

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

This book constitutes the refereed proceedings of the 8th International Conference on Games and Learning Alliance, GALA 2019, held in Athens, Greece, in November 2019. The 38 regular papers presented together with 19 poster papers were carefully reviewed and selected from 76 submissions. The papers cover the following topics: serious game design and pedagogical foundations; AI and technology for SG; gamification; applications and case studies; and posters. The chapter "Cyber Chronix, Participatory Research Approach to Develop and Evaluate a Storytelling Game on Personal Data Protection Rights and Privacy Risks" is available open access under a CC BY 4.0 license at link.springer.com.

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

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

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Core Animation AVFoundation Camera and Photos Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization and more!

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

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

Leading technology scholars examine how networks powered by algorithms are transforming humanity, posing deep questions about power, freedom, and fairness. This title is also available as Open Access on Cambridge Core.

Html5 for Masterminds, Revised 2nd Edition

How to take advantage of HTML5 to create responsive websites and revolutionary applications

A True Filesystem for the Browser

The Software Developer's Life Manual

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HTML5 & CSS3 for the Real World

After the Digital Tornado

Networks, Algorithms, Humanity

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

HTML5 for Masterminds leads the reader step by step to gain essential

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

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

The five-volume set LNCS 8004--8008 constitutes the refereed proceedings of the 15th International Conference on Human-Computer Interaction, HCII 2013, held in Las Vegas, NV, USA in July 2013. The total of 1666 papers and 303 posters presented at the HCII 2013 conferences was carefully reviewed and selected from 5210 submissions. These papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems. The papers accepted for presentation thoroughly cover the entire field of human-computer interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. This volume contains papers in the thematic

area of human-computer interaction, addressing the following major topics: speech, natural language and auditory interfaces; gesture and eye-gaze based Interaction; touch-based interaction; haptic interaction; graphical user interfaces and visualisation.

If you don't know about the new features available in HTML5, now's the time to find out. This book provides practical information about how and why the latest version of this markup language will significantly change the way you develop for the Web. HTML5 is still evolving, yet browsers such as Safari, Mozilla, Opera, and Chrome already support many of its features -- and mobile browsers are even farther ahead. HTML5: Up & Running carefully guides you through the important changes in this version with lots of hands-on examples, including markup, graphics, and screenshots. You'll learn how to use HTML5 markup to add video, offline capabilities, and more -- and you'll be able to put that functionality to work right away. Learn new semantic elements, such as , , and Meet Canvas, a 2D drawing surface you can program with JavaScript Embed video in your web pages without third-party plugins Use Geolocation to let web application visitors share their physical location Take advantage of local storage capacity that goes way beyond cookies Build offline web applications that work after network access is disconnected Learn about several new input types for web forms

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Create your own custom vocabularies in HTML5 with microdata

How to take advantage of Swift 5.5 and SwiftUI 3 to create insanely great apps for iPhones, iPads, and Macs

The Moral Uncanny in Black Mirror

New Perspectives in Information Systems and Technologies, Volume 2

Planet Apocalypse For 5e

Java Projects

Programming IOS 6

A Comprehensive Handbook of Statistical Concepts, Techniques and Software Tools.

This book contains a selection of articles from The 2014 World Conference on Information Systems and Technologies (WorldCIST'14), held between the 15th and 18th of April in Funchal, Madeira Portugal, a global forum for researchers and practitioners to present and discuss recent results, innovations, current trends, professional experiences and challenges of modern Information Systems and Technologies research, technological development and applications. The main topics covered are: Information and Knowledge Management; Organizational Models and Information Systems; Intelligent and Decision Support Systems; Software Systems, Architectures, Applications and Tools; Computer Networks, Mobility and Pervasive Systems; Radar Technologies; Human-Computer Interaction; Health Informatics and Information Technologies in Education.

Learn how to create apps for iOS 15 and macOS Monterey with Swift 5.5 and the SwiftUI 3 framework. SwiftUI for Masterminds is a complete course on how to create professional applications.

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for iPhones, iPads and Mac computers. After reading this book, you will know how to program Swift, how to design user interfaces with SwiftUI, and how to work with the most powerful frameworks available for app development. In this book we teach you how to build insanely great apps from scratch. Each chapter explores basic and complex concepts; from computer programming and the Swift programming language to database storage, iCloud data sharing, and everything you need to know to develop applications for Apple devices. The information is supported by practical examples that gradually introduce the technologies involved and make them accessible to everyone. SwiftUI for Masterminds was designed to prepare you for the future and was written for the future of you, for Masterminds. Introduction to Swift 5.5 Swift Paradigm Swift Concurrency Declarative Interfaces SwiftUI Framework Combine Framework Layout and Navigation Scroll Views UIKit in SwiftUI Lists and Grids Maps Graphics and Animations Files Archiving Core Data iCloud CloudKit Camera and Photo Library Video View Web View Gesture Recognizers Drag & Drop Timers Notifications Error Handling ...and more! iOS and Mac development with iOS 15, Xcode 13, SwiftUI and SwiftUI 3

Readers will quickly become familiar with HTML5's many new APIs and understand how they work in the mobile environment with this book. Learn how to use audio, video and graphics within the bandwidth and screen constraints of mobile devices, and discover how HTML5 interacts with JavaScript and CSS3.

Deus Ex: Black Light (Deus Ex: Mankind Divided prequel)

Using the Latest Today

HTML5 in easy steps

The Expanse Roleplaying Game

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Develop future-proof responsive websites using the latest HTML5 and CSS techniques, 3rd Edition

Html5 for Masterminds, 2nd Edition

Third International Conference, ITAP 2017, Held as Part of HCI International 2017, Vancouver, BC, Canada, July 9-14, 2017, Proceedings, Part I

"The Expanse created by James S.A. Corey."

Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout

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the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps.

For most software developers, coding is the fun part. The hard bits are dealing with clients, peers, and managers and staying

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productive, achieving financial security, keeping yourself in shape, and finding true love. This book is here to help. Soft Skills: The Software Developer's Life Manual is a guide to a well-rounded, satisfying life as a technology professional. In it, developer and life coach John Sonmez offers advice to developers on important subjects like career and productivity, personal finance and investing, and even fitness and relationships. Arranged as a collection of 71 short chapters, this fun listen invites you to dip in wherever you like. A "Taking Action" section at the end of each chapter tells you how to get quick results. Soft Skills will help make you a better programmer, a more valuable employee, and a happier, healthier person.

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

Learning ASP.NET Core 3.0 -Second Edition

SwiftUI for Masterminds 2nd Edition 2022

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Dive Into the Future of Web Development

HTML5: Up and Running

Spheres of Power

Ios Apps for Masterminds

Using the HTML5 Filesystem API

Without doubt HTML5 is the future of the web and HTML5 in easy steps demonstrates all you can achieve NOW in the latest browsers - all described in easy to follow steps. HTML5 in easy steps instructs you how to employ the latest development for web page design with HyperText Markup Language (HTML5). Modern web browsers have united to support exciting new features of the HTML5 standard that allows easy creation of stunning web pages and engaging interactive applications. HTML5 in easy steps contains examples and screenshots that illustrate each feature of HTML5, describing how to incorporate meta information about a document within its 'head' section and how to add structured 'body' content. You'll learn how to create web pages to display text, images, lists, tables, hyperlinks, forms, audio, and video - and also how to write script instructions that draw and animate graphics on embedded 'canvas' areas. Each chapter builds your knowledge so by the end of the book you'll have gained a sound understanding of HTML5. HTML5 in easy steps has an easy-to-follow style that will appeal to anyone looking to create compelling web pages for the latest browsers. Ideal for programmers who need to quickly learn the latest HTML5

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techniques, students learning website design at school or college, those seeking a career in web development who need a thorough understanding of HTML5, and the enthusiast eager to build the latest HTML5 features into their websites.

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

Harness the latest capabilities of HTML5 and CSS to create a single UI that works flawlessly on mobile phones, tablets, and desktops — plus everything in-between Key Features Understand what responsive web design is and its significance for modern

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web development Explore the latest developments in responsive web design including variable fonts, CSS Scroll Snap, and more Get to grips with the uses and benefits of the new CSS Grid layout Book Description Responsive Web Design with HTML5 and CSS, Third Edition is a renewed and extended version of one of the most comprehensive and bestselling books on the latest HTML5 and CSS tools and techniques for responsive web design. Written in the author's signature friendly and informal style, this edition covers all the newest developments and improvements in responsive web design including better user accessibility, variable fonts and font loading, CSS Scroll Snap, and much, much more. With a new chapter dedicated to CSS Grid, you will understand how it differs from the Flexbox layout mechanism and when you should use one over the other. Furthermore, you will acquire practical knowledge of SVG, writing accessible HTML markup, creating stunning aesthetics and effects with CSS, applying transitions, transformations, and animations, integrating media queries, and more. The book concludes by exploring some exclusive tips and approaches for front-end development from the author. By the end of this book, you will not only have a comprehensive understanding of responsive web design and what is possible with the latest HTML5 and CSS, but also the knowledge of how to best implement each technique. What you will learn Integrate CSS media queries into your designs; apply different styles to different devices Load different sets of images depending upon screen size or resolution Leverage the speed, semantics, and clean markup of

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accessible HTML patterns Implement SVGs into your designs to provide resolution-independent images Apply the latest features of CSS like custom properties, variable fonts, and CSS Grid Add validation and interface elements like date and color pickers to HTML forms Understand the multitude of ways to enhance interface elements with filters, shadows, animations, and more Who this book is for Are you a full-stack developer who needs to gem up on his front-end skills? Perhaps you work on the front-end and you need a definitive overview of all modern HTML and CSS has to offer? Maybe you have done a little website building but you need a deep understanding of responsive web designs and how to achieve them? This is a book for you! All you need to take advantage of this book is a working understanding of HTML and CSS. No JavaScript knowledge is needed.

HTML5 for Masterminds leads the reader step by step to gain essential knowledge and to master complex subjects included in the HTML5 specifications. After reading this book, the reader will know how to structure documents with HTML5, how to style them with CSS3 and how to work with the most powerful Javascript APIs. It is a complete course which teaches how to build websites and web applications from scratch. Each chapter explores basic as well as complicated concepts of HTML5, CSS3 and Javascript. Information is supported by fully functional examples to guide beginners and experts through every single tag, style and function included in the specifications. The examples are distributed throughout the book in a specific order to

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gradually introduce complex subjects and make them accessible to everyone.

The Wild and True Story of Mad Max: Fury Road

Html5 for Masterminds

Games and Learning Alliance

Beginning HTML5 and CSS3

Human Aspects of IT for the Aged Population. Aging, Design and User Experience

HTML5 for Masterminds, Revised 3rd Edition

iOS Apps for Masterminds, 2nd Edition

All organizations, institutions, business processes, markets and strategies have one aim in common: the reduction of transaction costs. This aim is pursued relentlessly in practice, and has been perceived to bring about drastic changes, especially in the recent global market and the cyber economy. This book analyzes and describes “transactions” as a model, on the basis of which organizations, institutions and business processes can be appropriately shaped. It tracks transaction costs to enable a scientific approach instead of a widely used “state-of-the-art” approach, working to bridge the gap between theory and practice. This open access book analyzes and describes “transactions” as a model...

Learn how to build scalable, resilient, and effective applications in Java that suit your software requirements. Key Features Explore advanced technologies that Java 11 delivers such as web programming and parallel computing Discover modern programming paradigms such as microservices, cloud computing and enterprise structures Build highly responsive applications

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with this practical introduction to Reactive programming Book Description Java is one of the most commonly used software languages by programmers and developers. In this book, you'll learn the new features of Java 11 quickly and experience a simple and powerful approach to software development. You'll see how to use the Java runtime tools, understand the Java environment, and create a simple namesorting Java application. Further on, you'll learn about advanced technologies that Java delivers, such as web programming and parallel computing, and will develop a mastermind game. Moving on, we provide more simple examples, to build a foundation before diving into some complex data structure problems that will solidify your Java 11 skills. With a special focus on the features of new projects: Project Valhalla, Project Panama, Project Amber, and Project Loom, this book will help you get employed as a top-notch Java developer. By the end of the book, you'll have a firm foundation to continue your journey toward becoming a professional Java developer. What you will learn Compile, package, and run a program using a build management tool Get to know the principles of test-driven development Separate the wiring of multiple modules from application logic Use Java annotations for configuration Master the scripting API built into the Java language Understand static versus dynamic implementation of code Who this book is for This book is for anyone who wants to learn the Java programming language. No programming experience required. If you have prior experience, it will help you through the book more easily.

This erudite volume examines the moral universe of the hit Netflix show Black Mirror. It brings together scholars in media studies, cultural studies, anthropology, literature, philosophy,

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psychology, theatre and game studies to analyse the significance and reverberations of Charlie Brooker's dystopian universe with our present-day technologically mediated life world. Brooker's ground-breaking Black Mirror anthology generates often disturbing and sometimes amusing future imaginaries of the dark side of ubiquitous screen life, as it unleashes the power of the uncanny. This book takes the psychoanalytic idea of the uncanny into a moral framework befitting Black Mirror's dystopian visions. The volume suggests that the Black Mirror anthology doesn't just make the viewer feel, on the surface, a strange recognition of closeness to some of its dystopian scenarios, but also makes us realise how very fragile, wavering, fractured, and uncertain is the human moral compass.

An alternate magic system for the Pathfinder Roll Playing Game

iOS Apps for Masterminds 4th Edition

Learn the fundamentals of Java 11 programming by building industry grade practical projects, 2nd Edition

Responsive Web Design with HTML5 and CSS

HTML5 and JavaScript Projects

How to take advantage of Swift 3 to create insanely great apps for iPhones and iPads

How to Take Advantage of Swift to Create Insanely Great Apps for iPhones and iPads

How to take advantage of SwiftUI to create insanely great apps for iPhones, iPads, and Macs

Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner,

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*cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in *Beginning HTML5 and CSS3*.*

Presents information on using HTML and CSS to create Web pages, covering such topics as HTML5 forms, audio and video, embedded fonts, gradients, transitions, and offline Web apps.

HTML5 and JavaScript Projects shows you how to build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5

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Through the many interesting projects you can build in this book, you'll build your HTML5 skills for your future projects, and extend the core skills you may have learned with its companion book, The Essential Guide to HTML5. HTML5 and JavaScript Projects covers the most important areas of HTML5 that you'll want to know how to program, including: video, and audio, databases, localStorage, and geolocation. The projects have been carefully selected to help you build your HTML5 and JavaScript programming skills. You'll build games and applications, such as video jigsaws, recipe archives, paper dolls, and many more captivating examples. Each project starts out with an introduction to the basic HTML5 and JavaScript concepts covered and then includes specific, appealing examples explained step-by-step. You'll also discover line-by-line explanations for every single line of code—we'll make sure that you can fully understand what each line of code does, so that you can easily take that understanding and apply it to your own HTML5 projects. HTML5 and JavaScript Projects: Shows how to produce applications combining Canvas drawings, photos, and videos Explains how to incorporate Google Maps and geolocation into your projects Reveals how to build applications requiring persistent data, storing the information locally or on a database on the server

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

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

The Web Evolved

Beginning Java Programming

8th International Conference, GALA 2019, Athens, Greece, November 27-29, 2019, Proceedings

How to take advantage of Swift 4.2, iOS 12, and Xcode 10 to create insanely great apps for iPhones and iPads

HTML5 for Masterminds, 2nd Edition

Build on your Basic Knowledge of HTML5 and JavaScript to Create Substantial HTML5 Applications

15th International Conference, HCI International 2013, Las Vegas, NV, USA,

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July 21-26, 2013, Proceedings, Part IV

A beginner's guide to building fully functioning web applications from scratch using the latest features of ASP.NET Core 3 and C# 8 Key Features Get to grips with the new features and APIs in ASP.NET Core 3, EF Core 3, and Blazor Create web APIs that integrate your applications with other systems and services Learn to deploy your web applications in new environments such as the cloud and Docker containers Book Description ASP.NET Core is an open source framework from Microsoft that makes it easy to build highly efficient and dynamic cross-platform web applications. Updated for the latest features of ASP.NET Core 3, this second edition will equip you with the skills you need to build powerful web applications. The book starts with an introduction to ASP.NET Core and its features, giving you a complete understanding of the framework. You will also learn how to set up your development environment with Visual Studio 2019 and build a fully functioning application from scratch. You'll then understand core concepts for building web applications such as Model View Controller (MVC), dependency injection, and WebSockets. As you advance, you'll discover how to use Entity Framework Core 3 to automate all database-related activities for your application. You will then build and document secure web APIs using security best practices to protect your web applications from threats and vulnerabilities. Finally, you will learn how to use Azure DevOps as a CI/CD tool to deploy and monitor your applications using Microsoft Azure, Amazon Web Services (AWS), and Docker. By the end of this book, you'll have the skills you need to develop efficient and robust web applications in ASP.NET Core 3. What you will learn Delve into basic and advanced ASP.NET Core 3 concepts with the help of examples Build an MVC web application and use Entity Framework Core 3 to access data Add web APIs to your

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web applications using RPC, REST, and HATEOAS Create a fully automated continuous integration and continuous delivery (CI/CD) pipeline using Azure DevOps Use Azure, Amazon Web Services, and Docker to deploy and monitor your applications Secure your web application from common attacks such as Cross-Site Scripting and SQL injection Explore client-side development using C# Razor components Who this book is for This book is for developers who want to build modern web applications with ASP.NET Core. The book will also be helpful for anyone working in infrastructure engineering and operations to monitor and diagnose problems during the runtime of ASP.NET Core 3.0 web applications. Although no prior understanding of ASP.NET or .NET Core is required, basic C# programming knowledge is assumed.

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

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you... for Masterminds. This Book Includes: 447 examples explained Learn how to: Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer-to-Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers: Introduction to HTML NEW Introduction to CSS NEW Introduction to Javascript NEW HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo-Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js NEW Web Audio API NEW IndexedDB API Web Storage API File API Web Socket API WebRTC API NEW Stream API NEW FullScreen API NEW Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API NEW Geolocation API Offline API Page Visibility API NEW TextTrack API

HTML5 for Masterminds 3rd Edition, now with a complete course on Web Development and Responsive Web Design. Learn how to create websites and applications for desktop and mobile devices with HTML, CSS, and Javascript. HTML5 for Masterminds leads the reader step-by-step to master the complex subjects required to create websites and web applications. After reading this book, you will know how to structure your documents with HTML, how to style them with CSS, and how to work with the most powerful Javascript APIs. This book is not an introduction, but instead a complete course that teaches you how to build responsive websites and amazing web applications from scratch. Every chapter explores both basic and

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sophisticated concepts of HTML, CSS, and Javascript. Functional examples support the information introduced in every chapter to guide beginners and experts throughout every single element, style, and function included in these languages. The goal of HTML5 for Masterminds is to make you familiar with the most advanced technologies for the web. It was designed to prepare you for the future, and it was written for the genius inside you, for Masterminds. This book includes: How to create HTML5 documents How to create CSS3 Style Sheets How to program in Javascript How to design websites with Responsive Web Design How to create 2D and 3D Graphics How to create 2D and 3D Animations How to create 2D and 3D Video Games Javascript APIs: Form API Canvas API WebGL API and Three.js Web Audio API IndexedDB API Web Storage API File API Web Socket API WebRTC API Stream API FullScreen API Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API Geolocation API Page Visibility API TextTrack API HTML5, CSS3, and Javascript

The new edition of HTML5 for Masterminds is ready. Now with a complete course on Web Development and Responsive Web Design. Learn how to create websites and applications for desktop and mobile devices with HTML, CSS, and JavaScript. HTML5 for Masterminds leads the reader step-by-step to master the complex subjects required to create websites and web applications. After reading this book, you will know how to structure your documents with HTML, how to style them with CSS, and how to work with the most powerful JavaScript APIs. This book is not an introduction, but instead a complete course that will teach you how to build responsive websites and amazing web applications from scratch. Every chapter explores both basic and sophisticated concepts of HTML, CSS, and JavaScript. Functional examples support

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Mobile HTML5
HTML5 for Masterminds
SwiftUI for Masterminds
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Human-Computer Interaction: Interaction Modalities and Techniques

How to Take Advantage of HTML5 to Create Amazing Websites and Revolutionary Applications

A comprehensive Java guide, with samples, exercises, case studies, and step-by-step instruction Beginning Java Programming: The Object Oriented Approach is a straightforward resource for getting started with one of the world's most enduringly popular programming languages. Based on classes taught by the authors, the book starts with the basics and gradually builds into more advanced concepts. The approach utilizes an integrated development environment that allows readers to immediately apply what they learn, and includes step-by-step instruction with plenty of sample programs. Each chapter contains exercises based on real-world business and educational scenarios, and the final chapter uses case studies to combine several concepts and put readers' new skills to the test. Beginning Java Programming: The Object Oriented Approach provides both the information and the tools beginners need to develop Java skills, from the general concepts of object-oriented programming. Learn to: Understand the Java language and object-oriented concept implementation Use Java to access and manipulate external data Make applications accessible to users with GUIs Streamline workflow with object-oriented patterns The book is geared for those who want to use Java in an applied environment while learning at the same time. Useful as either a course text or a stand-alone self-study program, Beginning Java Programming is a thorough, comprehensive guide.

The two-volume set LNCS 10297 + 10298 constitutes the refereed proceedings of the

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

Build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications. Through the many interesting projects you can create in this book, you'll develop HTML5 skills for future projects, and extend the core skills you may have learned with its companion book, The Essential Guide to HTML5. HTML5 and JavaScript Projects is fully updated as a second edition and covers important programming techniques and HTML, CSS, and JavaScript features to help you build projects with images, animation, video, audio and line drawings. You'll learn how to build games, quizzes and other interactive projects; incorporate the use of the Google Maps API and localStorage; and address the challenges of Responsive Design and Accessibility. Each project starts out with a description of the example's operation, often with full-color illustrations. You'll then review the HTML5 and JavaScript concepts that relate to the project followed by a step-by-step explanation of the programming

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used. Tables are used to show the relationship of functions and provide comments for each line of code so that you can easily apply the techniques to your own HTML5 projects. What You'll Learn Enhance your HTML5 and JavaScript programming skills. Produce applications combining Canvas drawings, photos, and videos Incorporate Google Maps and geolocation into your projects Build applications requiring persistent data, storing the information locally or on a database on the server Who This Book Is For Developers who have some knowledge of programming and want to build more substantial applications by combining basic features and combining JavaScript with other technologies.

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

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Create HTML documents Create CSS style sheets Program in Javascript Create 2D and 3D Graphics Create 2D and 3D Animations Create 2D and 3D Video Games Take your Applications Full Screen Generate Audio for your Video Games Create Audio Effects in 3D Take Pictures from the WebCam Create a System to make Video Calls Transfer Data Peer-to-Peer Process Audio Files Closed Captioning your Videos Create CSS3 Animations This Book Covers: Introduction to HTML ”> NEW ““/li> Introduction to CSS ”> NEW ““/li> Introduction to Javascript ”> NEW ““/li> HTML5 Elements HTML5 Attributes CSS Traditional and Flexible Box Model HTML5 Video and Closed Captioning HTML5 Audio CSS3 Properties CSS3 Selectors CSS3 Pseudo-Classes Form Elements Form Validation Form API Javascript Selectors Canvas API WebGL API and Three.js ”> NEW ““/li> Web Audio API ”> NEW ““/li> IndexedDB API Web Storage API File API Web Socket API WebRTC API ”> NEW ““/li> Stream API ”> NEW ““/li> FullScreen API ”> NEW ““/li> Ajax Level 2 Web Workers API Drag and Drop API History API Web Messaging API Pointer Lock API ”> NEW ““/li> Geolocation API Offline API Page Visibility API ”> NEW ““/li> TextTrack API
Soft Skills
Strategies and Practices for a Global Open Economy
The Object-Oriented Approach
Transaction Cost Management
Mastering Ext JS
How to Take Advantage of Html5 to Create Responsive Websites and Revolutionary

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How to Take Advantage of Html5 to Create Amazing Websites and Revolutionary Applications

A full-speed-ahead oral history of the nearly two-decade making of the cultural phenomenon *Mad Max: Fury Road*—with more than 130 new interviews with key members of the cast and crew, including Charlize Theron, Tom Hardy, and director George Miller, from the pop culture reporter for *The New York Times*, Kyle Buchanan. It won six Oscars and has been hailed as the greatest action film ever, but it is a miracle *Mad Max: Fury Road* ever made it to the screen—or that anybody survived the production. The story of this modern classic spanned nearly two decades of wild obstacles as visionary director George Miller tried to mount one of the most difficult shoots in Hollywood history. Production stalled several times, stars Tom Hardy and Charlize Theron clashed repeatedly in the brutal Namib Desert, and Miller's crew engineered death-defying action scenes that were among the most dangerous ever committed to film. Even accomplished Hollywood figures are flummoxed by the accomplishment: As the director Steven Soderbergh has said, "I don't understand how they're not still shooting that film, and I don't understand how hundreds of people aren't dead." Kyle Buchanan takes readers through every step of that moviemaking experience in vivid detail, from *Fury Road*'s unexpected origins through its outlandish casting process to the big-studio battles that nearly mutilated a masterpiece. But he

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takes the deepest dive in reporting the astonishing facts behind a shoot so unconventional that the film's fantasy world began to bleed into the real lives of its cast and crew. As they fought and endured in a wasteland of their own, the only way forward was to have faith in their director's mad vision. But how could Miller persevere when almost everything seemed to be stacked against him? With hundreds of exclusive interviews and details about the making of *Fury Road*, readers will be left with one undeniable conclusion: There has never been a movie so drenched in sweat, so forged by fire, and so epic in scope.

A brand-new official *Deus Ex* prequel, bridging events between *Deus Ex: Human Revolution* and the brand-new game *Deus Ex: Mankind Divided*. The year is 2029, and the promise of a new age of human augmentation is in ruins. Awakening in the aftermath of a changed world, augmented ex-cop and former security operative Adam Jensen struggles to find answers. In a world shattered by secrets, can the truth be brought into the light?

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.