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InDesign CC Sandee Cohen 2014-09-06 InDesign CC: Visual QuickStart Guide (2014 release) is your complete guide to the core functions of InDesign as

well as all the important new features. New to this edition is coverage of the greatly expanded ebook export capabilities, including Fixed Layout EPUB. With the growth in digital publishing, these new

functions will empower designers to create more compelling digital documents than ever before. Other landmark new features in the 2014 release of InDesign CC include: the ability to reformat tables by dragging and dropping; integration with the hot portfolio site, Behance, and improvements to footnotes. Using the task-based, visual approach that is the trademark of the Visual QuickStart Guides readers will learn not only how to create documents, but also to use automation to streamline the process, as well as importing and styling text and objects, managing long documents, exporting files for a wide variety of purposes, and much more.

The HDR Book Rafael Concepcion 2011-06-01

When it comes to HDR, only three key ingredients are needed: hardware, software, and post-processing technique. Hardware is simple—there are only a few things you need to set up and shoot an HDR series. Software is vastly improved, making it easier

for anyone to create an HDR image. The hard part is the post-processing technique. There are only two options: hours and hours of experimentation or **The HDR Book**. Featuring real-world interviews with passionate HDR photographers, **The HDR Book**, by Rafael “RC” Concepcion, is more than a how-to and different from any other HDR book out there. While other books on HDR tend to lean toward the esoteric or formulaic, this book takes another approach. It's a complete and total HDR workshop that teaches you the one thing that most other books miss—once you've tone mapped your image with HDR software, you're still not finished. Within the pages of this book, you'll find 10 projects shot with everything from a point-and-shoot to a 37-megapixel, medium-format camera. The projects are designed to show you how the subtle differences in each scenario (lighting, subject, environment, etc.) dictate the post-processing

needed to achieve one of the many final looks covered. You'll learn not only the different tone map settings RC used, but you'll also learn the final steps taken in Photoshop to complete each image. Then, you'll recreate these looks your self using the exact same RAW files that RC used! Plus, you get four bonus images to play with and create your own look. The end result: a more intrinsic understanding of the nuances of HDR that will help you create the images you've always wanted. Best of all, The HDR Book is written using the three top HDR processing programs in the industry today: Photoshop's HDR Pro, Photomatix Pro, and HDR Efex Pro. No matter which program you use, you'll be able to follow along and create your own stunning looks in no time.

Adobe Illustrator Visual QuickStart Guide Lisa

Fridsma 2022-03-23 For decades, digital artists and graphic designers have turned to Adobe Illustrator:

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Visual QuickStart Guide as the fastest, most practical way to create vector-based artwork from scratch, and harness Illustrator's immense power to get the job done as efficiently as possible. Now, this full-color guide has been thoroughly revamped by a new author who specializes in teaching beginning Illustrator users. Chad Chelius combines expert, full-color introductions to the latest Illustrator features with new examples and projects, adding hours of new online video content that goes far beyond the contents of the printed book. Combining definitive reference information with concise, hands-on tutorials, Chelius helps aspiring and current professionals gain deep mastery of Illustrator, whether they're working on their own or in a classroom environment. From the basics to advanced techniques, he gets you up and running in no time, preparing you to create everything from web and mobile graphics to scalable logos,

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icons, type, book illustrations, product packaging, and billboards.

Photoshop CC Elaine Weinmann 2014-08-26 This bestselling guide from authors Elaine Weinmann and Peter Lourekas has been the go-to tutorial and reference book for photography/design professionals and the textbook of choice in college classrooms for decades. This edition includes their trademark features of clear, concise, step-by-step instructions; hundreds of full-color images; screen captures of program features; and supplemental tips and sidebars in every chapter. New and updated Photoshop CC features are clearly marked with bright red stars in both the table of contents and main text.

Mind Your Business Ilana Griffo 2021-08-17 Want to start your own business, but not sure where to begin? Mind Your Business is the ONLY book that teaches you everything you need to know about

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how to build a successful business from scratch. From developing your brand to designing products to identifying your legal and tax needs, this comprehensive guide will take you through every step of the process and help you create a unique and customized roadmap for your business. Mind Your Business is for aspiring entrepreneurs who are driven, ambitious, creative, and determined to build a business and life they love. Author Ilana Griffo shares the formula that turned her creative hobby into a six-figure design studio. From initial planning to long-term business strategy, Mind Your Business includes:

- Insider tips from successful entrepreneurs
- Advice to identify your ideal market and customer
- Legal guidelines to protect your ass(ets)
- Budget and forecast tools
- How to avoid the pitfalls that doom most startups
- Guidance on how to scale and grow
- Suggestions on how to dominate online platforms
- Tips to beat your

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competitors with SEO and social media Mind Your Business puts you in the driver's seat. It will help you navigate the journey of starting your first business and take your ambitions and ideas from wishful thinking to successful reality.

Flash CS3 Professional for Windows and Macintosh
Katherine Ulrich 2007-07-25 With Adobe's acquisition of Macromedia, millions of Photoshop users may be installing Flash for the first time and Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide is there to show them what to do. From basic first steps, such as exploring the drawing tools, including Flash CS3's new Pen tool, to frame-by-frame animation, motion tweening, and shape tweening, this book serves as the beginner's guide to Flash. But it doesn't stop there: sections on interactivity, sound, and video have been fully updated to demonstrate best practices in ActionScript 3.0, as well as the latest in

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Flash's video technology.

Vector Basic Training Von Glitschka 2015-09-21 Attention, designers, it's time to get serious about your creative process. For too long you've allowed yourself to go soft, relying on your software to do all of your creative work at the expense of your craftsmanship. This book will NOT show you how to use every tool and feature in Adobe Illustrator. This book WILL, however, teach you the importance of drawing out your ideas, analyzing the shapes, and then methodically building them precisely in vector form using the techniques explained in this book. In Vector Basic Training, Second Edition acclaimed illustrative designer Von Glitschka takes you through his systematic process for creating the kind of precise vector graphics that separate the pros from the mere toolers. Along the way, he'll whip your drawing skills into shape and show you how to create elegant curves and precise

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anchor points for your designs. In addition to new illustrative examples throughout the book, this edition includes an all-new chapter on how to apply color and detail to your illustrations using tried-and-true methods that you'll use over and over again. You'll also get access to over seven hours of all-new HD video tutorials and source files so you can follow along with Von as he walks you through his entire process. Whether you're creating illustrations in Adobe Illustrator, Affinity Designer, CorelDRAW, or even Inkscape, you'll be able to use Von's techniques to establish a successful creative process for crafting consistently precise illustrations every single time you pick up your pen, stylus, or mouse. In *Vector Basic Training, Second Edition*, you'll learn: The tools and shortcuts that make up a design pro's creative arsenal How to use "The Clockwork Method" to create accurate curves every time When and where to set just the right number

of anchor points for any design How to build shapes quickly using basic Illustrator tools and plug-ins Techniques for art directing yourself to get the results you desire Fundamental methods for applying color and detail to your illustrations **Building a Second Brain** Tiago Forte 2022-06-14 A revolutionary approach to enhancing productivity, creating flow, and vastly increasing your ability to capture, remember, and benefit from the unprecedented amount of information all around us. For the first time in history, we have instantaneous access to the world's knowledge. There has never been a better time to learn, to contribute, and to improve ourselves. Yet, rather than feeling empowered, we are often left feeling overwhelmed by this constant influx of information. The very knowledge that was supposed to set us free has instead led to the paralyzing stress of believing we'll never know or

remember enough. Now, this eye-opening and accessible guide shows how you can easily create your own personal system for knowledge management, otherwise known as a Second Brain. As a trusted and organized digital repository of your most valued ideas, notes, and creative work synced across all your devices and platforms, a Second Brain gives you the confidence to tackle your most important projects and ambitious goals. Discover the full potential of your ideas and translate what you know into more powerful, more meaningful improvements in your work and life by Building a Second Brain.

MindManager For Dummies Hugh Cameron
2004-04-06 The first book available on this fast-growing and highly regarded software package MindManager allows users to visually map their ideas and brainstorming sessions in order to better organize thoughts and put them into action.

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Exploring all there is to know about the MindManager product, including the Standard, Business, Enterprise, and handheld releases, this book walks readers through the process and techniques in using MindManager to communicate ideas. Hugh Cameron (Indianapolis, IN) heads Camtech, Inc., a clinical engineering company that extends its reach to incorporate a diverse group of projects. Roger Voight, PhD, is a certified project manager with more than 30 years of experience in software design, development, and software project management.

The Adobe Illustrator WOW! Book for CS6 and CC
Sharon Steuer 2014-09-12 For decades, Sharon Steuer and her international WOW! team have been showcasing the world's best artists and designers working in Illustrator. In this expanded edition of the best-selling and award-winning Illustrator WOW! Book, you'll find hundreds of tips,

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tricks, and techniques derived from actual projects from top Illustrator artists. You'll learn to use new features, discover exciting ways to create complex effects, and find fresh ways to use venerable old tools and speed up your workflow. This edition includes coverage of the 2014 release and is loaded with and lessons with stunning new artwork that feature: Painting and generating objects with raster brushes Harnessing Live Corners, Live Rectangles, and new ways to reshape paths Manipulating live type characters with the Touch Type tool Creating airbrush and neon effects with gradients on strokes Building complex styles with multiple lines, fills, and effects Composing complex repeating patterns Auto-generating corners for pattern brushes Incorporating transparency into mesh and gradients Building and modifying scenes in perspective and 3D Transforming raster art to Illustrator vectors Preparing artwork for animation and the web

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Integrating Illustrator with Photoshop and other apps Creating photorealism in Illustrator WOW! ONLINE Register the book at peachpit.com/register to access artwork to pick apart and special PDFs from artists to you. Keep up with tips on the latest Illustrator features at WOWartist.com.

Html: A Beginner S Guide Willard 2006-10-01

Learning Web Design Jennifer Robbins 2018-05-11 Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals

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of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Learning React Native Bonnie Eisenman
2017-10-23 Get a practical introduction to React

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Native, the JavaScript framework for writing and deploying fully featured mobile apps that render natively. The second edition of this hands-on guide shows you how to build applications that target iOS, Android, and other mobile platforms instead of browsers—apps that can access platform features such as the camera, user location, and local storage. Through code examples and step-by-step instructions, web developers and frontend engineers familiar with React will learn how to build and style interfaces, use mobile components, and debug and deploy apps. You'll learn how to extend React Native using third-party libraries or your own Java and Objective-C libraries. Understand how React Native works under the hood with native UI components Examine how React Native's mobile-based components compare to basic HTML elements Create and style your own React Native components and applications Take

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advantage of platform-specific APIs, as well as modules from the framework's community

Incorporate platform-specific components into cross-platform apps

Learn common pitfalls of React Native development, and tools for dealing with them

Combine a large application's many screens into a cohesive UX

Handle state management in a large app with the Redux library

InDesign CC Sandee Cohen 2014 A guide to the desktop publishing and page layout program discusses basic text, tabs and tables, placing graphics, applying and managing color, creating an interactive document, and working with other Adobe programs.

The Adobe Illustrator CS Wow! Book Sharon Steuer 2004 Presents time-saving techniques and tips for users of Adobe Illustrator CS, exploring the software's basic tools and latest features with full-color examples and samples from leading Illustrator

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artists and designers.

Learning SQL Alan Beaulieu 2009-04-11 Updated for the latest database management systems -- including MySQL 6.0, Oracle 11g, and Microsoft's SQL Server 2008 -- this introductory guide will get you up and running with SQL quickly. Whether you need to write database applications, perform administrative tasks, or generate reports, *Learning SQL*, Second Edition, will help you easily master all the SQL fundamentals. Each chapter presents a self-contained lesson on a key SQL concept or technique, with numerous illustrations and annotated examples. Exercises at the end of each chapter let you practice the skills you learn. With this book, you will: Move quickly through SQL basics and learn several advanced features Use SQL data statements to generate, manipulate, and retrieve data Create database objects, such as tables, indexes, and constraints, using SQL schema statements Learn

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how data sets interact with queries, and understand the importance of subqueries Convert and manipulate data with SQL's built-in functions, and use conditional logic in data statements Knowledge of SQL is a must for interacting with data. With Learning SQL, you'll quickly learn how to put the power and flexibility of this language to work.

Dragon Dictate 2.5 Maria Langer 2011-11-02 The book walks readers through how to train Dragon Dictate, allowing it to recognize the way readers speak. Readers will learn how to add specialized words and names and how to control Mac applications using their voice. The book then moves on to editing text documents, allowing readers to select, delete, capitalize and work with text. The book also covers having Dragon read text back to the user, allowing the user to proofread and edit dictated documents. Finally, the book covers more advanced topics, such as creating new voice

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commands for controlling Mac applications and controlling the mouse via voice commands.

HTML and CSS Elizabeth Castro 2013-08-06 Need to learn HTML and CSS fast? This best-selling reference's visual format and step-by-step, task-based instructions will have you up and running with HTML in no time. In this updated edition author Bruce Hyslop uses crystal-clear instructions and friendly prose to introduce you to all of today's HTML and CSS essentials. The book has been refreshed to feature current web design best practices. You'll learn how to design, structure, and format your website. You'll learn about the new elements and form input types in HTML5. You'll create and use images, links, styles, and forms; and you'll add video, audio, and other multimedia to your site. You'll learn how to add visual effects with CSS3. You'll understand web standards and learn from code examples that reflect today's best

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practices. Finally, you will test and debug your site, and publish it to the web. Throughout the book, the author covers all of HTML and offers essential coverage of HTML5 and CSS techniques.

Illustrator CC Elaine Weinmann 2013-08-24 For almost two decades, the best-selling Visual QuickStart Guides by Elaine Weinmann and Peter Lourekas have been the textbooks of choice in classrooms and the go-to tutorial and reference for art and design professionals. This edition includes their trademark features: clear, concise, step-by-step instructions; hundreds of full-color illustrations; screen captures of program features; and supplemental tips and sidebars in every chapter. This fully updated edition for Illustrator CC covers the new enhancements and features, including significant upgrades to the interface, new unembed an image, multiple file placement, images in Brushes, and touch type and Free Transform tool.

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The new and updated Illustrator CC features are clearly marked with bright red stars in both the table of contents and main text. Readers can follow the steps in a tutorial fashion, or use the book as a reference guide to individual program features. Many of the key illustrations used in the book are available via Web download for practice by readers. *Graphic Design Basics* Amy E. Arntson 2011-01-01 GRAPHIC DESIGN BASICS combines design principles, history, and current technology to present students a comprehensive introduction to the field of graphic design. Keeping pace with rapid changes in the field of design, while maintaining a consistently high academic quality, the text emphasizes design structure, visual perception and digital design, with a wide range of visuals from throughout design history, as well as the latest contemporary illustrations. Each chapter provides assignments with student sample solutions and

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critique sections to help students apply the concepts and assess their work. This market leader's interwoven combination of concept, history, and practice rarely found in other graphic design texts has been enriched by integrating material specific to digital design. The accompanying Premium Website offers students bonus images, interviews with artists featured in the text, additional projects, studio techniques and research links. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Adobe Premiere Pro Classroom in a Book (2021 Release) Maxim Jago 2021-02-22 Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro choose Adobe Premiere Pro Classroom in a Book (2021 release) from Adobe Press. The 17 project-based lessons in this book show students step-by-step

the key techniques for working in Premiere Pro. Students learn skills to take a project from beginning to end, including the basics on things like organising media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing audio, compositing layered footage, adjusting color, customising motion graphics, exporting files, and much more.

Exam 98-375 HTML5 Application Development Fundamentals Microsoft Official Academic Course 2012-11-28 The Microsoft Technology Associate certification (MTA) curriculum helps instructors teach and validate fundamental technology concepts with a foundation for students' careers as well as the confidence they need to succeed in advanced studies. Through the use of MOAC MTA titles you can help ensure your students future success in and

out of the classroom. This MTA text covers the following HTML5 Application vital fundamental skills: • Manage the Application Life Cycle • Build the User Interface by Using HTML5 • Format the User Interface by Using CSS • Code by Using JavaScript Click here to learn more about the Microsoft Technology Associate (MTA), a new and innovative certification track designed to provide a pathway for future success in technology courses and careers.

Photoshop CC 2015 Release Elaine Weinmann 2015

A visual guide to the features and functions of Adobe Photoshop CC explains how to alter or manipulate images with color, layers, text, light, filters, and masks, with information on Blur Gallery filter effects and syncing to the Creative Cloud.

Photoshop Down & Dirty Tricks for Designers

Corey Barker 2014 Adobe Photoshop for Mac and Windows, featuring graphics and graphics design,

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photo editing, and digital techniques.

Kafka: The Definitive Guide Neha Narkhede

2017-08-31 Every enterprise application creates data, whether it's log messages, metrics, user activity, outgoing messages, or something else. And how to move all of this data becomes nearly as important as the data itself. If you're an application architect, developer, or production engineer new to Apache Kafka, this practical guide shows you how to use this open source streaming platform to handle real-time data feeds. Engineers from Confluent and LinkedIn who are responsible for developing Kafka explain how to deploy production Kafka clusters, write reliable event-driven microservices, and build scalable stream-processing applications with this platform. Through detailed examples, you'll learn Kafka's design principles, reliability guarantees, key APIs, and architecture details, including the replication protocol, the controller,

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and the storage layer. Understand publish-subscribe messaging and how it fits in the big data ecosystem. Explore Kafka producers and consumers for writing and reading messages Understand Kafka patterns and use-case requirements to ensure reliable data delivery Get best practices for building data pipelines and applications with Kafka Manage Kafka in production, and learn to perform monitoring, tuning, and maintenance tasks Learn the most critical metrics among Kafka's operational measurements Explore how Kafka's stream delivery capabilities make it a perfect source for stream processing systems

Photoshop CC Elaine Weinmann 2015-09-05 This best-selling guide from authors Elaine Weinmann and Peter Lourekas has been the go-to tutorial and reference book for photography/design professionals and the textbook of choice in college classrooms for decades. This edition includes their trademark

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features of clear, concise, step-by-step instructions; hundreds of full-color images; screen captures of program features; and supplemental tips and sidebars in every chapter. This new edition includes an all-new material, a bonus chapter, and downloadable assets. New and updated Photoshop CC (2015 release) features—including linked assets, multiple artboards, and new asset export—are clearly marked with bright red stars in both the table of contents and main text.

Adobe Premiere Pro CC Jan Ozer 2013 In this clear and straightforward guide, digital video veteran Jan Ozer gives beginning and intermediate video editors just what they need to know on Adobe Premiere Pro CC. Tasked-based, step-by-step instructions and loads of visuals and time-saving tips help professionals and newcomers alike quickly find and learn tasks specific to their needs, benefiting from the award-winning Visual QuickStart style.

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Topics covered include essential editing tasks and media-management strategies, transitions, effects and filters, rendering options, and optimal editing and production strategies for streaming delivery of HD source content. It includes coverage of all the new features in Premiere Pro CC, such as working with closed captions, enhanced multicam workflows, and significantly improved audio effects.

Illustrator CS4 for Windows and Macintosh Elaine Weinmann 2009-04-21 Adobe Illustrator is the indispensable vector drawing tool used by digital artists around the world. Illustrator CS4 provides those artists with powerful drawing tools, unparalleled typographic controls, and much more. With a slew of new features and tighter-than-ever integration with the rest of Adobe Creative Suite 4's design, graphics, and publishing tools, Illustrator CS4 promises to make designers' lives a whole lot easier,

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especially if they have this task-based guide! Now revised and updated, and in 4 COLOR this book uses simple step-by-step instructions, loads of screen shots, and an array of time-saving tips and tricks, serving both as the quickest route to Illustrator CS4 mastery for new users, and a handy reference for more experienced designers. This edition of the Visual QuickStart Guide covers Illustrator CS4's newest features, including the much anticipated multi art board feature and much more.

Make: FPGAs David Romano 2016-02-29 What if you could use software to design hardware? Not just any hardware--imagine specifying the behavior of a complex parallel computer, sending it to a chip, and having it run on that chip--all without any manufacturing? With Field-Programmable Gate Arrays (FPGAs), you can design such a machine with your mouse and keyboard. When you deploy it to the FPGA, it immediately takes on the

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behavior that you defined. Want to create something that behaves like a display driver integrated circuit? How about a CPU with an instruction set you dreamed up? Or your very own Bitcoin miner You can do all this with FPGAs. Because you're not writing programs--rather, you're designing a chip whose sole purpose is to do what you tell it--it's faster than anything you can do in code. With Make: FPGAs, you'll learn how to break down problems into something that can be solved on an FPGA, design the logic that will run on your FPGA, and hook up electronic components to create finished projects.

Using Asyncio in Python Caleb Hattingh 2020-01-30

If you're among the Python developers put off by asyncio's complexity, it's time to take another look. Asyncio is complicated because it aims to solve problems in concurrent network programming for both framework and end-user developers. The

features you need to consider are a small subset of the whole asyncio API, but picking out the right features is the tricky part. That's where this practical book comes in. Veteran Python developer Caleb Hattingh helps you gain a basic understanding of asyncio's building blocks—enough to get started writing simple event-based programs. You'll learn why asyncio offers a safer alternative to preemptive multitasking (threading) and how this API provides a simple way to support thousands of simultaneous socket connections. Get a critical comparison of asyncio and threading for concurrent network programming Take an asyncio walk-through, including a quickstart guide for hitting the ground looping with event-based programming Learn the difference between asyncio features for end-user developers and those for framework developers Understand asyncio's new async/await language syntax, including coroutines and task and future

APIs Get detailed case studies (with code) of some popular async-compatible third-party libraries
Illustrator CS4 Bible Ted Alspach 2009-04-15
Microservices: Up and Running Ronnie Mitra 2020-11-25 Microservices architectures offer faster change speeds, better scalability, and cleaner, evolvable system designs. But implementing your first microservices architecture is difficult. How do you make myriad choices, educate your team on all the technical details, and navigate the organization to a successful execution to maximize your chance of success? With this book, authors Ronnie Mitra and Irakli Nadareishvili provide step-by-step guidance for building an effective microservices architecture. Architects and engineers will follow an implementation journey based on techniques and architectures that have proven to work for microservices systems. You'll build an operating model, a microservices design, an infrastructure

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foundation, and two working microservices, then put those pieces together as a single implementation. For anyone tasked with building microservices or a microservices architecture, this guide is invaluable. Learn an effective and explicit end-to-end microservices system design Define teams, their responsibilities, and guidelines for working together Understand how to slice a big application into a collection of microservices Examine how to isolate and embed data into corresponding microservices Build a simple yet powerful CI/CD pipeline for infrastructure changes Write code for sample microservices Deploy a working microservices application on Amazon Web Services
Adobe Experience Manager Ryan D. Lunka 2013-08-13 Adobe Experience Manager (formerly CQ5) is an industry leading web content management system aimed at giving digital

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marketers the ability to create, manage, and deliver personalized online experiences. Adobe Experience Manager: Classroom in a Book is the definitive guide for marketers who want to understand and learn to use the platform. It explains the business value of the features and the overall philosophy of the product and is a must-read before sitting down to work with an implementation team. Marketers will understand why AEM is constructed as it is so they can alter business processes and participate in successful implementation. They'll get insight into how to accomplish the fundamental tasks to more effectively create and manage content. They'll also learn about common mistakes and how to avoid them. After reading this book, marketers will understand:

- The basics of content management in Adobe Experience Manager
- How to integrate Adobe Experience Manager with other Adobe Marketing Cloud products
- How to manage

dynamic content that is targeted to specific audiences • The fundamental concepts that will help to create a smooth implementation

Getting Started Ch 1: The Basics Ch 2: Evaluating AEM Ch 3: Managing Content Ch 4: Digital Asset Management Ch 5: Metadata and Tagging Ch 6: Multilingual Content Ch 7: Workflows Ch 8: Social Communities Ch 9: E-Commerce Ch 10: Mobile for Marketers Ch 11: Architecture Basics Ch 12: Administration Basics Ch 13: Web Analytics Ch 14: Marketing Campaign Management Ch 15: Dynamic Content Ch 16: Integrating AEM Ch 17: Technical Basics Ch 18: Defining Requirements Ch 19: User Experience Design Ch 20: The Implementation Process

The ArcGIS Book Christian Harder 2017 This is a hands-on book about ArcGIS that you work with as much as read. By the end, using Learn ArcGIS lessons, you'll be able to say you made a story map, conducted geographic analysis, edited geographic

data, worked in a 3D web scene, built a 3D model of Venice, and more.

Day One VSRX on KVM Rahul Verma 2019-04

PHP and MySQL for Dynamic Web Sites Larry Edward Ullman 2003 Explains how to access and create MySQL databases through PHP scripting, including discussion of authentication, network connectivity, sessions, and content management.

Illustrator CC Elaine Weinmann 2014-09-10 For almost two decades, the best-selling Visual QuickStart Guides by Elaine Weinmann and Peter Lourekas have been the textbooks of choice in classrooms and the go-to tutorial and reference for art and design professionals. This edition includes their trademark features: clear, concise, step-by-step instructions; hundreds of full-color illustrations; screen captures of program features; and supplemental tips and sidebars in every chapter. This fully updated edition for Illustrator CC (2014

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release) covers the new enhancements and features, including significant upgrades to the Pencil tool, Swatches panel, Artboard panel, as well as new Live Corners, reshaping methods, and much more. The new and updated Illustrator CC features are clearly marked with bright red stars in both the table of contents and main text. Readers can follow the steps in a tutorial fashion, or use the book as a reference guide to individual program features. Many of the key illustrations used in the book are available via Web download for practice by readers. **SQL Pocket Guide** Jonathan Gennick 2004 This pocket guide presents the most crucial information about SQL in a compact and easily accessible format, covering the four commonly used SQL variants-- Oracle, IBM DB2, Microsoft SQL Server, and MySQL. Topics include: Data manipulation statements (SELECT, DELETE, INSERT, UPDATE, MERGE) and transaction control

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statements (START TRANSACTION, SAVEPOINT, COMMIT, ROLLBACK). Common SQL functions (date, numeric, math, trigonometric, string, conversion, aggregate) Such topics as literals, NULLs, CASE expressions, datatype conversion, regular expressions, grouping and summarizing data, joining tables, and writing queries (hierarchical, recursive, union, flashback) and subqueries. Instead of presenting complex and confusing syntax diagrams, the book teaches by example, showing the SQL statements and options that readers are most like to use. All example data is available on the O'Reilly web site. "If you need fast, accurate SQL information, with examples for multiple database engines, be sure to check out this book."--Chris Kempster, Senior DBA and author of SQL Server 2000 for the Oracle DBA, www.chriskempster.com

Photoshop CS6 Elaine Weinmann 2012-06-15 This

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best-selling guide from authors Elaine Weinmann and Peter Lourekas has been the go-to tutorial and reference book for photography/design professionals and the textbook of choice in college classrooms for decades. This edition includes their trademark features of clear, concise, step-by-step instructions; hundreds of full-color images; screen captures of program features; and supplemental tips and sidebars in every chapter. Among the new CS6 features covered in this extensively updated guide are: Field Blur, Iris Blur and Tilt-Shift filters; Properties panel; Exporting and Importing presets; Content-Aware Move tool and Content-Aware option for the Patch tool; Timeline panel for video editing; Photographic Toning libraries for Gradient Map adjustments; and Open Type options. Improved CS6 features covered: Crop tool options and features, Adjustment Brush tool in Camera Raw, and Vector masks. New and updated

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Photoshop CS6 features are clearly marked with bright red stars in both the table of contents and main text.

Taking Your Talent to the Web Jeffrey Zeldman 2001 This is an explicit and detailed guide, an intelligent "how-to" book for professionals. It lays the groundwork and creates context by exploring essential concepts, defines terms that may be new or unfamiliar, and then moves forward with practical software techniques. All the while it is

building on the existing knowledge and experience of its professional design audience. Taking Your Talent to the Web is based on the Populi Curriculum in Web Communications Design, developed by Jeffrey Zeldman in cooperation with Populi, Inc., (www.populi.com) and the Pratt Institute. The book's purpose is to guide traditional art directors and print designers as they expand their existing careers to include the new field of professional Web Design.