Pearson Education Inc State Capital Word Search

"Shawn has created a guide that is easy to read, up-to-date, and comprehensive–covering the entire application surface area for Windows Phone developers. Enjoy!" –Jeff Wilcox, Senior Software Development Engineer, Microsoft Essential Windows® Phone 8 is the definitive guide to creating powerful mobile apps with Microsoft's dramatically improved Windows Phone 8 platform. Ten-time Microsoft MVP Shawn Wildermuth draws on his extensive experience teaching Windows Phone development, helping you to get started fast and master techniques that lead to truly outstanding solutions. Updated throughout, this edition reflects new APIs and development best practices, ranging from new WinRT APIs to voice integration. It also contains a comprehensive new chapter on developing enterprise solutions for business. After introducing the platform and its key improvements, Shawn dives directly into the essentials. Using realistic code, he illustrates today's best techniques for delivering robust, well-performing apps. You'll build a complete app from start to finish and then deepen your skills with increasingly sophisticated techniques. From planning through delivery, Shawn guides you through the entire lifecycle, helping you make the most of Windows Phone 8's valuable capabilities. Whether you're a Windows developer going mobile or a mobile developer moving to Windows Phone, here are all the skills you'll need. Coverage includes Setting up the WP8 development environment, including the emulator Using XAML to fully control the look and feel of your app's interface Providing robust user interactivity through controls Creating mobile experiences built around the real needs of Windows Phone users Localizing your app for native languages and global markets Utilizing vibration, motion, sound, the camera, or other hardware features Supporting voice commands such as "Call Mom" or "Open Twitter" Integrating features that use Contacts, Appointments, Alarms, the media library and hubs, and the lock screen Storing data in simple files, caches, or a full-fledged database Multitasking in the background without compromising performance Implementing location-aware apps that can track where users are Retrieving external data and assets via REST, Web services, push notifications, or Windows Live Preparing your application for the Windows Phone Store Building and distributing enterprise apps for your company's internal customers

Build Web Services Better and Faster with RESTful Techniques and .NET Technologies Developers are rapidly discovering the power of REST to simplify the development of even the most sophisticated Web services–and today's .NET platform is packed with tools for effective REST development. Now, for the first time, there's a complete, practical guide to building REST-based services with .NET development technologies. Long-time .NET and Web services developers and authors Kenn Scribner and Scott Seely explain why REST fits so smoothly into the Internet ecosystem, why RESTful services are so much easier to build, what it means to be RESTful, and how to identify behaviors that are not RESTful. Next, they review the core Internet standards and .NET technologies used to develop RESTful solutions and show exactly how to apply them on both the client and server side. Using detailed code examples, Scribner and Seely begin with simple ASP.NET techniques, and then introduce increasingly powerful options–including Windows Communication Foundation (WCF) and Microsoft's cloud computing initiative, Azure. Coverage includes • Accessing RESTful services from desktop applications, using Windows Forms and WPF • Supporting Web client operations using Silverlight 2.0, JavaScript, and other technologies • Understanding how IIS 7.0 processes HTTP requests and using that knowledge to build better REST services • Constructing REST services based on traditional ASP.NET constructs • Utilizing the ASP.NET MVC Framework to implement RESTful services more effectively • Taking advantage of WCF 3.5's powerful REST-specific capabilities • Creating RESTful data views effortlessly with ADO.NET Data Services • Leveraging Microsoft's Azure cloud-computing platform to build innovative new services • Choosing the right .NET technology for each REST application or service

Turning his distinctive analytical lens to the politics of American education, Joel Spring looks at contemporary educational policy issues from theoretical, practical, and historical perspectives. This comprehensive overview documents and explains who influences educational policy and how, bringing to life the realities of schooling in the 21st century and revealing the ongoing ideological struggles at play. Coverage includes the influence of global organizations on American school policies and the impact of emerging open source and other forms of electronic textbooks. Thought-provoking, lucid, original in its conceptual framework and rich with engaging examples from the real world, this text is timely and useful for understanding the big picture and the micro-level intricacies of the multiple forces at work in controlling U.S. public schools . It is the text of choice for any course that covers or addresses the politics of American education. Companion Website: The interactive Companion Website accompanying this text includes relevant data, public domain documents, YouTube links, and links to websites representing political organizations and interest groups involved in education.

UPDATE It has come to our attention that problems occurred during the production process of The iOS 5 Developer's Cookbook . The scope of the error is widespread. Our processing tools stripped out bits of code from listings and examples in the book. Since the electronic books are generated from the files we send to the printer, all eBook versions (including Kindle, EPUB, and PDF) were also affected. Please rest assured that the content is up to Erica Sadun's exceptional standards. We have resolved the production issues internally. We will be reprinting and producing new eBook versions of The iOS 5 Developer's Cookbook this week. The problems we encountered do not affect the sample code that Erica hosts on her GitHub repository; this is a print/eBook-only issue. While we take every measure to avoid problems such as this, sometimes these things do happen. On behalf of Erica, and from all of Pearson, we regret this unfortunate incident. We assure you that we take this very seriously and that we have taken every measure to ensure this won't happen again. Very soon, we will provide customers who have purchased the current printing with information on identifying whether your book was affected. We will explain how to obtain a replacement. We apologize for any inconvenience this has caused and thank you for your patience while we prepare the reprint and new eBook editions. Please check here (InformIT.com/ios5update) and on Erica's site (ericasadun.com) for more information. The iOS 5 Developer's Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures–including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store

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Dojo offers Web developers and designers a powerful JavaScript toolkit for rapidly developing robust Ajax applications. Now, for the first time, there's a complete, example-rich developer's guide to Dojo and its growing library of prepackaged widgets. Reviewed and endorsed by the

Dojo Foundation, the creators of Dojo, this book brings together all the hands-on guidance and tested code samples you need to succeed. Expert Web developer James E. Harmon begins by demonstrating how to "Ajax-ify" existing applications and pages with Dojo, adding Ajax features such as client- and server-side validation as quickly and nondisruptively as possible. Next, he presents in-depth coverage of Dojo's user interface, form, layout, and specialized Widgets, showing how they work and how to use them most effectively. Among the Widgets, he covers in detail: Date Pickers, Rich Text Editors, Combo Boxes, Expandable Outlines, and many others. In conclusion, Harmon introduces the Dojo toolkit's powerful capabilities for simplifying Ajax development. He thoroughly explains Dojo's helper functions, shortcuts, and special methods, illuminating each feature with examples of the JavaScript problems it can solve. This section's far-ranging coverage includes strings, JSON support, event handling, Ajax remoting, Dojo and the DOM, testing, debugging, and much more. All source code examples are provided on a companion Web site, including source code for a complete tutorial case study application.

Learning Node.js A Hands-On Guide to Building Web Applications in JavaScript Node.js makes it far easier to create fast, compact, and reliable web/network applications and web servers, and is rapidly becoming indispensable to modern web developers. Learning Node.js brings together the knowledge and JavaScript code you need to build master the Node.js platform and build server-side applications with extraordinary speed and scalability. You'll start by installing and running Node.js, understanding the extensions it uses, and quickly writing your first app. Next, building on the basics, you'll write more capable application servers and extend them with today's most powerful Node.js tools and modules. Finally, you'll discover today's best practices for testing, running Node.js code on production servers, and writing command-line utilities. Throughout the book, author Marc Wandschneider teaches by walking you line-by-line through carefully crafted examples, demonstrating proven techniques for creating highly efficient applications and servers. Build Node.js solutions that leverage your current JavaScript skills Master Node.js nonblocking IO and async programming Handle more requests and increase your application's flexibility Use and write your own modules Perform common JSON/web server tasks Use browsers to generate pages on the fly via Ajax calls and template libraries Simplify development with the express framework Create database back-ends using popular NoSQL and relational databases Deploy and run Node.js apps on Unix/OS X or Windows servers Take advantage of multiprocessor hardware Support virtual hosts and SSL/HTTPS security Test Node.js programs that mix synchronous, async, and RESTful server API functionality

Offers an account of contemporary trends in education reform and public sector governance, focusing on the increasing role of business and philanthropy in education service delivery and education policy and the emergence of new forms of 'network' governance.

"Complex-event processing is simple in principle but hard to do well in practice. This guide presents the principles and motivations for those new to the subject. More importantly, it details the entire thought-landscape of a complete implementation, using TIBCO products as the background. Well worth the read for anyone who is thinking of implementing a complex-event solution. Those who have already implemented one should read it as well, both for another perspective and for a view of the capabilities of the TIBCO products." —Lloyd Fischer, Senior Software Architect, WellCare Health Plans "This complete guide drives you through the specifics of complex-event processing (CEP) design concepts. The book covers all the fundamental aspects and design phases relevant for any TIBCO CEP project implementation, from design through performance-tuning and deployment. I would highly recommend this book to any reader interested in CEP concepts, although a small amount of TIBCO technology knowledge will let you appreciate it more." —Antonio Bruno, Infrastructure Account Manager, UBS AG The architecture series from TIBCO® Press comprises a coordinated set of titles for software architects and developers, showing how to combine TIBCO components to design and build real-world solutions. Complex-event processing is required when multiple events occurring throughout an organization must be sensed, analyzed, prioritized, and acted on in real time. Architecting Complex-Event Processing Solutions with TIBCO® shows how to design and architect complex-event processing systems, addressing all their complexities and achieving maximum efficiency and effectiveness, while delivering superior business value. After reading this book, you will be able to Identify opportunities for competitive differentiation through complex-event processing Describe differences between complex-event processing and traditional systems Understand relevant capabilities of the TIBCO BusinessEvents™ product suite Select building-block design patterns for constructing complex-event processing solutions with TIBCO BusinessEvents Address architectural aspects of moving solutions into production Implement proven approaches to designing fault tolerance and high availability Architecting Complex-Event Processing Solutions with TIBCO® is intended for working architects, designers, and developers who want to apply TIBCO products in complex-event processing applications. It is also required reading for anyone seeking TIBCO Certified Architect status.

Create Amazing 3D Characters with Blender: From Design and Modeling to Video Compositing Learning Blender walks you through every step of creating an outstanding animated character with the free, open source, 3D software Blender, and then compositing it in a real video using a professional workflow. This is the only Blender tutorial to take you from preproduction to final result, and it's perfect for both 3D novices and those who've used other 3D Software. Focusing on Blender 2.71 and above, 3D-professional Oliver Villar explains all the basics, including Blender's interface, controls, and how to manipulate objects. Once you've mastered the fundamentals, you'll follow a realistic 3D workflow through a complete project. You'll find chapters on every aspect of the character creation: design, modeling, unwrapping, texturing, shading, rigging, and animation. Once your character is ready and animated, you'll learn how to integrate it into a real video using camera tracking techniques, lighting, and compositing. Each skillset is taught hands on, and available online video tutorials (more than 5 hours) will guide you through Blender's trickier tasks. By the time you're done, you'll understand how the whole process fits together, and how to use Blender to create outstanding characters for all media. You'll also build strong Blender skills you can apply in any 3D project, whether it involves characters or not. Learn How To Master Blender's innovative user interface, navigation, and selection techniques Create your first scene with Blender and get comfortable with its core tools Prepare for projects so they'll go as smoothly as possible Use modeling tools to create a 3D character Bring your character to life with color, textures, and materials Create your character's skeleton and make it walk Make the most of Blender's Camera Tracking tools Add lights to your 3D scene Render with Blender Internal or the powerful new Cycles render engine Composite your 3D character into a real video Switch to Blender from 3ds Max, Maya, or XSI Register your book at informit.com/register to access all of this book's production files, plus bonus video tutorials, and a useful Blender keyboard shortcut reference.

Take Your Next Leap Forward as an iOS App Developer! Covers iOS 7 and Xcode 5 iOS Components and Frameworks

will help you leverage iOS's powerful components and frameworks to build apps with outstanding performance, reliability, interactivity, media support, and customization. Pioneering iOS developers Kyle Richter and Joe Keeley illuminate the sophisticated intermediate-to-advancedlevel techniques you're now ready for. You'll find example-rich coverage of topics ranging from social support to security, Core Data, TextKit, iCloud support, UIKit Dynamics, MapKit, and Passbook. There's also a complete section on advanced performance and security, including the effective use of Grand Central Dispatch and Keychain. Each chapter contains a complete sample project that walks you through integrating its technology into a typical iOS app. You'll discover how multiple iOS features can be combined into exceptionally powerful apps and walk through a complete case study project: a fully functional game with complete Game Center integration. Coverage includes: New physics-based animation effects provided by UIKit Dynamics Making the most of Core Location, MapKit, and Geofencing Leveraging Game Center features such as Leader Boards and Achievements Giving users access to their address and media libraries from within your app Using lightweight JSON to move data among servers, apps, and websites Syncing apps via iCloud using UIDocument and key-value store syncing Securing user data with Keychain Informing users of important app-related events via Notifications Storing and retrieving persistent data locally with Core Data Using advanced Objective-C features to write more manageable, concise apps Improving responsiveness through concurrency with Grand Central Dispatch Advanced text handling and display with TextKit Smoothly handling complex and continuous gestures Effective debugging techniques with Xcode 5 and Instruments Building passes for Passbook and PassKit If you're a serious iOS developer who wants to build cutting-edge apps, iOS Components and Frameworks delivers the practical skills, reusable code, and expert insights you're looking for.

If you want to make money in the coming decade, you need to understand the two most powerful trends that are reshaping global markets right now: the growth of emerging economies, and the accelerating influence of sovereign wealth funds. Both trends share one crucial characteristic: they reflect the rising role of government actors, and make it more important for investors to understand geopolitics than ever before. These trends emerged well before the global financial and economic crisis, and that crisis has only strengthened them. In The Rise of the State, three leading investment advisors tell the hidden story of state investment power, and offer more than 70 specific investment recommendations you can start profiting from right now. The authors illuminate trends ranging from the new rise of Asia to the massive migration of individuals to cities worldwide - identifying implications and opportunities in areas ranging from energy to water, healthcare to education. You'll find powerful new insights into the surprising - and mostly positive - impact of sovereign wealth funds both within and outside the U.S. You'll also learn how to ride alongside these funds, understand their goals and strategies, and invest in the companies and industries they've identified as offering the greatest potential.

Now, one book can help you master mobile app development with both market-leading platforms: Apple's iOS and Google's Android. Perfect for both students and professionals, Learning Mobile App Development is the only tutorial with complete parallel coverage of both iOS and Android. With this guide, you can master either platform, or both--and gain a deeper understanding of the issues associated with developing mobile apps. You'll develop an actual working app on both iOS and Android, mastering the entire mobile app development lifecycle, from planning through licensing and distribution. Each tutorial in this book has been carefully designed to support readers with widely varying backgrounds and has been extensively tested in live developer training courses. If you're new to iOS, you'll also find an easy, practical introduction to Objective-C, Apple's native language.

A guide to iPad programming provides instructions on building PhotoWheel, a photo management and sharing application, using iOS 5.

The #1 guide to using Visual Studio 2010 in team development: insider coverage of this huge release, from the leader of the VSTS team * *Focuses on succeeding with new VS 2010 ALM products in real-world environments, with exclusive 'Lessons Learned at Microsoft'. *Thoroughly covers VS 2010's massive new capabilities for team development. *Contains extensive new coverage of implementing Scrum and related practices. *Covers the entire lifecycle: requirements, architecture, construction, build, test, and more This is the most practical, valuable guide for every member of the software team who intends to run or participate in software projects using Microsoft's Visual Studio 2010. Written by a top Microsoft Visual Studio development team leader and a leading Visual Studio implementation consultant, it focuses on the real challenges development organizations face. The authors identify powerful lessons and best practices learned at Microsoft, and cover the entire development lifecycle, from requirements gathering through testing and beyond. This edition adds extensive coverage of VS 2010's extensive new team features, as well as new coverage of using VS 2010 to actively support teams that practice Scrum. Throughout, the authors focus on showing how to use VS 2010 to reduce waste, increase transparency, and accelerate the flow of value to the end customer. Coverage includes: * *Requirements: vision, user stories, use cases, storyboards, satisfiers/dissatisfiers, and more *Running the project: self-managing teams, metrics, sprints, and dashboards *'Value-up' views of software architecture, construction, and testing. *Build and lab: check-in, team build, continuous integration, build verification tests, reporting, deployment, and lab automation/virtualization. *Troubleshooting the project: overcoming issues ranging from scope creep to build failures "As this book shows, Linux systems are just as functional, secure, and reliable as their proprietary counterparts. Thanks to the ongoing efforts of thousands of Linux developers, Linux is more ready than ever for deployment at the frontlines of the real world. The authors of this book know that terrain well, and I am happy to leave you in their most capable hands." –Linus Torvalds "The most successful sysadmin book of all time–because it works!" –Rik Farrow, editor of ;login: "This book clearly explains current technology with the perspective of decades of experience in large-scale system administration. Unique and highly recommended." –Jonathan Corbet, cofounder, LWN.net "Nemeth et al. is the overall

winner for Linux administration: it's intelligent, full of insights, and looks at the implementation of concepts." –Peter Salus, editorial director, Matrix.net Since 2001, Linux Administration Handbook has been the definitive resource for every Linux® system administrator who must efficiently solve technical problems and maximize the reliability and performance of a production environment. Now, the authors have systematically updated this classic guide to address today's most important Linux distributions and most powerful new administrative tools. The authors spell out detailed best practices for every facet of system administration, including storage management, network design and administration, web hosting, software configuration management, performance analysis, Windows interoperability, and much more. Sysadmins will especially appreciate the thorough and up-to-date discussions of such difficult topics such as DNS, LDAP, security, and the management of IT service organizations. Linux® Administration Handbook, Second Edition, reflects the current versions of these leading distributions: Red Hat® Enterprise Linux® FedoraTM Core SUSE® Linux Enterprise Debian® GNU/Linux Ubuntu® Linux Sharing their war stories and hard-won insights, the authors capture the behavior of Linux systems in the real world, not just in ideal environments. They explain complex tasks in detail and illustrate these tasks with examples drawn from their extensive hands-on experience.

Presents practical instrucion and theory for using the features of HTML5 to create a online gaming applications.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

A guide to the development aspects of Excel covers such topics as building add-ins, creating custom charts, using class modules, handling errors, controlling external applications, and programming with databases.

Results-Based Software Management: Achieve Better Outcomes with Finite Resources Effective software development is no longer merely an IT concern: today, it is crucial to the entire enterprise. However, most businesspeople are not ready to make informed decisions about software initiatives. The Economics of Iterative Software Development: Steering Toward Better Business Results will prepare them. Drawing on decades of software development and business experience, the authors demonstrate how to utilize practical, economics-based techniques to plan and manage software projects for maximum return on technology investments. The authors begin by dispelling widespread myths about software costs, explaining why traditional, "engineering-based" software management introduces unacceptable inefficiencies in today's development environments. Next, they show business and technical managers how to combine the principles of economics and iterative development to achieve optimal results with limited resources. Using their techniques, readers will learn how to build systems that enable maximum business innovation and process improvement—and implement software processes that allow them to do so consistently. Highlights include How to repeatedly quantify the value a project is delivering and quickly adjust course as needed How to reduce software project size, complexity, and other "project killers" How to identify and eliminate software development processes that don't work How to improve development processes, reduce rework, mitigate risk, and identify inefficiencies How to create more proficient teams by improving individual skills, team interactions, and organizational capability Where to use integrated, automated tools to improve effectiveness What to measure, and when: specific metrics for project inception, elaboration, construction, and transition The Economics of Iterative Software Development: Steering Toward Better Business Results will help both business and technical managers make better decisions throughout the software development process—and it will help team and project leaders keep any project or initiative on track, so they can deliver more value faster.

The #1 guide to signal integrity, updated with all-new coverage of power integrity, high-speed serial links, and more * * Up-to-the-minute comprehensive guidance: everything engineers need to know to understand and design for signal integrity. * Authored by world-renowned signal integrity trainer, educator, and columnist Eric Bogatin. * Focuses on intuitive understanding, practical tools, and engineering discipline - not theoretical derivation or mathematical rigor. Today's marketplace demands faster devices and systems that deliver more functionality and longer life in smaller packaging. Signal Integrity - Simplified, Second Edition is the first book to bring together all the up-to-the-minute techniques designers need to overcome all of those challenges. Renowned expert Eric Bogatin thoroughly reviews the root causes of all four families of signal integrity problems, and shows how to design them out early in the design cycle. Drawing on his experience teaching 5,000+ engineers, he illuminates signal integrity, physical design, bandwidth, inductance, and impedance; presents practical tools for solving signal integrity problems; and offers specific design guidelines and solutions. In this edition, Bogatin adds extensive coverage of power integrity and high speed serial links: topics at the forefront of signal integrity design. Three new chapters address: * * Designing power delivery networks to support high-speed signal processing. * Using 4-Port S-parameters, the emerging standard for describing interconnects in high speed serial links. * Working with today's measurement and simulation tools and technologies

Together, InfoPath 2010 and Microsoft SharePoint Designer 2010 make it possible to create end-to-end solutions that combine powerful forms, enterprise-scale workflow, and access to key business data. Now, building on the valuable content from their previous InfoPath book, three Microsoft experts offer a complete introduction to building the forms that drive these solutions. Designing Forms for SharePoint and InfoPath combines deep knowledge of InfoPath, new insights into SharePoint development, and an insider's view of new InfoPath features for building more powerful SharePoint applications. Ideal for information workers, power users, and experienced form designers and developers, this book teaches new techniques through downloadable examples, including form templates, code, and XML. You'll start with a complete hands-on primer for designing rich forms with InfoPath Designer, covering Forms Services, data retrieval and submission, controls, customization, saving, publishing, and workflow. Next, you'll turn to advanced form design, including coding, the InfoPath object model, and InfoPath hosting options. Coverage includes Mastering best practices for designing forms and working with data Creating and editing SharePoint list forms in InfoPath 2010 Setting up Forms Services in SharePoint 2010 Using new InfoPath controls and customization techniques Adding logic without code via Quick Rules and the Rules Management pane Using the InfoPath Form Web Part to create powerful solutions with minimal code, including data mashups Submitting, saving, and publishing, including Quick Publish Building reusable components, custom controls, and add-ins Securing and efficiently deploying solutions Making the most of reporting and workflows Writing better InfoPath code more quickly with Visual Studio Tools for Office Using import/export and the new import wizard Customizing forms for creating, viewing, and editing SharePoint lists Building dynamic queries to REST Web services

Get Started Quickly with DirectX 3D Programming: No 3D Experience Needed This step-by-step text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support

libraries. Next, you'll discover shader authoring with HLSL. You'll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You'll write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you'll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You'll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you'll create a flexible effect and material system to integrate your shaders. Finally, you'll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You'll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models. You don't need any experience with 3D graphics or the associated math: Everything's taught hands-on, and all graphics-specific code is fully explained. Coverage includes • The Direct3D API and graphics pipeline • A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library • Free and low-cost tools for authoring, debugging, and profiling shaders • Extensive treatment of HLSL shader authoring • Development of a C++ rendering engine • Cameras, 3D models, materials, and lighting • Post-processing effects • Device input, component-based architecture, and software services • Shadow mapping, depth maps, and projective texture mapping • Skeletal animation • Geometry and tessellation shaders • Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine architecture

A pioneering reference essential in any financial library, the Encyclopedia of Alternative Investments is the most authoritative source on alternative investments for students, researchers, and practitioners in this area. Containing 545 entries, the encyclopedia focuses on hedge funds, managed futures, commodities, and venture capital. It features contributions from well-known, respected academics and professionals from around the world. More than a glossary, the book includes academic references for money managers and investors who want to understand the jargon and delve into the definitions. About the Editor Greg N. Gregoriou, Ph.D., is Professor of Finance in the School of Business and Economics at the State University of New York, Plattsburgh, USA. A prolific author, Dr. Gregoriou is hedge fund editor of the Journal of Derivatives and Hedge Funds as well as an editorial board member of the Journal of Wealth Management and the Journal of Risk Management in Financial Institutions. His research primarily focuses on hedge funds and managed futures.

Get Started Fast with iOS 7 Core Data App Development Covers iOS 7 and Xcode 5 This is the first Core Data book to fully reflect Apple's latest platform innovations, including its dramatic recent improvements to iCloud support. Hands-on from start to finish, it teaches you step-by-step as you create a modern data-driven iOS app using Storyboards, ARC, iOS 7, and Xcode 5. Tim Roadley introduces new patterns and best practices designed to overcome the frustrations of Core Data development. One step at a time, you'll build and extend your skills--even mastering advanced techniques such as complex model migration, deep copy, background processing, and integration with Dropbox, StackMob, and iCloud. Downloadable versions of this book's main project are provided with each chapter, so you can see exactly what your app project should look like--and get cookbook-style code for your own projects. Chapter exercises help you explore even further, whether you're a self-learner or a student in an iOS development course. If you're an experienced iOS developer, this guide brings together all the skills, tools, code, and patterns you need to add powerful data management capabilities to any app--quickly, easily, and painlessly. Coverage includes the following: Understanding Core Data Adding Core Data to an existing project Designing, upgrading, and migrating data models (automatically and manually with progress indication) Populating views with data, including table-views and picker-views Preloading a "default data" persistent store from XML Deep-copying from one persistent store to another Performance tuning with Instruments, using large photos as the example Background processing, using thumbnail generation as the example Efficient search Seamlessly backing up and restoring with Dropbox Stable integration with iCloud--with full support for multiple accounts, seeding, and de-duplication Web service integration with StackMob

This systematic exploration of real-world stress analysis has been completely updated to reflect state-of-the-art methods and applications now used in aeronautical, civil, and mechanical engineering, and engineering mechanics. Distinguished by its exceptional visual interpretations of solutions, Advanced Mechanics of Materials and Applied Elasticity offers in-depth coverage for both students and engineers. The authors carefully balance comprehensive treatments of solid mechanics, elasticity, and computer-oriented numerical methods—preparing readers for both advanced study and professional practice in design and analysis. This major revision contains many new, fully reworked, illustrative examples and an updated problem set—including many problems taken directly from modern practice. It offers extensive content improvements throughout, beginning with an all-new introductory chapter on the fundamentals of materials mechanics and elasticity. Readers will find new and updated coverage of plastic behavior, three-dimensional Mohr's circles, energy and variational methods, materials, beams, failure criteria, fracture mechanics, compound cylinders, shrink fits, buckling of stepped columns, common shell types, and many other topics. The authors present significantly expanded and updated coverage of stress concentration factors and contact stress developments. Finally, they fully introduce computer-oriented approaches in a comprehensive new chapter on the finite element method.

Since 2001, the CERT® Insider Threat Center at Carnegie Mellon University's Software Engineering Institute (SEI) has collected and analyzed information about more than seven hundred insider cyber crimes, ranging from national security espionage to theft of trade secrets. The CERT® Guide to Insider Threats describes CERT's findings in practical terms, offering specific guidance and countermeasures that can be immediately applied by executives, managers, security officers, and operational staff within any private, government, or military organization. The authors systematically address attacks by all types of malicious insiders, including current and former employees, contractors, business partners, outsourcers, and even cloud-computing vendors. They cover all major types of insider cyber crime: IT sabotage, intellectual property theft, and fraud. For each, they present a crime profile describing how the crime tends to evolve over time, as well as motivations, attack methods, organizational issues, and precursor warnings that could have helped the organization prevent the incident or detect it earlier. Beyond identifying crucial patterns of suspicious behavior, the

authors present concrete defensive measures for protecting both systems and data. This book also conveys the big picture of the insider threat problem over time: the complex interactions and unintended consequences of existing policies, practices, technology, insider mindsets, and organizational culture. Most important, it offers actionable recommendations for the entire organization, from executive management and board members to IT, data owners, HR, and legal departments. With this book, you will find out how to Identify hidden signs of insider IT sabotage, theft of sensitive information, and fraud Recognize insider threats throughout the software development life cycle Use advanced threat controls to resist attacks by both technical and nontechnical insiders Increase the effectiveness of existing technical security tools by enhancing rules, configurations, and associated business processes Prepare for unusual insider attacks, including attacks linked to organized crime or the Internet underground By implementing this book's security practices, you will be incorporating protection mechanisms designed to resist the vast majority of malicious insider attacks.

Financing Public Schools moves beyond the basics of financing public elementary and secondary education to explore the historical, philosophical, and legal underpinnings of a viable public school system. Coverage includes the operational aspects of school finance, including issues regarding teacher salaries and pensions, budgeting for instructional programs, school transportation, and risk management. Diving deeper than other school finance books, the authors explore the political framework within which schools must function, discuss the privatization of education and its effects on public schools, offer perspectives regarding education as an investment in human capital, and expertly explain complex financial and economic issues. This comprehensive text provides the tools to apply the many and varied fiscal concepts and practices that are essential for aspiring public school administrators who aim to provide responsible stewardship for their students. Special Features: "Definitional Boxes" and "Key Terms" throughout chapters enhance understanding of difficult concepts. Coverage of legal, political, and historical issues provides a broader context and more complex understanding of school finance. Offers in-depth exploration of business management of financial resources, including fiscal accounting, school facilities, school transportation, financing with debt, and the nuances of school budgeting techniques.

Books, scholarly journals, business information, and professional information play a pivotal role in the political, social, economic, scientific, and intellectual life of nations. While publications abound on Wall Street and financial service companies, the relationship between Wall Street's financial service companies and the publishing and information industries has not been explored until now. The Economics of the Publishing and Information Industries utilizes substantive historical, business, consumer, economic, sociological, technological, and quantitative and qualitative methodologies to understand the people, trends, strengths, opportunities, and threats the publishing industry and the financial service sector have faced in recent years. Various developments, both economic and demographic, contributed to the circumstances influencing the financial service sector's investment in the publishing and information industries. This volume identifies and analyzes those developments, clearly laying out the forces that drove the marriage between the spheres of publishing and finance. This book offers insight and analysis that will appeal to those across a wide variety of fields and occupations, including those in financial service firms, instructors and students in business, communications, finance, or economics programs, business and financial reporters, regulators, private investors, and academic and major public research libraries.

Provides information on creating games for Android mobile devices, covering such topics as implementing the game loop, integrating user input, building virtual worlds with tile maps, and creating a scoring framework.

Create Amazing Real-Time Motion Graphics with Quartz Composer! Apple's Quartz Composer makes it amazingly easy to create real-time graphics of all kinds: for screensavers, animations, kiosk art, film effects, Dashboard Widgets, graphically-rich apps, and more. But few content creators use QC, because they've had practically no useful help–until now. In this book/DVD bundle, two renowned VJs who've pushed this tool to the limit show you how to do it, too! You needn't be a technical expert: Graham Robinson and Surya Buchwald introduce each concept through a hands-on project, with videos demonstrating every step. They start extremely simple, offering beautiful visual feedback and encouraging you to freely explore. The video and text work together to help you build mastery fast, as you create everything from data-driven effects to compelling live performance visuals! Coverage includes Mastering Quartz Composer's powerful interface Grabbing live inputs from music or cameras for unique interaction and improvisation Outputting video files for everything from smartphone screens to HD video edits Using built-in image filters to add visual effects Creating organic motion with LFOs, interpolation, and trackballs Fixing problems and figuring out what you did wrong Making rain, fire, and other cool stuff with particles Integrating MIDI musical instruments and other audio resources Mastering lighting and timelines Building richer environments with replication, iteration, and 3D modeling Pushing the boundaries with secret patches, CoreImage filters, and GLSL If you're a motion graphics designer, filmmaker, VJ, artist, interactive programmer, Cocoa developer, or any other type of "Maker," this book will guide you from acolyte to wizard in no time… and it just might be the most fun instructional you'll ever read! 0321636945 / 9780321636942 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer Package consists of: 013308776X / 9780133087765 Learning Quartz Composer: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857577 / 9780321857576 Learning Quartz Composer, DVD: A Hands-On Guide to Creating Motion Graphics with Quartz Composer 0321857585 / 9780321857583 Learning Quartz Composer, Book Component: A Hands-On Guide to Creating Motion Graphics with Quartz Composer

"In the Java world, security is not viewed as an add-on a feature. It is a pervasive way of thinking. Those who forget to think in a secure mindset end up in trouble. But just because the facilities are there doesn't mean that security is assured automatically. A set of standard practices has evolved over the years. The Secure® Coding® Standard for Java™ is a

compendium of these practices. These are not theoretical research papers or product marketing blurbs. This is all serious, mission-critical, battle-tested, enterprise-scale stuff." —James A. Gosling, Father of the Java Programming Language An essential element of secure coding in the Java programming language is a well-documented and enforceable coding standard. Coding standards encourage programmers to follow a uniform set of rules determined by the requirements of the project and organization, rather than by the programmer's familiarity or preference. Once established, these standards can be used as a metric to evaluate source code (using manual or automated processes). The CERT® Oracle® Secure Coding Standard for Java™ provides rules designed to eliminate insecure coding practices that can lead to exploitable vulnerabilities. Application of the standard's guidelines will lead to higher-quality systems–robust systems that are more resistant to attack. Such guidelines are required for the wide range of products coded in Java–for devices such as PCs, game players, mobile phones, home appliances, and automotive electronics. After a high-level introduction to Java application security, seventeen consistently organized chapters detail specific rules for key areas of Java development. For each area, the authors present noncompliant examples and corresponding compliant solutions, show how to assess risk, and offer references for further information. Each rule is prioritized based on the severity of consequences, likelihood of introducing exploitable vulnerabilities, and cost of remediation. The standard provides secure coding rules for the Java SE 6 Platform including the Java programming language and libraries, and also addresses new features of the Java SE 7 Platform. It describes language behaviors left to the discretion of JVM and compiler implementers, guides developers in the proper use of Java's APIs and security architecture, and considers security concerns pertaining to standard extension APIs (from the javax package hierarchy).The standard covers security issues applicable to these libraries: lang, util, Collections, Concurrency Utilities, Logging, Management, Reflection, Regular Expressions, Zip, I/O, JMX, JNI, Math, Serialization, and JAXP.
This book discusses eight dimensions of globalization—world order, culture, the state, information technology, economics, production, development, and Bretton Woods Institutions—from the perspective of four diverse sociological paradigms: functionalist, interpretive, radical humanist, and radical structuralist. This multi-perspective approach forces readers to abandon their preconcieved assumptions and allows them the opportunity to view globalization through new eyes. Kavous Ardalan argues that social theory can usefully be conceived in terms of these four key paradigms because each one is founded upon different assumptions about the nature of social science and each one generates useful theories, concepts, and analytical tools. This method facilitates distancing from one's favored paradigm and appreciating other available approaches to better understand social phenomena. The knowledge of paradigms increases awareness of the boundaries and limitations of each individual paradigm. While most books on the topic focus on particular aspects of globalization from specific viewpoints, this fair and unbiased volume provides readers with a balanced understanding of globalization.
Provides information on creating mobile applications for the Windows Phone 7.5 platform.
The Unity Engine Tutorial for Any Game Creator ¿ Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. ¿ With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. ¿ This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. ¿ Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. ¿ Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play ¿
The Great American Education-Industrial Complex examines the structure and nature of national networks and enterprises that seek to influence public education policy in accord with their own goals and objectives. In the past twenty years, significant changes have taken place in the way various interest groups seek to influence policies and practices in public education in the United States. No longer left to the experience and knowledge of educators, American education has become as much the domain of private organizations, corporate entities, and political agents who see it as a market for their ideas, technologies, and ultimately profits. Piccciano and Spring posit that educational technology is the vehicle whereby these separate movements, organizations, and individuals have become integrated in a powerful common entity, and detail how the educational-industrial complex has grown and strengthened its position of influence. This timely, carefully documented, well argued book brings together Picciano's perspective and expertise in the field of technology and policy issues and Spring's in the history and politics of education in a unique critical analysis of the education-industrial complex and its implications for the future.
Completed Updated for iOS 7 and Xcode 5 Auto Layout transforms the way you create iOS user interfaces. As flexible as

it is powerful, Auto Layout gives you unprecedented control over your iOS user interfaces. But Auto Layout has a reputation for difficulty. In iOS Auto Layout Demystified, Second Edition, world-renowned iOS developer and author Erica Sadun strips away the confusion, helping you gain Auto Layout mastery the easiest way possible: by example. Fully updated for iOS 7 and Xcode 5, this tutorial delivers everything Sadun's guides are famous for: clear explanations, expert tips, proven best practices--and, above all, plenty of code to learn from and reuse. Step by step, Sadun explains how Auto Layout "thinks," how it works, where it fits, and why it's more useful (and simpler) than you ever imagined. She offers practical solutions for a wide variety of real-world iOS development challenges, plus innovative ways to use Auto Layout to build interactive elements, animations, and more. If you're an experienced iOS developer, this guide will expand your design possibilities, helping you build apps that are superbly usable and intuitive and stand out even in the most crowded marketplace. Coverage includes Mastering Auto Layout's basic concepts, techniques, and approach Defining unambiguous, satisfiable constraints that express your layout exactly how you intend Overcoming obstacles to constraint-based user interface design in Interface Builder Using visual formatting to express how items are laid out vertically and horizontally Making visual formats more flexible with metrics dictionaries and layout options Debugging constraints and deciphering those bewildering Xcode log messages Using descriptive techniques to uncover and express natural relationships in your design Applying iOS Auto Layout techniques in Mac OS X apps too

Surveys the best practices for all aspects of system administration, covering such topics as storage management, email, Web hosting, performance analysis, virtualization, DNS, security, and configuration management.

Teaches Android programming through structured exercises that cover the entire development process, guiding readers through building a mobile biking app that can track mileage and routes.

Describes the Core Audio framework, covering such topics as recording, playback, format conversion, MIDI conectivity, and audio units.

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