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Whispers of His Power - Amy Carmichael 2012-01-01

Simple and poetic, Whispers of His Power contains a selection of 366 daily devotional

readings culled from Amy Carmichael's previously unpublished letters and writings of encouragement. Each is based on a verse or short passage from Scripture and will inspire you to deepen your walk with Christ.

Pro REST API Development with Node.js - Fernando Doglio 2015-05-26
Pro REST API Development with Node.js is your guide to managing and understanding the full capabilities of successful REST development. API design is a hot topic in the programming world, but not many resources exist for developers to really understand how you can leverage the advantages. This book will provide a brief background on REST and the tools it provides (well known and not so well known). Understand how there is more to REST than just JSON and URLs. You will then cover and compare the maintained modules currently available in the npm community, including Express, Restify, Vatican, and Swagger. Finally you will code an example API from start to finish, using a subset of the tools covered. The Node community is currently flooded with modules; some of them are published once and never updated again - cluttering the entire universe of packages. Pro REST API Development with Node.js shines light into that black hole of modules for the developers trying to create an API. Understand REST API development with Node.js using this book today.

Extreme Programming Explored - William C. Wake 2002
You know what XP is, how to get it up and running, and how to plan projects using it. Now it's time to expand your use of Extreme Programming and learn the best practices of this popular discipline. In "Extreme Programming Explored, " you can read about best practices as learned from the concrete experience of successful XP developers. Author and programmer Bill Wake provides answers to practical questions about XP implementation. Using hands-on examples--including code

samples written in the Java programming language--this book demonstrates the day-to-day mechanics of working on an XP team and shows well-defined methods for carrying out a successful XP project. The book is divided into three parts: Part 1, Programming--programming incrementally, test-first, and refactoring. Part 2, Team Practices--code ownership, integration, overtime, and pair programming; how XP approaches system architecture; and how a system metaphor shapes a common vision, a shared vocabulary, and the architecture. Part 3, Processes--how to write stories to plan a release; how to plan iterations; and the activities in a typical day for the customer, the programmer, and the manager of an XP project. To demonstrate how an XP team uses frequent testing, you'll learn how to develop the core of a library search system by unit testing in small increments. To show how to make code ready for major design changes, the author teaches you how to refactor a Java program that generates a Web page. To see how a system metaphor influences the shape of a system, you'll learn about the effects of different metaphors on customer service and word processing applications. To show how customers and programmers participate in release planning, the book demonstrates writing and estimating stories, and shows how the customer plans a release. 0201733978B07052001

iOS Forensic Analysis - Sean Morrissey 2011-09-22
iOS Forensic Analysis provides an in-depth look at investigative processes for the iPhone, iPod Touch, and iPad devices. The methods and procedures outlined in the book can be taken into any courtroom. With never-before-published iOS information and data sets that are new and evolving, this book gives the examiner and investigator the knowledge to complete a full device examination that will be credible and accepted in the forensic community.

Programming Android - Zigurd R. Mednieks

2012

Presents instructions for creating Android applications for mobile devices using Java.
XML and Web Services Unleashed - Ron Schmelzer 2002
The complete and up-to-date XML reference book on topics that matter. The XMLliterate developer is ceratin to find plenty of new topics and emerging specsthat have not been explored previously.

Modern JavaScript Web Development Cookbook - Federico Kereki 2018-12-26
Over 90 recipes to help you write clean code, solve common JavaScript problems, and work on popular use cases like SPAs, microservices, native mobile development with Node, React, React Native and Electron. Key FeaturesOver 90 practical recipes to help you write clean and maintainable JavaScript codes with the latest ES8Leverage the power of leading web frameworks like Node and React to build modern web appsFeatures comprehensive coverage of tools and techniques needed to create multi-platform apps with JavaScriptBook Description JavaScript has evolved into a language that you can use on any platform. Modern JavaScript Web Development Cookbook is a perfect blend of solutions for traditional JavaScript development and modern areas that developers have lately been exploring with JavaScript. This comprehensive guide teaches you how to work with JavaScript on servers, browsers, mobile phones and desktops. You will start by exploring the new features of ES8. You will then move on to learning the use of ES8 on servers (with Node.js), with the objective of producing services and microservices and dealing with authentication and CORS. Once you get accustomed to ES8, you will learn to apply it to browsers using frameworks, such as React and Redux, which interact through Ajax with services. You will then understand the use of a modern framework to develop the UI. In addition to this, development for mobile devices with

React Native will walk you through the benefits of creating native apps, both for Android and iOS. Finally, you'll be able to apply your new-found knowledge of server-side and client-side tools to develop applications with Electron. What you will learnUse the latest features of ES8 and learn new ways to code with JavaScriptDevelop server-side services and microservices with Node.jsLearn to do unit testing and to debug your codeBuild client-side web applications using React and ReduxCreate native mobile applications for Android and iOS with React NativeWrite desktop applications with ElectronWho this book is for This book is for developers who want to explore the latest JavaScript features, frameworks, and tools for building complete mobile, desktop and web apps, including server and client-side code. You are expected to have working knowledge of JavaScript to get the most out of this book.
Java for the Beginning Programmer - Jeff Heaton 2006-05

Heaton focuses on core programming topics such as variables, looping, subroutines, and program layout. This course focuses on real programming techniques and ends with an introduction to graphical user interface programming. (Computer Books)
Visual Usability - Tania Schlatter 2013-03-21 Imagine how much easier creating web and mobile applications would be if you had a practical and concise, hands-on guide to visual design. Visual Usability gets into the nitty-gritty of applying visual design principles to complex application design. You'll learn how to avoid common mistakes, make informed decisions about application design, and elevate the ordinary. We'll review three key principles that affect application design – consistency, hierarchy, and personality – and illustrate how to apply tools like typography, color, and layout to digital application design. Whether you're a UI professional looking to fine-tune your skills, a developer who cares about making applications

beautiful and usable, or someone entirely new to the design arena, Visual Usability is your one-stop, practical guide to visual design. Discover the principles and rules that underlie successful application design Learn how to develop a rationale to support design strategy and move teams forward Master the visual design toolkit to increase user-friendliness and make complicated processes feel straightforward for your product

E-commerce - Julian Ding 1999

Decision Science and Technology - James Shanteau 2012-12-06
Decision Science and Technology is a compilation of chapters written in honor of a remarkable man, Ward Edwards. Among Ward's many contributions are two significant accomplishments, either of which would have been enough for a very distinguished career. First, Ward is the founder of behavioral decision theory. This interdisciplinary discipline addresses the question of how people actually confront decisions, as opposed to the question of how they should make decisions. Second, Ward laid the groundwork for sound normative systems by noticing which tasks humans can do well and which tasks computers should perform. This volume, organized into five parts, reflects those accomplishments and more. The book is divided into four sections: `Behavioral Decision Theory' examines theoretical descriptions and empirical findings about human decision making. `Decision Analysis' examines topics in decision analysis.`Decision in Society' explores issues in societal decision making. The final section, `Historical Notes', provides some historical perspectives on the development of the decision theory. Within these sections, major, multi-disciplinary scholars in decision theory have written chapters exploring some very bold themes in the field, as an examination of the book's contents will show. The main reason for the health of the Decision Analysis

field is its close links between theory and applications that have characterized it over the years. In this volume, the chapters by Barron and Barrett; Fishburn; Fryback; Keeney; Moreno, Pericchi, and Kadane; Howard; Phillips; Slovic and Gregory; Winkler; and, above all, von Winterfeldt focus on those links. Decision science originally developed out of concern with real decision problems; and applied work, such as is represented in this volume, will help the field to remain strong.

Professional JavaScript for Web Developers - Matt Frisbie 2019-10-15
Update your skill set for ES 6 and 7 with the ultimate JavaScript guide for pros Professional JavaScript for Web Developers is the essential guide to next-level JavaScript development. Written for intermediate-to-advanced programmers, this book jumps right into the technical details to help you clean up your code and become a more sophisticated JavaScript developer. From JavaScript-specific object-oriented programming and inheritance, to combining JavaScript with HTML and other markup languages, expert instruction walks you through the fundamentals and beyond. This new fourth edition has been updated to cover ECMAScript 6 and 7 (also known as ES2015 and ES2016) and the major re-imagination and departure from ES 5.1; new frameworks and libraries, new techniques, new testing tools, and more are explained in detail for the professional developer, with a practical focus that helps you put your new skills to work on real-world projects. The latest—and most dramatic—ES release is already being incorporated into JavaScript engines in major browsers; this, coupled with the rise in mobile web traffic increasing demand for responsive, dynamic web design, means that all web developers need to update their skills—and this book is your ideal resource for quick, relevant guidance. Get up to date with ECMAScript 6 and 7, new frameworks, and new libraries Delve into web animation,

emerging APIs, and build systems Test more effectively with mocks, unit tests, functional tests, and other tools Plan your builds for future ES releases Even if you think you know JavaScript, new ES releases bring big changes that will affect the way you work. For a professional-level update that doesn't waste time on coding fundamentals, Professional JavaScript for Web Developers is the ultimate resource to bring you up to speed.

Planning Extreme Programming - Kent Beck 2001
A guide to XP leads the developer, project manager, and team leader through the software development planning process, offering real world examples and tips for reacting to changing environments quickly and efficiently.

Systems Analysis and Design Methods - Jeffrey L. Whitten 2001
This fifth edition textbook continues to react to the changes and expected changes in the information technology domain. It can serve the reader as a post-course, professional reference for best current practices. This book is designed to be interactive and therefore layered with repetition to enhance learning and teaches you as much information and technique as possible before getting a real-world job, where these skills make the difference. This new version expands and updates information supplied in earlier versions of the book and can be used as a textbook in various areas of educational pursuit. If you want to practice the application of concepts, not just study them, this is a cornerstone reference book that should be in your library. Selected as a suggested resource for CAQ(R) Information Technology Systems exam preparation.

E-Business - Gary Schneider 2012-08-13
E-commerce continues to have a dramatic impact on virtually every aspect of business. And following the 2009 recession on electronic commerce, its role is even more critical. Packed with the most cutting-edge coverage available,

E-BUSINESS, 10E, International Edition equips students with a solid understanding of the dynamics of this fast-paced industry. It delivers comprehensive coverage of emerging online business strategies and technologies in the electronic commerce marketplace. By detailing how the landscape of online commerce is evolving, this market-leading text reflects changes in the economy and how business and society are responding to those changes. Balancing technological issues with the strategic business aspects of successful e-commerce, the new edition includes expanded coverage of e-commerce growth in China and the developing world, social media and online marketing strategies, technology-enabled outsourcing, and the latest development in online payment processing systems.

ELLiC 2019 - Dodi Mulyadi
We are delighted to introduce the proceedings of the 3rd English Language & Literature International Conference (ELLiC 3). This conference has brought researchers, developers and practitioners around the world who are leveraging and developing the English language education, literature, linguistics, and translation. We strongly believe that this conference provides a good forum for all researchers, developers and practitioners to discuss all scientific aspects that are relevant to Digital Society especially in the above fields. We also expect that the future conference will be as successful and stimulating, as indicated by the contributions presented in this volume

Applied Mathematics for Database Professionals - Lex deHaan 2007-10-24
This book touches on an area seldom explored: the mathematical underpinnings of the relational database. The topic is important, but far too often ignored. This is the first book to explain the underlying math in a way that's accessible to database professionals. Just as importantly, if not more so, this book goes beyond the abstract by showing readers how to apply that math in

ways that will make them more productive in their jobs. What's in this book will "open the eyes" of most readers to the great power, elegance, and simplicity inherent in relational database technology.

Indonesia Journal - Benedict R. O'G. Anderson 2017-10-15
Indonesia is a semi-annual journal devoted to the timely study of Indonesia's culture, history, government, economy, and society. It features original scholarly articles, interviews, translations, and book reviews. Published by Cornell University's Southeast Asia Program since April 1966, the journal provides area scholars and interested readers with contemporary analysis of Indonesia and an extensive archive of research pertaining to the nation and region.

Software Engineering - PRESSMAN 2019-09-09
For almost four decades, Software Engineering: A Practitioner's Approach (SEPA) has been the world's leading textbook in software engineering. The ninth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject.

Between Heaven and Hell - Alan Rimmer

Principles of Sequencing and Scheduling - Kenneth R. Baker 2018-10-19
An updated edition of the text that explores the core topics in scheduling theory The second edition of Principles of Sequencing and Scheduling has been revised and updated to provide comprehensive coverage of sequencing and scheduling topics as well as emerging developments in the field. The text offers balanced coverage of deterministic models and stochastic models and includes new developments in safe scheduling and project scheduling, including coverage of project analytics. These new topics help bridge the gap between classical scheduling and actual

practice. The authors—noted experts in the field—present a coherent and detailed introduction to the basic models, problems, and methods of scheduling theory. This book offers an introduction and overview of sequencing and scheduling and covers such topics as single-machine and multi-machine models, deterministic and stochastic problem formulations, optimization and heuristic solution approaches, and generic and specialized software methods. This new edition adds coverage on topics of recent interest in shop scheduling and project scheduling. This important resource: Offers comprehensive coverage of deterministic models as well as recent approaches and developments for stochastic models Emphasizes the application of generic optimization software to basic sequencing problems and the use of spreadsheet-based optimization methods Includes updated coverage on safe scheduling, lognormal modeling, and job selection Provides basic coverage of robust scheduling as contrasted with safe scheduling Adds a new chapter on project analytics, which supports the PERT21 framework for project scheduling in a stochastic environment. Extends the coverage of PERT 21 to include hierarchical scheduling Provides end-of-chapter references and access to advanced Research Notes, to aid readers in the further exploration of advanced topics Written for upper-undergraduate and graduate level courses covering such topics as scheduling theory and applications, project scheduling, and operations scheduling, the second edition of Principles of Sequencing and Scheduling is a resource that covers scheduling techniques and contains the most current research and emerging topics.

Agile Software Development with Scrum - Ken Schwaber 2002
Arguably the most important book about managing technology and systems development efforts, this book describes building systems

using the deceptively simple process, Scrum. Readers will come to understand a new approach to systems development projects that cuts through the complexity and ambiguity of complex, emergent requirements and unstable technology to iteratively and quickly produce quality software. BENEFITS Learn how to immediately start producing software incrementally regardless of existing engineering practices or methodologies Learn how to simplify the implementation of Agile processes Learn how to simplify XP implementation through a Scrum wrapper Learn why Agile processes work and how to manage them Understand the theoretical underpinnings of Agile processes

Elements of User Experience,The - Jesse James Garrett 2010-12-16
From the moment it was published almost ten years ago, Elements of User Experience became a vital reference for web and interaction designers the world over, and has come to define the core principles of the practice. Now, in this updated, expanded, and full-color new edition, Jesse James Garrett has refined his thinking about the Web, going beyond the desktop to include information that also applies to the sudden proliferation of mobile devices and applications. Successful interaction design requires more than just creating clean code and sharp graphics. You must also fulfill your strategic objectives while meeting the needs of your users. Even the best content and the most sophisticated technology won't help you balance those goals without a cohesive, consistent user experience to support it. With so many issues involved—usability, brand identity, information architecture, interaction design— creating the user experience can be overwhelmingly complex. This new edition of The Elements of User Experience cuts through that complexity with clear explanations and vivid illustrations that focus on ideas rather than tools or techniques. Garrett gives readers the big picture of user

experience development, from strategy and requirements to information architecture and visual design.

Learn HTML5 and JavaScript for Android - Gavin Williams 2012-09-22

Learn HTML5 and JavaScript for Android teaches the essential HTML5 and JavaScript skills you need to make great apps for the Android platform and browser. This book guides you through the creation of a mobile web app. You'll put the HTML5, CSS3 and JavaScript skills you learn into practice, giving you invaluable first-hand experience that will serve you well as you go on to develop your own web apps for Android smartphones and tablets. Throughout this book, you will learn new skills and bring these altogether to create a web app that runs on the Android platform as well as other mobile platforms.

Software Engineering: A Practitioner's Approach - Roger Pressman 2014-01-23

For almost three decades, Roger Pressman's Software Engineering: A Practitioner's Approach has been the world's leading textbook in software engineering. The new eighth edition represents a major restructuring and update of previous editions, solidifying the book's position as the most comprehensive guide to this important subject. The eighth edition of Software Engineering: A Practitioner's Approach has been designed to consolidate and restructure the content introduced over the past two editions of the book. The chapter structure will return to a more linear presentation of software engineering topics with a direct emphasis on the major activities that are part of a generic software process. Content will focus on widely used software engineering methods and will de-emphasize or completely eliminate discussion of secondary methods, tools and techniques. The intent is to provide a more targeted, prescriptive, and focused approach, while attempting to maintain SEPA's reputation as a comprehensive guide to software

engineering. The 39 chapters of the eighth edition are organized into five parts - Process, Modeling, Quality Management, Managing Software Projects, and Advanced Topics. The book has been revised and restructured to improve pedagogical flow and emphasize new and important software engineering processes and practices.

Handbook of Augmented Reality - Borko Furht 2011-08-31
Augmented Reality (AR) refers to the merging of a live view of the physical, real world with context-sensitive, computer-generated images to create a mixed reality. Through this augmented vision, a user can digitally interact with and adjust information about their surrounding environment on-the-fly. Handbook of Augmented Reality provides an extensive overview of the current and future trends in Augmented Reality, and chronicles the dramatic growth in this field. The book includes contributions from world expert s in the field of AR from academia, research laboratories and private industry. Case studies and examples throughout the handbook help introduce the basic concepts of AR, as well as outline the Computer Vision and Multimedia techniques most commonly used today. The book is intended for a wide variety of readers including academicians, designers, developers, educators, engineers, practitioners, researchers, and graduate students. This book can also be beneficial for business managers, entrepreneurs, and investors.

JavaScript Step by Step - Steve Suehring 2010
Provides information on creating Web applications with JavaScript.

Laravel Starter - Shawn McCool 2012-11-11
This book is a practical, task-based, step-by-step tutorial that demonstrates topics ranging from MVC code-separation, to code-modularity, to utilizing ActiveRecord for data abstraction which are explained from the ground-up to provide a strong framework of understanding for creating professional web-applications with Laravel. This

book is ideal for programmers familiar with PHP who are interested in learning the Laravel way of solving the common problems faced in their day to day work.

Object Oriented Analysis & Design With Application - Grady Booch 2006-02

Intelligent Algorithms in Software Engineering - Radek Silhavy 2020-08-08
This book gathers the refereed proceedings of the Intelligent Algorithms in Software Engineering Section of the 9th Computer Science On-line Conference 2020 (CSOC 2020), held on-line in April 2020. Software engineering research and its applications to intelligent algorithms have now assumed an essential role in computer science research. In this book, modern research methods, together with applications of machine and statistical learning in software engineering research, are presented.
Understanding Web Services - Eric Newcomer 2002
Discusses application-to-application Internet communication, network standards, major architectural approaches, the role of Web services, and ebXML.
Head First JavaScript - Michael Morrison 2007-12-20
So you're ready to make the leap from writing HTML and CSS web pages to creating dynamic web applications. You want to take your web skills to the next level. And you're finally ready to add "programmer" to the resume. It sounds like you're ready to learn the Web's hottest programming language: JavaScript. Head First JavaScript is your ticket to going beyond copying and pasting the code from someone else's web site, and writing your own interactive web pages. With Head First JavaScript, you learn: The basics of programming, from variables to types to looping How the web browser runs your code, and how you can talk to the browser with your code Why you'll never have to worry about casting, overloading, or polymorphism when

you're writing JavaScript code How to use the Document Object Model to change your web pages without making your users click buttons If you've ever read a Head First book, you know what to expect -- a visually rich format designed for the way your brain works. Head First JavaScript is no exception. It starts where HTML and CSS leave off, and takes you through your first program into more complex programming concepts -- like working directly with the web browser's object model and writing code that works on all modern browsers. Don't be intimidated if you've never written a line of code before! In typical Head First style, Head First JavaScript doesn't skip steps, and we're not interested in having you cut and paste code. You'll learn JavaScript, understand it, and have a blast along the way. So get ready... dynamic and exciting web pages are just pages away.
Managing E-commerce and Mobile Computing Technologies - Julie R. Mariga 2003-01-01 "Examining the challenges and limitations involved in implementing and using e-commerce technologies, this guide describes how these technologies have been very instrumental to many organizations around the globe. Discussed is how, through the use of electronic commerce, organizations of all sizes and types are able to conduct business without worrying about the territorial market limitations of the past. Additionally, how mobile commerce technologies are further enabling such organizations to communicate more effectively is reviewed. Also covered are the potential for a B2B marketplace, deploying Java mobile agents, and e-business experiences with online auctions."
Using Information Technology - Brian K. Williams 1999

Effortless E-Commerce with PHP and MySQL - Larry Ullman 2010-10-21
In this comprehensive guide to creating an e-commerce Web site using PHP and MySQL, renowned author Larry Ullman walks you

through every step—designing the visual interface, creating the database, presenting content, generating an online catalog, managing the shopping cart, handling the order and the payment process, and fulfilling the order—always with security and best practices emphasized along the way. Even if you're an experienced Web developer, you're guaranteed to learn something new. The book uses two e-commerce site examples—one based on selling physical products that require shipping and delayed payment, and another that sells non-physical products to be purchased and delivered instantly—so you see the widest possible range of e-commerce scenarios. In 11 engaging, easy-to-follow chapters, Effortless E-Commerce with PHP and MySQL teaches you how to: • Think of the customer first, in order to maximize sales • Create a safe server environment and database • Use secure transactions and prevent common vulnerabilities • Incorporate different payment gateways • Design scalable sites that are easy to maintain • Build administrative interfaces • Extend both examples to match the needs of your own sites Larry Ullman is the president of Digital Media and Communications Insights, Inc., a firm specializing in information technology (www.dmcinsights.com). He is the author of several bestselling programming and Web development books, including PHP and MySQL for Dynamic Web Sites: Visual QuickPro Guide. Larry also writes articles on these subjects and teaches them in small and large group settings. Despite working with computers, programming languages, databases, and such since the early 1980s, Larry still claims he's not a computer geek (but he admits he can speak their language).

Extreme Programming Explained - Kent Beck 2004
Accountability. Transparency. Responsibility. These are not words that are often applied to software development. In this completely revised introduction to Extreme Programming (XP), Kent

Beck describes how to improve your software development by integrating these highly desirable concepts into your daily development process. The first edition of Extreme Programming Explained is a classic. It won awards for its then-radical ideas for improving small-team development, such as having developers write automated tests for their own code and having the whole team plan weekly. Much has changed in five years. This completely rewritten second edition expands the scope of XP to teams of any size by suggesting a program of continuous improvement based on.

PhoneGap Essentials - Ivan Turkovic 2015-09-07 Use PhoneGap to build cross-platform mobile applications quickly and efficiently About This Book Build native mobile phone applications with HTML5, JavaScript, and CSS Incorporate smartphone capabilities such as GPS, camera, accelerometer, and more into your apps for any mobile platform Use Cordova view to embed PhoneGap into native applications to either transit smoothly to PhoneGap or incorporate PhoneGap functionalities Who This Book Is For If you are a mobile application developer in iOS or Android, or a web application developer who wants to learn how to make cross-platform mobile applications using PhoneGap, this book is perfect for you. To make the most of this book, it will be helpful if you have prior knowledge of HTML5, CSS, and JavaScript. What You Will Learn Get to grips with the fundamentals of PhoneGap to get started Set up a development environment for Linux, Mac OS, and Windows Use Cordova CLI, workflows, and Plugman Plugin manager to create mobile applications efficiently Understand the development workflow to create native cross-platform mobile applications Embed plugin support to transition to PhoneGap or use it to enhance existing applications Improve your mobile development knowledge using object-oriented programming (OOP), reusable components, and AJAX closures Be empowered to build your own mobile apps

quickly with ease Discover tips and tricks to make app development fun and easy In Detail PhoneGap is an open source framework that allows you to quickly build cross-platform mobile apps using HTML5, JavaScript, and CSS. PhoneGap Build is a cloud service that allows you to quickly develop and compile mobile applications without SDKs, compilers, and hardware. PhoneGap allows you to use its existing plugins or create new ones, as per your requirements, to enhance your mobile applications. Starting by installing PhoneGap, you'll develop an app that uses various device capabilities through different plugins and learn how to build an app in the cloud with PhoneGap's Build service. You'll discover how to use PhoneGap to create an application view, along with how to use a camera, geolocation, and other device capabilities to create engaging apps. Next, you'll augment applications with PhoneGap's plugins using minimalistic code. You'll explore the app preparation process to deploy your app to the app store. By the end of the book, you'll have also learned how to apply hybrid mobile UIs that will work across different platforms and different screen sizes for better user experience. Style and approach This is an example-based, fast-paced guide that covers the fundamentals of creating cross-platform mobile applications with PhoneGap.

DSL - Jennie Bourne 2002-11-06
Top-notch advice on adopting DSL DSL is exploding, with fifteen million fast Internet connections in 2001 and probably forty million more by 2003. The editors of DSL Prime, the weekly "industry bible," brief you on exactly what you need to know to put the technology to use. The book moves rapidly from the basics of the equipment through security, applications, and network management. With the authority of the industry's key periodical, Bourne and Burstein provide candid evaluations of the providers and manufacturers and offer technical managers a no-nonsense guide to make sound

strategic decisions on DSL, reduce costs, and ensure a system that will run reliably and smoothly. Wiley Tech Briefs Focused on the needs of the corporate IT and business manager, the Tech Briefs series provides in-depth information on a new or emerging technology, solutions, and vendor offerings available in the marketplace. With their accessible approach, these books will help you get quickly up-to-speed on a topic so that you can effectively compete, grow, and better serve your customers.
Database Processing - David M. Kroenke 1983
A high price call girl whose sordid life revolves around the dark, frightening jungle of Manhattan is being stalked by dangerous psychopath, with only a detective to save her.
Michael Allen's Guide to e-Learning - Michael W. Allen 2016-09-22
Explore effective learning programs with the father of e-learning Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company,

Second Edition presents best practices for building interactive, fun, and effective online learning programs. This engaging text offers insight regarding what makes great e-learning, particularly from the perspectives of motivation and interactivity, and features history lessons that assist you in avoiding common pitfalls and guide you in the direction of e-learning success. This updated edition also considers changes in technology and tools that facilitate the implementation of the strategies, guidelines, and techniques it presents. E-learning has experienced a surge in popularity over the past ten years, with education professionals around the world leveraging technology to facilitate instruction. From hybrid courses that integrate technology into traditional classroom instruction to full online courses that are conducted solely on the internet, a range of e-learning models is available. The key to creating a successful e-learning program lies in understanding how to use the tools at your disposal to create an

interactive, engaging, and effective learning experience. Gain a new perspective on e-learning, and how technology can facilitate education Explore updated content, including coverage regarding learner interface, gamification, mobile learning, and individualization Discuss the experiences of others via targeted case studies, which cover good and not so good e-learning projects

Understand key concepts through new examples that reinforce essential ideas and demonstrate their practical application Michael Allen's Guide to e-Learning: Building Interactive, Fun, and Effective Learning Programs for Any Company, Second Edition is an essential resource if you are studying for the e-Learning Instructional Design Certificate Program.