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Http Developer S
Handbook Chris
Shiflett

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This guide
combines the
proven tutorial
approach to
teaching SQL with a
collection of major

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SQL statements with example code for five major database systems: SQL Server, Oracle, DB2, MySQL and Access. The Visualization Handbook provides an overview of the field of visualization by presenting the basic concepts, providing a snapshot of current

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visualization
software systems,
and examining
research topics that
are advancing the
field. This text is
intended for a broad
audience, including
not only the
visualization expert
seeking advanced
methods to solve a
particular problem,
but also the novice

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looking for general background information on visualization topics. The largest collection of state-of-the-art visualization research yet gathered in a single volume, this book includes articles by a "who's who of international scientific

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visualization
researchers

covering every
aspect of the
discipline,
including: · Virtual
environments for
visualization · Basic
visualization
algorithms · Large-
scale data
visualization · Scalar
data isosurface
methods ·

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Visualization

software and

frameworks · Scalar

data volume

rendering ·

Perceptual issues in

visualization ·

Various application

topics, including

information

visualization. *

Edited by two of the

best known people

in the world on the

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subject; chapter
authors are

authoritative experts
in their own fields; *
Covers a wide range
of topics, in 47
chapters,
representing the
state-of-the-art of
scientific
visualization.

Unleash the power
of Python scripting
to execute effective

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and efficient

penetration tests

About This Book

Sharpen your

pentesting skills

with Python Develop

your fluency with

Python to write

sharper scripts for

rigorous security

testing Get stuck

into some of the

most powerful tools

in the security world

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Who This Book Is For If you are a Python programmer or a security researcher who has basic knowledge of Python programming and wants to learn about penetration testing with the help of Python, this course is ideal for you. Even if you are new

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to the field of ethical hacking, this course can help you find the vulnerabilities in your system so that you are ready to tackle any kind of attack or intrusion. What You Will Learn Familiarize yourself with the generation of Metasploit resource files and use the Metasploit

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Remote Procedure
Call to automate
exploit generation
and execution
Exploit the Remote
File Inclusion to
gain administrative
access to systems
with Python and
other scripting
languages Crack an
organization's
Internet perimeter
and chain exploits

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to gain deeper access to an organization's resources Explore wireless traffic with the help of various programs and perform wireless attacks with Python programs Gather passive information from a website using automated scripts and perform

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XSS, SQL injection,
and parameter
tampering attacks
Develop
complicated header-
based attacks
through Python In
Detail

Cybercriminals are
always one step
ahead, when it
comes to tools and
techniques. This
means you need to

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use the same tools and adopt the same mindset to properly secure your software. This course shows you how to do just that, demonstrating how effective Python can be for powerful pentesting that keeps your software safe. Comprising of three key modules,

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follow each one to push your Python and security skills to the next level. In the first module, we'll show you how to get to grips with the fundamentals. This means you'll quickly find out how to tackle some of the common challenges facing pentesters using custom

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Python tools
designed

specifically for your needs. You'll also learn what tools to use and when, giving you complete confidence when deploying your pentester tools to combat any potential threat. In the next module you'll begin hacking

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into the application layer. Covering everything from parameter tampering, DDoS, XSS and SQL injection, it will build on the knowledge and skills you learned in the first module to make you an even more fluent security expert. Finally in the third

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module, you'll find more than 60 Python pentesting recipes. We think this will soon become your trusted resource for any pentesting situation. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes

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content from the
following Packt
products: Learning
Penetration Testing
with Python by
Christopher Duffy
Python Penetration
Testing Essentials
by Mohit Python
Web Penetration
Testing Cookbook
by Cameron
Buchanan, Terry Ip,
Andrew Mabbitt,

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Benjamin May and
Dave Mound Style
and approach This
course provides a
quick access to
powerful, modern
tools, and
customizable scripts
to kick-start the
creation of your own
Python web
penetration testing
toolbox.

Wolfgang Engel's

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GPU Pro 360 Guide to 3D Engine Design gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers the design of a 3D engine. This volume is complete with articles by leading

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programmers that focus on various aspects of 3D engine design such as quality and optimization as well as high-level architecture. GPU Pro 360 Guide to 3D Engine Design is comprised of ready-to-use ideas and efficient procedures that can help solve

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many computer
graphics

programming
challenges that may
arise. Key Features:
Presents tips &
tricks on real-time
rendering of special
effects and
visualization data on
common consumer
software platforms
such as PCs, video
consoles, mobile

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devices Covers
specific challenges
involved in creating
games on various
platforms Explores
the latest
developments in
rapidly evolving
field of real-time
rendering Takes
practical approach
that helps graphics
programmers solve
their daily

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challenges

For many schools in today's economy, money is tight, and costs must be closely monitored. With this in mind, there is one area where educators can save: free, open source software. In *Energize Education through Open Source*, Christopher

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D. Whittum explains the ins and outs of a huge repository of educational and productivity software that is available and open source. Filled with practical examples, this guide shares how this software and hardware can be obtained, provides

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suggestions for integrating it, and shows how schools can find the options that work best for their students and teachers. Whittum, who has worked with computers for more than thirty years, addresses and explains the Linux operating system, discusses

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how the open source products can be integrated into existing curricula, and provides suggestions for applications that could serve as aids to learning. Energize Education Through Open Source provides a feasible technology solution for schools facing

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financial barriers.
The essential
resource to the
issues surrounding
childhood care and
education with
contributions from
noted experts The
Wiley Handbook of
Early Childhood
Care and Education
is a comprehensive
resource that offers
a review of the

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historical aspects, best practices, and the future directions of the field. With contributions from noted experts in the field, the book contains 30 interdisciplinary essays that explore in-depth the central issues of early childhood care and education. The

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handbook presents a benchmark reference to the basic knowledge, effective approaches to use with young children, curriculum design, professional development, current policies, and other critical information. The expert contributors

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address the myriad complex policy and practice issues that are most relevant today. The essays provide insight into topics such as child development and diversity, the sociocultural process of child development, the importance of the home environment

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in the lives of young children, early childhood special education, teaching and learning literacy, and much more. This important resource: Presents a comprehensive synopsis of the major components of the field of early childhood care and

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education Contains
contributions from
leading scholars,
researchers, and
experts in the field
Offers the
foundational
knowledge and
practices for
working with young
children Puts the
focus on how early
childhood works
and presents an

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understanding of
culture as a
foundational
component of both
child development
and early childhood
education Written
for academic
scholars,
researchers,
advocates,
policymakers, and
students of early
childhood care and

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education, The
Wiley Handbook of
Early Childhood
Care and Education
is a comprehensive
resource to the
major issues for
dealing with
childhood care and
education with
contributions from
noted scholars in
the field.

The Digital Gaming

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Handbook covers the state-of-the-art in video and digital game research and development, from traditional to emerging elements of gaming across multiple disciplines. Chapters are presented with applicability across all gaming platforms over a broad range

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of topics, from game content creation through gameplay at a level accessible for the professional game developer while being deep enough to provide a valuable reference of the state-of-the-art research in this field. Key Features: International experts share their research

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and experience in
game development
and design Provides
readers with inside
perspectives on the
cross-disciplinary
aspects of the
industry Includes
retrospective and
forward-looking
examinations of
gaming Editor: Dr.
Roberto Dillon is a
leading game

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studies educator
with more than 15
years of experience
in the field of game
design and
development.

The Practical
Handbook of
Internet Computing
analyzes a broad
array of
technologies and
concerns related to
the Internet,

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including corporate intranets. Fresh and insightful articles by recognized experts address the key challenges facing Internet users, designers, integrators, and policymakers. In addition to discussing major applications, it also covers the

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architectures,
enabling
technologies,
software utilities,
and engineering
techniques that are
necessary to
conduct distributed
computing and take
advantage of Web-
based services. The
Handbook provides
practical advice
based upon

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experience, standards, and theory. It examines all aspects of Internet computing in wide-area and enterprise settings, ranging from innovative applications to systems and utilities, enabling technologies, and engineering and

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Content includes articles that explore the components that make Internet computing work, including storage, servers, and other systems and utilities. Additional articles examine the technologies and structures that support the Internet,

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such as directory services, agents, and policies. The volume also discusses the multidimensional aspects of Internet applications, including mobility, collaboration, and pervasive computing. It concludes with an examination of the

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Internet as a holistic entity, with considerations of privacy and law combined with technical content.

[eBay, Google, Paypal, Amazon, FedEx plus Web Feeds Visualization Handbook HTTP Developer's Handbook](#)

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[Fundamentals,](#)
[Evolving](#)
[Technologies, and](#)
[Emerging](#)
[Applications, Third](#)
[Edition](#)
[Oracle Application](#)
[Server Portal](#)
[Handbook](#)
[A Practical Guide](#)
[NET for Java](#)
[Developers](#)
[Migrating to C#](#)
[Zope 3 Developer's](#)

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Handbook

A Legal Guide to

Urban and

Sustainable

Development for

Planners,

Developers and

Architects

Science, Math, and

Code for Realistic

Effects

***Get the most out
of your Qlik***

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***Sense investment
with the latest
insight and
guidance direct
from the Qlik
Sense team***

***About This Book
Updated with new
coverage on Qlik
Cloud, Qlik Sense
Modeling, and
Extending the***

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***Qlik Analytic
Platform. Get
insider insight on
Qlik Sense and
its new approach
to business
intelligence
Explore practical
demonstrations
for utilizing Qlik
Sense to
discover data for***

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*sales, human
resources, and
more Who This
Book Is For
Learning Qlik
Sense®: The
Official Guide
Second Edition is
for anyone
seeking to
understand and
utilize the*

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*revolutionary
new approach to
business
intelligence
offered by Qlik
Sense.*

*Familiarity with
the basics of
business
intelligence will
be helpful when
picking up this*

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*book, but not
essential. What
You Will Learn
Understand the
vision behind the
creation of Qlik
Sense, and the
promise that data
discovery offers
to you and your
organization Get
to grips with the*

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*life cycle of a Qlik
Sense application
Load and manage
your data for app
creation Visualize
your data with
Qlik Sense's
engaging and
informative
graphing
Administer your
Qlik Sense*

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*system and
monitor its
security Build
efficient and
responsive
Associative
Models Extend
the Qlik Analytic
Platform with the
Dev Hub
Optimize Qlik
Sense for sales,*

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*human
resources, and
demographic
data discovery In
Detail The
intuitive and
powerful Qlik
Sense visual
analytics
software allows
anyone to engage
in data discovery,*

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*to explore your
data, and find
meaningful
insights to
empower your
business. Qlik
Sense lets you
easily create
personalized
reports and
visualizations
and reveal*

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*essential
connections to
show new
opportunities
from every angle.
Written by
members of the
Qlik Sense team,
this book is the
official guide
from Qlik to
understanding*

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*and using their
powerful new
product with fully
updated
coverage to the
latest features of
the most modern
edition of Qlik
Sense. Benefit
from the vision
behind the
development of*

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***Qlik Sense and
get to grips with
how Qlik Sense
can empower you
as a data
discovery
consumer. Learn
how to create
your own
applications for
Qlik Sense to
customize it to***

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*meet your
personal needs
for business
intelligence, and
how to oversee
and administer
the Qlik Sense
data architecture.
Finally, explore
utilizing Qlik
Sense to uncover
essential data,*

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*with practical
examples on
finding and
visualizing
intelligence for
sales figures,
human resources
information,
travel expense
tracking, and
demographic
data discovery.*

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*Style and
approach This
book is a
practical guide to
understand what
Qlik Sense is and
how to implement
it. This is an
example-rich,
step-by-step
book to
implement and*

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*optimize Qlik
Sense for sales,
human
resources, and
demographic
data discovery.
0672324806.Id
The definitive
guide to the
latest version of
Borlands
powerful*

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C++Builder.

Provides

complete

coverage of

C++Builder Web

Services

development,

now a key

component of

C++Builder.

Borland

C++Builder

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*remains best in
class IDE over
the past 5 years
for C++ solutions.
Written by a team
of top C++Builder
experts with
expertise in a
variety of
technical areas
related to C++
application*

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development.
Shiflett

***C++Builder 6
Developers Guide
is revised for the
latest version of
C++Builder, the
biggest update to
C++Builder in
years.***

***C++Builder is an
ANSI C++ IDE.
The version 6***

Online Library
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*adds BizShape, a
Shiflett
tool to build Web
Services using
XML/SOAP, .NET,
and BizTalk from
Microsoft, and
SunONE from
Sun
Microsystems.
Other new
components
include WebSnap*

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*for Web
application
development,
DataSnap for
database
development, and
CLX, which
allows cross-
platform
development for
Unix and Linux.
The new NetCLX*

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*Internet
components
allow
development of
cross-platform
applications with
Apache,
Microsoft IIS, and
Netscape Web
Server
applications.
C++Builder 6*

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*Developers Guide
continues as the
definitive guide
for Borlands
C++Builder,
providing a clear
and concise
reference for C++
developers.
C++Builder
Developers Guide
is a unique*

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*combination of
over 35*

*C++Builder
experts from
around the globe.
This team brings
hundreds of
thousands of
working hours in
professional
software
development to*

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*the creation of
this extensive
work. Leading the
team are Jarrod
Hollingworth,
Bob Swart, Mark
Cashman. and
Paul Gustavson.
Jarrod is running
Backslash ([http://
www.backslash.c
om;au](http://www.backslash.com;au)), loping*

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*software
applications for
the Internet and
key business
sectors and
working as a
software
development
consultant. Bob
(aka. Dr.Bob) is
an internationally
recognized UK*

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Borland
Shiflett

*Connections
member and an
independent
technical author,
trainer, and
consultant using
C++Builder,
Kylix, and Delphi
based in The
Netherlands.
Mark Cashman is*

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*an independent
C++ developer in
the U.S. Paul
Gustavson lives
in Virginia and is
a senior systems
engineer for
Synetics, Inc., a
U.S.-based
company
providing
knowledge*

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**management,
systems**

**engineering, and
enterprise
management
services.**

**The only official,
comprehensive
reference guide
to the CISSP All
new for 2019 and
beyond, this is**

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*the authoritative
common body of
knowledge (CBK)
from (ISC)2 for
information
security
professionals
charged with
designing,
engineering,
implementing,
and managing*

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the overall

information

security program

to protect

organizations

from increasingly

sophisticated

attacks. Vendor

neutral and

backed by (ISC)2,

the CISSP

credential meets

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the stringent requirements of ISO/IEC Standard 17024. This CBK covers the new eight domains of CISSP with the necessary depth to apply them to the daily practice of information security. Written

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*by a team of
subject matter
experts, this
comprehensive
reference covers
all of the more
than 300 CISSP
objectives and
sub-objectives in
a structured
format with: •
Common and*

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*good practices
for each objective*

- *Common vocabulary and definitions*
- *References to widely accepted computing standards*
- *Highlights of successful approaches*

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*through case
studies Whether
you've earned
your CISSP
credential or are
looking for a
valuable
resource to help
advance your
security career,
this
comprehensive*

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*guide offers
everything you
need to apply the
knowledge of the
most recognized
body of influence
in information
security.*

*Video games
represent a
unique blend of
programming,*

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*art, music, and
unbridled
creativity. To the
general public,
they are perhaps
the most exciting
computer
applications ever
undertaken. In
the field of
computer
science, they*

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*have been the
impetus for a
continuous
stream of
innovations
designed to
provide gaming
enthusiasts with
the most realistic
and enjoyable
gaming
experience*

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possible.
Shiflett

*Algorithmic and
Architectural
Gaming Design:
Implementation
and Development
discusses the
most recent
advances in the
field of video
game design,
with particular*

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*emphasis on
practical
examples of
game
development,
including design
and
implementation.
The target
audience of this
book includes
educators,*

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*students,
practitioners,
professionals,
and researchers
working in the
area of video
game design and
development.
Anyone actively
developing video
games will
benefit from the*

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*practical
application of
fundamental
computer science
concepts
demonstrated in
this book.*

*Grails is a full-
stack web
development
framework that
enables you to*

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*build complete
web applications
in a fraction of
the time and with
less code than
other
frameworks.
Grails uses the
principle of
convention over
configuration and
the dynamic*

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***Groovy
programming
language. This
revised and
updated new
edition shows
you how to use
Grails by
iteratively
building a
unique, working
application. By***

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*the time you're
done, you'll have
built and
deployed a real,
functioning
website. Using
this hands-on,
pragmatic
approach, you'll
explore topics
such as Ajax in
Grails, custom*

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tags, and plugins.

*You'll dig into
Grails' powerful
view technology,
Groovy Server
Pages, and see
how you can
easily leverage
the help offered
by scaffolding to
create custom
user interfaces*

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*faster than you
would have
thought possible.
Along the way,
you'll learn about
domain classes,
controllers, and
GSP views. And
you'll see how
Grails enables
you to use
powerful*

Online Library
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*frameworks such
Shiflett
as Spring and
Hibernate. With
Grails, you can
get a lot done
with little effort.
With this book,
you'll get a lot
done as well. Get
started with
Grails today.
What You Need:*

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***Grails 2 will run
on any machine
that supports
Java. Grails
applications can
be deployed on
any Java Servlet
container,
including
Tomcat, Jetty,
WebLogic,
JBoss, and***

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Websphere.

***What does it
mean to interact
with sound? How
does interactivity
alter our
experience as
creators and
listeners? What
does the future
hold for
interactive***

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*musical and
sonic*

experiences?

*This book
answers these
questions with ne
wly-
commissioned
chapters that
explore the full
range of
interactive audio*

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Shirlett

*in games,
performance,
design, and
practice.*

*Thoroughly
revised, this third
edition focuses
on modern
techniques used
to generate
synthetic three-
dimensional*

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Shifflett

*images in a
fraction of a
second. With the
advent of
programmable
shaders, a wide
variety of new
algorithms have
arisen and
evolved over the
past few years.
This edition*

Online Library
Http Developer S
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Shiflett

discusses

*current, practical
rendering*

*methods used in
games and other
applications. It
also presents a
solid theoretical
framework and
relevant*

*mathematics for
the field of*

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interactive

computer

*graphics, all in an
approachable
style. The*

authors have

*made the figures
used in the book*

available for

*download for fair
use.:Download*

Figures. Reviews

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*Rendering has
been a required
reference for
professional
graphics
practitioners for
nearly a decade.
This latest edition
is as relevant as
ever, covering
topics from
essential*

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*mathematical
foundations to
advanced
techniques used
by today's
cutting edge
games. -- Gabe
Newell,
President, Valve,
May 2008
Rendering ... has
been completely*

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*revised and
revamped for its
updated third
edition, which
focuses on
modern
techniques used
to generate three-
dimensional
images in a
fraction of the
time old*

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Http Developer S
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Shiflett

*processes took.
From practical
rendering for
games to math
and details for
better interactive
applications, it's
not to be missed.*

*-- The
Bookwatch,
November 2008
You'll get*

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*brilliantly lucid
explanations of
concepts like
vertex morphing
and variance
shadow
mapping—as well
as a new respect
for the incredible
craftsmanship
that goes into
today's PC*

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*games. -- Logan
Decker, PC*

*Gamer Magazine ,
February 2009*

Music in video

*games is often a
sophisticated,
complex*

*composition that
serves to engage
the player, set the
pace of play, and*

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*aid interactivity.
Composers of
video game
music must
master an array
of specialized
skills not taught
in the
conservatory,
including the
creation of linear
loops, music*

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*chunks for
horizontal
resequencing,
and
compositional
fragments for use
within a
generative
framework. In A
Composer's
Guide to Game
Music, Winifred*

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*Phillips--herself
an award-winning
composer of
video game
music--provides
a comprehensive,
practical guide
that leads an
aspiring video
game composer
from acquiring
the necessary*

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*creative skills to
understanding
the function of
music in games
to finding work in
the field.*

*Musicians and
composers may
be drawn to game
music
composition
because the*

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game industry is a multibillion-dollar, employment-generating economic powerhouse, but, Phillips writes, the most important qualification for a musician who wants to become

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*a game music
composer is a
love of video
games. Phillips
offers detailed
coverage of
essential topics,
including
musicianship and
composition
experience;
immersion;*

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*musical themes;
music and game
genres;
workflow;
working with a
development
team; linear
music; interactive
music, both
rendered and
generative; audio
technology, from*

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*mixers and
preamps to
software; and
running a
business
[Publisher
description]*

**Handbook of
Food-Drug
Interactions
The Occupational
Ergonomics**

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Shirlett

Handbook

Guide to J2EE:

Enterprise Java

The Official

(ISC)2 Guide to

the CISSP CBK

Reference

Physics for Game

Developers

The

Programmer's

Guide to SQL

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[*The Complete
Idiot's Guide to
Android App
Development
The Publishing
Challenge for
Independent
Video game
Developers
A Composer's
Guide to Game
Music*](#)

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The Wiley
Handbook of
Early Childhood
Care and
Education

The object
oriented
paradigm has
become one of
the dominant
forces in the
computing

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According to a recent survey, by the year 2000, more than 80% of development organizations are expected to use object technology as the basis for their

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distributed
development
strategies.
Handbook of
Object
Technology
encompasses the
entire spectrum
of disciplines
and topics
related to this
rapidly
expanding field

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- outlining
emerging
technologies,
latest
advances,
current trends,
new
specifications,
and ongoing
research. The
handbook
divides into 13
sections, each

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containing

chapters

related to that

specific

discipline. Up-

to-date, non-

abstract

information

provides the

reader with

practical,

useful

knowledge -

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directly applicable to the understanding and improvement of the reader's job or the area of interest related to this technology.
Handbook of Object Technology

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discusses: the
processes,
notation, and
tools for
classical OO
methodologies
as well as
information on
future
methodologies
prevalent and
emerging OO
languages

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standards and
specifications
frameworks and
patterns
databases
metrics
business
objects
intranets
analysis/design
tools
client/server
application

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development

environments

Supported with

code examples

and the

authors' real-

world

experience,

this book

offers the

first guide to

engine design

and rendering

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algorithms for
virtual globe
applications
like Google
Earth and NASA
World Wind. The
content is also
useful for
general
graphics and
games,
especially
planet and

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massive-world
engines. With
pragmatic
advice
throughout, it
is essential
reading for
practitioners,
researchers,
and hobbyists
in these areas,
and can be used
as a text for a

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special topics

course in

computer

graphics.

Topics covered

include:

Rendering

globes, planet-

sized terrain,

and vector data

Multithread

resource

management Out-

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of-core

algorithms

Shader-based

renderer design

Identifies

differences

between active

server pages

(ASP) and the

new ASP.NET,

and explains

how to develop

internet

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applications
with Visual
Studio .NET
technology. The
authors
describe
changes in the
control model,
the event
model, and the
separation of
code from
presentation,

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and introduce
the
capabilities
offered by web
services, web
forms,
HttpHandlers,
HttpModules,
and the XML
data format.
The final
chapter
overviews the

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common types of
database

operations
performed with
ADO.NET.

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the emerging
fields of
urbanism and
green building,
A Legal Guide
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Development for
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Architects
offers you
practical

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solutions for
legal issues
you may face in
planning,
zoning,
developing, and
operating such
communities.

Find
information on
legal issues
related to
urban form,

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legal
mechanisms and
ways to
incorporate
good urban
design into
local land
regulation,
overcoming
impediments to
sound urban
design
practice, and

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state and
Federal issues
related to the
legal issues of
urban design
and planning.
Offers hands-on
tips and
numerous code
examples that
show Web
developers how
to leverage

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content and feeds from today's top Web sites—including Google, eBay, PayPal, Amazon, Yahoo!, and FedEx Introduces APIs (Application Program Interfaces) in general and

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uses real-world examples that show how to produce and document them Explains how to use the popular scripting language PHP to create APIs that interact with unrelated applications

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over the Web
Examples take
readers through
each stage of
the API
process, from
basic test
implementations
to integration
with existing
sites

This text
allows Java

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programmers to
quickly begin
using C# and
the .NET
Framework,
through a
meticulous
comparison of
Java and C#.
"No matter what
your
background, the
pages that

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follow will
provide you
with some
excellent
knowledge,
insight, and
even a little
bit of wisdom
in the realm of
Flash and
ActionScript.
Happy
learning!"--

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Branden Hall,

from the

Foreword

Written by

Flash insiders

with extensive

knowledge of

the technology,

this guide is

designed

specifically to

help Flash

designers and

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developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily,

ActionScript

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3.0 Quick

Reference Guide

explains:

Object-oriented
programming

(OOP) concepts,
such as

packages and
classes

ActionScript

3.0 features

and player

enhancements

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that improve
performance
Workflow
differences
between
ActionScript
2.0 and
ActionScript
3.0 including
tools, code
editing,
component sets,
and image and

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font rendering
Where did it
go? A guide to
help you find
familiar
features in
ActionScript
3.0, such as
global
functions,
operators,
properties, and
statements How

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do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and

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features and
workflows.

ActionScript
3.0 is a huge
upgrade to
Flash's
programming
language -- and
this guide
helps you
upgrade your
skills to match

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it.
Shiflett

Occupational ergonomics and safety studies the application of human behavior, abilities, limitations, and other characteristics to the design, testing, and

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evaluation of
tools,
machines,
systems, tasks,
jobs, and
environments
for productive,
safe,
comfortable,
and effective
use.

Occupational
Ergonomics

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Handbook
provides
current,
comprehensive
knowledge in
this broad
field,
providing
essential, stat
e-of-the-art
information
from nearly 150
international

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leaders of this
discipline. The
text assesses
the knowledge
and expertise
applied to
industrial
environments:
Providing
engineering
guidelines for
redesigning
tools,

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machines, and
work layouts

Evaluating the
demands placed
on workers by
current jobs

Simulating
alternative
work methods

Determining the
potential for
reducing
physical job

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demands based
on the

implementation
of new methods

Topics also
include:

Fundamental
ergonomic
design

principles at
work Work-
related

musculoskeletal

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injuries, such as cumulative trauma to the upper extremity (CTDs) and low back disorders (LBDs), which affect several million workers each year with total costs exceeding \$100 billion

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annually

Current

knowledge used
for minimizing
human
suffering,
potential for
occupational
disability, and
related
worker's
compensation
costs Working

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conditions
under which
musculoskeletal
injuries might
occur

Engineering
design measures
for eliminating
or reducing
known job-risk
factors Optimal
manufacturing
processes

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regarding human
perceptual and
cognitive
abilities as
well as task
reliability
Identifying the
worker
population
affected by
adverse
conditions
Early medical

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and work
Shiflett

intervention

efforts

Economics of an

ergonomics

maintenance

program

Ergonomics as

an essential

cost to doing

business

Ergonomics

intervention

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includes design
for manufactura
bility, total
quality
management, and
work
organization.
Occupational
Ergonomics
Handbook
demonstrates
how ergonomics
serves as a

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vital component
for the
activities of
the company and
enables an
advantageous
cooperation
between
management and
labor. This new
handbook serves
a broad segment
of industrial

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practitioners,
including
industrial and
manufacturing
engineers;
managers; plant
supervisors and
ergonomics
professionals;
researchers and
students from
academia,
business, and

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government;
human factors
and safety
specialists;
physical
therapists;
cognitive and
work
psychologists;
sociologists;
and human-
computer
communications

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specialists.
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Environmentally
Sustainable
Products
The
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3.0 Quick
Reference
Guide: For
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Designers Using
Flash

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Selling Android
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**An operating
manual for the
hottest mobile
operating
system. The
Complete
Idiot's Guide®
to Android App
Development
gets novice
developers up
and running**

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**quickly on
creating their
very own mobile
applications,
with step-by-
step instruction
on everything
they need to
design, develop,
test, and
publish their
fully-featured
apps. The**

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**Android
operating
system is now
the largest
mobile platform
in the U.S., and
there are now
more than
90,000 apps
available.
Android is
completely
open and free**

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**to all
developers.**

**Topics covered
include: ?**

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effective and
easy-to-
navigate user
interfaces for
apps. ? Adding
audio and video
support to apps.
? Making the**

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most of
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**Android's
hardware,
including GPS,
social media,
built-in camera,
and voice
integration. ?
Publishing
application to
the Android
market.**

Enterprise Java

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experts John
Shiflett
Hunt and Chris
Loftus take the
reader through
the core
technologies
that make up
the Enterprise
Edition of the
Java 2 platform
(J2EE). They
cover all the
aspects of J2EE

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that both the professional and student needs to know to build multi-tier enterprise applications in Java. This includes the various technologies, design methodology,

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and design
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**for those who
want to build
enterprise wide
applications in
Java.**

**With this book,
Web designers
who usually
turn out static
Websites with
HTML and CSS
can make the
leap to the next**

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level of Web development--full-fledged, dynamic, database-driven Websites using PHP and SQL. Demonstrates important concepts and offers working Transact-SQL code, covering

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**data filtering,
DDL, DML,
statistical
functions, runs
and sequences,
transactions,
stored
procedures and
triggers, and
performance
tuning.**

**"A practical
guide to**

Page 180/233

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**developing and
administering
content
management
systems with
Zope"--Cover.
Explains how to
customize the
Java integrated
development
environment,
covering
navigation,**

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**terminology,
extension, the
plug-in
architecture,
and
frameworks.
This
interdisciplinary
y volume
provides a
critical and mul
ti-disciplinary
review of**

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**current
manufacturing
processes,
practices, and
policies, and
broadens our
understanding
of production
and innovation
in the world
economy.**

**Chapters
highlight how**

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**firms
For any
organization
that wants to
use Windows
SharePoint
Services to
share and
collaborate on
Microsoft Office
documents, this
book shows
administrators**

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**of all levels how
to get up and
running with
this powerful
and popular set
of collaboration
tools. Microsoft
Windows
SharePoint
Services
technology in
Office 2007 is
an integrated**

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**set of services
designed to
connect people,
information,
processes, and
systems both
within and
beyond the
organizational
firewall.**

**SharePoint
2007: The
Definitive Guide**

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**provides a
detailed
discussion of all
Sharepoint
features,
applications
and extensions.
You learn how
to build
Sharepoint sites
and site
collections,
along with ways**

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**to administrate,
secure, and
extend
Sharepoint.
This book
teaches you
how to: Get up
to speed on
SharePoint,
including ways
to create lists,
libraries,
discussions and**

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surveys

**Integrate email,
use web parts,
track changes
with RSS, and
use database
reporting
services**

**Customize your
personal site,
create sites and
areas, and
organize site**

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**Integrate with
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applications,
including Excel,
Word, Outlook,
Picture
Manager, and
InfoPath
Install, deploy,
maintain and
secure
SharePoint**

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**Brand a portal,
using your
corporate style
sheet,
designing
templates, and
building site
definitions
Extend
SitePoint, such
as creating
client side and
server side web**

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**parts, using the
SharePoint
class library
and SharePoint
web services
Each chapter
starts with a
"guide" that
lets you know
what it covers
before you dive
in. The book
also features a**

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**detailed
reference
section that
includes
information on
compatibility,
command line
utilities,
services, and
CSS styles. Why
wait? Get a hold
of SharePoint
2007: The**

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Visual Basic

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.NET
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ASP.NET, XML,
and ADO.NET
SharePoint
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Implementation
and
Development
Real-Time
Rendering

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Python:
Penetration
Testing for
Developers
Borland C++
Builder 6
Developer's
Guide
Using,
Customizing,
and Managing
SharePoint
2007

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*HTTP is the
protocol that
powers the Web.
As Web
applications
become more
sophisticated, and
as emerging
technologies
continue to rely
heavily on HTTP,
understanding*

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Shiflett.

this protocol is becoming more and more essential for professional Web developers. By learning HTTP protocol, Web developers gain a deeper understanding of the Web's

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*architecture and
can create even
better Web
applications that
are more reliable,
faster, and more
secure. The HTTP
Developer's
Handbook is
written
specifically for
Web developers.*

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It begins by introducing the protocol and explaining it in a straightforward manner. It then illustrates how to leverage this information to improve applications. Extensive

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information and examples are given covering a wide variety of issues, such as state and session management, caching, SSL, software architecture, and application security.

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With contributions from the fields of pharmacy, dietetics, and medicine, Handbook of Food-Drug Interactions serves as an interdisciplinary guide to the prevention and

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*correction of
negative food-
drug interactions.
Rather than
simply list
potential food-
drug interactions,
this book provides
explanations and
gives specific
recommendations
based on th*

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*Winner of a 2013
CHOICE*

*Outstanding
Academic Title
Award The third
edition of a
groundbreaking
reference, The
Human-Computer
Interaction
Handbook:
Fundamentals,*

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*Evolving
Technologies, and
Emerging
Applications
raises the bar for
handbooks in this
field. It is the
largest, most
complete
compilation of
HCI theories,
principles,*

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*advances, case st
Professor Odile
Limpach gives
independent
developers
everything they
need to succeed
in the world of
video game
publishing. The
Publishing
Challenge for*

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*Independent
Video Game
Developers: A
Practical Guide
defines what
game publishing
means for the
indie developer
and offers a
concise
framework to
tackle the*

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*decision of
whether to self-
publish or not.
Furthermore, the
text establishes a
catalogue of
current known
publishers with
some salient
characteristics
and offers a list of
useful publishing*

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tools. Along with showcasing testimonials from several young and seasoned developers on their experiences with publishing and partners and recommendations from renown experts of the

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industry, this book offers tools, platforms, and guides to game publishing. Key features: Provides a broad overview of the game publishing market Explores criteria for choosing between a

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publishing partner or self-publishing Offers case studies and testimonials from indie game developers and publishers about the process.

Professor Odile Limpach teaches economics and

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Handbook Chris
entrepreneurship
Shiflett

*at the Cologne
Game Lab, TH
Köln (Technical
University of
Cologne). She is
also co-founder of
the Acceleration
Program
SpielFabrique
360° and works as
a Strategic*

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*Consultant for
games and
serious game
projects. Between
2007 and 2014,
she was the
managing director
of the German
entertainment
software studio
Ubisoft Blue Byte.
Before, she was*

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*the managing
director of Ubisoft
GmbH. She
graduated from
business school
Institut
Commercial de
Nancy in France
and completed
her MBA in the
United States.
Odile Limpach is*

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*also involved as a
volunteer in the
areas of
vocational
training and acts
as a German
partner for Games
for Change
Europe.*

*Furthermore, she
acts as an advisor
(Conseiller du*

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Commerce
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*Extérieur) for the
French Ministry
for International
Business
Development.
If you want to
enrich your
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