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KEY=THE - KAYLYN PATRICK

Xcode 5 Start to Finish iOS and OS X Development [Pearson Education](#) **A guide to Apple's Xcode 5, covering such topics as creating iOS projects with MVC design; designing Core Data schemas for iOS apps; linking data models to views; and creating libraries by adding and building new targets. The Ultimate Guide to Minecraft Server** [Que Publishing](#) **Run your own Minecraft server: take total control of your Minecraft experience! What's more fun than playing multiplayer Minecraft? Running your own Minecraft server. Now there's a complete, up-to-date guide to doing just that—even if you have no networking or server experience! Best-selling tech author Timothy L. Warner covers all you need to know, from the absolute basics to cutting-edge customization. You'll learn from crystal-clear, step-by-step instructions designed for today's newest Minecraft servers. Warner guides you through prepping your computer and network...installing a basic server and powerful third-party alternatives...welcoming and managing users...protecting against griefing and other attacks...adding powerful plug-ins and mods...using easy subscription hosting services...giving your users a truly awesome game experience. This book's #1 goal is to help you have more fun with Minecraft. But you'll also master practical skills for a well-paid technology career! Gain deep multiplayer Minecraft knowledge for running your server well Configure your computer to reliably host Minecraft Control your server through the Minecraft Server console Connect users, communicate with them, and set rules they must follow Master basic networking skills for improving server uptime and performance Safeguard your server and users, and prevent griefing Simplify complicated mods with integrated modpacks and launchers Run on the Realms public cloud—let Minecraft worry about maintenance and**

security Evaluate and choose a third-party hosting provider Customize your spawn “lobby” to help new users find their way Support multiple worlds and teleportation Earn cash with ads, sponsorships, cosmetic upgrades, or VIP access Minecraft is a trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Timothy L. Warner is the author of Hacking Raspberry Pi and The Unauthorized Guide to iPhone, iPad, and iPod Repair: A DIY Guide to Extending the Life of Your iDevices!. He is a tech professional who has helped thousands of people become more proficient with technology in business and education. He holds the CompTIA A+ Computer Technician credential and 20 other technical certifications. As Director of Technology for a progressive high school, he created and managed a self-servicing warranty repair shop for all of its Apple hardware. Now an author/evangelist for Pluralsight, he shares Windows PowerShell scripting knowledge at 2minutepowershell.com. The Connected Apple Family Discover the Rich Apple Ecosystem of the Mac, iPhone, iPad, and Apple TV [Peachpit Press](#) Most of us know how to use an iPhone for some activities and a Mac for others, but the experience is much richer when our Apple products work together. Bypass the frustration of wrangling separate devices and tap into Apple’s hardware and software ecosystem. From streaming movies across devices to sharing music, apps, and calendars between friends and family members, Apple’s products are designed to work together, to your and your family’s benefit. Jeff and Dan show you how to Set up Family Sharing and designate a Family Organizer Share music, movies, and apps among family members Manage passwords and stay safe, including tips on creating good passwords and using Touch ID Share essential information, including calendars, contacts, reminders, maps, and files Control a family member’s screen remotely for easier longdistance troubleshooting Back up your irreplaceable data, whether it’s on iOS devices (iCloud and iTunes) or your Mac (Time Machine) Be smart (and safe!) and create a bootable Mac backup Welcome the newest member of the Apple family, the Apple Watch, and learn how it will extend your current devices Packed with full-color images and step-by-step instructions, this invaluable guide will quickly help you get Apple devices and apps working to their full potential for your family. Essential Mobile Interaction Design Perfecting Interface Design in Mobile Apps [Addison-Wesley Professional](#) Design User-Friendly, Intuitive Smartphone and Tablet Apps for Any Platform Mobile apps should feel natural and intuitive, and users should understand them quickly and easily. This means that effective interaction and interface design is crucial. However, few mobile app developers (or even designers) have had adequate training in these areas. Essential Mobile Interaction Design fills this gap, bringing together proven principles and techniques you can use in your next app-for any platform, target device, or user. This tutorial requires virtually no design or programming knowledge. Even if you’ve never designed a mobile app before, this guide teaches you the key skills that lead to the best results.

Cameron Banga and Josh Weinhold help you master the mindset, processes, and vocabulary of mobile interaction design, so you can start making better choices right away. They guide you through the entire design process, demystifying issues that arise at every stage. The authors share hard-won lessons from years of experience developing more than one hundred mobile apps for clients and customers of every type. They cover important issues that platform-specific guides often overlook, including internationalization, accessibility, hybrid apps, sandboxing, and what to do after release. This guide shows you how to Think through your designs, instead of just throwing together UI elements Allow an intuitive design flow to emerge from your app Sketch and wireframe apps more effectively Reflect key differences among smartphones, tablets, and desktops Design for visual appeal without compromising usability Work effectively with programmers Make sure your apps are accessible to everyone Get usable feedback, and understand what it's telling you Learn valuable lessons from today's most successful apps Refresh your designs in new apps and future versions Discover new tools for designing more successfully Packed with iOS and Android™ examples, Essential Mobile Interaction Design offers dozens of tips and solutions that will be equally useful on today's platforms and on whatever comes next. Extensive resources are available at cameronbanga.com/EMIDbook. Cocoa Programming for OS X The Big Nerd Ranch Guide [Pearson Education](#) Covering the bulk of what you need to know to develop full-featured applications for OS X, this edition is updated for OS X Yosemite (10.10), Xcode 6, and Swift. Written in an engaging tutorial style and class-tested for clarity and accuracy, it is an invaluable resource for any Mac programmer. The authors introduce the two most commonly used Mac developer tools: Xcode and Instruments. They also cover the Swift language, basic application architecture, and the major design patterns of Cocoa. Examples are illustrated with exemplary code, written in the idioms of the Cocoa community, to show you how Mac programs should be written. After reading this book, you will know enough to understand and utilize Apple's online documentation for your own unique needs. And you will know enough to write your own stylish code. This edition was written for Xcode 6.3 and Swift 1.2. At WWDC 2015, Apple announced Xcode 7 and Swift 2, both of which introduce significant updates that (along with some changes to Cocoa for OS X 10.11) affect some of the exercises in this book. We have prepared a companion guide listing the changes needed to use Xcode 7 to work through the exercises in the book; it is available at <https://github.com/bignerdranch/cocoa-programming-for-osx-5e/blob/master/Swift2.md>. Sams Teach Yourself Swift in 24 Hours [Pearson Education](#) Offers twenty-four lessons teaching how to build next-generation OS X and iOS apps using Apple's new programming language, with step-by-step instructions for such common tasks as using operators, iterating code with loops, and introducing generics. Sports Analytics and Data Science Winning the Game with Methods and Models [FT Press](#) This is the eBook of the printed

book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. This up-to-the-minute reference will help you master all three facets of sports analytics — and use it to win! **Sports Analytics and Data Science** is the most accessible and practical guide to sports analytics for everyone who cares about winning and everyone who is interested in data science. You'll discover how successful sports analytics blends business and sports savvy, modern information technology, and sophisticated modeling techniques. You'll master the discipline through realistic sports vignettes and intuitive data visualizations—not complex math. Every chapter focuses on one key sports analytics application. Miller guides you through assessing players and teams, predicting scores and making game-day decisions, crafting brands and marketing messages, increasing revenue and profitability, and much more. Step by step, you'll learn how analysts transform raw data and analytical models into wins: both on the field and in any sports business.

Learning AV Foundation A Hands-On Guide to Mastering the AV Foundation Framework [Pearson Education](#) The massive success of apps like Instagram, iMovie, and Vine proves that users want tools to help them capture, edit, and share their lives. If you want to build those apps for iOS or OS X, you need to understand Apple's most powerful media framework: AV Foundation. Until now, however, this meant wrestling with Apple's massive, out-of-date API documentation. Now, there's a more productive and efficient alternative. **Learning AV Foundation** helps you gain real-world mastery by teaching each aspect of the framework in the context of building real world applications. By the time you finish, you'll have built a voice memo app, custom video player, video editor, and an image and video camera app -- and you'll have mastered all the techniques you need to write your own advanced media apps with AV Foundation. Most chapters contain additional optional exercises, to help you further deepen your understanding. **Learning AV Foundation** comes with a complete collection of starter apps that abstract away visual aspects, so you can focus solely on AV Foundation without getting bogged down in supporting infrastructure. Coverage includes: Understanding the AV Foundation media environment ; Basic techniques for working with media: playback, recording, and more ; Basic and advanced media capture ; Media creation and editing: composing media, mixing audio, creating video transitions, and layering animated content ; Advanced topics, including real-time audio and video effects ; Integrating AV Foundation with Core Audio.

Learning IOS Development A Hands-on Guide to the Fundamentals of IOS Programming [Addison-Wesley Professional](#) Features hands-on sample projects and exercises designed to help programmers create iOS applications.

Apple Pro Training Series GarageBand [Peachpit Press](#) This book covers GarageBand 10.0. The content and/or media files do not work with subsequent releases of the software. In the only Apple-certified guide to GarageBand 10.0.0, readers will be creating original works within the first few chapters. Using real-life material and practical lessons that they can apply immediately to

their own projects, this book/media combo offers a complete, self-paced course in all aspects of GarageBand. Focused lessons take you step-by-step through fun, real-world projects, and GarageBand 10.0.0 features. Exclusively for this book, author/musician Mary Plummer works with a host of talented artists ranging from a student songwriter to a professional touring guitarist, an award-winning poet, an independent hip hop recording artist, and award winning dancers to create all new, real-world projects that readers will step-through. Along the way readers will get to mix a songwriter's demo, test amp simulators and stomp boxes with an electric guitar solo, edit spoken dialog for an audio book, lay down original hip-hop beats using a drum machine patch and dynamic tempo changes, and add percussion and effects to a dance video to enhance the sound. For mobile users, the book includes an overview of GarageBand for iOS and sharing GarageBand songs via iCloud between iOS devices and your Mac. This self-paced learning tool pairs an easy, accessible style with ample illustrations and keyboard shortcuts to guarantee that readers become proficient with GarageBand 10.0.0 in no time.

IPad and iPhone Digital Photography Tips and Tricks [Pearson Education](#) Teaches tips and tricks for using the iPad and iPhone to take, edit, and share photos, covering topics ranging from framing, perspective, and lighting to creating digital slideshows, backing up images, and finding low-cost tools.

iOS 7 Application Development in 24 Hours [Pearson Education](#) Offers step-by-step instructions for using iOS to build applications for iPhone and iPad.

Apache Spark in 24 Hours, Sams Teach Yourself [Sams Publishing](#) Apache Spark is a fast, scalable, and flexible open source distributed processing engine for big data systems and is one of the most active open source big data projects to date. In just 24 lessons of one hour or less, Sams Teach Yourself Apache Spark in 24 Hours helps you build practical Big Data solutions that leverage Spark's amazing speed, scalability, simplicity, and versatility. This book's straightforward, step-by-step approach shows you how to deploy, program, optimize, manage, integrate, and extend Spark-now, and for years to come. You'll discover how to create powerful solutions encompassing cloud computing, real-time stream processing, machine learning, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Whether you are a data analyst, data engineer, data scientist, or data steward, learning Spark will help you to advance your career or embark on a new career in the booming area of Big Data. Learn how to

- Discover what Apache Spark does and how it fits into the Big Data landscape
- Deploy and run Spark locally or in the cloud
- Interact with Spark from the shell
- Make the most of the Spark Cluster Architecture
- Develop Spark applications with Scala and functional Python
- Program with the Spark API, including transformations and actions
- Apply practical data engineering/analysis approaches designed for Spark
- Use Resilient Distributed Datasets (RDDs) for caching, persistence, and output
- Optimize Spark solution performance
- Use Spark with SQL (via Spark SQL) and with NoSQL (via

Cassandra) • Leverage cutting-edge functional programming techniques • Extend Spark with streaming, R, and Sparkling Water • Start building Spark-based machine learning and graph-processing applications • Explore advanced messaging technologies, including Kafka • Preview and prepare for Spark's next generation of innovations Instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid pitfalls. By the time you're finished, you'll be comfortable using Apache Spark to solve a wide spectrum of Big Data problems.

Apple Training Series GarageBand 09
[Peachpit Press](#) Whether you're an accomplished musician or a student, **GarageBand** is the most rewarding way to create, perform, and record your own music. In the only Apple-certified guide to GarageBand, composer **Mary Plummer** starts by teaching you the interface and basic recording techniques and moves on to arranging a song, editing and mixing tracks, adding effects, and distributing your music files. Using practical step-by-step lessons and original music, you'll learn how to record with any guitar, microphone, or MIDI keyboard; score a QuickTime movie; create an iPhone ringtone; jam with virtual musicians; and much more. A bonus lesson on advanced techniques covers little-known tips and time-savers that help you get the most out of GarageBand in a professional setting.

- Turn your Mac into a full-featured recording studio
- Arrange a song, edit and mix tracks, add effects, and distribute your music
- Use Magic GarageBand Jam to create your own virtual backing band
- Create a podcast complete with narration, music, sound effects, and artwork.
- Build a soundtrack and learn to score a professional trailer
- Create a fun iPhone ringtone from scratch
- Learn piano and guitar through interactive video lessons with legendary recording artists

All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips:

- If you are able to search the book, search for "Where are the lesson files?"
- Go to the very last page of the book and scroll backwards.
- You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files.
- Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

iOS 8 for Programmers An App-Driven Approach with Swift
[Prentice Hall](#) The professional programmer's Deitel® guide to iPhone® and iPad® app development using iOS® 8, Swift™, Xcode® 6, and Cocoa Touch® This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel "app-driven approach"- a variant of Deitel's live-code approach-concepts are presented in the context of complete working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each

chapter show one or more sample executions. The book's source code is available at: www.deitel.com/books/iOS8FP1. ζ You'll quickly learn everything you need to start building iOS 8 apps—beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more. ζ The Core iOS Developer's Cookbook Pearson Education Completely updated for iOS 7 and Xcode 5 This book brings together reliable, proven solutions for the heart of day-to-day iOS 7 development. Renowned iOS programming expert Erica Sadun and top iOS developer Rich Wardwell cover all you need to create successful iOS 7 mobile apps with standard APIs and interface elements and take full advantage of iOS 7 graphics, touches, and views. As in all of Sadun's iOS bestsellers, The Core iOS Developer's Cookbook translates modern best practices into working code, distilling key concepts into concise recipes you can easily understand and apply in your own projects. This isn't just cut-and-paste; using examples, Sadun and Wardwell fully explain both the "how" and "why" of effective iOS 7 development. All code is fully revised and extensively tested to reflect new iOS 7 features and device capabilities. Coverage includes Creating advanced direct touch-based interfaces with multi-touch, gestures, and custom gesture recognizers Building and customizing controls in powerful new ways Creating interfaces that reflect the new iOS 7 design paradigm Implementing new iOS 7 motion effects Alerting users via pop-ups, progress bars, local notifications, popovers, audio pings, and more Using Xcode modules to easily integrate system frameworks and headers Assembling views and animation, organizing view hierarchies, and understanding how views work together Supporting multiple screen geometries with the breakthrough iOS 7 Auto Layout constraints system Controlling keyboards, making onscreen elements "text aware," and efficiently scanning and formatting text Organizing user workspaces with view controllers Managing photos, videos, email, and text messages Leveraging the enhanced iOS 7 support for social media activities, including Flickr and Vimeo Implementing VoiceOver accessibility, including new iOS 7 text-to-speech Getting started with Core Data-managed data stores Leveraging the powerful iOS 7 networking and web services support Using the new iOS 7 APIs and added flexibility to enhance everything from reliability to text appearance Working around new iOS 7 problems and bugs Cocoa Programming for Mac OS X Addison-Wesley Professional Provides step-by-step instructions for learning Cocoa, discussing such topics as Objective-C, controls, helper objects, archiving, Nib files and NSWindowController, and creating interface builder palettes. Swift for Programmers Prentice Hall The professional programmer's Deitel® guide to Apple's new Swift

programming language for the iOS® and OS X® platforms. Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications.

About This Book The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of the future. Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks.

Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type

Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online ¿ IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit www.deitel.com/books/iOS8FP1 for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from developer.apple.com/downloads/index.action (you'll have to log in with your Apple developer account to see the list of downloads). ¿ Visit www.deitel.com Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or to deitel@deitel.com Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan, Twitter® at [@deitel](https://twitter.com/deitel), Google+™ at google.com/+DeitelFan, LinkedIn® at bit.ly/DeitelLinkedIn, YouTube™ at youtube.com/user/DeitelTV and subscribe to the Deitel® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html ¿ JavaScript for Programmers Pearson Education The practicing programmer's Deitel® guide to XHTML®, CSS®, JavaScript™, XML® and Ajax RIA development. This book applies the Deitel signature live-code approach to teaching the client side of Rich Internet Applications (RIA) development. The book presents concepts in the context of 100+ fully tested programs (6,000+ lines of code), complete with syntax shading, detailed descriptions and sample outputs. The book features over 150 tips that will help you build robust client-side web applications. Start with an introduction to Extensible HyperText Markup Language (XHTML®) and Cascading Style Sheets (CSS®), then rapidly move on to the details of JavaScript™ programming. Finish with more advanced client-side development technologies including XHTML's Document Object Model (DOM®), Extensible Markup Language (XML®), XML's DOM, JavaScript Object Notation (JSON) and Asynchronous JavaScript and XML (Ajax). When you're finished, you'll have everything you need to build the client side of Web 2.0 Rich Internet Applications (RIAs). The book culminates with several substantial Ajax-enabled RIAs, including a book cover viewer (JavaScript/DOM), an address book (Ajax/consuming web services) and a calendar application (Ajax/Dojo/consuming web services). TheDeitel® Developer Series is designed for professional programmers. The series presents focused treatments of emerging technologies, including .NET, Java™, web services, Internet and web development and more. Hadoop in 24 Hours, Sams Teach Yourself Apache Hadoop is the technology at the heart of the Big Data revolution, and Hadoop skills are in enormous demand. Now, in just 24 lessons of one hour or less, you can learn all the skills and techniques you'll need to deploy each key component of a Hadoop platform in your local environment or in the cloud, building a fully functional Hadoop cluster and using it with real programs and datasets. Each short, easy lesson

builds on all that's come before, helping you master all of Hadoop's essentials, and extend it to meet your unique challenges. Apache Hadoop in 24 Hours, Sams Teach Yourself covers all this, and much more:

- Understanding Hadoop and the Hadoop Distributed File System (HDFS)
- Importing data into Hadoop, and process it there
- Mastering basic MapReduce Java programming, and using advanced MapReduce API concepts
- Making the most of Apache Pig and Apache Hive
- Implementing and administering YARN
- Taking advantage of the full Hadoop ecosystem
- Managing Hadoop clusters with Apache Ambari
- Working with the Hadoop User Environment (HUE)
- Scaling, securing, and troubleshooting Hadoop environments
- Integrating Hadoop into the enterprise
- Deploying Hadoop in the cloud
- Getting started with Apache Spark
- Step-by-step instructions walk you through common questions, issues, and tasks;
- Q-and-As, Quizzes, and Exercises build and test your knowledge;
- "Did You Know?" tips offer insider advice and shortcuts;
- and "Watch Out!" alerts help you avoid pitfalls.

By the time you're finished, you'll be comfortable using Apache Hadoop to solve a wide spectrum of Big Data problems. The Advanced Strategy Guide to Minecraft [Que Publishing](#) The Advanced Strategy Guide to Minecraft Make Minecraft whatever YOU want it to be! After you've learned to survive in Minecraft, the fun really begins. Minecraft's advanced features support stunning creativity-and that's still just the beginning. There are custom-crafted adventure maps, massive multiplayer servers, new trading systems, new societies, and incredible mods that take Minecraft into the far future. Minecraft can be whatever you and millions of other players dream up. There's only one problem: uncovering all these amazing resources and techniques. Problem solved! They're all in one great full-color guide: The Advanced Strategy Guide to Minecraft. Don't struggle with out-of-date web tutorials or bewildering YouTube videos: best-selling author Stephen O'Brien will show you how to do it all! Build and manage unique Minecraft configurations with their own versions, worlds, resource packs, and profiles Automate your farming: let a few pistons, a stream, and some redstone do all the dirty work for you Generate infinite ores on demand-even obsidian Take control of the mayhem with mob farms: mass-produce your own zombies, spiders, creepers, and skeletons Build in any style that inspires you: medieval, Victorian, Viking, Japanese, modern, suburban, you name it Create natural-looking terrain and trees, decorate with 2D pixel art, and build 3D statues Construct smarter, more efficient power and transportation systems Take Minecraft into the industrial and nuclear age... even go green with solar energy and wind farms Add computer systems and robotics control with ComputerCraft and Lua Create and share exciting adventure maps and learn the secrets of CommandBlocks Share your creation with the world via pro-quality video and audio Manage a multiplayer server and create your own trading society Make the most of powerful plug-ins for anti-griefing and more Stephen O'Brien is an Australian-born writer and entrepreneur now residing in Sydney after too many years in Silicon Valley. He has written 28

books, including several best-sellers. O'Brien founded Typefi, the world's leading automated publishing system, and in his spare time invented a new type of espresso machine called mypressi. He has played Minecraft since its alpha release and remains astounded at the unparalleled creativity it engenders. He is author of the mega-bestselling *The Ultimate Player's Guide to Minecraft* and *The Ultimate Player's Guide to Minecraft: Xbox Edition*. *Swift Programming The Big Nerd Ranch Guide* [Pearson Technology Group](#) This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Through the authors' carefully constructed explanations and examples, you will develop an understanding of Swift grammar and the elements of effective Swift style. This book is written for Swift 3.0 and will also show you how to navigate Xcode 8 and get the most out of Apple's documentation. Throughout the book, the authors share their insights into Swift to ensure that you understand the hows and whys of Swift and can put that understanding to use in different contexts. After working through the book, you will have the knowledge and confidence to develop your own solutions to a wide range of programming challenges using Swift. *Hacking Raspberry Pi* [Pearson Education](#) *Raspberry Pi is taking off like a rocket!* You can use this amazing, dirt-cheap, credit card-sized computer to learn powerful hardware hacking techniques as you build incredibly creative and useful projects! This complete, full-color guide requires absolutely no experience with either hardware hacking or computer programming. Colorful photos guide you through each project, and the step-by-step instructions are stunningly clear and easy! *Hands-on Scala Programming: Learn Scala in a Practical, Project-Based Way* *Hands-on Scala* teaches you how to use the Scala programming language in a practical, project-based fashion. This book is designed to quickly teach an existing programmer everything needed to go from "hello world" to building production applications like interactive websites, parallel web crawlers, and distributed systems in Scala. In the process you will learn how to use the Scala language to solve challenging problems in an elegant and intuitive manner. *Advanced Mac OS X Programming The Big Nerd Ranch Guide* [Addison-Wesley Professional](#) While there are several books on programming for Mac OS X, *Advanced Mac OS X Programming: The Big Nerd Ranch Guide* is the only one that contains explanations of how to leverage the powerful underlying technologies. This book gets down to the real nitty-gritty. The third edition is updated for Mac OS X 10.5 and 10.6 and covers new technologies like DTrace, Instruments, Grand Central Dispatch, blocks, and NSOperation. *C# 2012 for Programmers* [Pearson Education](#) *C# Programming 2012*. *Jython Essentials Rapid Scripting in Java* "O'Reilly Media, Inc." *Jython* is an implementation of the Python programming language written in 100% pure Java, so it runs under any compliant Java Virtual Machine. The secret to *Jython's* popularity lies in the combination of Java's libraries and tools with Python's rapid development capabilities. With *Jython*, you can write Python programs that integrate seamlessly with any Java code. And like

Python, Jython can be used interactively, so you can get immediate results as you are programming. Jython Essentials provides a solid introduction to the Python language, offering a brief but thorough tour of the Python concepts you'll need to understand to use Jython effectively. The book makes frequent comparisons between Python and Java, with special emphasis on the different object-oriented semantics of the two languages, so Java programmers can quickly get up to speed with Jython. Jython Essentials also covers the various ways in which Jython and Java can interact. For example, Jython code can create instances of pre-existing Java classes and call methods in those instances. You can write Jython classes that are direct subclasses of existing Java classes and use introspection to discern the capabilities of JavaBeans components. This book provides examples of using Jython with existing Java libraries, including the Swing GUI toolkit, the JDBC database API, the Servlet API, and various XML tools. And finally, the book shows how Jython can be used as a scripting language within a Java program. With Jython Essentials, you have everything you need to start creating applications that mix the best of Python's interactivity and Java's robust libraries.

Learning Core Audio A Hands-On Guide to Audio Programming for Mac and iOS Addison-Wesley Audio can affect the human brain in the most powerful and profound ways. Using Apple's Core Audio, you can leverage all that power in your own Mac and iOS software, implementing features ranging from audio capture to real-time effects, MP3 playback to virtual instruments, web radio to VoIP support. The most sophisticated audio programming system ever created, Core Audio is not simple. In Learning Core Audio, top Mac programming author Chris Adamson and legendary Core Audio expert Kevin Avila fully explain this challenging framework, enabling experienced Mac or iOS programmers to make the most of it. In plain language, Adamson and Avila explain what Core Audio can do, how it works, and how it builds on the natural phenomena of sound and the human language of audio. Next, using crystal-clear code examples, they guide you through recording, playback, format conversion, Audio Units, 3D audio MIDI connectivity, and overcoming unique challenges of Core Audio programming for iOS. Coverage includes: mastering Core Audio's surprising style and conventions; recording and playback with Audio Queue; synthesizing audio; perform effects on audio streams; capturing from the mic; mixing multiple streams; managing file streams; converting formats; creating 3D positional audio; using Core MIDI on the Mac; leveraging your Cocoa and Objective-C expertise in Core Audio's C-based environment, and much more. When you've mastered the "black arts" of Core Audio, you can do some serious magic. This book will transform you from an acolyte into a true Core Audio wizard.

Swift Development with Cocoa Developing for the Mac and iOS App Stores "O'Reilly Media, Inc." Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and

OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world Objective-C Programming The Big Nerd Ranch Guide [Addison-Wesley Professional](#) Want to write iOS apps or desktop Mac applications? This introduction to programming and the Objective-C language is your first step on the journey from someone who uses apps to someone who writes them. Based on Big Nerd Ranch's popular Objective-C Bootcamp, Objective-C Programming: The Big Nerd Ranch Guide covers C, Objective-C, and the common programming idioms that enable developers to make the most of Apple technologies. Compatible with Xcode 5, iOS 7, and OS X Mavericks (10.9), this guide features short chapters and an engaging style to keep you motivated and moving forward. At the same time, it encourages you to think critically as a programmer. Here are some of the topics covered: Using Xcode, Apple's documentation, and other tools Programming basics: variables, loops, functions, etc. Objects, classes, methods, and messages Pointers, addresses, and memory management with ARC Properties and Key-Value Coding (KVC) Class extensions Categories Classes from the Foundation framework Blocks Delegation, target-action, and notification design patterns Key-Value Observing (KVO) Runtime basics iPhoto [Pearson Education](#) With Apple Training Series: iPhoto—the only Apple-certified guide to iPhoto—you will be seamlessly organizing and editing your photos in no time! Using real-life material and practical lessons that you can apply immediately to your own images, this book/media combo offers a complete, self-paced course in all aspects of iPhoto. Focused lessons take you step-by-step through: Setting up your library Arranging photos by faces and places Quick fixes and effects Designing a photo book Creating a slideshow Sharing photos and more! Whether working with Mac OS or iOS, readers will master iPhoto tools quickly through fun, real-world image projects, and share their shots through social media and iCloud. This self-paced learning tool pairs an easy, accessible style with ample illustrations and keyboard shortcuts to guarantee that readers become proficient with iPhoto in no time. Visual Basic 2010 How to Program [Prentice Hall](#) Win, Place...Or Die. The apparent heart attack that killed kennel owner Max Turnbull has left seven pups in mourning, and his wife Peg suspecting foul play. But the only evidence is their missing prize pooch--a pedigreed poodle named Beau.

Enter Melanie Travis. With her young son happily ensconced in day damp, the thirty-something teacher and single mother is talked into investigating her uncle's death--unofficially, of course. Posing as a poodle breeder in search of the perfect stud, Melanie hounds Connecticut's elite canine competitions, and finds an ally in fellow breeder Sam Driver. But her affection cools when she's put on the scent of Sam's questionable past...and hot on the trail of a poodle-hating neighbor and one elusive murderer who isn't ready to come to heel. For, as Melanie soon discovers, in a championship dog-eat-dog world, the instinct for survival, and winning, can prove fatal. Dog mysteries continue to flourish. **A PEDIGREE TO DIE FOR** is fascinating. -Mystery Lovers Bookshop News 'A sleek and unusual book. C for Programmers with an Introduction to C11 [Prentice Hall](#) The professional programmer's Deitel® guide to procedural programming in C through 130 working code examples Written for programmers with a background in high-level language programming, this book applies the Deitel signature live-code approach to teaching the C language and the C Standard Library. The book presents the concepts in the context of fully tested programs, complete with syntax shading, code highlighting, code walkthroughs and program outputs. The book features approximately 5,000 lines of proven C code and hundreds of savvy tips that will help you build robust applications. Start with an introduction to C, then rapidly move on to more advanced topics, including building custom data structures, the Standard Library, select features of the new C11 standard such as multithreading to help you write high-performance applications for today's multicore systems, and secure C programming sections that show you how to write software that is more robust and less vulnerable. You'll enjoy the Deitels' classic treatment of procedural programming. When you're finished, you'll have everything you need to start building industrial-strength C applications. Practical, example-rich coverage of: C programming fundamentals Compiling and debugging with GNU gcc and gdb, and Visual C++® Key new C11 standard features: Type generic expressions, anonymous structures and unions, memory alignment, enhanced Unicode® support, `_Static_assert`, `quick_exit` and `at_quick_exit`, `_Noreturn` function specifier, C11 headers C11 multithreading for enhanced performance on today's multicore systems Secure C Programming sections Data structures, searching and sorting Order of evaluation issues, preprocessor Designated initializers, compound literals, bool type, complex numbers, variable-length arrays, restricted pointers, type generic math, inline functions, and more. Visit www.deitel.com For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples To receive updates for this book, subscribe to the free DEITEL® BUZZ ONLINE e-mail newsletter at www.deitel.com/newsletter/subscribe.html Join the Deitel social networking communities on Facebook® at facebook.com/DeitelFan , Twitter® @deitel, LinkedIn® at bit.ly/DeitelLinkedIn and Google+™ at

plus.to/Deitel **Programming in Objective-C 2.0** Pearson Education **THE #1 BESTSELLING BOOK ON OBJECTIVE-C 2.0** **Programming in Objective-C 2.0** provides the new programmer a complete, step-by-step introduction to Objective-C, the primary language used to develop applications for the iPhone, iPad, and Mac OS X platforms. The book does not assume previous experience with either C or object-oriented programming languages, and it includes many detailed, practical examples of how to put Objective-C to use in your everyday iPhone/iPad or Mac OS X programming tasks. A powerful yet simple object-oriented programming language that's based on the C programming language, Objective-C is widely available not only on OS X and the iPhone/iPad platform but across many operating systems that support the gcc compiler, including Linux, Unix, and Windows systems. The second edition of this book thoroughly covers the latest version of the language, Objective-C 2.0. And it shows not only how to take advantage of the Foundation framework's rich built-in library of classes but also how to use the iPhone SDK to develop programs designed for the iPhone/iPad platform.

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ABC Programmer's Handbook Providing a hands-on introduction to the ABC computer language, this title includes many programming examples along with a users guide and a complete definition of the language. The language is available free to run on PCs, Macs and UNIX. (Computer Books)

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functionality of the Android APIs used in the app. The book also has an extensive introduction to programming using the Java language, making this book appropriate for Java courses that want to add an App-programming flavor. Teaching and Learning Experience This program will provide a better teaching and learning experience—for you and your students. Add an App Component to your Java Course: The appendices provide a condensed, friendly introduction to Java and the object-oriented programming techniques students will need to develop Android apps. Motivate Students with an App-driven Approach to Android 4.3 and 4.4 Development: Concepts are presented in the context of 7 complete working Android Apps, using the latest mobile computing technologies. Enhance Learning with Outstanding Pedagogical Features: The Deitels present hundreds of Android short-answer questions and app-development exercises complete with syntax coloring, code walkthroughs and sample outputs. Visual Basic 2012 How to Program Python Essential Reference Addison-Wesley Professional Python Essential Reference is the definitive reference guide to the Python programming language — the one authoritative handbook that reliably untangles and explains both the core Python language and the most essential parts of the Python library. Designed for the professional programmer, the book is concise, to the point, and highly accessible. It also includes detailed information on the Python library and many advanced subjects that is not available in either the official Python documentation or any other single reference source. Thoroughly updated to reflect the significant new programming language features and library modules that have been introduced in Python 2.6 and Python 3, the fourth edition of Python Essential Reference is the definitive guide for programmers who need to modernize existing Python code or who are planning an eventual migration to Python 3. Programmers starting a new Python project will find detailed coverage of contemporary Python programming idioms. This fourth edition of Python Essential Reference features numerous improvements, additions, and updates: Coverage of new language features, libraries, and modules Practical coverage of Python's more advanced features including generators, coroutines, closures, metaclasses, and decorators Expanded coverage of library modules related to concurrent programming including threads, subprocesses, and the new multiprocessing module Up-to-the-minute coverage of how to use Python 2.6's forward compatibility mode to evaluate code for Python 3 compatibility Improved organization for even faster answers and better usability Updates to reflect modern Python programming style and idioms Updated and improved example code Deep coverage of low-level system and networking library modules — including options not covered in the standard documentation Java for Programmers Pearson Education PRACTICAL, EXAMPLE-RICH COVERAGE OF: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Nested Classes Integrated OOP Case Studies: Time, GradeBook, Employee Industrial-Strength, 95-Page OOD/UML® 2 ATM Case Study JavaServer™

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Android for Programmers An App-Driven Approach [Prentice Hall](#) The professional programmer’s Deitel® guide to Android™ smartphone and tablet app development and the Eclipse IDE with the Android Development Tools (ADT) plug-in Billions of apps have been downloaded from Android Market! This book gives you everything you’ll need to start developing great Android apps quickly and getting them published on Android Market. The book uses an app-driven approach—each new technology is discussed in the context of 16 fully tested Android apps, complete with syntax coloring, code walkthroughs and sample outputs. Apps you’ll develop include: SpotOn Game Slideshow Flag Quiz Route Tracker Favorite Twitter® Searches Address Book Tip Calculator Doodlz Weather Viewer Cannon Game Voice Recorder Pizza Ordering Practical, example-rich coverage of: Smartphone and Tablet Apps, Android Development Tools (ADT) Plug-In for Eclipse Activities, Intents, Content Providers GUI Components, Menus, Toasts, Resource Files, Touch and Gesture Processing Tablet Apps, ActionBar and AppWidgets Tweened Animations, Property Animations Camera, Audio, Video, Graphics, OpenGL ES Gallery and Media Library Access SharedPreferences, Serialization, SQLite Handlers and Multithreading, Games Google Maps, GPS, Location Services, Sensors Internet-Enabled Apps, Web Services, Telephony, Bluetooth® Speech Synthesis and Recognition Android Market, Pricing, Monetization And more... PLUS: Register your product at www.informit.com/register for additional online chapters that cover Android Ice Cream Sandwich (Android 4), including a complete, working Ice Cream Sandwich app! VISIT WWW.DEITEL.COM For information on Deitel’s Dive Into® Series instructor-led programming language training courses offered at customer sites worldwide visit www.deitel.com/training or write to deitel@deitel.com Download code examples Check out the growing list of programming Resource Centers Join the Deitel Twitter (@deitel) and Facebook (www.facebook.com/DeitelFan) communities To receive updates for this book, subscribe to the free Deitel ® Buzz Online e-mail newsletter at www.deitel.com/newsletter/subscribe.html