

Aptana Studio 3 User Guide

Want to build a killer Web site? Want to make it easy to keep your site up to date? You'll need to know how CSS, HTML, and XHTML work together. HTML, XHTML, and CSS All-In-One Desk Reference For Dummies makes that easy too! These eight minibooks get you started, explain standards, and help you connect all the dots to create sites with pizzazz. This handy, one-stop guide catches you up on XHTML basics and CSS fundamentals. You'll learn how to work with Positionable CSS to create floating elements, margins, and multi-column layouts, and you'll get up to speed on client-side programming with JavaScript. You'll also get the low-down on server side programming with PHP, creating a database with MySQL, and using Ajax on both client and server sides. You'll find out how to: Use templates and validators Manage information with lists and tables Turn lists of links into button bars Add style color and borders Create variables for data Add motion with basic DOM animation Work with arrays Add Flash functionality with AFLAX Build and manage a multipage site Choose and run your own server You don't need expensive or complicated software or a super-powerful computer to build a Web site that does all sorts of amazing things. All you need is a text editor and the clear, step-by-step guidance you'll find in HTML, XHTML, and CSS All-In-One Desk Reference For Dummies.

Why have developers at places like Facebook and Twitter increasingly turned to graph databases to manage their highly connected big data? The short answer is that graphs offer superior speed and flexibility to get the job done. It's time you added skills in graph databases to your toolkit. In Practical Neo4j, database expert Greg Jordan guides you through the background and basics of graph databases and gets you quickly up and running with Neo4j, the most prominent graph database on the market today. Jordan walks you through the data modeling stages for projects such as social networks, recommendation engines, and geo-based applications. The book also dives into the configuration steps as well as the language options used to create your Neo4j-backed applications. Neo4j runs some of the largest connected datasets in the world, and developing with it offers you a fast, proven NoSQL database option. Besides those working for social media, database, and networking companies of all sizes, academics and researchers will find Neo4j a powerful research tool that can help connect large sets of diverse data and provide insights that would otherwise remain hidden. Using Practical Neo4j, you will learn how to harness that power and create elegant solutions that address complex data problems. This book: Explains the basics of graph databases Demonstrates how to configure and maintain Neo4j Shows how to import data into Neo4j from a variety of sources Provides a working example of a Neo4j-based application using an array of language of options including Java, .Net, PHP, Python, Spring, and Ruby As you'll discover, Neo4j offers a blend of simplicity and speed while allowing data relationships to maintain first-class status. That's one reason among many that such a wide range of industries and fields have turned to graph databases to analyze deep, dense relationships. After reading this book, you'll have a potent, elegant tool you can use to develop projects profitably and improve your career options. Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks .Written with developers in mind this guide will show you how to make use of RESS using easy to follow examples and step by step solutions.Using PHP, HTML5, JavaScript and CSS this book will give you a solid foundation in RESS. You will need to have a good grasp of these languages as the techniques used are advanced.

Java?????Android?????????????Eclipse????????????????????????????????????JDK7?????Android????????????????????

Benefit from expert guidance in this new edition of a tried and trusted approach; updated to reflect the new CSEC® IT curriculum, it provides an engaging and accessible approach to theory and practice. - Prepare for SBA with advice and guidance and a full sample SBA project and suggested solution at the end of Chapter 16. - Consolidate learning through a range of question types such as Multiple Choice, True or False, Short Answer, Research, Project and a fun Crossword puzzle. - Confidently cover new topics and emerging technology with straightforward explanations and numerous examples. The answers can be found here: www.hoddereducation.co.uk/Log-on-to-IT-Answers

Essential Skills—Made Easy! PHP and MySQL Web Development: A Beginner's Guide takes you from building static web pages to creating comprehensive database-driven web applications. The book reviews HTML, CSS, and JavaScript and then explores PHP--its structure, control statements, arrays, functions, use with forms, and file handling capabilities. Next, the book examines MySQL, including SQL, the MySQL command set, and how to use it with PHP to create a relational database and build secure, databasedriven web applications. This practical resource features complete, step-by-step examples with code that you can use as templates for your own projects. Designed for Easy Learning Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Try This--Hands-on exercises that show you how to apply your skills Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Self Tests--End-of-chapter quizzes to reinforce your skills Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Ready-to-use code at www.mhprofessional.com

digitecho of web designers and builders are deciding on wordpress for building websites. it's because it's powerful, dependable, flexible, scalable—and greater. this e book is your complete guide to learning wordpress theme improvement, masking the entirety from set up to leveraging the network and assets to improve your wordpress skills for years yet to come. you may discover ways to: deploy wordpress and work on a development server create web site plans and content structure expand primary via superior wordpress issues preserve responsive layout integrity put into effect the right plugins convert an already-built internet site to a wordpress-powered subject matter get concerned with the wordpress community with particular factors, real-lifestyles examples, and step-by way of-step tutorials, you may discover the entirety you need to construct and install wordpress-powered websites without a prior server-facet or wordpress improvement revel in.

A complete and fully updated reference for these key Web technologies HTML, XHTML, and CSS are essential tools for creating dynamic Web sites. This friendly, all-in-one guide covers what programmers need to know about each of the technologies and how to use them together. Like the bestselling first edition, HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition makes it easy to grasp the fundamentals and start building effective Web pages. With new information about Web 2.0 and Ajax, it's the perfect reference as well. HTML, XHTML, and CSS are the key technologies for building dynamic Web pages This friendly, all-in-one guide explains each technology, shows how to use them together, and examines quality Web design and layout Six self-contained minibooks cover HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Covers new Web development advancements including new technologies and changes to the standards Includes a CD with additional valuable Web development programs and a companion Web site featuring the code used in the book Web programmers and designers will find what they most need to know in HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition, helping

them create the type of Web sites that today's market demands. CD-ROM and other supplementary materials are not included as part of eBook file. These materials will be made available for download upon purchase of the digital edition

Readers will move beyond basic Web design by learning programming skills that allow them to create dynamic Web content

Get started fast with jQuery web programming The jQuery JavaScript library greatly simplifies the creation of modern, rich web applications, while seamlessly integrating with virtually all leading web development platforms and frameworks. Learning jQuery will guide you through using jQuery, jQuery UI, and jQuery Mobile in your own projects. One step at a time, you'll learn how to do everything from adding simple effects through building complete rich Internet applications. This code-rich tutorial is designed for every working web developer. After clearly explaining all the basics, Ralph Steyer shows how to apply jQuery to create effects, animations, slideshows, lists, drag-and-droppable elements, interactive forms, and much more. If you're a web developer with even basic JavaScript experience, Learning jQuery is your fastest route to success with jQuery

- Discover what jQuery can do, and how it works with JavaScript and DOM
- Select components to support dynamic processes
- Manipulate web page content and structure
- Apply and change formatting with CSS style sheets through jQuery
- Handle complex events more effectively and reliably
- Generate time-dependent and time-independent CSS effects
- Expand jQuery's capabilities with plug-ins
- Use jQuery to create simpler, better, more powerful AJAX code
- Master powerful, flexible jQuery UI plug-ins for visual control and user interaction
- Simplify the creation of jQuery UI interfaces with ThemeRoller
- Master basic rules for successfully working with components and widgets
- Construct touch-enabled mobile front ends with jQuery Mobile

Two complete e-books on HTML5 for one low price! This unique value-priced e-book set brings together two bestselling For Dummies books in a single e-book file. Including a comprehensive table of contents and the full text of each book, complete with cover, this e-book set gives you in-depth information on using HTML and its companion technologies, CSS and XHTML, for developing dynamic web pages. It also includes the handy Quick Reference with step-by-step instructions for using HTML5 for rich Internet applications and mobile sites. Best of all, you'll pay less than the cost of each book purchased separately. You'll get the complete text of: HTML, XHTML and CSS All-in-One For Dummies, which covers The fundamentals of HTML, XHTML, and CSS and how they work together Using these technologies to create a fully integrated project Programming dynamic web pages that also incorporate JavaScript, Web 2.0 elements, and Ajax All the latest advancements in web development HTML5 For Dummies Quick Reference, which shows you how to Use HTML5 to create rich Internet applications Apply HTML5 to mobile sites and rich media Create cool, colorful graphics using the canvas tag and JavaScript Leverage the HTML5 database capabilities About the author Andy Harris, a self-taught programmer, is a university computer science instructor, technology consultant, and developer of courses on numerous programming languages.

Learn jQuery and JavaScript in 24 one-hour lessons Sams Teach Yourself jQuery and JavaScript in 24 Hours helps you build dynamic single-page web apps that deliver the rich experiences your users want. This book's straightforward, step-by-step approach shows you how to create effects, animations, lists, complex forms, and more. In just a few hours, you'll be building great user interfaces for any device, even the newest smartphones and tablets. 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 jQuery and JavaScript development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to... Quickly start building web pages with jQuery and JavaScript Master jQuery syntax, logic, functions, and objects Efficiently access, manipulate, and navigate DOM elements Build highly interactive web pages with events and event handlers Implement cookies, pop-up windows, and timers Create animations, special effects, and image galleries Construct, interact with, and validate forms Use advanced elements, such as table filters, custom dialogs, and dynamic sparklines Access server-side data via AJAX Work with data using JSON, XML, queues, and binding Build superior user interfaces more quickly with jQuery UI Add richer page interactions with jQuery UI Widgets Create mobile-friendly pages with jQuery Mobile Customize your mobile pages with jQuery Mobile ThemeRoller Contents at a Glance PART I: Introduction to jQuery and JavaScript Development HOUR 1: Intro to Dynamic Web Programming HOUR 2: Debugging jQuery and JavaScript Web Pages HOUR 3: Understanding Dynamic Web Page Anatomy HOUR 4: Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout HOUR 5: Jumping into jQuery and JavaScript Syntax HOUR 6: Understanding and Using JavaScript Objects PART II: Implementing jQuery and JavaScript in Web Pages HOUR 7: Accessing DOM Elements Using JavaScript and jQuery Objects HOUR 8: Navigating and Manipulating jQuery Objects and DOM Elements with jQuery HOUR 9: Applying Events for Richly Interactive Web Pages HOUR 10: Dynamically Accessing and Manipulating Web Pages HOUR 11: Accessing Data Outside the Web Page PART III: Building Richly Interactive Web Pages HOUR 12: Enhancing User Interaction Through Animation and Other Special Effects HOUR 13: Interacting with Web Forms HOUR 14: Creating Advanced Web Page Elements PART IV: Advanced Concepts HOUR 15: Accessing Server-Side Data via AJAX HOUR 16: Interacting with External Services, Facebook, Google, Twitter, and Flickr PART V: jQuery UI HOUR 17: Introducing jQuery UI HOUR 18: Using jQuery UI Effects HOUR 19: Advanced Interactions Using jQuery UI Interaction Widgets HOUR 20: Using jQuery UI Widgets to Add Rich Interactions to Web Pages PART VI: jQuery Mobile HOUR 21: Introducing Mobile Website Development HOUR 22: Implementing Mobile Web Pages HOUR 23: Formatting Content in Mobile Pages HOUR 24: Implementing Mobile Form Elements and Controls

jQuery Mobile is a touch-optimized JavaScript framework. Using this framework, we can create mobile web applications using standard web technologies such as HTML5, CSS3, and JavaScript which will function and behave consistently across multiple devices of different form factors. The book starts with you setting up the development environment that will enable you to complete the project that accompanies the book. Furthermore, you will get a brief overview of developing for mobile devices and a brief look at RESS. You will then start putting together a touch-based navigation system as you link pages together and explore the various widgets and controls used to build the project. Finally, some mobile best practices that will benefit you will be looked at as you go deeper into jQuery Mobile development. By the end of the book, you will be well equipped with an extensive knowledge of jQuery Mobile, not only to build applications, but to effectively customize and maintain them.

Programming Concepts in Python is one in a series of books that introduce the basic concepts of computer programming, using a selected programming language. Other books in the series use languages like C++ and Java, but all focus on concepts and not on any particular language. The presentation of the material is the same in each language, and much of the text is identical. Code samples are specific to the selected language, and some unique language features are unavoidably included, but the presentation is largely language-independent. A unique feature of the book is that it explains how to acquire, install, and use freely available software to edit, compile, and run console programs on just about any system, including Windows and Mac. Its examples use command line compiling, so that the presentation remains focused on programming concepts and avoids becoming a training tool for a specific IDE. The three-part organization of material starts with the basics of sequential processing, then adds branching and looping logic and subprograms, and ends with arrays and objects. It turns a beginner with no programming experience into a programmer, prepared to continue their training in Python or just about any other specific programming language.

Do more with WordPress – in less time! This is the most complete, coherent, and practical guide to succeeding with WordPress 3.1 and WordPress.com's hosted services. The authors help you efficiently design, secure, and manage your blog, and add powerful features to attract visitors and build thriving communities. Get comfortable with WordPress, leverage its immense power, and customize it to your unique needs—no matter how large your blog grows, or how complex your content management challenges are!

- Start your WordPress blog right, to

avoid hassle and rework later • Make your blog's appearance stand out from the crowd • Use QuickPress to create new posts in no time • Make your posts easier to find and more useful to casual visitors • Revamp your whole blog in minutes with themes • Use HTML and CSS "power tools" to add advanced blog features • Engage readers with comments, polls, and ratings • Manage teams of blog administrators, editors, authors, and contributors • Use WordPress Statistics and Google Analytics to understand and grow your audience • Add graphics and media to your blog posts • Work with a hosting provider that runs WordPress software for you • Create new blog networks with WordPress Multisite • Integrate social networking features with BuddyPress • Find, test, activate, and use powerful third-party plug-ins • Build your own themes and plug-ins All In Depth books offer: • Comprehensive coverage with detailed solutions • Troubleshooting help for tough problems you can't fix on your own • Outstanding authors recognized worldwide for their expertise and teaching style Learning, reference, problem-solving...the only WordPress book you need!

Legions of web designers and developers are choosing WordPress for building sites. That's because it's powerful, reliable, flexible, scalable—and more. This book is your complete guide to mastering WordPress theme development, covering everything from installation to leveraging the community and resources to improve your WordPress skills for years to come. You'll learn how to: Install WordPress and work on a development server Create site plans and content architecture Develop basic through advanced WordPress themes Maintain responsive design integrity Implement the right plugins Convert an already-built website to a WordPress-powered theme Get involved with the WordPress community With detailed explanations, real-life examples, and step-by-step tutorials, you'll find everything you need to build and deploy WordPress-powered websites with no prior server-side or WordPress development experience.

Innovations in Computing Sciences and Software Engineering includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Software Engineering, Computer Engineering, and Systems Engineering and Sciences. Topics Covered: •Image and Pattern Recognition: Compression, Image processing, Signal Processing Architectures, Signal Processing for Communication, Signal Processing Implementation, Speech Compression, and Video Coding Architectures. •Languages and Systems: Algorithms, Databases, Embedded Systems and Applications, File Systems and I/O, Geographical Information Systems, Kernel and OS Structures, Knowledge Based Systems, Modeling and Simulation, Object Based Software Engineering, Programming Languages, and Programming Models and tools. •Parallel Processing: Distributed Scheduling, Multiprocessing, Real-time Systems, Simulation Modeling and Development, and Web Applications. •Signal and Image Processing: Content Based Video Retrieval, Character Recognition, Incremental Learning for Speech Recognition, Signal Processing Theory and Methods, and Vision-based Monitoring Systems. •Software and Systems: Activity-Based Software Estimation, Algorithms, Genetic Algorithms, Information Systems Security, Programming Languages, Software Protection Techniques, Software Protection Techniques, and User Interfaces. •Distributed Processing: Asynchronous Message Passing System, Heterogeneous Software Environments, Mobile Ad Hoc Networks, Resource Allocation, and Sensor Networks. •New trends in computing: Computers for People of Special Needs, Fuzzy Inference, Human Computer Interaction, Incremental Learning, Internet-based Computing Models, Machine Intelligence, Natural Language. Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.

This book constitutes the refereed proceedings of the IFIP WG 8.4, 8.9, TC 5 International Cross Domain Conference and Workshop on Availability, Reliability and Security, CD-ARES 2012, held in Prague, Czech Republic, in August 2012. The 50 revised papers presented were carefully reviewed and selected for inclusion in the volume. The papers concentrate on the many aspects of information systems bridging the gap between research results in computer science and the many application fields. They are organized in the following topical sections: cross-domain applications: aspects of modeling and validation; trust, security, privacy, and safety; mobile applications; data processing and management; retrieval and complex query processing; e-commerce; and papers from the colocated International Workshop on Security and Cognitive Informatics for Homeland Defense, SeCIHD 2012.

Transform maps and raw data into full-fledged web mapping applications using the power of the ArcGIS JavaScript API and JavaScript libraries About This Book Create and share modern map applications for desktops, tablets, and mobile browsers Present and edit geographic and related data through maps, charts, graphs, and more Learn the tools, tips, and tricks made available through the API and related libraries with examples of real-world applications Who This Book Is For This book is intended for intermediate developers who want to design web mapping applications. You should have some experience with geographic information systems, especially with ArcGIS products such as ArcGIS Server. It also helps to have some experience with HTML, CSS, and JavaScript. What You Will Learn Create single-page mapping applications, lining up data from different sources Search for and display geographic and tabular information based on locations and attributes Customize maps and widgets to deliver the best user experience Present location data intuitively using charts and graphs Integrate mapping applications with your favorite JavaScript frameworks Test the working of your web map application and take advantage of cloud services such as ArcGIS Online Create modern-looking web maps through styling tips and tricks In Detail ESRI and its ArcGIS line of software have been an industry leader in digital map production and publication for over 30 years. ArcGIS Server lets you design, configure, and publish maps that can be viewed and edited through the Internet. After designing basic maps, you may want to find out new and innovative ways to represent information using these maps. In this book, you'll work through practical examples, experiencing the pitfalls and successes of creating desktop and mobile map applications for a web browser using the ArcGIS Server platform. The book begins by introducing you to ArcGIS Server and ESRI's JavaScript API. You'll work with your first web map and

then move on to learn about ESRI's building blocks. A Dojo AMS style widget will help you create your own widgets for a map and then see how to collect geographic data. Furthermore, you will learn different techniques such as using Dojo Charts to create charts and graphs to represent your data. Then you will see how to use ESRI JavaScript API with other JavaScript libraries and different styling methods to make your map stand out. By the end of the book, you will discover how to make your application compatible with different devices and platforms and test it using testing libraries. Style and approach An in-depth guide that explores web application development using ArcGIS Server and the ArcGIS JavaScript API. Topics are explained in the context of developing two applications for fictional clients. Details of application development, including possible pitfalls and best practices, are included in this book.

"There's no question you're going to be a better Flex and Rails developer when you're done reading this book." —From the Foreword by Matt Chotin, Senior Product Manager, Adobe Systems, Inc. Adobe Flex enables the rapid development of rich and engaging user experiences. Ruby on Rails dramatically simplifies the development of database-driven web applications. Now there's a book that shows how to use the newest versions of both frameworks together to create state-of-the-art Rich Internet Applications (RIAs). Flex on Rails begins with the absolute essentials: setting up your environment for Flex and Rails, passing data with XML, and integrating Flex front-ends with Rails back-ends. Then, using practical, easy-to-understand code examples, the authors take you from the basics to advanced topics only discussed in this book. Techniques covered here include Constructing sophisticated interfaces that can't be created with AJAX alone Using RESTful services to expose applications for access via APIs Testing Flex and Rails together Using Flex Frameworks Getting Flex into your build/deploy process And more... The authors also offer practical introductions to powerful complementary technologies, such as RubyAMF and Juggernaut. Written by developers with extensive experience using both frameworks, this book covers the new Adobe Flex 3 and Ruby on Rails 2 from the ground up. Even if you have minimal experience with Flex or Rails, you'll learn all you need to know to use them to build exceptional production applications.

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

The Hitchhiker's Guide to Python Best Practices for Development"O'Reilly Media, Inc."

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

AIR (Adobe Integrated Runtime) is Adobe's open-source technology that lets Web developers and programmers create Rich Internet Applications that run outside of any Web browser. This Visual QuickPro Guide teaches everything you need to know to begin creating applications that combine the rich experience of a traditional desktop application with the power and reach of the Internet. The book uses a visual, step-by-step approach and covers all the fundamental AIR concepts, without the fluff, confusing segues, and technical jargon that bog down so many other computer books. Author Larry Ullman has a well-earned reputation for writing books that are accessible, easy-to-follow, and, above all, useful. This book focuses solely on developing AIR applications using HTML and JavaScript, although formal knowledge of JavaScript is not required.

This book brings for you all of knowledge you need to start multi-thread, FILE IO programming from basic to advance by JAVA language. Just by 19 LESSONS, you can analysis easily a game include: - Creating a new Thread - Thread Scheduling and Priority - Multithreading issues in Swing Applications - Thread Pool, Executor, Callable/Future - Avoid deadLock and how to make data synchronization - File and Directory - File I/O Basic to Advance There are many examples & case studies for the practice of programming. Let's enjoy it!

Today's learners master the HTML5 and CSS3 skills needed to create exceptional web design with this practical, user-friendly book from the popular Illustrated Series. Vodnik's latest HTML5 AND CSS3 ILLUSTRATED COMPLETE, 2E covers basic to advanced concepts and skills for developing web pages and websites using the most current versions of HTML5 and CSS3. Readers learn to create dynamic websites that incorporate forms, videos, JavaScript, cutting-edge CSS3, and more. Updates throughout this new edition address responsive design and integrate mobile design and testing. HTML5 AND CSS3 ILLUSTRATED COMPLETE, 2E meets the needs of a broad range of users with "nuts-and-bolts" introductions for beginners and the flexibility to efficiently review the basics and quickly progress to more advanced topics for more experienced users. Each two-page spread focuses on a single skill, making information easy to follow and absorb. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Sams Teach Yourself Adobe® AIR™ Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an

to create a web app that runs on the Android platform as well as other mobile platforms.

Sind Sie bereit, ein echter Pythonista zu werden? Dann wird dieses Buch Ihr treuer Begleiter. Es bietet geballtes Insider-Know-how zu Best Practices und den bevorzugten Werkzeugen der Python-Community. Sie werden Ihre Python-Kenntnisse entscheidend verbessern – ob Sie einfach nur neugierig sind, als Normalsterblicher zu Open-Source-Projekten beitragen oder ein Unternehmen rund um Python aufbauen möchten. Dieses Buch wurde im Rahmen eines Gemeinschaftsprojekts von über einhundert Mitgliedern der Python-Community geschrieben. In Teil 1 geht es um das Einrichten der Python-Umgebung (Interpreter, Python-Installation, Texteditor, IDE). Dann tauchen Sie in Beispiel-Code ein, der den Python-Stil mustergültig umsetzt. Teil 3 macht Sie mit Bibliotheken vertraut, die von der Python-Community bevorzugt genutzt werden. - Entwickeln Sie besseren Python-Code, indem Sie Stil, Konventionen, Idiome und Fallstricke kennenlernen. - Sehen Sie sich exzellente Open-Source-Codebeispiele ausgewählter Python-Bibliotheken an. - Studieren Sie Best Practices für die Paketierung und Distribution von Python-Code. - Erkunden Sie Pythons Bibliotheken für die Benutzer-Interaktion – von Konsolenanwendungen über GUIs bis hin zu Webapplikationen. - Lernen Sie Tools für die Systemadministration sowie das Interfacing mit C- und C++-Bibliotheken kennen und verbessern Sie die Geschwindigkeit von Python. - Arbeiten Sie mit Netzwerk-Bibliotheken für asynchrone Aktionen, Serialisierung und Kryptografie. - Lernen Sie Bibliotheken zur Datenpersistenz und -manipulation kennen, darunter auch Werkzeuge zur Bild- und Audioverarbeitung. Prägnant und meinungsstark nimmt Sie der Hitchhiker's Guide mit auf eine Pro-Tour durch das Python-Universum. Raymond Hettinger, Python Core Developer

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