

Belajar Android Studio Aplikasi Crud Data Mahasiswa Blog

The Knowledge Management Yearbook is the most current and comprehensive resource available for knowledge management professionals; no other source of information so thoroughly surveys the state of the knowledge management discipline and industry and how they impact businesses and other organizations. Featuring both definitive articles and cutting-edge knowledge management techniques and research contributed by authorities, The Knowledge Management Yearbook covers the nature of knowledge and its management, knowledge-based strategies, knowledge management and organizational learning, and knowledge tools, techniques, and processes. The reference section includes a set of up-to-date directories detailing on-line knowledge management resources, KM publications and organizations, and notable KM Quotes. The glossary of KM terms is increasingly perceived by the industry as a benchmark by which this evolving discipline is defined. The Knowledge Management Yearbook is an indispensable volume for any professional helping to shape his or her organization's knowledge strategy.

In a world that's changing faster and more furiously than ever, the ability to shift focus is critical. Why is it that some organizations can continually evolve to meet the times and the marketplace, and others can't? How do some companies always seem to know the perfect season to shift gears, as well as the right methods to implement when doing so, while others ruefully, and perhaps stubbornly, go down sinking when a simple shift would've saved everything? Shift Ahead taps into both success stories and cautionary tales from others who have gone before in order to provide for readers a smart, calculated approach to knowing both: 1) when to change course and 2) how to pull it off. Packed with insightful interviews from leaders at HBO, Adobe, BlackBerry, National Geographic, Microsoft, Kodak, and elsewhere, this must-have resource explains how to

- Spot warning signs that it's time for a reinvention
- Overcome obstacles standing in the way of your company's future goals
- Maintain authenticity when shifting gears
- Execute changes seamlessly, no matter how bold they are

Today more than at any other time before, knowing when to shift, and how to do so successfully, is the key to remaining competitive. But with Shift Ahead, this difficult yet imperative maneuver will become the key to your company's long-term success!

So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming

concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.

For almost four decades, *Software Engineering: A Practitioner's Approach (SEPA)* has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

Plan, design, and build engaging user interfaces for your Android applications

About This Book

- *Take an initial idea for an Android app and develop it into a detailed plan, supported by sketches and wireframes
- *Provide a better experience for your users by following best practices and the new material design principles
- *Work more efficiently and save time by testing your ideas at an early stage by building a prototype

Who This Book Is For

If you are a Java developer with a keen interest in building stunning UIs for your applications in order to retain customers and create great experiences for them, then this book is for you. A good knowledge level of HTML, CSS, and some grounding in Android Development is assumed.

What You Will Learn

- *Develop a user interface that adheres to all the core material design principles
- *Transform your initial app idea into a concrete and detailed plan
- *Add Views, ViewGroups, layouts, and common UI components to your own Android projects
- *Use fragments and various strategies to gather user input
- *Create a new Android Studio project and develop it into a prototype
- *Identify and solve problems with your app's UI to deliver a better user experience

In Detail

Great design is one of the key drivers in the adoption of new applications, yet unfortunately design considerations are often neglected in the face of "will it work," "can we make it quicker," or "can we get more people using it"? This book seeks to redress this balance by showing you how to get your PM to start treating the design phase of your project seriously. This book is focused entirely on the development of UI features, and you'll be able to practically implementing the design practices that we extol throughout the book.

Starting by briefly outlining some of the factors you need to keep in mind when building a UI, you'll learn the concepts of Android User Interface from scratch. We then move on to formulate a plan on how to implement these concepts in various applications. We will deep dive into how UI features are implemented in real-world applications where UIs are complex and dynamic. This book offers near complete coverage of UI-specific content including, views, fragments, the wireframing process, and how to add in splash screens-everything you need to make professional standard UIs for modern applications. It will then cover material design and show you how to implement Google's design aesthetic in a practical manner. Finally, it ensures the best possible user experience by analyzing the UI using various tools, and then addressing any problems they uncover.

By the end of the book, you'll be able to leverage the concepts of Android User Interface in your applications in order to attract new customers.

I`m a dancer To save time let ?s just assume I ?m always right

Blank Lined Notebook Journal Book with 110 Pages

In this book, JRuby core developer Ola Bini covers everything you need to know to take full advantage of what JRuby has to offer.

It provides complete coverage on how to use JRuby to create web applications faster and more efficiently, while continuing to take advantage of the vast power of the Java platform. The book also provides several real-world projects that illustrate the crucial specifics you need to know about the interaction of Java and Ruby. In addition, it offers helpful, practical instruction and discussion on how web applications can be deployed using a variety of popular servers such as Apache and Mongrel.

The power of SQL Server 2005 Reporting Services is now available for client-side reporting in Visual Studio 2005. This hands-on guide takes readers step-by-step through the design, development, and deployment of a variety of professional reports for Windows, Web, and Mobile clients. It is the most complete single source of information on this important new feature of Visual Studio 2005. Written for all VS users writing any kind of report, this is the only book that tells the full story of client-side Reporting Services. Its real-world examples clearly and carefully teach how to use and exploit this powerful and increasingly popular technology.

A spectacular yet sombre collection of four stories revolving around visually impaired characters. Selected and prepared from a sea of 87 submissions from across the continent, these fresh stories are gripping, tender, human, glorious and completely unique. From the acclaimed curator of *Selves*, *The Year of Free Birds* is another one-of-a-kind addition to the library of African literature that illuminates a previously forgotten perspective and a previously forgotten people. Join hands with our heroes and anti-heroes as they walk and live and triumph over darkness or succumb to it. Download the full book here: <https://www.witsprouts.com/2019/12/20/coming-soon-the-year-of-free-bird/>

Welcome to Evermore Academy where the magic is dark, the immortals are beautiful, and being human SUCKS.??After Hellebore Narcissus exposed my secret, he claimed me as his, a pawn in a deadly Faerie game I'm only just beginning to understand. Now, I'm caught in a complex web of bloodthirsty courts, ancient feuds, and the lust for ultimate power. To expose Hellebore and recover the Darken's soulstone, I must become an expert at navigating the cunning world of the Fae and my new life at the academy-all the while resisting my true mate, the Winter Prince. Win this game, and I regain my freedom while saving humanity-lose and the entire mortal world will fall to the Fae. But what if the only way to win involves giving up my soulmate forever? If you love reading about fated mates, enemies-to-lovers, snarky heroines, and everything Fae, then one click today and fall into this magical new series that's being called Vampire Academy meets *The Cruel Prince!*

Model View Controller (MVC) is becoming the definitive architecture of website development frameworks due to the stability, extensibility and predictability it lends to development. It is not just the primary separation of database, business logic and interface components, but includes a wide range of considerations for building high-performing, scalable and secure applications. Deciding which MVC framework best suits the project you are about to begin is one of the biggest

challenges you'll face as a developer. If you are part of a team, this decision has probably already been made for you; but in any event, you'll need to know how (and why) the framework authors made it work the way it does. Pro PHP MVC looks at the building blocks that make any good MVC framework, and how they apply to PHP. It exposes all considerations that many developers take for granted when using a popular framework, and teaches you how to make the framework your own. Over the course of reading this book, you will learn the theoretical implications of the choices you would make when writing your own MVC framework, and how to put the pieces together in a cohesive package. We take a look at the highly modular Zend Framework—how to use its collection of loosely coupled classes to build a unified system. We also look at CakePHP, learning from its automated build system (Bakery) and highly intuitive approach to rapid development. This book will lay bare all the secret parts of MVC for you.

Introduction to Programming with Greenfoot: Object-Oriented Programming in Java with games and Simulations is ideal for introductory courses in Java Programming or Introduction to Computer Science. The only textbook to teach Java programming using Greenfoot—this is “Serious Fun.” Programming doesn't have to be dry and boring. This book teaches Java programming in an interactive and engaging way that is technically relevant, pedagogically sound, and highly motivational for students. Using the Greenfoot environment, and an extensive collection of compelling example projects, students are given a unique, graphical framework in which to learn programming.

Take WordPress beyond its comfort zone As the most popular open source blogging tool, WordPress is being used to power increasingly advanced sites, pushing it beyond its original purpose. In this unique book, the authors share their experiences and advice for working effectively with clients, managing a project team, developing with WordPress for larger projects, and pushing WordPress beyond its limits so that clients have the customized site they need in order to succeed in a competitive marketplace. Explains that there is more than one approach to a WordPress challenge and shows you how to choose the one that is best for you, your client, and your team Walks you through hosting and developing environments, theme building, and contingency planning Addresses working with HTML, PHP, JavaScript, and CSS WordPress: Pushing the Limits encourages you to benefit from the experiences of seasoned WordPress programmers so that your client's site can succeed.

Understand Android OS for both smartphone and tablet programming This fast-paced introduction to the newest release of Android OS gives aspiring mobile app developers what they need to know to program for today's hottest Android smartphones and tablets. Android 4 OS is, for the first time, a single solution for both smartphones and tablets, so if you master the information in this helpful guide, you'll be well on your way to successful development for both devices. From using activities and intents and creating rich user interfaces to working with SMS, messaging APIs, and the Android SDK,

what you need is here. Provides clear instructions backed by real-world programming examples Begins with the basics and covers everything Android 4 developers need to know for both smartphones and tablets Explains how to customize activities and intents, create rich user interfaces, and manage data Helps you work with SMS and messaging APIs, the Android SDK, and using location-based services Details how to package and publish your applications to the Android Market Beginning Android 4 Application Development pares down the most essential steps you need to know so you can start creating Android applications today.

Accelerate your productivity with Visual Basic® .NET—and quickly create powerful Win32® applications and high-performance, scalable applications for the Web—with this indispensable tutorial and reference. Building on the success of the author's popular programming book for Visual Basic 6.0, this new book teaches you the best practices for porting and reusing existing Visual Basic code in the .NET Framework as well as for exploiting the language's advanced new object-oriented capabilities. It covers the common language runtime (CLR), multithreaded programs, Windows® Forms applications, GDI+ graphic programming, Windows services, ADO.NET classes for database programs, ASP.NET Web Forms, and Web Services. It includes advanced optimization techniques and tips for leveraging the power of the Microsoft® Visual Studio® .NET environment. Topics covered include: Getting started with Visual Basic .NET Modules, variables, and error handling Object-oriented features, including inheritance Delegates and attributes Arrays, lists, and collections Files, directories, and streams Object serialization Regular expressions Threading Assemblies and AppDomains Reflection Windows Forms applications and GDI+ Windows Forms custom control creation Windows services ADO.NET XML ASP.NET Web Forms applications User controls and custom controls XML Web services CD+DVD INSIDE! CD-ROM features: A fully searchable electronic copy of PROGRAMMING MICROSOFT VISUAL BASIC 6.0 Sample applications written in Visual Basic .NET A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

This conference objective is to open the new and the latest knowledge about research in the biomedical engineering field The focus of this conference as a forum to share knowledge and current research in the biomedical engineering field This conference is open to various fields such as medical signal processing, instrumentation, and other technologies that can

be useful to be applied in assisting the diagnosis process and improving the quality of human life

Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new, second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you.

Microsoft Visual Studio 2015 empowers you to write next-generation applications for any modern environment: mobile, web, cloud, universal Windows 10/8.x, database, and beyond. This end-to-end deep dive will help working developers squeeze maximum productivity out of Microsoft's powerful new toolset. The authors combine authoritative and detailed information about Microsoft's latest IDE, with extensive insights and best practices drawn from decades of development experience. Developers will quickly get comfortable with Visual Studio 2015's updated interface, master its new capabilities, leverage its extensive new support for open standards, and discover multiple opportunities to leverage its .NET 4.6 platform and language improvements. By focusing entirely on Visual Studio 2015 Professional, the authors go deeper into Microsoft's core product than ever before. You'll find expert coverage of everything from debugging through

deploying to Azure, IDE extension and automation through cross-platform mobile development. Throughout, this book's focus is relentlessly practical: how to apply Microsoft's tools to build better software, faster. Detailed information on how to... Master Visual Studio 2015's updated interface and key tools: Solutions, Projects, Browsers, Explorers, Editors, and Designers to improve productivity Develop robust cross-platform mobile apps for Windows, iOS, and Android using Apache Cordova templates for Visual Studio Use the new ASP.NET 5 to build modern web solutions that run on Windows, Mac, or Linux Develop Single Page Applications (SPAs) based on HTML5 and rich client-side JavaScript frameworks such as Knockout, AngularJS, Bootstrap, and more Accelerate cloud development with the Azure SDK, QuickStart templates, and Azure management portal Create mobile service solutions using ASP.NET Web API and WCF Streamline data development across multiple platforms with Entity Framework 7 Develop modern Microsoft Office business applications Perform robust, automated unit testing as you code, increasing your confidence in changes and refactoring Extend the VS 2015 IDE and Code Editor by creating custom, productivity-enhancing solutions Download all examples and source code presented in this book from informit.com/title/9780672337369 as they become available. Explores cooperative learning practices.

This INSTRUCTOR GUIDE is a key part of the Microsoft STEP BY STEP COURSEWARE series, which provides everything you need to get Microsoft software training classes up and running quickly with the most effective learning content available.

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Summary Online recommender systems help users find movies, jobs, restaurants—even romance! There's an art in combining statistics, demographics, and query terms to achieve results that will delight them. Learn to build a recommender system the right way: it can make or break your application! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Recommender systems are

everywhere, helping you find everything from movies to jobs, restaurants to hospitals, even romance. Using behavioral and demographic data, these systems make predictions about what users will be most interested in at a particular time, resulting in high-quality, ordered, personalized suggestions. Recommender systems are practically a necessity for keeping your site content current, useful, and interesting to your visitors. About the Book Practical Recommender Systems explains how recommender systems work and shows how to create and apply them for your site. After covering the basics, you'll see how to collect user data and produce personalized recommendations. You'll learn how to use the most popular recommendation algorithms and see examples of them in action on sites like Amazon and Netflix. Finally, the book covers scaling problems and other issues you'll encounter as your site grows. What's inside How to collect and understand user behavior Collaborative and content-based filtering Machine learning algorithms Real-world examples in Python About the Reader Readers need intermediate programming and database skills. About the Author Kim Falk is an experienced data scientist who works daily with machine learning and recommender systems. Table of Contents PART 1 - GETTING READY FOR RECOMMENDER SYSTEMS What is a recommender? User behavior and how to collect it Monitoring the system Ratings and how to calculate them Non-personalized recommendations The user (and content) who came in from the cold PART 2 - RECOMMENDER ALGORITHMS Finding similarities among users and among content Collaborative filtering in the neighborhood Evaluating and testing your recommender Content-based filtering Finding hidden genres with matrix factorization Taking the best of all algorithms: implementing hybrid recommenders Ranking and learning to rank Future of recommender systems

In a broad sense, technology is any modification of the natural world made to fulfill human needs or desires. Although people tend to focus on the most recent technological inventions, technology includes a myriad of devices and systems that profoundly affect everyone in modern society. Technology is pervasive; an informed citizenship needs to know what technology is, how it works, how it is created, how it shapes our society, and how society influences technological development. This understanding depends in large part on an individual level of technological literacy. Tech Tally: Approaches to Assessing Technological Literacy determines the most viable approaches to assessing technological literacy for students, teachers, and out-of-school adults. The book examines opportunities and obstacles to developing scientifically valid and broadly applicable assessment instruments for technological literacy in the three target populations. The book offers findings and 12 related recommendations that address five critical areas: instrument development; research on learning; computer-based assessment methods, framework development, and public perceptions of technology. This book will be of special interest to individuals and groups promoting technological literacy in the United States, education and government policy makers in federal and state agencies, as well as the education

research community.

Android Programming: The Big Nerd Ranch Guide is an introductory Android book for programmers with Java experience. Based on Big Nerd Ranch's popular Android Bootcamp course, this guide will lead you through the wilderness using hands-on example apps combined with clear explanations of key concepts and APIs. This book focuses on practical techniques for developing apps compatible with Android 4.1 (Jelly Bean) and up, including coverage of Lollipop and material design. Write and run code every step of the way, creating apps that integrate with other Android apps, download and display pictures from the web, play sounds, and more. Each chapter and app has been designed and tested to provide the knowledge and experience you need to get started in Android development. Big Nerd Ranch specializes in developing and designing innovative applications for clients around the world. Our experts teach others through our books, bootcamps, and onsite training. Whether it's Android, iOS, Ruby and Ruby on Rails, Cocoa, Mac OS X, JavaScript, HTML5 or UX/UI, we've got you covered. The Android team is constantly improving and updating Android Studio and other tools. As a result, some of the instructions we provide in the book are no longer correct. You can find an addendum addressing breaking changes at:

<https://github.com/bignerdranch/AndroidCourseResources/raw/master/2ndEdition/Errata/2eAddendum.pdf>.

Learn how to do more with the Android SDK with this advanced Android Application guide which shows you how to make even better Android apps that users will love About This Book Learn how to design and build better Android apps to reach new users Explore the latest features and tools in the Android SDK that will help you become a better developer From concurrency to testing – through to adding adverts and billing, this book ties together every element to help you deliver a high-quality Android application on Google Play Who This Book Is For Mastering Android Application Development is intended for Android developers that want insight on and guidance through the steps they need to take to give their creations the edge in a competitive market. What You Will Learn Create an Android project with Android M features Design the basic navigation for our app using the UI components Set up a cloud-based platform and store data on it Implement programming patterns such as Singleton and Observer to maintain your project code for future use Display lists and grids using Android RecyclerView Implement user interface components and make your app look professional Handle, download, and store images along with memory management Create the database and content providers to perform read-write operations Add notifications to the app and analytics to track the user's usage Show a Google map view on your app Configure minify to obfuscate the code Add adverts and create products for purchase in your app In Detail There are millions of Android apps out there for people to download – how do you make sure yours has the edge? It's not always about innovation and ideas – the most successful apps are those that are able to satisfy customer demands – they're the ones that look the best, the fastest, and the easiest and most intuitive to use. This book shows you how to create Android applications that do precisely that – it has been designed help you consider and answer those questions throughout the

development process, so you can create applications that stand out against the crowd. Learn how to create exemplary UIs that contribute to a satisfying user experience through the lens of Material Design, and explore how to harness the range of features within the Android SDK to help you. Dive deeper into complex programming concepts and discover how to leverage concurrency and navigate memory management and image handling. You'll also find further guidance on testing and debugging so you can guarantee that your application is reliable and robust for users. Beyond this you'll find out how to extend your app and add greater functionality, including notifications, location services, adverts and app billing (essential if you want to properly monetize your creation!). To make sure you have confidence at every stage in the process, the book also shows you how to release your app to the Play store – to make sure your maximising your efforts to create a popular Android application! Style and approach This is a step-by-step guide where theory and practice are merged in a way that helps you to put a new concept into practice with ease. By helping to focus on the end result, and showing all the technical steps you need to get there, you will be poised for development success!

GAME DEVELOPMENT WITH BLENDER is the complete guide to the Blender game engine. More than two years in the making, the book spans topics ranging from logic brick and physics to graphics, animation, scripting, and more. Each chapter covers in detail a different aspect of the Blender game engine, with tutorials, extensive documentation, and valuable advice on when to use the tools--all distilled from the authors' 20 years of combined Blender experience. Blender is a free, open-source 3D content-creation suite, a powerful and flexible platform that allows you to build games and interactive applications such as architecture walk-throughs, science visualizations, experimental projects, and much more. In this comprehensive guide, you will learn how to design a complete game from beginning to end, create games without writing a single line of code, bring your 3D characters to life with animations, unleash the power of material creation with nodes, have fun making JELL-O bounce with the physics engine, program in Python like a pro, make your games run faster using lightmaps and normal maps, publish your games for Windows, Mac, and Linux, and improve your games by learning from 10 real-world projects. This book has been prepared for the release of Blender 2.66a, ensuring that you have the most up-to-date information in your hands. Whether you are new to Blender or a seasoned Blenderhead, GAME DEVELOPMENT WITH BLENDER will help you create the games you've always wanted. Purchasing this book also gives you access to more than 100 online companion files, which include tutorials, sample files, and extra demos that will help you get the most out of the Blender game engine.

This sumptuously illustrated volume analyzes artists' representations of angels and demons and heaven and hell from the Judeo-Christian tradition and describes how these artistic portrayals evolved over time. As with other books in the Guide to Imagery series, the goal of this volume is to help contemporary art enthusiasts decode the symbolic meanings in the great masterworks of Western Art. The first chapter traces the development of images of the Creation and the Afterworld from descriptions of them in the Scriptures through their evolution in later literary and philosophical works. The following two chapters examine artists' depictions of the two paths that humans may take, the path of evil or the path of salvation, and the punishments or rewards found

on each. A chapter on the Judgment Day and the end of the world explores portrayals of the mysterious worlds between life and death and in the afterlife. Finally, the author looks at images of angelic and demonic beings themselves and how they came to be portrayed with the physical attributes--wings, halos, horns, and cloven hooves--with which we are now so familiar. Thoroughly researched by and expert in the field of iconography, *Angels and Demons in Art* will delight readers with an interest in art or religious symbolism.

Three of CouchDB's creators show you how to use this document-oriented database as a standalone application framework or with high-volume, distributed applications. With its simple model for storing, processing, and accessing data, CouchDB is ideal for web applications that handle huge amounts of loosely structured data. That alone would stretch the limits of a relational database, yet CouchDB offers an open source solution that's reliable, scales easily, and responds quickly. CouchDB works with self-contained data that has loose or ad-hoc connections. It's a model that fits many real-world items, such as contacts, invoices, and receipts, but you'll discover that this database can easily handle data of any kind. With this book, you'll learn how to work with CouchDB through its RESTful web interface, and become familiar with key features such as simple document CRUD (create, read, update, delete), advanced MapReduce, deployment tuning, and more. Understand the basics of document-oriented storage and manipulation Interact with CouchDB entirely through HTTP using its RESTful interface Model data as self-contained JSON documents Handle evolving data schemas naturally Query and aggregate data in CouchDB using MapReduce views Replicate data between nodes Tune CouchDB for increased performance and reliability

In this volume, the authors begin by defining usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

A New York Times Editors' Choice "A welcome addition to the vast literature produced by jailed writers across the centuries . . . [a] thrilling testament to the human spirit." —Ariel Dorfman, *The New York Times Book Review* "Wrestling with the Devil is a powerful testament to the courage of Ngũgĩ and his fellow prisoners and validation of the hope that an independent Kenya would eventually emerge." —*Minneapolis Star Tribune* "The Ngũgĩ of *Wrestling with the Devil* called not just for adding a bit of color to the canon's sagging shelf, but for abolition and upheaval." —*Bookforum* An unforgettable chronicle of the year the brilliant novelist and memoirist, long favored for the Nobel Prize, was thrown in a Kenyan jail without charge *Wrestling with the Devil*, Ngũgĩ wa Thiong'o's powerful prison memoir, begins literally half an hour before his release on December 12, 1978. In one extended flashback he recalls the night, a year earlier, when armed police pulled him from his home and jailed him in Kenya's Kamukoti

Maximum Security Prison, one of the largest in Africa. There, he lives in a prison block with eighteen other political prisoners, quarantined from the general prison population. In a conscious effort to fight back the humiliation and the intended degradation of the spirit, Ngũgĩ—the world-renowned author of *Weep Not, Child*; *Petals of Blood*; and *Wizard of the Crow*—decides to write a novel on toilet paper, the only paper to which he has access, a book that will become his classic, *Devil on the Cross*. Written in the early 1980s and never before published in America, *Wrestling with the Devil* is Ngũgĩ's account of the drama and the challenges of writing the novel under twenty-four-hour surveillance. He captures not only the excruciating pain that comes from being cut off from his wife and children, but also the spirit of defiance that defines hope. Ultimately, *Wrestling with the Devil* is a testimony to the power of imagination to help humans break free of confinement, which is truly the story of all art.

Learn how to create professional looking web sites using Dreamweaver. The book offers: basic to intermediate coverage of Dreamweaver MX 2004 skills, and creative projects with sophisticated data files in full colour pictures.

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles, Patterns, and Practices in C#* is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

App Inventor 2>Create Your Own Android Apps"O'Reilly Media, Inc."

This book offers a selection of the best papers presented at the international scientific conference "Digital Transformation in Industry: Trends, Management, Strategies", held by the Institute of Economics of the Ural Branch of the Russian Academy of Sciences, Russia in November 2020. The main focus of the book is to evaluate trends and perspectives of digital transformation in industry and industrial markets through the dissemination of Industry 4.0. The aim of the topics discussed is to create an idea of introduction mechanisms for digitization processes and to specify successful strategies of digital transformation in all sectors of industrial enterprises. The experience of developed and developing economies,

as well as small and large enterprises implementing IT and other technological innovations are included. Students as well as managers of industrial organizations alike can benefit from the results of the topics covered.

Pada ebook ini akan dikenalkan tentang ASP.NET Web API dengan bantuan tool Visual Studio 2013. Selain itu juga akan diberikan contoh-contoh penggunaannya serta pemanfaatannya pada aplikasi web dan mobile. Daftar Isi : 1. Pendahuluan 1.1 Web Service 1.2 ASP.NET & Visual Studio 2. Perkenalan 2.1 Project Web API 2.2 Web API pada Existing Project Web 2.3 Halaman Bantuan ASP.NET Web API 2.4 HTTP Verb 2.5 Mengakses Web API 3. Contoh-contoh Web API 3.1 API Matematika 3.2 API CRUD - LINQ to SQL 3.3 API CRUD - Entity Framework 4. Pemrograman Akses Web API 4.1 Matematika.Console 4.2 Matematika.Website 4.3 Mahasiswa.WindowsPhone 5. Penutup Terima kasih bagi Anda mau membeli ebook ini. Ebook ini juga tersedia gratis jika Anda belum ingin membeli buku ini sekarang. Ebook gratis dan source code yang digunakan dalam ebook dapat di akses di link berikut:

<https://bukuaspsnetwebapi.codeplex.com/>.

While many Web 2.0-inspired approaches to semantic content authoring do acknowledge motivation and incentives as the main drivers of user involvement, the amount of useful human contributions actually available will always remain a scarce resource. Complementarily, there are aspects of semantic content authoring in which automatic techniques have proven to perform reliably, and the added value of human (and collective) intelligence is often a question of cost and timing. The challenge that this book attempts to tackle is how these two approaches (machine- and human-driven computation) could be combined in order to improve the cost-performance ratio of creating, managing, and meaningfully using semantic content. To do so, we need to first understand how theories and practices from social sciences and economics about user behavior and incentives could be applied to semantic content authoring. We will introduce a methodology to help software designers to embed incentives-minded functionalities into semantic applications, as well as best practices and guidelines. We will present several examples of such applications, addressing tasks such as ontology management, media annotation, and information extraction, which have been built with these considerations in mind. These examples illustrate key design issues of incentivized Semantic Web applications that might have a significant effect on the success and sustainable development of the applications: the suitability of the task and knowledge domain to the intended audience, and the mechanisms set up to ensure high-quality contributions, and extensive user involvement.

Provides information on creating Web applications with JavaScript.

[Copyright: 5d6070f803f74a333e80564deb65174b](#)