mac version. You'll learn how to:

- Integrate Scrivener into your own personal workflow
- Get to know Scrivener's interface and customize it to your workstyle
- Write, organize, storyboard, plot, and edit your document
- Create custom templates to manage manuscripts, brainstorming, and research
- Use keywords and metadata to keep track of complex projects
- Track your progress and backing up your work
- Generate a completed manuscript
- Create an e-book from your manuscript

Discover new uses for Scrivener Throughout, Kettell clearly identifies differences between the Mac and Windows versions of Scrivener, so you're never frustrated by searching for a feature that isn't there. *Scrivener Absolute Beginner's Guide* is simple, clear, non-technical, and written from the viewpoint of a professional writer for other writers. It's the Scrivener guide thousands of writers have been waiting for.

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