

Html5 For Masterminds Revised 2nd Edition How To Take Advantage Of Html5 To Create Amazing Websites And Revolutionary Applications

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Learning ASP.NET Core 3.0 -Second Edition - Kenneth Yamikani Fukizi
2019-12-27

A beginner's guide to building fully functioning web applications from scratch using the latest features of ASP.NET Core 3 and C# 8 Key Features Get to grips with the new features and APIs in ASP.NET Core 3, EF Core 3, and Blazor Create web APIs that integrate your applications with other systems and services Learn to deploy your web applications in new environments such as the cloud and Docker containers Book Description ASP.NET Core is an open source framework from Microsoft that makes it easy to build highly efficient and dynamic cross-platform web applications. Updated for the latest features of ASP.NET Core 3, this second edition will equip you with the skills you need to build powerful web applications. The book starts with an introduction to ASP.NET Core and its features, giving you a complete understanding of the framework. You will also learn how to set up your development

environment with Visual Studio 2019 and build a fully functioning application from scratch. You'll then understand core concepts for building web applications such as Model View Controller (MVC), dependency injection, and WebSockets. As you advance, you'll discover how to use Entity Framework Core 3 to automate all database-related activities for your application. You will then build and document secure web APIs using security best practices to protect your web applications from threats and vulnerabilities. Finally, you will learn how to use Azure DevOps as a CI/CD tool to deploy and monitor your applications using Microsoft Azure, Amazon Web Services (AWS), and Docker. By the end of this book, you'll have the skills you need to develop efficient and robust web applications in ASP.NET Core 3. What you will learn Delve into basic and advanced ASP.NET Core 3 concepts with the help of examples Build an MVC web application and use Entity Framework Core 3 to access data Add web

APIs to your web applications using RPC, REST, and HATEOAS Create a fully automated continuous integration and continuous delivery (CI/CD) pipeline using Azure DevOps Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications Secure your web application from common attacks such as Cross-Site Scripting and SQL injection Explore client-side development using C# Razor components Who this book is for This book is for developers who want to build modern web applications with ASP.NET Core. The book will also be helpful for anyone working in infrastructure engineering and operations to monitor and diagnose problems during the runtime of ASP.NET Core 3.0 web applications.

Although no prior understanding of ASP.NET or .NET Core is required, basic C# programming knowledge is assumed.

Sass and Compass for Designers - Ben Frain 2013-04-25

A step-by-step tutorial guide, taking you through how to build a responsive Sass and Compass powered website. If you understand HTML and CSS, this book is all you need to take your code to the next level with Sass and Compass. No prior understanding of CSS preprocessors or programming conventions is needed.

The Mars Room - Rachel Kushner 2018-05-01

TIME'S #1 FICTION TITLE OF THE YEAR • NEW YORK TIMES NOTABLE BOOK OF 2018 FINALIST for the MAN BOOKER PRIZE and the NATIONAL BOOK CRITICS CIRCLE AWARD LONGLISTED for the ANDREW CARNEGIE MEDAL An instant New York Times bestseller from two-time National Book Award finalist Rachel Kushner, *The Mars Room* earned tweets from Margaret Atwood—"gritty, empathic, finely rendered, no sugar toppings, and a lot of punches, none of them pulled"—and from Stephen King—"The Mars Room is the real deal, jarring, horrible, compassionate, funny." It's 2003 and Romy Hall, named after a German actress, is at the start of two consecutive life sentences at Stanville Women's Correctional Facility, deep in

California's Central Valley. Outside is the world from which she has been severed: her young son, Jackson, and the San Francisco of her youth. Inside is a new reality: thousands of women hustling for the bare essentials needed to survive; the bluffing and pageantry and casual acts of violence by guards and prisoners alike; and the deadpan absurdities of institutional living, portrayed with great humor and precision. Stunning and unsentimental, *The Mars Room* is "wholly authentic...profound...luminous" (The Wall Street Journal), "one of those books that enrage you even as they break your heart" (The New York Times Book Review, cover review)—a spectacularly compelling, heart-stopping novel about a life gone off the rails in contemporary America. It is audacious and tragic, propulsive and yet beautifully refined and "affirms Rachel Kushner as one of our best novelists" (Entertainment Weekly).

The Last Guardian (Volume 8) - Eoin Colfer 2012-07-10

Seemingly nothing in this world daunts the young criminal mastermind Artemis Fowl. In the fairy world, however, there is a small thing that has gotten under his skin on more than one occasion: Opal Koboi. In *The Last Guardian*, the evil pixie is wreaking havoc yet again. This time his arch rival has reanimated dead fairy warriors who were buried in the grounds of Fowl Manor. Their spirits have possessed Artemis's little brothers, making his siblings even more annoying than usual. The warriors don't seem to realize that the battle they were fighting when they died is long over.

Artemis has until sunrise to get the spirits to vacate his brothers and go back into the earth where they belong. Can he count on a certain LEPrecon fairy to join him in what could well be his last stand? New York Times best-selling author and comic genius Eoin Colfer will leave Artemis Fowl fans gasping up to the very end of this thrilling finale to the blockbuster series.

Programming Concurrency on the JVM - Venkat Subramaniam 2011-08-26
More than ever, learning to program

concurrency is critical to creating faster, responsive applications. Speedy and affordable multicore hardware is driving the demand for high-performing applications, and you can leverage the Java platform to bring these applications to life. Concurrency on the Java platform has evolved, from the synchronization model of JDK to software transactional memory (STM) and actor-based concurrency. This book is the first to show you all these concurrency styles so you can compare and choose what works best for your applications. You'll learn the benefits of each of these models, when and how to use them, and what their limitations are. Through hands-on exercises, you'll learn how to avoid shared mutable state and how to write good, elegant, explicit synchronization-free programs so you can create easy and safe concurrent applications. The techniques you learn in this book will take you from dreading concurrency to mastering and enjoying it. Best of all, you can work with Java or a JVM language of your choice - Clojure, JRuby, Groovy, or Scala - to reap the growing power of multicore hardware. If you are a Java programmer, you'd need JDK 1.5 or later and the Akka 1.0 library. In addition, if you program in Scala, Clojure, Groovy or JRuby you'd need the latest version of your preferred language. Groovy programmers will also need GPar.

HTML5 for Masterminds, 2nd Edition - J. D. Gauchat 2012-12-04

HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications. After reading this book, you will know how to structure your documents with HTML5, how to style them with CSS3 and how to work with the most powerful Javascript APIs. This book is not an introduction of HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch. Every chapter explores basic as well as complicated concepts of HTML5, CSS3 and Javascript. Information is supported by

fully functional examples to guide beginners and experts through every single tag, style and function included in the specifications. The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web. It was developed to prepare you for the future, and it was written for the genius inside you... for Masterminds. This Book Includes: 447 examples explained

Learn how to: Create HTML documents
Create CSS style sheets
Program in Javascript
Create 2D and 3D Graphics
Create 2D and 3D Animations
Create 2D and 3D Video Games
Take your Applications Full Screen
Generate Audio for your Video Games
Create Audio Effects in 3D
Take Pictures from the WebCam
Create a System to make Video Calls
Transfer Data Peer-to-Peer
Process Audio Files
Closed Captioning your Videos
Create CSS3 Animations

This Book Covers: Introduction to HTML
Introduction to CSS
Introduction to Javascript
HTML5 Elements
HTML5 Attributes
CSS Traditional and Flexible Box Model
HTML5 Video and Closed Captioning
HTML5 Audio
CSS3 Properties
CSS3 Selectors
CSS3 Pseudo-Classes
Form Elements
Form Validation
Form API
Javascript Selectors
Canvas API
WebGL API and Three.js
Web Audio API
IndexedDB API
Web Storage API
File API
Web Socket API
WebRTC API
Stream API
Fullscreen API
Ajax Level 2
Web Workers API
Drag and Drop API
History API
Web Messaging API
Pointer Lock API
Geolocation API
Offline API
Page Visibility API
TextTrack API

The Giving Tree - Shel Silverstein
2014-02-18

As *The Giving Tree* turns fifty, this timeless classic is available for the first time ever in ebook format. This digital edition allows young readers and lifelong fans to continue the legacy and love of a classic that will

now reach an even wider audience. "Once there was a tree...and she loved a little boy." So begins a story of unforgettable perception, beautifully written and illustrated by the gifted and versatile Shel Silverstein. This moving parable for all ages offers a touching interpretation of the gift of giving and a serene acceptance of another's capacity to love in return. Every day the boy would come to the tree to eat her apples, swing from her branches, or slide down her trunk...and the tree was happy. But as the boy grew older he began to want more from the tree, and the tree gave and gave and gave. This is a tender story, touched with sadness, aglow with consolation. Shel Silverstein's incomparable career as a bestselling children's book author and illustrator began with *Lafcadio, the Lion Who Shot Back*. He is also the creator of picture books including *A Giraffe and a Half*, *Who Wants a Cheap Rhinoceros?*, *The Missing Piece*, *The Missing Piece Meets the Big O*, and the perennial favorite *The Giving Tree*, and of classic poetry collections such as *Where the Sidewalk Ends*, *A Light in the Attic*, *Falling Up*, *Every Thing On It*, *Don't Bump the Glump!*, and *Runny Babbit*. And don't miss the other Shel Silverstein ebooks, *Where the Sidewalk Ends* and *A Light in the Attic!*

Creativity - Mihaly Csikszentmihalyi
2009-10-13

"Although the benefits of this study to scholars are obvious, this thought-provoking mixture of scholarly and colloquial will enlighten inquisitive general readers, too." — *Library Journal* (starred review) The classic study of the creative process from the bestselling author of *Flow*. Creativity is about capturing those moments that make life worth living. Legendary psychologist Mihaly Csikszentmihalyi ("The leading researcher into 'flow states.'" — *Newsweek*) reveals what leads to these moments—be it the excitement of the artist at the easel or the scientist in the lab—so that this knowledge can be used to enrich people's lives. Drawing on nearly one hundred interviews with exceptional people, from biologists and

physicists, to politicians and business leaders, to poets and artists, as well as his thirty years of research on the subject, Csikszentmihalyi uses his famous flow theory to explore the creative process. He discusses such ideas as why creative individuals are often seen as selfish and arrogant, and why the "tortured genius" is largely a myth. Most important, he explains why creativity needs to be cultivated and is necessary for the future of our country, if not the world.

Human Aspects of IT for the Aged Population. Aging, Design and User Experience - Jia Zhou 2017-06-28

The two-volume set LNCS 10297 + 10298 constitutes the refereed proceedings of the Third International Conference on Human Aspects of IT for the Aged Population, ITAP 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 83 papers presented in the two volumes of ITAP 2017 were organized in topical sections as follows: Part I: aging and technology acceptance; user-centred design for the elderly; product design for the elderly; aging and user experience; digital literacy and training. Part II: mobile and wearable interaction for the elderly; aging and social media; silver and intergenerational gaming; health care and assistive technologies and services for the elderly; aging and learning, working and leisure.

HTML5 for Masterminds, Revised 3rd Edition - J.D Gauchat 2017-05-16

The new edition of *HTML5 for Masterminds* is ready. Now with a complete course on Web Development and Responsive Web Design. Learn how to create websites and applications for desktop and mobile devices with HTML, CSS, and JavaScript. *HTML5 for Masterminds* leads the reader step-by-step to master the complex subjects required to create websites and web applications. After reading this book, you will know how to structure your documents with HTML, how to style them with CSS,

and how to work with the most powerful JavaScript APIs. This book is not an introduction, but instead a complete course that will teach you how to build responsive websites and amazing web applications from scratch. Every chapter explores both basic and sophisticated concepts of HTML, CSS, and JavaScript. Functional examples support the information introduced in every chapter to guide beginners and experts throughout every single element, style, and function included in these languages. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technologies for the web. It was designed to prepare you for the future, and it was written for the genius inside you, for Masterminds. Introduction to HTML, CSS and JavaScript | Traditional and Flexible Box Models | Responsive Web Design | Video and Audio | Form API and Validation | Canvas API | WebGL API | Web Audio API | IndexedDB API | Web Storage API | File API | WebSocket API | WebRTC API | Stream API | Fullscreen API | Ajax Level 2 | Web Workers API | Drag and Drop API | History API | Web Messaging API | Pointer Lock API | Geolocation API | Page Visibility API | TextTrack API and more... This book includes: HTML documents CSS Style Sheets JavaScript Programming Responsive Web Design 2D and 3D Graphics 2D and 3D Animations 2D and 3D Video Games CSS Traditional and Flexible Box Models Video and Closed Captioning Audio and 3D Audio Form API Canvas API WebGL API and Three.js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API Geolocation API Page Visibility API TextTrack API HTML5, CSS3, JavaScript

ios Apps for Masterminds - J. D. Gauchat 2016-03-10

ios Apps for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects necessary to create applications for Apple devices. After reading this book, you will know how

to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is not an introduction, but instead a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future, and was written for the genius inside you, for Masterminds. Introduction to Swift Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more!

[HTML5 Games](#) - Jacob Seidelin 2014-03-10
HTML5 Games shows you how to combine HTML5, CSS3 and JavaScript to make games for the web and mobiles - games that were previously only possible with plugin technologies like Flash. Using the latest open web technologies, you are guided through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL and WebSockets. Inside, Jacob Seidelin shows you how features available in HTML5 can be used to create games. First, you will build a framework on which you will create your HTML5 game. Then each chapter covers a new aspect of the

game including user input, sound, multiplayer functionality, 2D and 3D graphics and more. By the end of the book, you will have created a fully functional game that can be played in any compatible browser, or on any mobile device that supports HTML5. Topics include: Dealing with backwards compatibility Generating level data Making iOS and Android web apps Taking your game offline Using Web Workers Persistent Game Data Drawing with Canvas Capturing player input Creating 3D graphics with WebGL Textures and lighting Sound with HTML5 Audio And more...

Java Projects - Peter Verhas 2018-08-31
Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your

journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

A Hero for WondLa - Tony DiTerlizzi 2012-06-07

Eva Nine has finally found what she has always been looking for; other human beings. Having been rescued by Hailey, Eva couldn't be happier, and now Hailey is taking Eva and her friends to the human colony New Attica, where humans of all shapes and sizes live in apparent peace and harmony. But all is not as idyllic as it seems in New Attica, and soon Eva and her friends realize that something very bad is going on ~ and if they don't find a way to stop it, it could mean the end of everything and everyone on Orbona.

HTML5 in easy steps - Mike McGrath 2011-04-05

Without doubt HTML5 is the future of the web and HTML5 in easy steps demonstrates all you can achieve NOW in the latest browsers - all described in easy to follow steps. HTML5 in easy steps instructs you how to employ the latest development for web page design with HyperText Markup Language (HTML5). Modern web browsers have united to support exciting new features of the HTML5 standard that allows easy creation of stunning web pages and engaging interactive applications. HTML5 in easy steps contains examples and screenshots that illustrate each feature of HTML5, describing how to incorporate meta information about a document within its 'head' section and how to add structured 'body' content. You'll learn how to create

web pages to display text, images, lists, tables, hyperlinks, forms, audio, and video - and also how to write script instructions that draw and animate graphics on embedded 'canvas' areas. Each chapter builds your knowledge so by the end of the book you'll have gained a sound understanding of HTML5. HTML5 in easy steps has an easy-to-follow style that will appeal to anyone looking to create compelling web pages for the latest browsers. Ideal for programmers who need to quickly learn the latest HTML5 techniques, students learning website design at school or college, those seeking a career in web development who need a thorough understanding of HTML5, and the enthusiast eager to build the latest HTML5 features into their websites.

The Art of The Evil Within - Dave Marshall (Publishing editor) 2014
Presents concept art of the heroes, villains, and environments found in the video game "The Evil Within."

SwiftUI for Masterminds - J.D Gauchat 2020-02-12
Learn how to develop applications with SwiftUI today! SwiftUI for Masterminds takes the reader step by step through the technologies required to develop applications for iPhones, iPads and Mac computers. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to combine traditional frameworks with the advanced features provided by SwiftUI to build modern applications. This book is a complete course on app development for Apple devices. Every chapter explores basic and advanced topics, from computer programming to graphics and databases. The information is supported by examples that guide beginners and experts through the development process and gradually introduce them to complex topics. The goal of SwiftUI for Masterminds is to familiarize you with the latest technologies introduced by Apple for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. Introduction to Swift 5.1

Swift Paradigm Declarative User Interfaces
SwiftUI Framework Combine Framework
Layout and Navigation Mac Catalyst UIKit
in SwiftUI Collection Views Text Views
MapKit Graphics and Animations Files
Archiving Core Data iCloud CloudKit
AVFoundation Camera and Photos Library
WebKit Views Gesture Recognizers Timers
Notifications Operation Queues Error
Handling ...and more! iOS app development
with iOS 13, Xcode 11 and Swift 5.1 App
development, Swift programming, Create
apps, Create app, iPhone apps, Build app,
Swift language, develop application,
Objective-C, Apple development, iOS
development, iOS Apps, Program apps.
Empire of Pain - Patrick Radden Keefe
2021-04-13

NEW YORK TIMES BESTSELLER • A NEW
YORK TIMES NOTABLE BOOK OF THE
YEAR • A grand, devastating portrait of
three generations of the Sackler family,
famed for their philanthropy, whose fortune
was built by Valium and whose reputation
was destroyed by OxyContin. From the
prize-winning and bestselling author of Say
Nothing. "A real-life version of the HBO
series Succession with a lethal sting in its
tail...a masterful work of narrative
reportage." - Laura Miller, Slate The
history of the Sackler dynasty is rife with
drama—baroque personal lives; bitter
disputes over estates; fistfights in
boardrooms; glittering art collections;
Machiavellian courtroom maneuvers; and
the calculated use of money to burnish
reputations and crush the less powerful.
The Sackler name has adorned the walls of
many storied institutions—Harvard, the
Metropolitan Museum of Art, Oxford, the
Louvre. They are one of the richest families
in the world, but the source of the family
fortune was vague—until it emerged that
the Sacklers were responsible for making
and marketing a blockbuster painkiller that
was the catalyst for the opioid crisis.
Empire of Pain is the saga of three
generations of a single family and the mark
they would leave on the world, a tale that
moves from the bustling streets of early
twentieth-century Brooklyn to the seaside

palaces of Greenwich, Connecticut, and Cap d'Antibes to the corridors of power in Washington, D.C. It follows the family's early success with Valium to the much more potent OxyContin, marketed with a ruthless technique of co-opting doctors, influencing the FDA, downplaying the drug's addictiveness. Empire of Pain chronicles the multiple investigations of the Sacklers and their company, and the scorched-earth legal tactics that the family has used to evade accountability. A masterpiece of narrative reporting, Empire of Pain is a ferociously compelling portrait of America's second Gilded Age, a study of impunity among the super-elite and a relentless investigation of the naked greed that built one of the world's great fortunes.

iOS Apps for Masterminds 4th Edition - J.D Gauchat 2018-08-15

Learn how to create apps for iOS 12 before anyone else. This is the first book to teach you how to work with Swift 4.2, Xcode 10, iOS 12 and the new APIs introduced by Apple. *iOS Apps for Masterminds* leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by functional examples that guide beginners and experts through the most fundamental frameworks included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of *iOS Apps for Masterminds* is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for

Masterminds. This book includes:

Introduction to Swift 4.2
Swift Paradigm
Foundation Framework
UIKit Framework
Auto Layout
Size Classes
Navigation
Controllers
Scroll Views
Stack Views
Table Views
Collection Views
Split View
Controller
Alert Views
Notifications
Files
Archiving
Core Data
iCloud
CloudKit
Core Graphics and Quartz
2D
Core Animation
AVFoundation
Camera and Photos
Library
Web Kit
Views
Gesture Recognizers
Timers
Operation Queues
Error Handling
Image and Video
Internationalization ...and more!
iOS app development with iOS 12, Xcode 10 and Swift 4.2
App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

Invent Your Own Computer Games with Python, 4th Edition - Al Sweigart 2016-12-16

Invent Your Own Computer Games with Python will teach you how to make computer games using the popular Python programming language—even if you've never programmed before! Begin by building classic games like Hangman, Guess the Number, and Tic-Tac-Toe, and then work your way up to more advanced games, like a text-based treasure hunting game and an animated collision-dodging game with sound effects. Along the way, you'll learn key programming and math concepts that will help you take your game programming to the next level. Learn how to:

- Combine loops, variables, and flow control statements into real working programs
- Choose the right data structures for the job, such as lists, dictionaries, and tuples
- Add graphics and animation to your games with the pygame module
- Handle keyboard and mouse input
- Program simple artificial intelligence so you can play against the computer
- Use cryptography to convert text messages into secret code
- Debug your programs and find common errors

As you work through each game, you'll build a solid foundation in Python and an understanding of computer science

fundamentals. What new game will you create with the power of Python? The projects in this book are compatible with Python 3.

I Knew Jim Knew - Jim Walrod 2014-05-27
He's been called "the furniture pimp" by Mike D of the Beastie Boys. He consulted on the period 1970s furniture and interiors for the movie *The Ice Storm*. For those in the know he is an absolute design guru. There are few people with a firmer understanding of the last 75 years of furniture, interior, graphic, and industrial design, architecture, and where they all meet in popular culture. Until now, unless you were fortunate enough to personally know Jim Walrod, you likely didn't know all the amazing facts about those subjects swimming around in his head. Ask his friends after even the most casual conversation with him and they'll shake their head in amazement and say, "I knew Jim knew!" Jim has three passions: self-discovery at his own pace; keen attuning to the offbeat; and compulsive peripatetic activity wherever he is in the world. Through decades of this special combination he has picked up a diverse and quirky array of historical facts that have simply been forgotten by many, if they ever knew them to begin with! Jim has an uncanny knack for pulling out of thin air during mid-conversation one arcane reference after another, such as who the model was for a famous Rolling Stones album cover, a strange book written by Charles Mingus, Liberace's early career, and what Frank Lloyd Wright admitted to later in life. Let *I Knew Jim Knew* be a fascinating tour inside Jim's head with the only problem being that we couldn't possibly get to it all!

Outside the Lines, Too - Souris Hong
2015-09-01

Outside the Lines, Too is a hip and imaginative coloring book featuring original line drawings from more than 100 creative masterminds, including animators, cartoonists, fine artists, graphic artists, illustrators, musicians, outsider artists, photographers, and street artists. Perforated pages throughout make it easier

to share and display your work. With most pages commissioned especially for this book, this collection features the work of Dalek, Timothy Tompkins, Ryan Humphrey, Richard Colman, Maria E. Piñeres, David Ellis, Jim Houser, Justina Blakeney, Kevin Lyons, Rainer Judd, Tim Biskup, and more.

Mastering Ext JS - Loiane Groner 2013
Designed to be a structured guide, *Mastering Ext JS* is full of engaging examples to help you learn in a practical context. This book is for developers who are familiar with using Ext JS who want to augment their skills to create even better web applications.

iOS 15 Application Development for Beginners - Arpit Kulsreshtha 2021-12-31
Learn iOS App development with advanced Apple technology and developer-centric tools. **KEY FEATURES** ● Loaded with core developer tools, including SwiftUI, Xcode, and CoreML. ● Covers app architecture, design patterns, and mobile hardware use in app development. ● Numerous examples covering database, GPS, image recognition, and ML. **DESCRIPTION** This book is a step-by-step, hands-on guide for Apple developers to build iOS apps using Swift programming with minimal effort. This book will help develop the knowledge and skills necessary to program Apple applications independently. This book introduces you to Swift, SwiftUI, MapKit, Xcode, and Core ML and guides you through the process of creating a strong, marketable iOS application. The book begins with the fundamentals of Swift, which will serve as the foundation for future app development. This book will help readers to develop user interfaces for iOS applications, using SwiftUI and Interface Builder, as well as the code for views, view controllers, and data managers. The book teaches how to use Core Data and SQLite to store databases. It will help you work with Apple technologies and frameworks, including Core Location and MapKit for GPS tracking, Camera and Photo Library for image storage, Core ML for machine learning, and implementations of artificial intelligence solutions. By the end of this

book, you will have developed a solid foundation for writing Swift apps, utilizing best practices in architecture, and publishing them to the app store. The book successfully introduces you to the entire iOS application development journey in a manageable manner and instills an understanding of Apple apps.

WHAT YOU WILL LEARN

- Develop practical skills in Swift programming, Xcode, and SwiftUI.
- Learn to work around the database, file handling, and networking while building apps.
- Utilize the capabilities of mobile hardware to include sound, images, and videos.
- Bring machine learning capabilities using the Core ML framework.
- Integrate features such as App Gestures and Core Location into iOS applications.
- Utilize mobile design patterns and maintain a clean coding style.

WHO THIS BOOK IS FOR

This book is ideal for beginners in programming, students, and professionals interested in learning how to program in iOS, use various developer tools, and create Apple apps. Working knowledge of any programming language is an advantage but not required.

TABLE OF CONTENTS

1. Getting Started with Xcode
2. Swift Fundamentals
3. Classes, Struct, and Enumerations
4. Protocols, Extensions, and Error Handling
5. TabBar, TableView, and CollectionView
6. User Interface Design with SwiftUI
7. Database with SQLite and Core Data
8. File Handling in iOS
9. App Gesture Recognizers in iOS
10. Core Location with MapKit
11. Camera And Photo Library
12. Machine Learning with Core ML
13. Networking in iOS Apps
14. Mobile App Patterns and Architectures
15. Publish iOS App on App Store

iOS Apps for Masterminds, 2nd Edition - J.D Gauchat 2016-03-10

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to

program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes:

- Introduction to Swift 3
- Swift Paradigm
- Foundation Framework
- UIKit Framework
- Auto Layout
- Size Classes
- Navigation Controllers
- Scroll Views
- Table Views
- CollectionView
- Split View Controller
- Alert Views
- Notifications
- Files
- Archiving
- Core Data
- iCloud
- Core Graphics and Quartz 2D
- Core Animation
- AVFoundation
- Camera and Photo Library
- Web Views
- Contacts
- Sensors
- MapKit
- Gesture Recognizers
- Timers
- Operation Queues
- Error Handling
- Image and Video
- Internationalization ...and more!

iOS app development with iOS 10, Xcode 8 and Swift 3

App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

[Beginning SwiftUI](#) - Greg Lim 2021-05-05

In this book, we take you on a fun, hands-on and pragmatic journey to learning iOS 14 development using SwiftUI. You'll start building your first SwiftUI app within minutes. Every section is written in a bite-sized manner and straight to the point as I don't want to waste your time (and most certainly mine) on the content you don't

need. In the end, you will have the skills to create an app and submit it to the app store. In the course of this book, we will cover: Chapter 1: Introduction Chapter 2: Body Mass Index Calculator Chapter 3: To-Do List App Using List Chapter 4: Persistent Data Using Core Data Chapter 5: Extending Core Data to CloudKit Chapter 6: Getting Data from an API: GitHub Users Chapter 7: Machine Learning with Core ML Chapter 8: C.R.U.D. Notes App with Firebase/Firestore Chapter 9: Building Cross Platform Apps in SwiftUI The goal of this book is to teach you SwiftUI development in a manageable way without overwhelming you. We focus only on the essentials and cover the material in a hands-on practice manner for you to code along. About the Reader No previous knowledge on iOS development required, but you should have basic programming knowledge. About the Author Greg Lim is a technologist and author of several programming books. Greg has many years in teaching programming in tertiary institutions and he places special emphasis on learning by doing. Follow him at www.greglim.net

Dead Memories - Angela Marsons
2019-02-22

She ruined their lives. Now they're going to destroy hers. 'Someone is recreating every traumatic point in your life. They are doing this to make you suffer, to make you hurt and the only possible end game can be death. Your death.' On the fourth floor of Chaucer House, two teenagers are found chained to a radiator. The boy is dead but the girl is alive. For Detective Kim Stone every detail of the scene mirrors her own terrifying experience with her brother Mikey, when they lived in the same tower block thirty years ago. When the bodies of a middle-aged couple are discovered in a burnt-out car, Kim can't ignore the chilling similarity to the death of Erica and Keith - the only loving parents Kim had ever known. Faced with a killer who is recreating traumatic events from her past, Kim must face the brutal truth that someone wants to hurt her in the worst way

possible. Desperate to stay on the case, she is forced to work with profiler Alison Lowe who has been called in to observe and monitor Kim's behaviour. Kim has spent years catching dangerous criminals and protecting the innocent. But with a killer firmly fixed on destroying Kim, can she solve this complex case and save her own life or will she become the final victim? The heart-stopping and totally addictive new crime thriller from multi-million copy number one bestseller Angela Marsons will have you completely hooked. Read what everyone is saying about *Dead Memories*: 'The book I've been waiting for without even knowing that I was... A great starting point for anyone new to the series... I couldn't put the book down...It is completely addictive and easily my new favourite in this series, I have a feeling I've said that before, but what can I say Angela Marsons seems to outdo herself each and every time.' Rachel's Random Reads, 5 stars 'As always, another brilliant book by Angela Marsons featuring Detective Kim Stone and her team... Fast-paced and dark it kept me gripped from the first page to the last. Utterly superb.' Goodreads Reviewer, 5 stars 'The author writes to such a consistently high level. Yet again, gripping plot line, strong characters and a well-paced story that builds to a crescendo. If you haven't already tried this author do yourself a favour and start reading now.' Worcester Source, 5 stars 'Wow! Just wow. I knew I would be engrossed in this book so cleared my schedule today to read it cover to cover. I'm so glad I did!...' Goodreads Reviewer, 5 stars 'Once again, she delivers a fast-paced, action-packed nail-biting roller coaster ride of a book... This is one series that just gets better with each book.' Goodreads Reviewer, 5 stars 'Reading this instalment of Kim's life is like catching up with an old friend...Each book gives you some insight into her past... Angela gives to us yet another riveting, gritty, chilling insight into Kim's world... One scene in the book moved me to tears.' booksbehindthetitle, 5 stars 'I loved getting further into Kim's psyche and learning

more about her which only makes you like the character more. Bring on book eleven!' Goodreads Reviewer, 5 stars I blooming love this series. I love Kim, her vulnerability and tenacity, I love the interaction and banter between the characters...., another cracking addition to an already brilliant and well established series.' Goodreads Reviewer, 5 stars 'The uber-sharp Kim Stone has to be one of the best detectives out there. A twisty, fast-paced plot stocked with red herrings.' Bookpreneur, 5 stars 'Angela Marsons is fast becoming one of the best crime fiction authors going. The Laughing Librarian, 5 stars

Html5 for Masterminds, Revised 2nd Edition - Juan Diego Gauchat 2014-12-15
HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications. After reading this book, you will know how to structure your documents with HTML5, how to style them with CSS3 and how to work with the most powerful Javascript APIs. This book is not an introduction to HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch. Every chapter explores basic as well as complicated concepts of HTML5, CSS3 and Javascript. Information is supported by fully functional examples to guide beginners and experts through every single tag, style and function included in the specifications. The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web. It was developed to prepare you for the future, and it was written for the genius inside you... for Masterminds.

The Scam - Janet Evanovich 2016-06-07
NEW YORK TIMES BESTSELLER Nicolas Fox is a charming con man and master thief on the run. Kate O'Hare is the FBI agent who is hot on his trail. At least that's what everyone thinks. In reality, Fox and O'Hare are secretly working together to bring

down super-criminals the law can't touch. Criminals like brutal casino magnate Evan Trace. Evan Trace is running a money-laundering operation through his casino in Macau. Some of his best customers are mobsters, dictators, and global terrorists. Nick and Kate will have to go deep undercover as high-stakes gamblers, wagering millions of dollars—and their lives—in an attempt to topple Trace's empire. It's a scam that will take Fox and O'Hare from the Las Vegas strip, to the sun-soaked beaches of Oahu's North Shore, and into the dark back alleys of Macau. Their only backup—a self-absorbed actor, a Somali pirate, and Kate's father, an ex-soldier who believes a rocket launcher is the best way to solve every problem. What could possibly go wrong?

The Soul of A New Machine - Tracy Kidder 2011-08-23

Pulitzer Prize winner Tracy Kidder memorably records the drama, comedy, and excitement of one company's efforts to bring a new microcomputer to market. Computers have changed since 1981, when *The Soul of a New Machine* first examined the culture of the computer revolution. What has not changed is the feverish pace of the high-tech industry, the go-for-broke approach to business that has caused so many computer companies to win big (or go belly up), and the cult of pursuing mind-bending technological innovations. *The Soul of a New Machine* is an essential chapter in the history of the machine that revolutionized the world in the twentieth century.

The 8-Minute Mastermind - Brad Hart 2020-01-05

IN BRAD HART'S NEW BOOK, *The 8-Minute Mastermind*, Brad introduces us to a new business paradigm which is fun, lucrative, scalable, and truly helps people. Further, it's easily one of the best ways to improve your own expertise on any subject you choose. After being involved in a long list of masterminds himself, and creating many of his own, Brad shares the incredible benefits along with the hard-won best practices for starting your own, no matter

who you are, so you can truly travel anywhere for free, solve any problem, and add \$100k+ to your business in 5-10 hours a month. Buy, read, reread, and share The 8-Minute Mastermind today. You'll only wish you had started with masterminds sooner!

Using the HTML5 Filesystem API - Eric Bidelman 2011-07-22

Several client-side storage options are available to web applications, but one area that's been lacking until now is file I/O—the ability to organize binary data into a true hierarchy of folders. That has changed with the advent of HTML5. With this book, you'll learn how to provide your applications with a file system that enables them to create, read, and write files and folders in a sandboxed section of the user's local filesystem. Author Eric Bidelman, a Senior Developer Programs Engineer on the Google Chrome team, provides several techniques and complete code examples for working with the HTML5 Filesystem API. Learn common operations for working with files and directories Become familiar with HTML5's storage use cases and security considerations Understand the storage options available, including temporary, persistent, and unlimited Write text or append data to an existing user file Import files into your application by accessing a user's hard drive Get techniques for using a file with filesystem, blob, or data URLs Use the synchronous version of the HTML5 Filesystem API within a Web Worker context

Whistleblowing for Change - Tatiana Bazzichelli 2021-11-30

The courageous acts of whistleblowing that inspired the world over the past few years have changed our perception of surveillance and control in today's information society. But what are the wider effects of whistleblowing as an act of dissent on politics, society, and the arts? How does it contribute to new courses of action, digital tools, and contents? This urgent intervention based on the work of Berlin's Disruption Network Lab examines this growing phenomenon, offering

interdisciplinary pathways to empower the public by investigating whistleblowing as a developing political practice that has the ability to provoke change from within.

Thursday is the New Friday - Joe Sanok 2021-10-05

Create your own schedule, maximize your leisure time, and work less while making more by following the revolutionary—yet realistic—four-day work week outlined in this groundbreaking book. In *Thursday is the New Friday*, author Joe Sanok offers the exercises, tools, and training that have helped thousands of professionals—from authors and scholars to business leaders and innovators—create the schedule they want, resulting in less work, greater income, and more time for what they most desire. Outlining the exact same strategies Joe used to go from working 60-hour weeks in the beginning of his career to now working 4 or less days a week, *Thursday is the New Friday* will help you: Understand how you too can apply these principles and customize them for your own situation to be more productive at work while enjoying more leisure time. Discard unnecessary tasks and learn efficiencies that would not have been discovered otherwise. Find inspiration in the stories and testimonials from Joe's clients and colleagues who have implemented his methodology into their own work lives with incredible results. Understand the psychological research behind the principles of the four-day workweek and why we are actually more productive with one less workday. Most importantly, *Thursday is the New Friday* empowers you with a practical, evidence-based methodology to create your own work schedule and dedicate more of your precious personal time to pursuing your hobbies and spending time with your family and friends.

Mutants & Masterminds Hero's Handbook - Stephen Kenson 2011

Since 2002, *Mutants & Masterminds* has earned its title as the World's Greatest Superhero RPG, inspiring countless game sessions and winning many awards for excellence. The *Mutants & Masterminds*

Hero's Handbook is the core rulebook of the game's third edition, giving you everything you need to have your own superheroic adventures. The detailed character creation system lets you create the hero you want to play, choosing from a wide range of skills, advantages, and power effects. Customize your hero's powers with modifiers to create an almost endless range of superhuman abilities. Choose the complications your hero must overcome, earning you the hero points to achieve victory. You can also choose from one of more than a dozen heroic archetypes, customize as you like, and be ready to play in just minutes! The streamlined system of game play requires only a single die roll and features easy-to-use rules. Play out an entire heroic adventure in a few short hours without long, drawn-out encounters. Plus, the hero point system allows players to influence the flow of the story and pull off superheroic stunts in the best comic book tradition! Become a hero of legend with the Mutants & Masterminds Hero's Handbook!

Mastering iOS 14 Programming - Mario Eguiluz Alebicto 2021-03-19

Become a professional iOS developer with the most in-depth and advanced guide to Swift 5.3, Xcode 12.4, ARKit 4, Core ML, and iOS 14's new features Key Features Explore the world of iOS app development through practical examples Understand core iOS programming concepts such as Core Data, networking, and the Combine framework Extend your iOS apps by adding augmented reality and machine learning capabilities, widgets, App Clips, Dark Mode, and animations Book Description Mastering iOS 14 development isn't a straightforward task, but this book can help you do just that. With the help of Swift 5.3, you'll not only learn how to program for iOS 14 but also be able to write efficient, readable, and maintainable Swift code that reflects industry best practices. This updated fourth edition of the iOS 14 book will help you to build apps and get to grips with real-world app development flow. You'll find detailed background information and practical

examples that will help you get hands-on with using iOS 14's new features. The book also contains examples that highlight the language changes in Swift 5.3. As you advance through the chapters, you'll see how to apply Dark Mode to your app, understand lists and tables, and use animations effectively. You'll then create your code using generics, protocols, and extensions and focus on using Core Data, before progressing to perform network calls and update your storage and UI with the help of sample projects. Toward the end, you'll make your apps smarter using machine learning, streamline the flow of your code with the Combine framework, and amaze users by using Vision framework and ARKit 4.0 features. By the end of this iOS development book, you'll be able to build apps that harness advanced techniques and make the best use of iOS 14's features. What you will learn Build a professional iOS application using Xcode 12.4 and Swift 5.3 Create impressive new widgets for your apps with iOS 14 Extend the audience of your app by creating an App Clip Improve the flow of your code with the Combine framework Enhance your app by using Core Location Integrate Core Data to persist information in your app Train and use machine learning models with Core ML Create engaging augmented reality experiences with ARKit 4 and the Vision framework Who this book is for This book is for developers with some experience in iOS programming who want to enhance their application development skills by unlocking the full potential of the latest iOS version with Swift.

Absolute Justice - Alex Ross 2009-11

An apparent period of atonement by the world's largest super-villains, including Lex Luthor, Brainiac and more, is the prelude to a shocking and deadly plot to destroy the Justice League! Can the world's greatest heroes prevail against impossible odds?

HTML5 for Masterminds, Revised 2nd Edition - Juan Diego Gauchat 2014-07-01

HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in

the HTML5 specifications. After reading this book, you will know how to structure your documents with HTML5, how to style them with CSS3 and how to work with the most powerful Javascript APIs. This book is not an introduction of HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch. Every chapter explores basic as well as complicated concepts of HTML5, CSS3 and Javascript. Information is supported by fully functional examples to guide beginners and experts through every single tag, style and function included in the specifications. The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web. It was developed to prepare you for the future, and it was written for the genius inside you... for Masterminds. This Book Includes: 447 examples explained Learn how to: Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer-to-Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers: Introduction to HTML Introduction to CSS Introduction to Javascript HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo-Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API Geolocation API Offline API Page

Visibility API TextTrack API

[Iphigenia in Forest Hills](#) - Janet Malcolm 2012-11-20

Malcolm's riveting new book tells the story of a murder trial in the insular Bukharan-Jewish community of Forest Hills, Queens, that captured national attention.

Html5 for Masterminds, 2nd Edition - Juan Diego Gauchat 2012-12

HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications. After reading this book, you will know how to structure your documents with HTML5, how to style them with CSS3 and how to work with the most powerful Javascript APIs. This book is not an introduction of HTML5 but instead a complete course that will teach you how to build compelling websites and amazing web applications from scratch. Every chapter explores basic as well as complicated concepts of HTML5, CSS3 and Javascript. Information is supported by fully functional examples to guide beginners and experts through every single tag, style and function included in the specifications. The examples are distributed throughout the book in a specific order to gradually introduce complex subjects and make them accessible to everyone. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technology for the web. It was developed to prepare you for the future, and it was written for the genius inside you... for Masterminds. This Book Includes: 447 examples explained Learn how to: Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer-to-Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers: Introduction to HTML NEW Introduction to CSS NEW Introduction to Javascript NEW HTML5 Elements HTML5

Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo-Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js NEW Web Audio API NEW IndexedDB API Web Storage API File API Web Socket API WebRTC API NEW Stream API NEW FullScreen API NEW Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API NEW Geolocation API Offline API Page Visibility API NEW TextTrack API