

Mac Terminal Beginners Guide

The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory. With plenty of practical examples, screenshots and example code, create a complete game step by step. Learn by doing. Less theory, more results, If you have an inventive mind, are experienced in Java, enjoy looking through the smoke and mirrors of VFX and the world of game mechanics then this book is for you Take control of your Mac! 61 of the most useful Mac Terminal commands collected for the first time in this handy guide and organized into categories:- Terminal basics- System commands- Power Management & Energy Saving- OS X Look and Feel- Networking- Troubleshooting- Users and permissions- Text Manipulation- iTunes- Other useful commands- How to use temporary files instead of the clipboardTo put these tools into context we've also included brief primers on a range of Mac OS X functionality, including:- 'Getting started with the Terminal' including a quick exercise- bash scripting- AppleScript, Automator, and Folder Actions- Quick guide to Web Automation- How to use the Mac OS X /etc/hosts file to:- Block access to websites- Easily run multiple websites on a personal web server (e.g.: MAMP) - great for web designersThis is not an exhaustive reference: We've focused on only the most useful stuff to give you the tools you need. The book is for anyone who wants to learn how to modify Minecraft--no previous programming experience required! The book uses JavaScript, a popular programming language for creating websites and scripting. Aimed at kids who already play Minecraft, this guide will teach coding through a series of "Recipes" (the term used in-game when crafting new objects). For example, in the game, one of the first things any player must do is create a Workbench, or Crafting Table, which will in turn enable the player to create sophisticated tools. Recipe 1 in the book (the term Recipe and Chapter is interchangeable) is 'A modding Workbench' and its ingredients are the tools the reader will need to begin modding. The goal of each Recipe/chapter is to introduce a new JavaScript concept or expand upon a previously introduced concept. The author will present each recipe as a useful addition to the game while gently introducing programming concepts in an approachable style. This unique approach gets over the problem of introducing JavaScript in an interesting way and avoids spending 3 or 4 chapters explaining JavaScript core concepts in a vacuum. Several Recipes will be covered, including Rolling Dice, Snowball Fight, Piggie Pandemonium, Advanced Modding, and more.

The Linux Command Line

Step-by-step Instructions to Build an Enterprise Mobile Web Application from Scratch

Sass and Compass Designer's Cookbook

A Beginner's Guide to Scala, Object Orientation and Functional Programming

Beginners Guide To Bioinformatics For High Throughput Sequencing

You've experienced the shiny, point-and-click surface of your Linux computer--now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

The C Programming Language – The Beginner’s Guide. In this book, we are going to give you an overview of the concepts that you have to understand before you actually start programming in the C language. We will explain to you the different elements that you ought to know about before you go and delve into developing more complex programs for different operating systems. The C programming language has many benefits. However, it also has numerous little aspects that can leave you perplexed. Not being able to understand these aspects can definitely cause you problems in the future. In this book, we're going to talk about what those elements are. We are also going to talk about what C is, where it came from, and all of the fundamental concepts that you have to understand before you actually start programming. In addition, we'll also teach you how to setup and use the Code Blocks IDE, which will help you greatly when programming in the C language. We hope you enjoy this book. Get your PHP application from conception to deployment by leveraging CouchDB's robust features with this book and ebook.

Biologists find computing bewildering; yet they are expected to be able to process the voluminous data available from the machines they buy and the datasets that has accumulated in genomic databanks worldwide. It is now increasingly difficult for them to avoid dealing with large volumes of data, that goes beyond just doing manual programming.Most books in this realm are full of equations and complex code but this book gives a much gentler entry point particularly for biologists, with code snippets users can use to cut and paste, and run on their Linux or MacOSX operating system or cloud instance. It also provides a step by step installation instructions which they can easily follow. Those who are in the field of genome sequencing and already familiar with the procedures of analysis, may also find this book useful in closing some knowledge gaps.High throughput sequencing requires high throughput and high performance computing. This book provides a gentle entry to high throughput sequencing by dealing with simple skills which the average biologist is increasingly required to master. You will find this book a breeze to read, and some suggestions in this book maybe new to you, something you might want to try out.

LaTeX Beginner's Guide

Learning Web Design

The Mac Terminal Reference and Scripting Primer

A Beginners Guide to Python 3 Programming

Learning Unix for Mac OS X

The Mac command line offers a faster, easier way to accomplish many tasks. It's also the medium for many commands that aren't accessible using the GUI. The Mac OS X Command Line is a clear, concise, tutorial-style introduction to all the major functionality provided by the command line. It's also packed with information the experienced users need, including little-known shortcuts and several chapters devoted to advanced topics. This is a book to get you started, but also a book you won't soon outgrow.

Part of Packt's Beginner's Guide series, this book is packed full of practical examples and screenshots to make building your application straightforward and fun.Whether you have prior experience of developing mobile applications or this is your first venture, all newcomers to Rhomobile will be able to quickly develop their own mobile application. This book is accessible for people who are completely new to Ruby, though having prior knowledge of it would be a huge advantage.

Harness the power of LaTeX and its wide range of features to create professional-looking text, articles, and books with both online and offline capabilities of LaTeX
Key Features
Get a hands-on introduction to LaTeX using fully explained examples to advance from beginner to LaTeX professional quickly
Write impressive mathematical, scientific, and business papers or theses using LaTeX
Explore LaTeX online
Book Description
LaTeX is high-quality open source typesetting software that produces professional prints and PDF files. It's a powerful and complex tool with a multitude of features, so getting started can be intimidating. However, once you become comfortable with LaTeX, its capabilities far outweigh any initial challenges, and this book will help you with just that! The LaTeX Beginner's Guide will make getting started with LaTeX easy. If you are writing mathematical, scientific, or business papers, or have a thesis to write, this is the perfect book for you. With the help of fully explained examples, this book offers a practical introduction to LaTeX with plenty of step-by-step examples that will help you achieve professional-level results in no time. You'll learn to typeset documents containing tables, figures, formulas, and common book elements such as bibliographies, glossaries, and indexes, and go on to manage complex documents and use modern PDF features. You'll also get to grips with using macros and styles to maintain a consistent document structure while saving typing work. By the end of this LaTeX book, you'll have learned how to fine-tune text and page layout, create professional-looking tables, include figures, present complex mathematical formulas, manage complex documents, and benefit from modern PDF features. What you will learn
Make the most of LaTeX's powerful features to produce professionally designed texts
Download, install, and set up LaTeX and use additional styles, templates, and tools
Typeset math formulas and scientific expressions to the highest standards
Understand how to include graphics and work with figures and tables
Discover professional fonts and modern PDF features
Work with book elements such as bibliographies, glossaries, and indexes
Typeset documents containing tables, figures, and formulas
Who this book is for
If you are about to write mathematical or scientific papers, seminar handouts, or even plan to write a thesis, this book offers you a fast-paced and practical introduction to LaTeX. School and university students will find this easy-to-follow LaTeX guide helpful, as will mathematicians, physicists, engineers, and humanists. Anybody with high expectations from their software will discover how easy it is to leverage LaTeX's high performance for creating documents.

The Linux Mint Beginner's Guide (Second Edition) will show you how to get the most out of Linux Mint, from using the Cinnamon desktop environment to advanced command-line tasks. In the Guide, you will learn how to:
-Install Linux Mint
-Use the desktop environment.
-Manage files and folders.
-Manage users, groups, and file permissions.
-Install software on a Linux Mint system, both from the command line and the GUI.
-Configure network settings.
-Use the vi editor to edit system configuration files.
-Install and configure a Samba server for file sharing.
-Install SSH for remote system control using public key/private key encryption.
-Install a LAMP server.
-Install web applications like WordPress.
-Configure an FTP server.
-Manage ebooks.
-Convert digital media.
-And many other topics.

Take Control of the Mac Command Line with Terminal

Absolute Beginner's Guide to Python 2.6 Programming

A Beginner's Guide to Writing Minecraft Plugins in JavaScript

Pentaho Data Integration Beginner's Guide

CouchDB and PHP Web Development
Beginner's Guide

Kali Linux Wireless Penetration Testing
Beginner's Guide, Third Edition presents wireless pentesting from the ground up, and has been updated with the latest methodologies, including full coverage of the KRACK attack. About This Book
Learn wireless penetration testing with Kali Linux
Detect hidden wireless networks and discover their names
Explore advanced Wi-Fi hacking techniques including probe sniffing
Develop your encryption cracking skills and gain an insight into the methods used by attackers and the underlying technologies that facilitate these attacks
Who This Book Is For
Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition is suitable for anyone who wants to learn more about pentesting and how to understand and defend against the latest wireless network. Understand the KRACK attack in full detail
Create a wireless lab for your experiments
Sniff out wireless packets, hidden networks, and SSIDs
Capture and crack WPA-2 keys
Sniff probe requests and track users through their SSID history
Attack radius authentication systems
Sniff wireless traffic and collect interesting data
Decrypt encrypted traffic with stolen keys
In Detail
As wireless network wireless penetration testing has become a key skill in the repertoire of the professional penetration tester. This has been highlighted again recently with the discovery of the KRACK attack which enables attackers to potentially break into Wi-Fi networks encrypted with WPA2. The Kali Linux security distribution comes with a myriad of tools used for networking attacks and detecting security loc. Testing Beginner's Guide, Third Edition has been updated to Kali Linux 2017.3 with the latest methodologies, including full coverage of the KRACK attack and how to defend against it. The book presents wireless pentesting from the ground up, introducing all elements of penetration testing with each new technology. You'll learn various wireless testing methodologies by example, from the basics through to detailed coverage of hacking methods and attacks such as the Hirte and Caffe Latte. Method and approach
Kali Linux Wireless Penetration Testing Beginner's Guide, Third Edition is a practical, hands-on guide to modern wi-fi network hacking. It covers both the theory and practice of wireless pentesting, offering detailed, real-world coverage of the latest vulnerabilities and attacks.

If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores, this is the book for you. Some knowledge of C++ or Java is helpful but not necessary.

Showcases the newest features of the Macintosh operating system, covering UNIX, networking, multiple users, security, AppleScript, fonts, utilities, .Mac, and speech and handwriting features.

Essential Skills--Made Easy! Create your own iPhone and Mac OS X applications with ease. Objective-C for iPhone Developers: A Beginner's Guide shows you how to use the Objective-C programming language, Apple's Foundation framework, the iPhone SDK, and the Xcode development environment. The first stop for aspiring iPhone developers, this hands-on guide teaches you how to create versatile marketable apps in no time. Real-world examples throughout the book correspond with downloadable Xcode projects and video tutorials so you can get started with your first app right away. Designed for Easy Learning
Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter
Ask the Expert--Q&A sections filled with bonus information and helpful tips
Try This--Hands-on apply your skills
Notes--Extra information related to the topic being covered
Tips--Helpful reminders or alternative ways of doing things
Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated
Ready-to-use code at www.mhprofessional.com/computingdownload and www.jamesabrannan.com

The Linux Mint Beginner's Guide - Second Edition

Rhomobile Beginner's Guide

Kali Linux Wireless Penetration Testing
Beginner's Guide

Foundation Mac OS X Web Development

Cocos2d-x by Example: Beginner's Guide - Second Edition

The Linux Command Line Beginner's Guide gives users new to Linux an introduction to the command line environment. In the Guide, you'll learn how to: -Copy, move, and delete files and directories. -Create, delete, and manage users. -Create, delete, and manage groups. -Use virtual terminals. -Use the bash shell. -Safely use the root account with su and sudo. -Change permissions and ownership of files and directories. -Create and edit text files from the command line, without using a graphical editor. -Diagnose network connectivity problems. -And many other topics.

Scala is now an established programming language developed by Martin Oderskey and his team at the EPFL. The name Scala is derived from Sca(lable) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming. These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

Learn Python Programming in the quickest time possible with this concise app that teaches you all the essentials about Python programming. Written for people who have NO background in programming or are beginners. Zoom in on the most essential concepts with EXAMPLES! We cover the following topics: Introduction Hello World! Who Goes There? Count to 10 Decisions Debugging Defining Functions Advanced Functions Example Lists For Loops Boolean Expressions Dictionaries Modules More on Lists Revenge of the Strings File I/O How to Handle Errors

A complete guide to designing and building fun games with Qt and Qt Quick 2 using associated toolsets About This Book Learn to create simple 2D to complex 3D graphics and games using all possible tools and widgets available for game development in Qt Understand technologies such as QML, Qt Quick, OpenGL, and Qt Creator, and learn the best practices to use them to design games Learn Qt with the help of many sample games introduced step-by-step in each chapter Who This Book Is For If you want to create great graphical user interfaces and astonishing games with Qt, this book is ideal for you. Any previous knowledge of Qt is not required, however knowledge of C++ is mandatory. What You Will Learn Install Qt on your system Understand the basic concepts of every Qt game and application Develop 2D object-oriented graphics using Qt Graphics View Build multiplayer games or add a chat function to your games with Qt's Network module Script your game with Qt Script Program resolution-independent and fluid UI using QML and Qt Quick Control your game flow as per the sensors of a mobile device See how to test and debug your game easily with Qt Creator and Qt Test In Detail Qt is the leading cross-platform toolkit for all significant desktop, mobile, and embedded platforms and is becoming more popular by the day, especially on mobile and embedded devices. Despite its simplicity, it's a powerful tool that perfectly fits game developers' needs. Using Qt and Qt Quick, it is easy to build fun games or shiny user interfaces. You only need to create your game once and deploy it on all major platforms like iOS, Android, and WinRT without changing a single source file. The book begins with a brief introduction to creating an application and preparing a working environment for both desktop and mobile platforms. It then dives deeper into the basics of creating graphical interfaces and Qt core concepts of data processing and display before you try creating a game. As you progress through the chapters, you'll learn to enrich your games by implementing network connectivity and employing scripting. We then delve into Qt Quick, OpenGL, and various other tools to add game logic, design animation, add game physics, and build astonishing UI for the games. Towards the final chapters, you'll learn to exploit mobile device features such as accelerators and sensors to build engaging user experiences. If you are planning to learn about Qt and its associated toolsets to build apps and games, this book is a must have. Style and approach This is an easy-to-follow, example-based, comprehensive introduction to all the major features in Qt. The content of each chapter is explained and organized around one or multiple simple game examples to learn Qt in a fun way.

The Linux Command Line Beginner's Guide

Second Edition

Mac OS X Lion Portable Genius

C Programming Language – The Beginner’s Guide

Are you an Android Java programmer who needs more performance? Are you a C/C++ developer who doesn't want to bother with the complexity of Java and its out-of-control garbage collector? Do you want to create fast intensive multimedia applications or games? If you've answered yes to any of these questions then this book is for you. With some general knowledge of C/C++ development, you will be able to dive headfirst into native Android development.

Release your inner geek and learn to harness the power of the Unix underpinnings to Mac OS X! This 111-page ebook from Joe Kissell explains everything you need to know to become comfortable working on the command line in Terminal, and provides numerous "recipes" for performing useful tasks that can be tricky in a graphical interface.

Ideal for Windows or Linux administrators looking to learn Solaris, this easy-to-use introductory guide covers the basics of Solaris 9 single host administration and explains how to manage Internet and intranet services.

Introduces the UNIX environment for the Mac OS X and explains how to set up and configure the Terminal application; how to manage, create, and edit files; and how to navigate the Internet.

Mac Application Development by Example

Game Programming Using Qt: Beginner's Guide

Absolute Beginner's Guide to Networking

Unix Under the Hood

Beginner's Guide to Kotlin Programming

Everything you need to know to create professional web sites is right here. Learning Web Design starts from the beginning -- defining how the Web and web pages work -- and builds from there. By the end of the book, you'll have the skills to create multi-column CSS layouts with optimized graphic files, and you'll know how to get your pages up on the Web. This thoroughly revised edition teaches you how to build web sites according to modern design practices and professional standards. Learning Web Design explains: How to create a simple (X)HTML page, how to add links and images Everything you need to know about web standards -- (X)HTML, DTDs, and more Cascading Style Sheets -- formatting text, colors and backgrounds, using the box model, page layout, and more All about web

graphics, and how to make them lean and mean through optimization The site development process, from start to finish Getting your pages on the Web -- hosting, domain names, and FTP The book includes exercises to help you to learn various techniques, and short quizzes to make sure you're up to speed with key concepts. If you're interested in web design, Learning Web Design is the place to start.

The ideal reader for this book would be someone who already knows LiveCode, is interested in creating mobile apps, and wants to save the many hours it took for me to track down all of the information on how to get started! Chapter 1, LiveCode Fundamentals, will help those of you who know programming but are not familiar with LiveCode. The knowledge you've acquired should be enough for you to benefit from the remainder of the book.

If you are a security professional, pentester, or anyone interested in getting to grips with wireless penetration testing, this is the book for you. Some familiarity with Kali Linux and wireless concepts is beneficial. This book is a beginners guide that teaches the topic using a learn by example method. This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started.

Objective-C for iPhone Developers, A Beginner's Guide

Android NDK: Beginner's Guide - Second Edition

Macintosh Terminal Pocket Guide

Corona SDK Mobile Game Development: Beginner's Guide - Second Edition

Master wireless testing techniques to survey and attack wireless networks with Kali Linux, including the KRACK attack

Over 120 practical and easy-to-understand recipes that explain how to use Sass and Compass to write efficient, maintainable, and reusable CSS code for your web development projects About This Book Leverage Sass to make your CSS code maintainable, reusable and prevent code duplications Shorten debug time with Sass when creating complex CSS code for different browsers and devices Write easy and bullet-proof CSS with Compass using this step-by-step and detailed guide Who This Book Is For This book is mainly intended for web developers and designers who are comfortable with CSS and HTML. If you are someone with some experience with CSS, you will find the learning curve of learning Sass syntax to be less steep. Basic knowledge of web development is helpful but you don't have to be a programmer to understand Sass. What You Will Learn Spend less time debugging code Compile Sass code into readable and maintainable CSS Integrate Sass in your own projects Reuse your code to prevent code duplications Write reusable and portable CSS code Make use of pre-built and established code written by other developers Reduce development and maintenance time of your projects Set up a development environment with Gulp In Detail Sass and Compass Designer's Cookbook helps you to get most out of CSS3 and harness its benefits to create engaging and receptive applications. This book will help you develop faster and reduce the maintenance time for your web development projects by using Sass and Compass. You will learn how to use with CSS frameworks such as Bootstrap and Foundation and understand how to use other libraries of pre-built mixins. You will also learn setting up a development environment with Gulp. This book guides you through all the concepts and gives you practical examples for full understanding. Style and approach This book is the perfect mix of essential theory combined with real-life examples and problems, with clear explanations of the more sophisticated Sass concepts. Learn Sass and Compass with practical and well-explained example code. This book follows a problem and solution approach that is convenient to understand and follow.

Unlock the secrets of the Terminal and discover how this powerful tool solves problems the Finder can't handle. With this handy guide, you'll learn commands for a variety of tasks, such as killing programs that refuse to quit, renaming a large batch of files in seconds, or running jobs in the background while you do other work. Get started with an easy-to-understand overview of the Terminal and its partner, the shell. Then dive into commands neatly arranged into two dozen categories, including directory operations, file comparisons, and network connections. Each command includes a concise description of its purpose and features.

Log into your Mac from remote locations Search and modify files in powerful ways Schedule jobs for particular days and times Let several people use one Mac at the same time Compress and uncompress files in a variety of formats View and manipulate Mac OS X processes Combine multiple commands to perform complex operations Download and install additional commands from the Internet

This book is for anyone who wants to have a go at creating commercially successfully games for Android and iOS. You don't need game development or programming experience.

This textbook on Python 3 explains concepts such as variables and what they represent, how data is held in memory, how a for loop works and what a string is. It also introduces key concepts such as functions, modules and packages as well as object orientation and functional programming. Each section is prefaced with an introductory chapter, before continuing with how these ideas work in Python. Topics such as generators and coroutines are often misunderstood and these are explained in detail, whilst topics such as Referential Transparency, multiple inheritance and exception handling are presented using examples. A Beginners

Guide to Python 3 Programming provides all you need to know about Python, with numerous examples provided throughout including several larger worked case studies illustrating the ideas presented in the previous chapters.

LiveCode Mobile Development: Beginner's Guide - Second Edition

Beginners Guide

Kali Linux Wireless Penetration Testing: Beginner's Guide

A Practical Guide to UNIX for Mac OS X Users

The Mac OS X Command Line

Master HTML and CSS fundamentals to create beautiful websites. The best book on the market for modern web design fundamentals! Every one of the over 4 billion webpages online today use HTML markup language to display its content. HTML is everywhere. Experienced developers know that a mastery of HTML and CSS fundamentals is not only an essential web design skill, but also the solid foundation of a robust coding skillset. In HTML & CSS QuickStart Guide author, instructor, and 10+ year Fortune 500 tech company veteran David DuRocher breaks down HTML5 and CSS3 fundamentals manageable, practical, and engaging segments designed for first-time developers. David's unique and engaging approach to teaching HTML and CSS principles means that readers are ready to start designing from the very first chapter without enduring an avalanche of boring jargon or dry technobabble. Use the enclosed bonus digital asset access to go beyond the book with your own hands-on project, GitHub code repository, online tools, resources, and more! No matter whether you are a student, jobseeker looking to improve your resume, freelancer, designer, experienced developer, or just someone who wants to create their own website from scratch, everything you need to know is right here in this book! Truly anyone, at any stage of their lives, can learn to code. HTML and CSS are the perfect starting point on that journey--easy to learn, easy to implement, HTML & CSS open the door to a world of coding possibilities. HTML & CSS QuickStart Guide Is Perfect For: - Full stack developers looking to brush up on their front-end development skills - Jobseekers looking to increase the value of their resume - Artists, bloggers, and digital entrepreneurs who want to customize their web presence - WordPress, Shopify, and Squarespace users who want to tweak templates and make them their own - Anyone who wants to create attractive, responsive, and modern websites with no prior experience needed HTML & CSS QuickStart Guide Covers: - HTML and CSS for Beginners -- all of the core HTML and CSS fundamentals you need to know in one place - HTML tags, CSS elements, CSS styling, and exactly how to fit the pieces together - Futureproofing -- how to design sites that look great on any browser, any device - How to save time using best practices to produce clean and tidy code - Formatting, sizing, fonts, images, multimedia, forms, sprites, and gradients -- all of the tools you need to make your website 100% your own! HTML and CSS QuickStart Guide Will Teach You: - Modern Web Design Fundamentals -- How to use the powerful combination of HTML5 and CSS3 to build functional and responsive web pages - Site Structure and Responsive Design Principles -- How to format HTML and CSS markup to produce attractive web sites and web pages that look great on any browser and any device. - Breathing Life Into Your Projects -- How to incorporate forms, multimedia elements, special characters and more into your web projects - Correct Markup Best Practices -- How to efficiently use CSS and HTML together to produce clean, professional HTML documents using industry-standard tools such as GitHub - HTML and CSS for Beginners -- HTML and CSS elements, formatting, padding, gradients, menus, testing, debugging, keeping your site's code up to date and more--all supported with abundant visual examples and a practical hands-on project! *LIFETIME ACCESS TO FREE HTML AND CSS DIGITAL ASSETS* - A complete hands-on project using an industry-standard GitHub code repository along with a complete online HTML, CSS, and web design resource library, web development cheat sheets, and more!

The Most Useful UNIX Guide for Mac OS X Users Ever, with Hundreds of High-Quality Examples! Beneath Mac OS® X's stunning graphical user interface (GUI) is the most powerful operating system ever created: UNIX®. With unmatched clarity and insight, this book explains UNIX for the Mac OS X user--giving you total control over your system, so you can get more done, faster. Building on Mark Sobell's highly praised A Practical Guide to the UNIX System, it delivers comprehensive guidance on the UNIX command line tools every user, administrator, and developer needs to master--together with the world's best day-to-day UNIX reference. This book is packed with hundreds of high-quality examples. From networking and system utilities to shells and programming, this is UNIX from the ground up--both the "whys" and the "hows"--for every Mac user. You'll understand the relationships between GUI tools and their command line counterparts. Need instant answers? Don't bother with confusing online "manual pages": rely on this book's example-rich, quick-access, 236-page command reference! Don't settle for just any UNIX guidebook. Get one focused on your specific needs as a Mac user! A Practical Guide to UNIX® for Mac OS® X Users is the most useful, comprehensive UNIX tutorial and reference for Mac OS X and is the only book that delivers Better, more realistic examples covering tasks you'll actually need to perform Deeper insight, based on the authors' immense knowledge of every UNIX and OS X nook and cranny Practical guidance for experienced UNIX users moving to Mac OS X Exclusive discussions of Mac-only utilities, including plutil, ditto, nidump, otool, launchctl, diskutil, GetFileInfo, and SetFile Techniques for implementing secure communications with ssh and scp--plus dozens of tips for making your OS X system more secure Expert guidance on basic and advanced shell programming with bash and tcsh Tips and tricks for using the shell interactively from the command line Thorough guides to vi and emacs designed to help you get productive fast, and maximize your editing efficiency In-depth coverage of the Mac OS X filesystem and access permissions, including extended attributes and Access Control Lists (ACLs) A comprehensive UNIX glossary Dozens of exercises to help you practice and gain confidence And much more, including a superior introduction to UNIX programming tools such as awk, sed, otool, make, gcc, gdb, and CVS This new edition gives readers the ability and understanding necessary to create and administer a network. The book shows the reader how to physically connect computers and other devices to a network and access peripherals such as printers over the network.

* This book is unique in its stance of the Mac as a platform for web development. Mac OS books are either low-level Dummies/VQS-style references on using the interface or the entirely separate market of writing software and applications for the Mac OS. This book is ideally placed to appeal to tap into the merging job role of the web developer/designer.

jMonkeyEngine 3.0 Beginner's Guide

A Beginner's Guide to (X)HTML, StyleSheets, and Web Graphics

PHP This! a Beginners Guide to Learning Object Oriented PHP

The Simplified Beginners Guide to Developing a Strong Coding Foundation, Building Responsive Websites, and Mastering the Fundamentals of Modern Web Design

Bash Guide for Beginners (Second Edition)

This book focuses on teaching you by example. The book walks you through every aspect of Pentaho Data Integration, giving systematic instructions in a friendly style, allowing you to learn in front of your computer, playing with the tool. The extensive use of drawings and screenshots make the process of learning Pentaho Data Integration easy.

Throughout the book, numerous tips and helpful hints are provided that you will not find anywhere else.This book is a must-have for software developers, database administrators, IT students, and everyone involved or interested in developing ETL solutions, or, more generally, doing any kind of data manipulation. Those who have never used Pentaho Data Integration will benefit most from the book, but those who have, they will also find it useful.This book is also a good starting point for database administrators, data warehouse designers, architects, or anyone who is responsible for data warehouse projects and needs to load data into them.

PHP This! is a beginners book for developers who are new to object oriented PHP web development. This goal of PHP This! is to teach the PHP skills needed to be a junior PHP developer. These skills include an introduction to object oriented PHP theory and instruction on how to apply that theory to build a full custom MVC application, unit testing with PHPUnit and code management with SVN. The instruction provided by this book also applies to experienced software engineers with expertise in other languages who have not had the opportunity yet to learn object oriented PHP or to those who are new to web development altogether. Object Oriented concepts can be confusing at first that is why PHP This! provides a simple way to explain a confusing subject. The clear explanations and examples will quickly teach you what Object Oriented PHP is and how to use it, test it and manage it. Some key chapters and subjects include: Chapter 1: Why Read This Book Sample Job Description: Jr. PHP Developer The Eight Primary Categories of JQuery Features Why Learn Object Oriented PHP Six Primary Advantages to Learning Object Oriented Programming Chapter 2: PHP Objects & Classes Overview - The Confusion of First Learning Object Oriented Theory Explanation of a Class Explanation of an Object Instantiation \$this Variable Access Modifiers Inheritance Method Overriding Invoking Parent Methods Horizontal Inheritance - Using Traits Encapsulation Polymorphism Polymorphism vs. Method Overloading Polymorphism vs. Method Overriding Late Binding / Dynamic Binding Chapter 3: PHP Magic Methods Chapter 4: Abstract Classes & Methods abstract Keyword Extending sub-classes from an Abstract Base Class Abstract Methods final Keyword Chapter 5: Interfaces PHP Interfaces Explanation of What Interfaces Are and Why They are Useful interface & implements Keywords Implementing Multiple Interfaces Programming to the Interface Design-by-Contract Chapter 6: Static Methods & Properties The static Modifier The Scope Resolution Operator Static Properties Static Methods Singleton Pattern Late Static Binding The static Keyword vs. the self Keyword Chapter 7: PHP Error Control & Exception Handling The Built-in Exception Class Throwing an Exception The try-catch-finally Block Setting the Desired Error Sensitivity Level Setting Error Reporting 67 Error Reporting Sensitivity Levels Logging Options Chapter 8: The Model-View-Controller Design Pattern Understanding the Model-View-Controller Design Pattern Model View Controller The MCV URL Structure & URL Mapping Using the .htaccess File The index.php File The MVC Folder Structure Custom MVC Application - Restaurant Menu Management Application Showing the Menu Adding a Menu Item Assigning a Menu Item to a Menu Editing/Deleting Menu Items Download the Source Code for the Custom MVC Application (Restaurant Menu Management Application)

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