

## Building A Le App Design And Program Your Own App Dummies Junior

Discover the latest advancements in Microsoft Office and Excel 2016 with MICROSOFT OFFICE 365 & EXCEL 2016: INTRODUCTORY -- the new edition in today's generation of acclaimed Shelly Cashman Series books. For more than three decades, the Shelly Cashman Series has effectively introduced advanced computer skills to millions. MICROSOFT OFFICE 365 & EXCEL 2016: INTRODUCTORY continues the Series' strong history of innovation with a proven learning approach enhanced to address the varied learning styles of today's learners. A trademark step-by-step, screen-by-screen approach encourages readers to expand their understanding of Microsoft Excel 2016 through experimentation, critical thought, and personalization. This new edition delivers effective educational materials specifically designed to introduce key features, improve retention, and prepare readers for success with the latest MS Office and Excel 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials-from setting up your development environment to publishing your apps to the Google Market Place/Apple iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: \*Rapid prototyping \*Adding interactivity, audio, and video \*Employing iOS and Android Interface Calls \*Hardware optimization with AIR \*Game development; game engines, controlling physics, and 3D \*Designing for iPad, Android tablets, and Google TV \*Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, [www.visualizetheweb/flashmobile](http://www.visualizetheweb/flashmobile), includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

From the Reviews "[This book] contains an excellent blend of both Shiny-specific topics ... and practical advice from software development that fits in nicely with Shiny apps. You will find many nuggets of wisdom sprinkled throughout these chapters...." Eric Nantz, Host of the R-Podcast and the Shiny Developer Series (from the Foreword) "[This] book is a gradual and pleasant invitation to the production-ready shiny apps world. It ...exposes a comprehensive and robust workflow powered by the {golem} package. [It] fills the not yet covered gap between shiny app development and deployment in such a thrilling way that it may be read in one sitting.... In the industry world, where processes robustness is a key toward productivity, this book will indubitably have a tremendous impact." David Granjon, Sr. Expert Data Science, Novartis Presented in full color, Engineering Production-Grade Shiny Apps helps people build production-grade shiny applications, by providing advice, tools, and a methodology to work on web applications with R. This book starts with an overview of the challenges which arise from any big web application project: organizing work, thinking about the user interface, the challenges of teamwork and the production environment. Then, it moves to a step-by-step methodology that goes from the idea to the end application. Each part of this process will cover in detail a series of tools and methods to use while building production-ready shiny applications. Finally, the book will end with a series of approaches and advice about optimizations for production. Features Focused on practical matters: This book does not cover Shiny concepts, but practical tools and methodologies to use for production. Based on experience: This book is a formalization of several years of experience building Shiny applications. Original content: This book presents new methodologies and tooling, not just a review of what already exists. Engineering Production-Grade Shiny Apps covers medium to advanced content about Shiny, so it will help people that are already familiar with building apps with Shiny, and who want to go one step further.

Digital Health: Exploring Use and Integration of Wearables is the first book to show how and why engineering theory is used to solve real-world clinical applications, considering the knowledge and lessons gathered during many international projects. This book provides a pragmatic A to Z guide on the design, deployment and use of wearable technologies for laboratory and remote patient assessment, aligning the shared interests of diverse professions to meet with a common goal of translating engineering theory to modern clinical practice. It offers multidisciplinary experiences to guide engineers where no clinically advice and expertise may be available. Entering the domain of wearables in healthcare is notoriously difficult as projects and ideas often fail to deliver due to the lack of clinical understanding, i.e., what do healthcare professionals and patients really need? This book provides engineers and computer scientists with the clinical guidance to ensure their novel work successfully translates to inform real-world clinical diagnosis, treatment and management. Presents the first guide for wearable technologies in a multidisciplinary and translational manner Helps engineers design real-world applications to help them better understand theory and drive pragmatic clinical solutions Combines the expertise of engineers and clinicians in one go-to guide, accessible to all

Get ready to create killer apps for iPad and iPhone on the new iOS 7! With Apple's introduction of iOS 7, demand for developers who know the new iOS will be high. You need in-depth information about the new characteristics and capabilities of iOS 7, and that's what you'll find in this book. If you have experience with C or C++, this guide will show you how to create amazing apps for iPhone, iPad, and iPod touch. You'll also learn to maximize your programs for mobile devices using iPhone SDK 7.0. Advanced topics such as security services, running on multiple iPlatforms, and local networking with Core Bluetooth are also covered. Prepares experienced developers to create great apps for the newest version of Apple's iOS Thoroughly covers the serious capabilities of iOS 7; information you need in order to make your apps stand out Delves into advanced topics including how to control multitasking, security services, running apps on multiple iPlatforms and iDevices, enabling in-app purchases, advanced text layout, and building a core foundation Also covers REST, advanced GCD, internationalization and localization, and local networking with Core Bluetooth iOS 7

**Programming: Pushing the Limits** will help you develop applications that take full advantage of everything iOS 7 has to offer.

Developed as a practical book, "Oracle Database 11g Administration I Certification Guide" will show you all you need to know to effectively excel at being an Oracle DBA, for both examinations and the real world. This book is for anyone who needs the essential skills to become an Oracle DBA, pass the Oracle Database Administration I exam, and use those skills in the real world to manage secure, high performance, and highly available Oracle databases.

Discover and implement a system of your choice using Bluetooth Low Energy. About This Book Learn the basics of Bluetooth Low Energy with its exciting new protocol stack and security. Build customized Bluetooth Low Energy projects that make your web or mobile apps smarter in terms of networking and communications. Using Android, iOS, and the Web, acquire key skills to harness the power of Bluetooth Low Energy in your IoT applications. Who This Book Is For The book is for developers and enthusiasts who are passionate about learning Bluetooth Low Energy technologies and want to add new features and services to their new or existing products. They should be familiar with programming languages such as Swift, Java, and JavaScript. Knowledge of debugging skills would be an advantage. What You Will Learn Bluetooth Low Energy in theory. Bluetooth Low Energy Hardware and Software Development Kits. Implement Bluetooth low energy communication (central and peripheral) using Android. Master BLE Beacons with examples implemented over Eddystone and iBeacons. Implement indoor navigation using Estimote Beacons on iOS. Implement Internet gateways to control BLE devices on a Wi-Fi network. Understand BLE security mechanisms with a special focus on Bluetooth pairing, bonding, and key exchange to cover encryption, privacy, and user data integrity. Implement Bluetooth Mesh using CSRMESH Technology. In Detail Bluetooth Low Energy (BLE) is a Wireless Personal Area network technology aimed at novel applications for smart devices. High-tech BLE profiles and services are being increasingly used by application developers and hardware enthusiasts to allow devices to interact with the surrounding world. This book will focus on a technical introduction to BLE and how it is reshaping small-distance communication. We will start with IoT, where many technologies such as BLE, Zigbee, and IEEE 802.15.4 Mesh will be introduced. The book will present BLE from an engineering perspective, from which the protocol stack, architecture, and layers are discussed. You will learn to implement customized projects for Peripheral/Central communication, BLE Beacons, indoor navigation using triangulation, and the Internet gateway for Bluetooth Low Energy Personal Network, all using various code samples and APIs on Android, iOS, and the Web. Finally, the book will conclude with a glimpse into future technologies destined to be prominent in years to come. Style and approach The book is a practical tutorial that will help you understand the background and technicalities of BLE and offers a friendly environment to build and create robust BLE projects. This hands-on approach will give you a clear vision of Bluetooth Low Energy and how it can be used in IoT.

NeoPopRealism Journal and Wonderpedia founded by Nadia Russ in 2007 (N.J.) and 2008 (W.). Wonderpedia is dedicated to books published all over the globe after year 2000, offering the books' reviews.

Readers discover all of the latest advancements in Microsoft Office and Excel 2016 with MICROSOFT OFFICE 365 & EXCEL 2016: COMPREHENSIVE -- the new edition in the acclaimed Shelly Cashman Series. For more than three decades, the Shelly Cashman Series has effectively introduced advanced computer skills to millions. MICROSOFT OFFICE 365 & EXCEL 2016: COMPREHENSIVE provides an enhanced learning approach to help readers master all aspects of Excel 2016, no matter what their learning style. A trademark, step-by-step, screen-by-screen approach encourages readers to expand their understanding of Microsoft Excel 2016 through experimentation, critical thought, and personalization. This new edition delivers effective educational materials specifically designed to introduce more advanced features, improve retention, and prepare readers for success with the latest MS Office and Excel 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Engineering Production-Grade Shiny AppsCRC Press

Get up to speed with core PostgreSQL tasks such as database administration, application development, database performance monitoring, and database testing Key Features Build real-world enterprise database management systems using Postgres 12 features Explore the development, administrative and security aspects of PostgreSQL 12 Implement best practices from industry experts to build powerful database applications Book Description PostgreSQL is an open-source object-relational database management system (DBMS) that provides enterprise-level services, including high performance and scalability. This book is a collection of unique projects providing you with a wealth of information relating to administering, monitoring, and testing PostgreSQL. The focus of each project is on both the development and the administrative aspects of PostgreSQL. Starting by exploring development aspects such as database design and its implementation, you'll then cover PostgreSQL administration by understanding PostgreSQL architecture, PostgreSQL performance, and high-availability clusters. Various PostgreSQL projects are explained through current technologies such as DevOps and cloud platforms using programming languages like Python and Node.js. Later, you'll get to grips with the well-known database API tool, PostgREST, before learning how to use popular PostgreSQL database testing frameworks. The book is also packed with essential tips and tricks and common patterns for working seamlessly in a production environment. All the chapters will be explained with the help of a real-world case study on a small banking application for managing ATM locations in a city. By the end of this DBMS book, you'll be proficient in building reliable database solutions as per your organization's needs. What you will learn Set up high availability PostgreSQL database clusters in the same containment, a cross-containment, and on the cloud Monitor the performance of a PostgreSQL database Create automated unit tests and implement test-driven development for a PostgreSQL database Develop PostgreSQL apps on cloud platforms using DevOps with Python and Node.js Write robust APIs for PostgreSQL databases using Python programming, Node.js, and PostgREST Create a geospatial database using PostGIS and PostgreSQL Implement automatic configuration by Ansible and Terraform for Postgres Who this book is for This PostgreSQL book is for database developers, database administrators, data architects, or anyone who wants to build end-to-end database projects using Postgres. This book will also appeal to software engineers, IT technicians, computer science researchers, and university students who are interested in database development and administration. Some familiarity with PostgreSQL and Linux is required to grasp the concepts covered in the book effectively.

Time is the most fundamental category of human cognition and action, and all human languages have developed many devices to express it. These include verbal categories, such as tense and aspect, but also adverbials, particles, and principles of discourse organisation. This book is intended as a tutorial for the study of how time is expressed in natural languages. Its chapters take the reader through a number of foundational issues, such as the various notions of time and the various means to express it; other chapters are devoted to more specific questions, such as the acquisition of time,

its modelling in formal semantics and in computational linguistics, or how its expression can be empirically investigated. Offers more than 360,000 words and 550,000 translations and explores idiomatic variations in meaning.

Start from scratch and develop the essential skills needed to create, deploy, and manage cloud-native applications using Docker Key Features Get a solid understanding of Docker and containers Overcome common problems while containerizing an application Master Docker commands needed for creating, deploying, and running applications Book Description Most applications, even the funky cloud-native microservices ones, need high-performance, production-grade infrastructure to run on. Having impeccable knowledge of Docker will help you to thrive in the modern cloud-first world. With this book, you'll gain the skills you need to work with Docker and its containers. The book begins with an introduction to containers and explains its functionality and application in the real world. You'll then get an overview of VMware, Kubernetes, and Docker and learn to install Docker on Windows, Mac, and Linux. Once you've understood the Ops and Dev perspective of Docker, you'll be able to see the big picture and understand what Docker exactly does. The book then turns its attention to the more technical aspects, guiding you through practical exercises covering Docker engine, Docker images, and Docker containers. You'll learn techniques for containerizing an app, deploying apps with Docker Compose, and managing cloud-native applications with Swarm. You'll also build Docker networks and Docker overlay networks and handle applications that write persistent data. Finally, you'll deploy apps with Docker stacks and secure your Docker environment. By the end of this book, you'll be well-versed in Docker and containers and have developed the skills to create, deploy, and run applications on the cloud. What you will learn Become familiar with the applications of Docker and containers Discover how to pull images into Docker host's local registry Find out how to containerize an app Build and test a Docker overlay network in the swarm mode Use Docker compose to deploy and manage multi-container applications Securely share sensitive data with containers and Swarm services Who this book is for Whether you are a beginner or an experienced developer looking to utilize Docker to develop and operate cloud-native microservices apps, this book is for you. Anyone who wants to learn Docker orchestration, networking, imaging, and security will also find it useful. No prior knowledge of Docker is necessary.

The Code of Federal Regulations is the codification of the general and permanent rules published in the Federal Register by the executive departments and agencies of the Federal Government.

Microsoft Visual Basic .NET provides the productivity features developers need to rapidly create enterprise-critical web applications. In Visual Basic .NET and the .NET Platform: An Advanced Guide, author Andrew Troelsen shows experienced developers how to use VB .NET for developing virtually every possible kind of .NET application. From Windows-based to web-based applications, ADO .NET, XML Web services, and object-oriented language features, it's all here. There are detailed discussions of every aspect of .NET development and useful examples with no toy code. Troelsen starts with a brief philosophy of the VB .NET language and then quickly moves to key technical and architectural issues for .NET developers. Not only is there extensive coverage of the .NET Framework, but Troelsen also describes the object-oriented features of VB .NET including inheritance and interface-based programming techniques. You'll also learn how to use VB .NET for object serialization, how to access data with ADO.NET, and how to build (and interact with) .NET Web Services, and how to access legacy COM applications. Written in the same five-star style as Troelsen's previous two books, Developer's Workshop to COM and ATL 3.0 and C# and the .NET Platform, this is the comprehensive book on using VB .NET to build .NET applications that you've been waiting for! Learn from the author! Check out Andrew's workshop schedule at <http://www.intertech-inc.com/courses/CourseDetails.asp?ID=99075&LOC>. Discover the most important new features that the latest version of Microsoft Word 2016 has to offer with the focused approach found in MICROSOFT OFFICE 365 & WORD 2016: INTRODUCTORY. This new edition is part of the acclaimed Shelly Cashman Series that has effectively introduced computer skills to millions. MICROSOFT OFFICE 365 & WORD 2016: INTRODUCTORY continues the Series' strong history of innovation with an enhanced learning approach to address the varied learning styles of today's readers. A trademark step-by-step, screen-by-screen approach encourages readers to expand their understanding of Microsoft Word 2016 through experimentation, critical thought, and personalization. This new edition promises to engage, improve retention, and prepare readers for success with Microsoft Word 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Learn how to build apps using Apple's native APIs for the Internet of Things, including the Apple Watch, HomeKit, and Apple Pay. You'll also see how to interface with popular third-party hardware such as the Raspberry Pi, Arduino, and the FitBit family of devices. Program the Internet of Things with Swift and iOS is an update to the previous version and includes all new Swift 4 code. This book is a detailed tutorial that provides a detailed "how" and "why" for each topic, explaining Apple-specific design patterns as they come up and pulling lessons from other popular apps. To help you getting up and running quickly, each chapter is framed within a working project, allowing you to use the sample code directly in your apps. The Internet of Things is not limited to Apple devices alone, so this book also explains how to interface with popular third-party hardware devices, such as the Fitbit and Raspberry Pi, and generic interfaces, like Restful API's and HTTPS. You'll also review new API's like Face ID and new design considerations, and look more closely at SSL and how to make IoT connected apps more resistant to hackers. The coverage of Apple Watch has been expanded as well. The Internet of Things is waiting — be a part of it! What You'll Learn Use Apple's native IoT Frameworks, such as HealthKit, HomeKit, and FaceID Interact with popular third-party hardware, such as the Raspberry Pi, Arduino, and FitBit Work with real projects to develop skills based in experience Make a smarter IoT with SiriKit and CoreML Who This Book Is For The primary audience for this book are readers who have a grasp of the basics of iOS development and are looking to improve their Internet of Things-specific skills. Intermediate to Advanced level. The secondary audience would be business decision makers (managers, business analysts, executives) who are looking to

gain a rough understanding of what is involved in Internet of Things development for iOS.

This book is about building platforms for pandemic prediction. It provides an overview of probabilistic prediction for pandemic modeling based on a data-driven approach. It also provides guidance on building platforms with currently available technology using tools such as R, Shiny, and interactive plotting programs. The focus is on the integration of statistics and computing tools rather than on an in-depth analysis of all possibilities on each side. Readers can follow different reading paths through the book, depending on their needs. The book is meant as a basis for further investigation of statistical modelling, implementation tools, monitoring aspects, and software functionalities. Features: A general but parsimonious class of models to perform statistical prediction for epidemics, using a Bayesian approach Implementation of automated routines to obtain daily prediction results How to interactively visualize the model results Strategies for monitoring the performance of the predictions and identifying potential issues in the results Discusses the many decisions required to develop and publish online platforms Supplemented by an R package and its specific functionalities to model epidemic outbreaks The book is geared towards practitioners with an interest in the development and presentation of results in an online platform of statistical analysis of epidemiological data. The primary audience includes applied statisticians, biostatisticians, computer scientists, epidemiologists, and professionals interested in learning more about epidemic modelling in general, including the COVID-19 pandemic, and platform building. The authors are professors at the Statistics Department at Universidade Federal de Minas Gerais. Their research records exhibit contributions applied to a number of areas of Science, including Epidemiology. Their research activities include books published with Chapman and Hall/CRC and papers in high quality journals. They have also been involved with academic management of graduate programs in Statistics and one of them is currently the President of the Brazilian Statistical Association. Includes the decisions of the Supreme Courts of Missouri, Arkansas, Tennessee, and Texas, and Court of Appeals of Kentucky; Aug./Dec. 1886-May/Aug. 1892, Court of Appeals of Texas; Aug. 1892/feb. 1893-Jan./Feb. 1928, Courts of Civil and Criminal Appeals of Texas; Apr./June 1896-Aug./Nov. 1907, Court of Appeals of Indian Territory; May/June 1927-Jan./Feb. 1928, Courts of Appeals of Missouri and Commission of Appeals of Texas.

Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

**DISCOVERING COMPUTERS & MICROSOFT OFFICE 365 & OFFICE 2016: A FUNDAMENTAL COMBINED APPROACH** combines strong computer concepts from the best-selling DISCOVERING COMPUTERS with proven step-by-step instruction on Microsoft Office 365 and Office 2016 in one convenient book. This single resource delivers the best of Shelly Cashman Series -- the acclaimed Series that has effectively introduced computer skills to millions of learners. This book encourages critical thought, personalization, and experimentation with the latest Microsoft Office 2016 software. Updated and revised computer concepts content throughout this edition reflect the evolving needs of those learning computing today with an exclusive focus on the skills needed to be successful in college and careers beyond. Enhancements ensure this edition delivers today's most effective introduction to Microsoft Office 365 and Office 2016. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Written by financial aid officers, this insider's guide shows parents what they must do to keep up with mounting costs for their child's college education.

With more than 600 million iOS devices sold, Apple's booming mobile platform provides a immense and continuously growing app market for developers. And with each update to the iOS SDK, Apple offers the richest set of additional developer tools. iOS 7.0 is no exception. iOS programming expert Richard Warren shows you how to use these powerful tools to begin writing the next generation of iOS apps. You will hone your development skills by creating a complete, full-featured mobile application. You'll learn to build an intuitive and beautiful user interface, beginning with linking View Controllers in the Storyboard and then adding custom drawn views. Next, you will learn how to use iCloud storage and Core Data to manage an app's data model, synchronizing data across multiple devices. Then you will learn ways to make your app stand out, using more advanced iOS techniques like UIKit Dynamics and UIMotionEffects. Finally, Richard shows you how to prepare your app for submission to the App Store, getting it in front of iOS users around the world. This book includes: Real-world guidance and advice Insight into the current best practices from an iOS programming

expert An essential introduction to the Objective-C language and Cocoa design patterns Coverage of key iOS 7.0 technologies, including the asset catalog, dynamic fonts, UIKit Dynamics, UIMotionEffects, Sprite Kit, and more. The first comparative study of how the French Popular Front and its right-wing opponents transformed the masses into the people, whether in demonstrations and festivals, or theatre and film. Seven chapters examine the representation of the crowd, workers, electorate, nation and symbolic community, exploring parallels between left and right.

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