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Give your beginning programmers a thorough, engaging and hands-on introduction to developing applications with Farrell's *JAVA PROGRAMMING, 7E*. This complete guide provides the details and real-world exercises today's readers need to master Java, one of the most widely used tool among professional programmers for building visually interesting GUI and Web-based applications. With *JAVA PROGRAMMING, 7E* even first-time programmers can quickly develop useful programs while learning the basic principles of structured and object-oriented programming. The text explains concepts clearly and reinforces the reader-friendly presentation with meaningful real-world exercises. Full programming examples emphasize learning in context. Updated You Do It sections, all-new programming exercises, and new continuing cases help students build skills critical for ongoing programming success. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Now updated and revised to cover the latest features of Microsoft Office 2019 The world's leading suite of business productivity software, Microsoft Office helps users complete common business tasks, including word processing, email,

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presentations, data management and analysis, and much more. Whether you need accessible instruction on Word, Excel, PowerPoint, Outlook, or Access—or all of the above—this handy reference makes it easier. In Office X For Dummies, you'll get help with typing and formatting text in Word, creating and navigating an Excel spreadsheet, creating a powerful PowerPoint presentation, adding color, pictures, and sound to a presentation, configuring email with Outlook, designing an Access database, and more. Information is presented in the straightforward but fun language that has defined the Dummies series for more than twenty years. Get insight into common tasks and advanced tools Find full coverage of each application in the suite Benefit from updated information based on the newest software release Make your work life easier and more efficiently If you need to make sense of Office X and don't have time to waste, this is the trusted reference you'll want to keep close at hand!

Understanding the Machine, the first volume in the landmark Write Great Code series by Randall Hyde, explains the underlying mechanics of how a computer works. This, the first volume in Randall Hyde's Write Great Code series, dives into machine organization without the extra overhead of learning assembly language programming. Written for high-level language programmers, Understanding the Machine fills in the low-level details of machine organization

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that are often left out of computer science and engineering courses. Learn:

- How the machine represents numbers, strings, and high-level data structures, so you'll know the inherent cost of using them.
- How to organize your data, so the machine can access it efficiently.
- How the CPU operates, so you can write code that works the way the machine does.
- How I/O devices operate, so you can maximize your application's performance when accessing those devices.
- How to best use the memory hierarchy to produce the fastest possible programs.

Great code is efficient code. But before you can write truly efficient code, you must understand how computer systems execute programs and how abstractions in programming languages map to the machine's low-level hardware. After all, compilers don't write the best machine code; programmers do. This book gives you the foundation upon which all great software is built. NEW IN THIS EDITION, COVERAGE OF:

- Programming languages like Swift and Java
- Code generation on modern 64-bit CPUs
- ARM processors on mobile phones and tablets
- Newer peripheral devices
- Larger memory systems and large-scale SSDs

Includes Bureau of Budget Circular No. A-54 "Policies on Selection and Acquisition of Automatic Data Processing (ADP) Equipment" Oct. 14, 1961 (p. 31-163).

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Provides information on Windows Vista security issues and tools, covering such topics as password management, e-mail security, firewalls, browser security, data protection, network security protecting against viruses and spyware, and using encryption.

Whether you've mastered the basics of Final Cut Pro and want to take your skills to the next level, or if you're a video editor new to Final Cut Pro and looking to put your own system together, this book is for you. Written by "chawla," a Final Cut Pro guru and veteran moderator on 2-Pop/Creative Cow, this book covers the interface basics and workflow but goes beyond to address intermediate techniques and timesaving tips for professional results. Roberts does not assume you have an IT staff on hand and therefore goes into crucial issues of set up, configuration, consumer advice on hardware purchasing, and troubleshooting. Equally valuable is coverage of working with formats such as standard definition, uncompressed, and FireWire DV.

To thoroughly understand what makes Linux tick and why it's so efficient, you need to delve deep into the heart of the operating system--into the Linux kernel itself. The kernel is Linux--in the case of the Linux operating system, it's the only bit of software to which the term "Linux" applies. The kernel handles all the requests or completed I/O operations and determines which programs will share its processing time, and in what order. Responsible for the sophisticated memory management of the whole system, the Linux kernel is the force behind the legendary Linux efficiency. The new edition of

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Understanding the Linux Kernel takes you on a guided tour through the most significant data structures, many algorithms, and programming tricks used in the kernel. Probing beyond the superficial features, the authors offer valuable insights to people who want to know how things really work inside their machine. Relevant segments of code are dissected and discussed line by line. The book covers more than just the functioning of the code, it explains the theoretical underpinnings for why Linux does things the way it does. The new edition of the book has been updated to cover version 2.4 of the kernel, which is quite different from version 2.2: the virtual memory system is entirely new, support for multiprocessor systems is improved, and whole new classes of hardware devices have been added. The authors explore each new feature in detail. Other topics in the book include: Memory management including file buffering, process swapping, and Direct memory Access (DMA) The Virtual Filesystem and the Second Extended Filesystem Process creation and scheduling Signals, interrupts, and the essential interfaces to device drivers Timing Synchronization in the kernel Interprocess Communication (IPC) Program execution Understanding the Linux Kernel, Second Edition will acquaint you with all the inner workings of Linux, but is more than just an academic exercise. You'll learn what conditions bring out Linux's best performance, and you'll see how it meets the challenge of providing good system response during process scheduling, file access, and memory management in a wide variety of environments. If knowledge is power, then this book will help you make the most of

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your Linux system.

Using a hands-on, student-friendly approach, *Android Programming Concepts* provides a comprehensive foundation for the development of mobile applications for devices and tablets powered by Android. This text explores Android Java and the Android SDK, the implementation of interactivity using touchscreen gesture detection and sensors, and current concepts and techniques for constructing mobile apps that take advantage of the latest Android features. Each chapter features a collection of well-designed and classroom tested labs that provide clear guidance of Android concepts. Each lab is geared toward one or two specific Android concepts, which eliminated distractions and gives the reader better focus on the concepts at hand.

To create Flash applications that sizzle, you have to learn the code. In this comprehensive guide to the latest version of ActionScript, the object-oriented scripting language for Macromedia Flash, you'll get the detailed instruction and step-by-step tutorials you need to write robust code and create sophisticated interactive animations. Work with objects and components, interoperate with JavaScript, create games, and more - it's all here in this informative book for developers, programmers, and designers. Inside, you'll find complete coverage of Flash 8 ActionScript Master the basics of ActionScript expressions, functions, and variables Work with numbers, arrays, and strings Transform your movie clips with colors and filters Program sound and manage video Manage data with Web Services and Flash Remoting Call ActionScript functions

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from JavaScript Learn scripting for the Flash stand-alone player Bonus Companion Web site! Find code downloads and example files at:

www.wiley.com/go/actionscripbible

7 books in 1—your key to PowerPoint success! Your one-stop guide to perfect presentations with PowerPoint 2007 Everybody uses PowerPoint, right? How can you make your presentations pop? Check this handy reference with its easy-to-use minibooks! Once you get going with all the cool new stuff in PowerPoint 2007, you find out how to jazz up your presentations with charts, transitions, photos, animation, and even some ultra-cool power-user tricks. Discover how to Plan and create a presentation Use speed techniques Handle master slides and master styles Customize slides with themes and templates Make diagrams and charts Create video slides

* This book appeals to a professional audience: Writers, database administrators, developers, and production staff, all of which have to capture or emit XML from existing documents or databases. * Describes the connection between XML and publishing; Explains how to use XML to create documents that may be published to many other formats. * Shows how to build an "XML round trip" for Adobe FrameMaker 7; Explains how FrameMaker's powerful formatting features lend themselves to publishing of XML documents—without rework.

A complete revision to a popular SharePoint developer's resource Fully updated

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for SharePoint 2013, this book is an ideal starting place for SharePoint development. Covering all the major topics that a new developer needs to know in order to get started, this resource contains 100 percent new content and addresses the major overhaul to the SharePoint 2013 platform. The team of authors, led by Microsoft's Steve Fox, presents you with a detailed overview that helps you establish a starting point for development. They then walk you through ways to advance your knowledge so that you leverage the new SharePoint 2013 features to build custom solutions. Addresses developing managed or unmanaged applications Provides an overview of Windows Azure for SharePoint Looks at common developer tasks in SharePoint 2013 Gets you started with building, packaging, and deploying SharePoint 2013 applications Highlights essential points of security in SharePoint 2013 Touching on everything from developing applications using Office services to development workflow applications, Beginning SharePoint 2013 Development covers everything you need to know to start confidently working with the platform today.

This book presents time saving strategies, tactics, and a host of job aids to get the best result from the corporate learning function. It will serve both as a must-have reference tool and as a practical survival guide for workplace learning professionals who face unique challenges in accomplishing their responsibilities.

Several strategies and tactics are offered to organize the roles and responsibilities of the training function. There's authoritative advice, too, for managing the function including staff management, communicating expectations, setting the learning agenda, coaching subject matter experts, hiring consultants and vendors, managing content, working with learning portals, setting up and managing a learning resource center, marketing and building internal support for training, and integrating learning into the business.

As organizations drive to transform and virtualize their IT infrastructures to reduce costs, and manage risk, networking is pivotal to success. Optimizing network performance, availability, adaptability, security, and cost is essential to achieving the maximum benefit from your infrastructure. In this IBM® Redbooks® publication, we address the requirements:

- Expertise to plan and design networks with holistic consideration of servers, storage, application performance and manageability
- Networking solutions that enable investment protection with performance and cost options that match your environment
- Technology and expertise to design and implement and manage network security and resiliency
- Robust network management software for integrated, simplified management that lowers operating costs of complex networks

IBM and Brocade have entered into an agreement to provide expanded network technology choices with the new

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IBM b-type Ethernet Switches and Routers, to provide an integrated end-to-end resiliency and security framework. Combined with the IBM vast data center design experience and the Brocade networking expertise, this portfolio represents the ideal convergence of strength and intelligence. For organizations striving to transform and virtualize their IT infrastructure, such a combination can help you reduce costs, manage risks, and prepare for the future. This book is meant to be used along with "IBM b-type Data Center Networking: Design and Best Practices Introduction," SG24-7786.

This book covers the new EDPM CSEC syllabus to be taught from September 2011. It introduces computing fundamentals, electronic communication and keyboarding techniques before teaching the Microsoft Office (2003 - 2010) skills required by the course. Next, students are shown several aspects of document preparation, complete with sample documents. After covering document management and ethics, it gives SBA tips and exam papers (with answers included on the CD). Exercises and summaries are found at the end of each chapter. The accompanying CD-ROM is packed with material including interactive revision questions, PowerPoint presentations, tutorial videos, exercise files and a comprehensive glossary.

Increasingly, scientists and engineers must quickly and efficiently analyze and visualize

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extremely large sets of data. Interactive Data Language, IDL, was designed to address just this need. A popular data analysis and visualization programming environment, IDL is used worldwide by scientists and engineers in fields as diverse as the physical sciences, medical physics, and engineering test and analysis. In *Practical IDL Programming*, Liam E. Gumley provides a solid foundation in the fundamentals of procedural programming in IDL. He presents concise information on how to develop IDL programmers that are well structured, reliable, and efficient. The example programs in the book demonstrate key concepts and provide functionality that can be applied immediately. In addition, the book offers readers practical tips and advice on IDL programming, which they would otherwise discover only after years of experience. While only modest prior programming experience is assumed, readers with experience in any procedural language will quickly translate their skills to IDL, learning the best programming practices for this new environment. Scientists, engineers, and students in educational, government, and commercial research and development environments will all appreciate the author's guidance in helping them effectively analyze and visualize data. * Presents a comprehensive and detailed treatment of IDL data types, operators, expressions, array operations, input and output, direct graphics, plotting and imaging, publication quality output, and graphical user interfaces. * Designed for novices and experienced IDL users and programmers alike. * Provides an accompanying Web site with downloadable versions of all IDL programs in the book and a link to downloadable

demonstration versions of the IDL software.

Developing computer games is a perfect way to learn how to program in modern programming languages. This book teaches how to program in C# through the creation of computer games – and without requiring any previous programming experience.

Contrary to most programming books, van Toll, Egges, and Fokker do not organize the presentation according to programming language constructs, but instead use the structure and elements of computer games as a framework. For instance, there are chapters on dealing with player input, game objects, game worlds, game states, levels, animation, physics, and intelligence. The reader will be guided through the development of four games showing the various aspects of game development.

Starting with a simple shooting game, the authors move on to puzzle games consisting of multiple levels, and conclude the book by developing a full-fledged platform game with animation, game physics, and intelligent enemies. They show a number of commonly used techniques in games, such as drawing layers of sprites, rotating, scaling and animating sprites, dealing with physics, handling interaction between game objects, and creating pleasing visual effects. At the same time, they provide a thorough introduction to C# and object-oriented programming, introducing step by step important programming concepts such as loops, methods, classes, collections, and exception handling. This second edition includes a few notable updates. First of all, the book and all example programs are now based on the library MonoGame 3.6, instead of the

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obsolete XNA Game Studio. Second, instead of explaining how the example programs work, the text now invites readers to write these programs themselves, with clearly marked reference points throughout the text. Third, the book now makes a clearer distinction between general (C#) programming concepts and concepts that are specific to game development. Fourth, the most important programming concepts are now summarized in convenient “Quick Reference” boxes, which replace the syntax diagrams of the first edition. Finally, the updated exercises are now grouped per chapter and can be found at the end of each chapter, allowing readers to test their knowledge more directly. The book is also designed to be used as a basis for a game-oriented programming course. Supplementary materials for organizing such a course are available on an accompanying web site, which also includes all example programs, game sprites, sounds, and the solutions to all exercises.

March, September, and December issues include index digests, and June issue includes cumulative tables and index digest.

Targeted at high-end developers of corporate Excel applications, this tome satisfies C and Visual Basic programmers' need to know for how to program and customize the spreadsheet. Original. (Advanced).

Flash CS4 Professional Digital Classroom is like having a personal instructor guiding readers through each lesson, while they work at their own pace. This book includes 13 self-paced lessons that let readers discover essential skills and explore new features

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and capabilities of Adobe Flash Professional. Every lesson is presented in full color with step-by-step instructions. Learning is reinforced with video tutorials and lesson files on a companion DVD that were developed by the same team of Adobe Certified Instructors and Flash experts who have created many of the official training titles for Adobe Systems. Each video tutorial is approximately five minutes long and demonstrates and explains the concepts and features covered in the lesson. This training package shows the basics of using the program, such as using layers and instances to build animation sequences, as well as advance features, such as using ActionScript to create interactive Web page components. Jam-packed with information, this book and DVD takes users from the basics through intermediate level topics and helps readers find the information they need in a clear, approachable manner. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The fast and easy way to get things done with Office Perplexed by PowerPoint? Looking to excel at Excel? From Access to Word—and every application in between—this all-encompassing guide provides plain-English guidance on mastering the entire Microsoft Office suite. Through easy-to-follow instruction, you'll quickly get up and running with Excel, Word, PowerPoint, Outlook, Access, Publisher, Charts and Graphics, OneNote, and more—and make your work and home life easier, more productive, and more streamlined. Microsoft Office is the

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leading productivity tool in the world. From word processing to business communication to data crunching, it requires a lot of knowledge to operate it—let alone master it. Luckily, *Office 2016 All-in-One For Dummies* is here to deliver the breadth of information you need to complete basic tasks and drill down into Office's advanced features. Create customized documents and add graphic elements, proofing, and citations in Word Build a worksheet, create formulas, and perform basic data analysis in Excel Create a notebook and organize your thoughts in Notes Manage messages, tasks, contacts, and calendars in Outlook Clocking in at over 800 pages, *Office 2016 All-in-One For Dummies* will be the singular Microsoft Office resource you'll turn to again and again.

Stressing good programming skills, this is intended for introductory programming courses using BASIC. It introduces the features of the language and includes an extensively revised chapter on graphics.

Step-by-step guide to successful implementation and control of IT systems—including the Cloud Many auditors are unfamiliar with the techniques they need to know to efficiently and effectively determine whether information systems are adequately protected. Now in a Second Edition, *Auditor's Guide to IT Auditing* presents an easy, practical guide for auditors that can be applied to all computing environments. Follows the approach used by the Information

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System Audit and Control Association's model curriculum, making this book a practical approach to IS auditing Serves as an excellent study guide for those preparing for the CISA and CISM exams Includes discussion of risk evaluation methodologies, new regulations, SOX, privacy, banking, IT governance, CobiT, outsourcing, network management, and the Cloud Includes a link to an education version of IDEA--Data Analysis Software As networks and enterprise resource planning systems bring resources together, and as increasing privacy violations threaten more organization, information systems integrity becomes more important than ever. Auditor's Guide to IT Auditing, Second Edition empowers auditors to effectively gauge the adequacy and effectiveness of information systems controls.

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