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KEY=ACROBAT - ASHLEY BAKER

ADOBE ACROBAT 7 OFFICIAL JAVASCRIPT REFERENCE

Adobe Press Do you spend too much time doing repetitive production tasks such as placing and replacing images, resizing them, dragging them from one document to another, and preparing images for printing instead of being creative? Do you use Adobe Acrobat and have a strong working knowledge of JavaScript? Then you're in luck. Since Adobe Creative Suite 2 was created with built-in support for scripting, virtually every repetitive or time-consuming task that creative professionals have to do in Acrobat can be streamlined or automated with the help of a script. This book describes how to use JavaScript to manipulate and extend Adobe Acrobat, and provides reference information for the JavaScript objects, properties, and functions defined by Adobe's applications. Now available in print for the first time, this book doesn't teach you how to write code in JavaScript, but if you're familiar with the scripting language, and want to start writing scripts for Acrobat, you'll appreciate having the most definitive, up-to-date reference available.

ADOBE INTEGRATED RUNTIME (AIR) FOR JAVASCRIPT DEVELOPERS POCKET REFERENCE

"O'Reilly Media, Inc." A guide to the Beta release of Adobe Integrated Runtime explains how to build and deploy HTML and JavaScript-based Web applications to the desktop.

ADOBE DREAMWEAVER CC

Pearson Education The fastest, easiest, most comprehensive way to learn

Adobe Dreamweaver CC (2014 release). Maivaid thoroughly covers the basics, offering tips and techniques to help you become more productive with the program.

ADOBE DREAMWEAVER CC CLASSROOM IN A BOOK (2014 RELEASE)

Adobe Press The fastest, easiest, most comprehensive way to learn Dreamweaver CC (2014 release) Classroom in a Book, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Dreamweaver CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Adobe Dreamweaver interface, this completely revised CC (2014 release) edition covers top features including features unique to Dreamweaver CC, such as support for HTML5 and CSS3 structures, smartphones, tablets, and other mobile devices; video and animation; and the latest semantic web design. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto www.peachpit.com/redeem and redeem the unique code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

FRAMEWORKS, METHODOLOGIES, AND TOOLS FOR DEVELOPING RICH INTERNET APPLICATIONS

IGI Global Technological advances in the field of IT lead to the creation of new programs intended to merge the advantages of desktop-based programs with the advantages of Web-based programs in order to increase user accessibility and provide effective computer performance. Frameworks, Methodologies, and Tools for Developing Rich Internet Applications presents current research and analysis on the use of JavaScript and software development to establish new programs intended for the Web. With an in-depth look at computer and Web programming, this publication emphasizes the benefits and dynamic qualities of these emerging technologies. This book is an essential reference source for academicians, researchers, students, practitioners, and professionals interested in understanding and applying the advances in the combined fields of Web engineering and desktop programming in order to increase computer users’ visual experience and interactivity.

ADOBE GOLIVE 6.0

Adobe Press Explains the basic features of the Web authoring program including how to design a Web site, lay out Web pages, and use rollover buttons, animations, cascading time sheets, and QuickTime movies.

PDF HACKS

100 INDUSTRIAL-STRENGTH TIPS & TOOLS

"O'Reilly Media, Inc." PDF--to most of the world it stands for that rather tiresome format used for documents downloaded from the web. Slow to load and slower to print, hopelessly unsearchable, and all but impossible to cut and paste from, the Portable Document Format doesn't inspire much affection in the average user. But PDFs done right is another story. Those who know the ins and outs of this format know that it can be much more than electronic paper. Flexible, compact, interactive, and even searchable, PDF is the ideal way to present content across multiple platforms. PDF Hacks unveils the true promise of Portable Document Format, going way beyond the usual PDF as paged output mechanism. PDF expert Sid Steward draws from his years of analyzing, extending, authoring, and embellishing PDF documents to present 100 clever hacks--tools, tips, quick-and-dirty or not-so-obvious solutions to common problems. PDF Hacks will show you how to create PDF documents that are far more powerful than simple representations of paper pages. The hacks in the book cover the full range of PDF functionality, from the simple to the more complex, including generating, manipulating, annotating, and consuming PDF information. You'll learn how to manage content in PDF, navigate it, and reuse it as necessary. Far more than another guide to Adobe Acrobat, the book covers a variety of readily available tools for generating, deploying, and editing PDF. The little-known tips and tricks in this book are ideal for anyone who works with PDF on a regular basis, including web developers, pre-press users, forms creators, and those who generate PDF for distribution. Whether you want to fine-tune and debug your existing PDF documents or explore the full potential the format offers, PDF Hacks will turn you into a PDF power user.

ACTIONSCRIPT 3.0 FOR ADOBE FLASH CS4 PROFESSIONAL CLASSROOM IN A BOOK

Peachpit Press The fastest, easiest, most comprehensive way to learn ActionScript® 3.0 for Adobe Flash CS4 Professional ActionScript® 3.0 for Adobe Flash CS4 Professional Classroom in a Book contains 14 lessons. The book covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. You can follow the book from start to finish or choose only those lessons that interest you. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control

loading of and interaction with data, text, video, sound, and images. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips:

- If you are able to search the book, search for "Where are the lesson files?"
- Go to the very last page of the book and scroll backwards.
- You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files.
- Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

THE SOFTWARE ENCYCLOPEDIA

ADOBE ACROBAT 6 PDF FOR DUMMIES

John Wiley & Sons Covers accessing and distilling PDF files; converting MicrosoftOffice documents; capturing paper documents and Web pages;printing, annotating, editing and securing PDF files; extractingtext and graphics; cataloging and distributing PDF files; creatinginteractive forms; and building multimedia presentations. Readers can convert any document to this universal file format,preserving all the fonts, formatting, graphics, and color of thesource document regardless of the application and platform used tocreate it. PDF files can be published and distributed anywhere: in print,attached to e-mail, on corporate servers, posted on Web sites, oron CD-ROM Adobe PDF is the emerging workflow standard in the \$400 billionpublishing industry and plays a key role in financial services,regulated industries, and government, with more than 155 agenciesworldwide sharing Adobe PDF files.

ADOBE ACROBAT XI CLASSROOM IN A BOOK

Adobe Press Adobe Acrobat XI Classroom in a Book is the most thorough and comprehensive way for creative professionals and business users to learn how to reliably create, edit, and sign PDF documents and forms with Adobe Acrobat XI. Each chapter in this step-by-step, project-based guide contains a project that builds on your growing knowledge of the program,

while end-of-chapter review questions reinforce each lesson. This cross-platform (Mac and Windows) book shows you how to collaborate effectively through electronic reviews, easily share your work across multiple platforms and devices, and speed up your production and business task workflow with Acrobat XI. In this new version you'll learn how to use an integrated Acrobat toolbar (for popular Microsoft and browser apps) so you can easily convert files to PDF and then learn how to directly edit text and images in your PDFs. You'll also learn how to build PDF or web forms with the new built-in Adobe FormsCentral desktop app. We'll show you how to speed up your business workflow by gathering feedback and approval via online document reviews. And you'll learn how to create interactive forms and track responses within Acrobat, how to add signatures and security to your PDF files, and much more.

ADOBE ACROBAT X CLASSROOM IN A BOOK

Pearson Education Adobe Acrobat X Classroom in a Book is the most thorough and comprehensive way for creative professionals and business users to learn how to deliver high-impact communications with next-generation Adobe Acrobat X. Each chapter in this step-by-step, project-based guide contains a project that builds on your growing knowledge of the program, while end-of-chapter review questions reinforce each lesson. This cross-platform (Mac and Windows) book shows you how to create high-quality PDF documents and fillable forms, combine a wide variety of content into rich media portfolios, collaborate effectively through electronic reviews, easily share your work across multiple platforms and devices, and speed up your production and business task workflow with Acrobat X. In this new version you'll learn how to automate multistep tasks with Action Wizard, streamline document reviews (and include Adobe Reader users), create interactive forms and track responses within Acrobat, create PDF Portfolios and customize them with all-new layouts and color palettes, remove sensitive information with redaction tools, incorporate audio and video into rich media PDFs, search and reuse scanned content with improved optical character recognition (OCR), compare PDF files to avoid version control issues, fix documents to comply with PDF standards, make documents accessible to people with disabilities, share secured files online with Acrobat.com services, and much more. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your

font size and turning your device to a landscape view. This should cause the full URL to appear.

PRODUCING ONLINE NEWS

DIGITAL SKILLS, STRONGER STORIES

CQ Press Building on a foundation of news stories, *Producing Online News* shows students how to use the right tools to get the right information to the right people at the right time. The goal is to become a full-fledged online news producer and transform stories into a complete news experience for an ever more demanding audience. Ryan Thornburg, a journalism trainer who has managed the websites of top news organizations, hones the skills students need to produce stories using multimedia, interactivity and on-demand delivery- online journalism's three pillars. Practical instructions show students not just how to use the tools but also how to make good journalistic choices in applying them. The book works for courses specifically in online journalism or for any journalism course that incorporates multiple platforms.

ADOBE ACROBAT 5.0

CLASSROOM IN A BOOK

Adobe Press A guide to the universal document exchange application offers lessons in creating and editing PDF files, making PDF files available as Web pages, and distributing, viewing, and printing documents on varied operating systems.

ADOBE ACROBAT 8 PDF BIBLE

John Wiley & Sons "The Adobe Acrobat 8 PDF Bible is the comprehensive guide to Acrobat for novices and power users alike. With a concise, easy-to-read format, you will be creating interactive XML forms, enabling streamlined document review processes, and publishing high-impact electronic documents in no time." —Rick Brown, director of product management, Adobe Acrobat The book you need to succeed with Adobe Acrobat! Why do readers turn to the Adobe Acrobat Bible again and again? Because whether you're already experienced with Adobe Acrobat or you're learning to use this powerful tool for the first time, you'll find exactly what you need to know in these well-organized pages. Packed with helpful tips and step-by-step instructions, this latest edition will guide you through both basic and advanced features, enabling you to take full advantage of everything Acrobat 8 has to offer. Create, collect, and distribute forms with LiveCycle® Designer Work seamlessly with Microsoft® Office applications Convert AutoCAD® and Visio® files to PDF Discover new ways to edit PDFs and remove sensitive data Explore enhanced Shared Reviews tools with easy-to-use Wizard Collect form data by exporting it directly to Microsoft Excel® Combine files and create PDF Packages using new Acrobat 8 tools

What's on the CD-ROM? You'll find valuable, author-developed sample files including PDF documents, Adobe Designer forms, and Acrobat PDF forms with JavaScripts—all arranged in folders according to chapters in the book, so you use them along with the book's tutorials. The CD also includes: Adobe Reader software Entire book in searchable PDF with embedded index Windows demonstration plug-ins

INFOWORLD

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

ANDROID COOKBOOK

PROBLEMS AND SOLUTIONS FOR ANDROID DEVELOPERS

"O'Reilly Media, Inc." Jump in and build working Android apps with the help of more than 200 tested recipes. With this cookbook, you'll find solutions for working with the user interfaces, multitouch gestures, location awareness, web services, and device features such as the phone, camera, and accelerometer. You also get useful steps on packaging your app for the Android Market. Ideal for developers familiar with Java, Android basics, and the Java SE API, this book features recipes contributed by more than three dozen developers from the Android community. Each recipe provides a clear solution and sample code you can use in your project right away. Among numerous topics, this cookbook helps you: Use guidelines for designing a successful Android app Work with UI controls, effective layouts, and graphical elements Learn how to take advantage of Android's rich features in your app Save and retrieve application data in files, SD cards, and embedded databases Access RESTful web services, RSS/Atom feeds, and information from websites Create location-aware services to find locations and landmarks, and situate them on Google Maps and OpenStreetMap Test and troubleshoot individual components and your entire application

PDF REFERENCE

ADOBE PORTABLE DOCUMENT FORMAT VERSION 1.4

Addison-Wesley Professional Practical recommendations for application developers who want to generate efficient PDF files. New PDF 1.4 features include Tagged PDF, Referenced PDF, PDF Metadata Architecture, forms enhancements, JBIG2 support, and more. Example files, predefined font encodings, PDF page-marking operators, and other essential information.

INFOWORLD

InfoWorld is targeted to Senior IT professionals. Content is segmented into

Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

ADOBE CREATIVE SUITE 3 WEB PREMIUM ALL-IN-ONE DESK REFERENCE FOR DUMMIES

John Wiley & Sons The future looks bright for Web developers! With Adobe Creative Suite 3 Web Premium, you now have fantastic tools that enable you to create a wide array of content and graphics to deploy on a Web site that is dynamic and easy to maintain. Adobe Creative Suite 3 Web Premium All-in-One Desk Reference For Dummies is a hands-on, easy-to-understand guide to the main features in all the CS3 Web development products. The no-nonsense approach is designed to help you build Web sites by covering the basics of each program—Dreamweaver, Photoshop, Fireworks, Illustrator, Flash, Contribute, and Acrobat—as well as the new features in a clear and concise minibook. You get all the expert guidance you need to: Choose the right tools for the job Create basic HTML Web pages Punch up your pages with forms and frames in Dreamweaver Save Photoshop images for print and the Web Work with text, shapes, and images in Fireworks Understand page layout Use layers, filters, and effects in Illustrator Work with animation, sound, and video in Flash Add interactivity to PDF files in Acrobat Integrate Dreamweaver, Fireworks, Flash, and Contribute with other Adobe products Tackle advanced concepts And much, much more! This friendly guide doesn't just cover all the new tools in the Suite; it also offers you a primer on Web design as well as insight into how the Suite influences design. Complete with helpful hints on securing your work, Adobe Creative Suite 3 Web Premium All-in-One Desk Reference For Dummies is your one-stop guide to making the most of the Suite and developing for the Web quickly and easily!

EMERGING TECHNOLOGIES FOR LIBRARIANS

A PRACTICAL APPROACH TO INNOVATION

Chandos Publishing Emerging Technologies for Librarians: A Practical Approach to Innovation focuses on the practical applications of emerging technologies in libraries, defining the technologies in the context of their use in real situations. Each chapter includes an overview of the use of emerging technologies in a particular work area that is followed by a list of relevant applications. Chapters cover work areas such as advertising, distance learning, metadata, and digital libraries, and also focus on applications, including mobile computing and web conferencing, followed by a conclusion. This book serves as a guide for those interested in learning about, and implementing, the available technologies that enhance library services, and also lists and discusses the types of emerging technologies that are available for a specific area of work. Discusses and reviews practical applications of emerging technologies for librarians

Explores what emerging technologies are available in particular areas of library services Describes and evaluates applications Connects library work to innovations

PRODUCING IOS 6 APPS

THE ULTIMATE ROADMAP FOR BOTH NON-PROGRAMMERS AND EXISTING DEVELOPERS

UnknownCom Inc. Effectively several books bundled into one, written by the entire team of a long-standing app development company, **Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers** makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D, PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a **BONUS** detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory,

dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, Blackberry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available.

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

ADVANCING CLOUD DATABASE SYSTEMS AND CAPACITY PLANNING WITH DYNAMIC APPLICATIONS

IGI Global Continuous improvements in data analysis and cloud computing have allowed more opportunities to develop systems with user-focused designs. This not only leads to higher success in day-to-day usage, but it increases the overall probability of technology adoption. Advancing Cloud Database Systems and Capacity Planning With Dynamic Applications is a key resource on the latest innovations in cloud database systems and their impact on the daily lives of people in modern society. Highlighting multidisciplinary studies on information storage and retrieval, big data architectures, and artificial intelligence, this publication is an ideal reference source for academicians, researchers, scientists, advanced level students, technology developers and IT officials.

ESSENTIALS FOR DESIGN JAVASCRIPT

Prentice Hall

HANDS-ON ETHICAL HACKING AND NETWORK DEFENSE

Cengage Learning Cyber-terrorism and corporate espionage are increasingly common and devastating threats, making trained network security professionals more important than ever. Wilson/Simpson/Antill's

HANDS-ON ETHICAL HACKING AND NETWORK DEFENSE, 4th edition, equips you with the knowledge and skills to protect networks using the tools and techniques of an ethical hacker. The authors explore the concept of ethical hacking and its practitioners -- explaining their importance in protecting corporate and government data -- and then deliver an in-depth guide to performing security testing. Thoroughly updated, the text covers new security resources, emerging vulnerabilities and innovative methods to protect networks, mobile security considerations, computer crime laws and penalties for illegal computer hacking. A final project brings many of the concepts together in a penetration testing exercise and report. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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MOBILE WEB INFORMATION SYSTEMS

11TH INTERNATIONAL CONFERENCE, MOBIWIS 2014, BARCELONA, SPAIN, AUGUST 27-29, 2014. PROCEEDINGS

Springer This book constitutes the refereed proceedings of the 11th International Conference on Mobile Web and Information Systems, MobiWIS 2014, held in Barcelona, Spain, in August 2014. The 24 papers presented were carefully reviewed and selected from 75 submissions and cover topics such as: mobile software systems, middleware/SOA for mobile systems, context- and location-aware services, data management in the mobile web, mobile cloud services, mobile web of things, mobile web security, trust and privacy, mobile networks, protocols and applications, mobile commerce and business services, HCI in mobile applications, social media, and adaptive approaches for mobile computing.

ADOBE GOLIVE 5 BIBLE

Wiley This is the comprehensive GoLive tutorial/reference, targeted to ambitious beginner to advanced users who want or need extensive coverage of GoLive features, as well as advanced tips and techniques. Real world examples included throughout the book provide added context and

power for learning GoLive and making it do eye-popping cyber-acrobatics. A Mac-Windows CD-ROM included with the book is packed with usable artwork and templates, exclusive objects and JavaScripts, instructive tutorials, tryout versions of Adobe products, and much more.

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WEB PROGRAMMING WITH HTML5, CSS, AND JAVASCRIPT

Jones & Bartlett Learning Web Programming with HTML5, CSS, and JavaScript is written for the undergraduate, client-side web programming course. It covers the three client-side technologies (HTML5, CSS, and JavaScript) in depth, with no dependence on server-side technologies.

JAVASCRIPT BIBLE

John Wiley & Sons The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to

helping you learn JavaScript quickly yet thoroughly.

QUILL & QUIRE

COMPUTERWORLD

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ADOBE ACROBAT 6.0 STANDARD

A guide to the universal document exchange application offers lessons in creating and editing PDF files, making PDF files available as Web pages, and distributing, viewing, and printing documents on varied operating systems.

A WINDOWS NT/M GUIDE TO THE WEB

COVERING BROWSERS, SERVERS, AND RELATED SOFTWARE

Taylor & Francis Windows NT is rapidly becoming a major force in the computing world both as a corporate-strength operating system and as a system for individuals requiring a powerful and secure computing platform. This book provides an up-to-date guide to Web browsers and Web servers for Windows NT. The particular strengths of this book lie in a guide to the most widely available NT browsers including Netscape Navigator, Internet Explorer, and Mosaic; its description of the main NT server programs, including reviews of their security and scripting features; its comprehensive guide to the availability of NT resources on the World Wide Web; coverage of Java, VRML, and WebObjects. Webmasters on NT systems will find this an invaluable resource when setting up and managing their Web sites.

COMPUTERWORLD

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

IMSL C NUMERICAL LIBRARY: C STAT LIBRARY (CHAPTERS 1-7)

JAVASCRIPT FOR IMPATIENT PROGRAMMERS

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get

started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.