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SAMS TEACH YOURSELF GOOGLE SKETCHUP 8 IN 10 MINUTES

Pearson Education **Sams Teach Yourself Google SketchUp™ 8 in 10 Minutes Steven Holzner Sams Teach Yourself Google SketchUp 8 in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons you'll learn all you need to use Google's free SketchUp 8 to create pro-quality 3D models of practically anything! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to... Quickly get up and running with SketchUp 8 Draw basic figures with the Rectangle, Circle, Polygon, and Arc tools Create freehand drawings of any shape Incorporate text into your models–even 3D text Convert 2D models to 3D using Push/Pull, Move, Rotate, and other tools Control your view of 3D objects with Orbit, Pan, and Zoom Accurately measure lengths and angles Create construction guides with**

Tape Measure, Dimensioning, and the Protractor Organize your models into components and groups Paint SketchUp objects in realistic colors Scale your models simply by dragging your mouse Use the innovative Follow-Me tool to quickly create complex 3D models Instantly repeat edges and surfaces at offsets from the original Draw cross-sections through any surface Category: Graphics & Design Covers: Google SketchUp 8 Free Edition User Level: Beginning

SAMS TEACH YOURSELF GOOGLE SKETCHUP 8 IN 10 MINUTES

Pearson Education **Sams Teach Yourself Google SketchUp™ 8 in 10 Minutes Steven Holzner Sams Teach Yourself Google SketchUp 8 in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons you'll learn all you need to use Google's free SketchUp 8 to create pro-quality 3D models of practically anything! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to… Quickly get up and running with SketchUp 8 Draw basic figures with the Rectangle, Circle, Polygon, and Arc tools Create freehand drawings of any shape Incorporate text into your models–even 3D text Convert 2D models to 3D using Push/Pull, Move, Rotate, and other tools Control your view of 3D objects with Orbit, Pan, and Zoom Accurately measure lengths and angles Create construction guides with Tape Measure, Dimensioning, and the Protractor Organize your models into components and groups Paint SketchUp objects in realistic colors Scale your models simply by dragging your mouse Use the innovative Follow-Me tool to quickly create complex 3D models Instantly repeat edges and surfaces at offsets from the original Draw cross-sections through any surface Category: Graphics & Design Covers: Google SketchUp 8 Free Edition User Level: Beginning**

ARCHITECTURAL DESIGN WITH SKETCHUP

COMPONENT-BASED MODELING, PLUGINS, RENDERING, AND SCRIPTING

John Wiley & Sons **"… the book is wonderfully illustrated with full color and descriptive images that complement each tutorial or exercise. Alex's teaching background really rings through as every item is nicely structured and very informative. Overall Alex's book is a winner. Well structured, illustrated and most of all easy to read and understand. While the overall theme is based in architecture, the techniques can be applied to any discipline and the wide range of topics covered are excellently delivered." -Richard O'Brien, CatchUp Editor, the official SketchUcation newsletter The one-stop guide to SketchUp for architects, designers, and builders SketchUp is the tool of choice for architects, interior designers, and construction professionals. Though the basics are simple to understand, getting the most out of it**

requires deeper instruction and guidance. Architectural Design with Google SketchUp uses easy-to-understand tutorials to describe both common and advanced process, illustrated throughout with full-color renderings. Handy sidebars throughout the book cover fundamentals and background information End-of-chapter exercises help readers master new skills and techniques A robust companion website includes helpful videos, sample files, and plug-ins

IOS 8 APPLICATION DEVELOPMENT IN 24 HOURS, SAMS TEACH YOURSELF

IOS APPL DEVE 24 HOUR SAMS TE_6

Sams Publishing **In just 24 sessions of one hour each, learn how to build powerful applications for today’s hottest handheld devices: the iPhone and iPad! Using this book’s straightforward, step-by-step approach, you’ll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you’ve already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color–figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple’s new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run**

ARDUINO PROGRAMMING IN 24 HOURS, SAMS TEACH YOURSELF

Pearson Education **Annotation In just 24 sessions of one hour or less, "Sams Teach Yourself Arduino Programming in 24 Hours "teaches you C programmingon Arduino, so you can start creating inspired "DIY" hardwareprojects of your own Using this book's straightforward, step-by-stepapproach, you'll walk through everything from setting up yourprogramming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example builds on what you've alreadylearned, giving you a rock-solid foundation for real-world success " "Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out cautions alert you to possible problems and give you advice on how to avoid them. Learn how to ... Get the right Arduino hardware and accessories for your needsDownload the Arduino IDE, install it, and link it to your ArduinoQuickly create, compile, upload, and run your first Arduino programMaster C syntax, decision control, strings, data structures, and functionsUse pointers to work with memory--and avoid common mistakesStore data on your Arduino's EEPROM or an external SD cardUse existing hardware libraries, or create your ownSend output and read input from analog devices or digital interfacesCreate and handle interrupts in software and hardwareCommunicate with devices via the SPI interface and I2C protocolWork with analog and digital sensorsWrite Arduino C programs that control motorsConnect an LCD to your Arduino, and code the outputInstall an Ethernet shield, configure an Ethernet connection, and write networking programsCreate prototyping environments, use prototyping shields, and interface electronics to your Arduino.**

SAMS TEACH YOURSELF IOS 8 APPLICATION DEVELOPMENT IN 24 HOURS

Pearson Education **In just 24 sessions of one hour each, learn how to build powerful applications for today's hottest handheld devices: the iPhone and iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your iOS development environment to building great user interfaces, sensing motion to writing multitasking applications. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iOS development tasks. Quizzes and Exercises help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips show you easier ways to perform tasks. Watch Out! cautions**

alert you to possible problems and give you advice on how to avoid them. John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University. His many books include Using TCP/IP: Special Edition, Maximum Mac OS X Security, Mac OS X Unleashed, Teach Yourself Dreamweaver MX in 21 Days, and Sams Teach Yourself iOS 7 Application Development in 24 Hours. Printed in full color-figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language: Swift Test code using the new iOS Playground Understand the Model-View-Controller (MVC) development pattern Visually design and code interfaces using Xcode Storyboards, Segues, Exits, Image Slicing, and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables, Split Views, Navigation Controllers, and more Read and write preferences and data, and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion, orientation, and location with the accelerometer, gyroscope, and GPS Integrate online services using Twitter, Facebook, Email, Web Views, and Apple Maps Create universal applications that run on both the iPhone and iPad Write background-aware multitasking applications Trace, debug, and monitor your applications as they run

ARDUINO PROGRAMMING IN 24 HOURS, SAMS TEACH YOURSELF

Sams Publishing **In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programmingon Arduino, so you can start creating inspired “DIY” hardwareprojects of your own! Using this book’s straightforward, step-by-stepapproach, you’ll walk through everything from setting up yourprogramming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping.Every hands-on lesson and example builds on what you’ve alreadylearned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Arduino programming tasks. Quizzes at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino’s EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital**

interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino

3DS MAX IN 24 HOURS, SAMS TEACH YOURSELF

Sams Publishing **Full Color! In just 24 sessions of one hour or less, Sams Teach Yourself 3ds Max in 24 Hours will help you master Autodesk 3ds Max 2014 and use it to create outstanding 3D content for games, video, film, and motion graphics. Using this book’s straightforward, step-by-step approach, you’ll master powerful 3ds Max tools for modeling, animation, rendering, compositing, and more. Every lesson builds on what you’ve already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common 3ds Max tasks. “Try It Yourself” guided mini tutorials offer quick hands-on experience with 3ds Max’s key tools. Quizzes and exercises test your knowledge. Notes, tips, and caution s offer extra information and alert you to possible problems. Learn how to... Quickly get comfortable with the 3ds Max 2014 interface Create, move, and modify 3D objects Edit and tweak the elements of any object Start modeling hard-surface and organic objects Work with materials and textures Explore and create animation Illuminate scenes with lighting Use cameras to control a scene’s point of view Render 3D creations for production Rig and skin objects, making them easier to animate Learn the 12 essential principles of character animation Create devastating dynamic simulations Add visual effects, cloth, hair, and fur Automate repetitive tasks with MAXScript Create a professional-quality showcase The accompanying DVD/website contain how-to videos for dozens of key 3ds Max 2014 tasks, extensive sample art and models, and additional bonus content.**

SAMS TEACH YOURSELF ANDROID APPLICATION DEVELOPMENT IN 24 HOURS

Sams Publishing **Offers software developers step-by-step instructions on how to create and distribute their first marketable, professional Android application.**

RESPONSIVE WEB DESIGN IN 24 HOURS, SAMS TEACH YOURSELF

Sams Publishing **Learn responsive web design (RWD) with HTML5, CSS3 & JavaScript in just 24 one-hour lessons Sams**

Teach Yourself Responsive Web Design in 24 Hours helps you create websites that work equally well on everything from smartphones and tablets to multi-screen monitors. This book’s straightforward, step-by-step approach shows how to use HTML, CSS, and JavaScript to build the responsive sites today’s users and clients want. In just a few hours, you’ll be building layouts, sites, forms, and web apps that automatically adapt to virtually any device. Every lesson builds on what you’ve already learned, giving you a rock-solid foundation for real-world success. Learn how to… Create effective and reliable responsive designs with CSS3, HTML5, and JavaScript Use progressive enhancement to consistently provide the right content while making the most of each device and browser Establish breakpoints and write CSS media queries to respond appropriately to each user agent Choose the right layout and wireframing approach for your site Use web fonts to control typography and choose sizes that look good on any device Master three ways to make tables responsive Build responsive forms using the latest HTML5 tags and attributes Implement responsive navigation patterns that users understand intuitively Test for responsiveness and performance Use Responsive Design + Server Side Components (RESS) to optimize performance CONTENTS AT A GLANCE PART I: INTRODUCTION TO RESPONSIVE WEB DESIGN H OUR 1: What Is Responsive Web Design? • History of Responsive Web Design • Why We Need Responsive Web Design HOUR 2 : Alternatives to Responsive Web Design • Table-Based Layouts • CSS Layouts • Detection Scripts HOUR 3: The Growth of Mobile • Basic Cell Phones • Smartphones • Tablets • Retina Devices • Why Responsive Design Is Important HOUR 4 : Progressive Enhancement • What Is Progressive Enhancement? • How to Use Progressive Enhancement on a • Website • Benefits of Progressive Enhancement HOUR 5 : HTML for Responsive Web Design • Using HTML5 • Clean Code • Don’t Forget Semantic Elements • Validating Your HTML HOUR 6: Basic CSS • How to Write CSS Rules • Embedded and External Style Sheets • Styling Fonts and Colors • Creating a Layout with CSS • Understanding Cascading and Specificity HOUR 7: Unobtrusive JavaScript • What Is Unobtrusive JavaScript? • How to Implement Unobtrusive JavaScript PART II: BUILDING A RESPONSIVE WEBSITE HOUR 8: Planning a Responsive Website • Should You Make Your Website Responsive? • How to Plan for a Responsive Website HOUR 9: Mobile First • Why Design for Mobile First? • What Makes a Site Mobile Friendly? • What About Mobile Only? HOUR 1 0: CSS Media Queries • What Is a Media Query? • Media Query Expressions HOUR 1 1: Breakpoints • What Is a Breakpoint? • How to Define Breakpoints in CSS • Optimal Breakpoints HOUR 12: Layout • What Is Web Layout? • Types of Layouts • Columns in Layout HOUR 13 : Navigation • Why Responsive Navigation Is Important • What Makes Navigation Mobile Friendly? • Basic RWD Navigation Patterns HOUR 14: Responsive Fonts and Typography • Using Web Fonts • Sizing Typography • Relative Versus Absolute Font Sizes • New CSS3 Measurement Units HOUR 15: Creating and Using Images in RWD • Making Images Responsive • Improving Download Speeds • Building and Using

Retina-Ready Images HOUR 16: Videos and Other Media in RWD • How to Make Videos Responsive • Making YouTube Videos Responsive HOUR 17: Tables in Responsive Web Design • Tables on Small Devices • Can Tables Be Responsive? • Where Do Layout Tables Fit in RWD? HOUR 18 : Responsive Web Forms • HTML5 Forms • Making Web Forms Usable • Creating Responsive Forms HOUR 19 : Testing Responsive Websites • Testing in Your Browser • Testing in a Device for All Your Breakpoints • How to Test When You Don’t Have the Devices HOUR 20 : Problems with Responsive Web Design • Responsive Designs Can Be Slow • RWD Can Make More Work for Designers • Not All Customers Like Responsive Sites • RWD May Break Advertising PART III: IMPROVING RESPONSIVE DESIGN HOUR 21: Tools for Creating Responsive Web Designs • Planning and Designing Your RWD Site • HTML Element and CSS Tools • Web Editors for Building Responsive Web Pages HOUR 22 : Device and Feature Detection • Why Use Detection Scripts • Modernizr • WURFL HOUR 23: Using RESS with RWD • What Is RESS? • Benefits of Using RESS • Getting Started with RESS • When to Use RESS HOUR 24: RWD Best Practices • Give Everyone the Best Experience • Use the Best Breakpoints You Can • Be Flexible and Think Small • Don’t Forget the Content • Manage Costs

SAMS TEACH YOURSELF RESPONSIVE WEB DESIGN IN 24 HOURS

Pearson Education **Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.**

SAMS TEACH YOURSELF ADOBE PHOTOSHOP ELEMENTS 2 IN 24 HOURS

Sams Publishing **Shows how to use Photoshop Elements to retouch, repair, publish, and add effects to digital photographs and graphics by altering such factors as lighting, composition, and texture, and through editing, cropping, and filtering.**

HTML, CSS AND JAVASCRIPT ALL IN ONE, SAMS TEACH YOURSELF

COVERING HTML5, CSS3, AND JQUERY

Sams Publishing **In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each**

lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site’s layout and typography using CSS Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows Contents at a Glance Part I Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets 4 Understanding JavaScript 5 Validating and Debugging Your Code Part II Building Blocks of Practical Web Design 6 Working with Fonts, Text Blocks, Lists, and Tables 7 Using External and Internal Links 8 Working with Colors, Images, and Multimedia Part III Advanced Web Page Design with CSS 9 Working with Margins, Padding, Alignment, and Floating 10 Understanding the CSS Box Model and Positioning 11 Using CSS to Do More with Lists, Text, and Navigation 12 Creating Fixed or Liquid Layouts Part IV Getting Started with Dynamic Sites 13 Understanding Dynamic Websites and HTML5 Applications 14 Getting Started with JavaScript Programming 15 Working with the Document Object Model (DOM) 16 Using JavaScript Variables, Strings, and Arrays 17 Using JavaScript Functions and Objects 18 Controlling Flow with Conditions and Loops 19 Responding to Events 20 Using Windows Part V Advanced JavaScript Programming 21 JavaScript Best Practices 22 Using Third-Party JavaScript Libraries and Frameworks 23 A Closer Look at jQuery 24 First Steps Toward Creating Rich Interactions with jQuery UI 25 AJAX: Remote Scripting Part VI Advanced Website Functionality and Management 26 Working with Web-Based Forms 27 Organizing and Managing a Website

SAMS TEACH YOURSELF ADOBE PHOTOSHOP CS4 IN 24 HOURS

Pearson Education **Sams Teach Yourself Adobe® Photoshop® CS4 Kate Binder In just 24 lessons of one hour or less, you’ll learn all the fundamental Photoshop CS4 skills you need to get great results—in digital photography, graphic design, painting, or anything else! Using this book’s easy, step-by-step approach, you’ll master Photoshop CS4’s revamped interface and powerful new shortcuts. You can also learn professional techniques for repairing damaged photos, creating great composites, black-and-white images, and web graphics, and a whole lot more! Full-color figures**

and clear step-by-step instructions visually show you how to use Photoshop. Notes, Tips, and Cautions provide related information, advice, and warnings. Q&A sections, quizzes, and exercises help you build and test your knowledge. Learn how to… Master Photoshop CS4’s new tabbed interface, Application Frame, and Application Bar Personalize your workspace to work more efficiently Repair and retouch black-and-white and color images, no matter what condition they’re in Make “spot fixes” with Photoshop CS4’s improved toning tools Achieve powerful artistry with Photoshop’s filters and effects Master digital painting with Photoshop’s paintbrushes and other tools Get your colors right, in both print and web applications Transform your images using tools ranging from Flip and Warp to Liquify Master professional-level features including layers, channels, and masks Create outstanding typographic special effects Prepare great web images for everything from online photo galleries to cellphones Save time and get better results with Photoshop CS4’s latest enhancements Kate Binder is a design and graphics expert who works from her home in New Hampshire. She has written articles on graphics, publishing, and photography for magazines including Shutterbug, Publish, eDigitalPhoto, PEI, and Desktop Publishers Journal. Kate is also the author of several books, including iMac Portable Genius, Sams Teach Yourself Adobe Photoshop Elements 6 in 24 Hours, Easy Mac OS X Leopard, The Complete Idiot’s Guide to Mac OS X, and Easy Adobe Photoshop 7. Category: Graphics Covers: Adobe® Photoshop® CS4 User Level: Beginning–Intermediate

SAMS TEACH YOURSELF ADOBE PHOTOSHOP 7 IN 24 HOURS

Sams Publishing **Adobe Photoshop is the world's leading image manipulation software. Used by both professional and amateur graphic designers, it is the de facto standard for print Web publishing. New painting engine; Image browser; Enhanced Web workflow; More editing features; Compliance with Mac OS X. Sams Teach Yourself Adobe Photoshop X in 24 Hours is an easily accessible tutorial that uses a friendly, conversational approach to teach readers the basics. Photoshop is an immense tool and can be intimidating for the beginning user, but the book makes it easy to learn the basic techniques involved in creating and manipulating images with Photoshop.**

SAMS TEACH YOURSELF PYTHON IN 24 HOURS

Pearson Education **Provides lessons and case study applications that cover such topics as using loops, making objects, using modules, expanding classes, and fixing problem code.**

SAMS' TEACH YOURSELF CORELDRAW 8 IN 24 HOURS

Sams Publishing **Explores the computer graphics program's new features, explaining how to use the interface to add graphics to Web pages, import and export images, and create multilayered objects**

SAMS TEACH YOURSELF MICROSOFT OFFICE WORD 2003 IN 24 HOURS

Sams Publishing **A guide to Microsoft Word covers such topics as formatting, using columns, adding images, and integration with other software.**

SAMS TEACH YOURSELF RUBY IN 21 DAYS

Sams Publishing **Ruby is a high-level, fully object-oriented programming (OOP) language. It is very powerful and relatively easy to learn, read, and maintain. Sams Teach Yourself Ruby in 21 Days provides the best introduction to this language and addresses one of the key constraints it faces: "The paucity of quality English-language documentation is one of the few things holding Ruby back from widespread adoption," according to Dr. Curtis Clifton of Iowa State University¿s Department of Graduate Computer Science.**

SAMS TEACH YOURSELF JAVA IN 21 DAYS

COVERING JAVA 7 AND ANDROID

Pearson Education **A new edition of a best-selling Java tutorial covers the latest developments in Java--with special emphasis on Android programming--as well as core Java programming topics for those familiar with the basics of programming but new to Java. Original.**

SAMS TEACH YOURSELF EXTREME PROGRAMMING IN 24 HOURS

Sams Publishing **Provides information about the new lightweight software development methodology.**

SAMS TEACH YOURSELF OBJECT ORIENTED PROGRAMMING IN 21 DAYS

Sams Publishing **Sams Teach Yourself Object Oriented Programming in 21 Days differs from other OOP books in two main**

ways. Many classic OOP books are designed for software engineers and teach at an academic level. Sams Teach Yourself Object Oriented Programming in 21 Days presents accessible, user-friendly lessons designed with the beginning programmer in mind. Other OOP books work to present both OOP and to teach a programming language (for example: Object-Oriented Programming in C++). Although Sams Teach Yourself Object Oriented Programming in 21 Days uses Java to present the examples, the book is designed to present concepts that apply to any OOP environment.

SAMS TEACH YOURSELF JAVA IN 21 DAYS (COVERS JAVA 11/12)

Sams Publishing **In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer, web servers, and mobile devices. With this complete tutorial you’ll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you’ll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans–an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Learn rapid application development with Apache NetBeans Create a game using Java**

SAMS TEACH YOURSELF WEB PUBLISHING WITH HTML AND CSS IN ONE HOUR A DAY

Sams Publishing **Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day is a new edition of the best-selling book that started the whole HTML/web publishing phenomenon. The entire book has been revised and refined to reflect current web publishing practices and technologies. It includes extensive coverage of Cascading Style Sheets (CSS), which have become a staple in web development. You'll have no problem learning from expert author Laura**

Lemay's clear and approachable writing style. Simple, step-by-step instructions with lots of practical, interesting examples of web pages will guide you as you master current web publishing technologies and practices.

SAMS TEACH YOURSELF JAVA IN 21 DAYS (COVERING JAVA 12), BARNES & NOBLE EXCLUSIVE EDITION

Sams Publishing **In just 21 days, you can acquire the knowledge and skills necessary to develop applications on your computer and apps that run on Android phones and tablets. With this complete tutorial you’ll quickly master the basics and then move on to more advanced features and concepts. Completely updated for Java 11 and 12, this book teaches you about the Java language and how to use it to create applications for any computing environment. By the time you have finished the book, you’ll have well-rounded knowledge of Java and the Java class libraries. No previous programming experience required. By following the 21 carefully organized lessons in this book, anyone can learn the basics of Java programming. Learn at your own pace. You can work through each chapter sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each chapter ends with a Workshop section filled with questions, answers, and exercises for further study. There are even certification practice questions. Completely revised, updated, and expanded to cover the latest features of Java 11 and 12 Learn to develop Java applications using NetBeans—an excellent programming platform Easy-to-understand, practical examples clearly illustrate the fundamentals of Java programming Discover how to quickly develop programs with a graphical user interface Find out about JDBC programming with the Derby database Learn how to use Inner Classes and Lambda Expressions Use Java for game programming Create a Slackbot with Java (Exclusive Bonus Chapter)**

HANDBOOK OF RESEARCH ON SERIOUS GAMES AS EDUCATIONAL, BUSINESS AND RESEARCH TOOLS

IGI Global **"This book presents research on the most recent technological developments in all fields of knowledge or disciplines of computer games development, including planning, design, development, marketing, business management, users and behavior"--Provided by publisher.**

MINIMALISM

DESIGNING SIMPLICITY

Springer Science & Business Media **The notion of Minimalism is proposed as a theoretical tool supporting a more differentiated understanding of reduction and thus forms a standpoint that allows definition of aspects of simplicity. Possible uses of the notion of minimalism in the field of human–computer interaction design are examined both from a theoretical and empirical viewpoint, giving a range of results. Minimalism defines a radical and potentially useful perspective for design analysis. The empirical examples show that it has also proven to be a useful tool for generating and modifying concrete design techniques. Divided into four parts this book traces the development of minimalism, defines the four types of minimalism in interaction design, looks at how to apply it and finishes with some conclusions.**

SAMS TEACH YOURSELF WINDOWS 95 IN 24 HOURS

An updated edition to a popular computer book series looks at Microsoft Windows 95 and its features, including Internet Explorer 4.0, the ActiveDesktop and accessories, DOS-based applications, hardware and software tools and support, and networking and communications. Original. (Beginner).

SAMS TEACH YOURSELF STAROFFICE FOR LINUX IN 24 HOURS

Sams Publishing **Preparing to use staroffice. Creating documents with starWrite. Creating spreadsheets starcalc. Working with presentations. Using internet and scheduling features in starOffice.**

SAMS TEACH YOURSELF XML IN 21 DAYS

A tutorial teaches real-world applications of XML--the alternative to HTML--including Channel Definition Format (CDF), electronic commerce, and the Mathematical Markup Language, and includes the latest draft updates from the SGML/XML December 1997 conference. (Intermediate).

虚拟现实建模与编程：SKETCHUP+OSG开发技术

BEIJING BOOK CO. INC. 虚拟现实建模与编程是一种实践性要求非常强的技术，作为虚拟现实建模与编程全面而系统的实践教材，本书由浅入深、循序渐进地介绍了**SketchUp**建模与**OSG**建模的基本概念、主要知识点，以及简单应用和综合应用。全书内容主要包括**SketchUp**的基础操作和**OSG**技术两大部分，其中**SketchUp**部分主要介绍了**SketchUp**的发展史、优势、安装与删除、图形的绘制与编辑、图层运用及管理、材质与贴图等；**OSG**部分包括**OSG**环境配置、基本工具使用以及高级特效等内容。本书既可作为相关课程的辅助教材，也可以作为相关课程的课程设计、大型试验以及实训**/**培训的主教材，还可供广大虚拟现实建模与编程爱好者参考。

SAMS TEACH YOURSELF MICROSOFT ACCESS 2000 IN 24 HOURS

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