

Chapter 1 First Look At Computer Parts Tools

Through over 100 books, mostly computer-related, the author has mastered a fun but information packed style that gives you exactly what you want - up to speed on Plus with minimal effort and maximum results. Google+ or Plus (the terms are interchangeable) was written for everyone. This book mirrors that concept and is written for everyone - from us techheads (early adopters) to delightful old Aunt Mable and the rest of the Thursday Night Bridge Club. Because social networking exists for all people and we are all people - all of us are plusses on Plus.

The need for a better understanding of the role location plays in economic life was first and most famously made explicit by Bertil Ohlin in 1933. However it is only recently, with the development of computer packages able to handle complex systems, as well as advances in economic theory (in particular an increased understanding of returns to scale and imperfect competition), that Ohlin's vision has

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been met and a framework developed which explains the distribution of economic activity across space. This book is an integrated, non-mathematical, first-principles textbook presenting geographical economics to advanced students. Never avoiding advanced concepts, its emphasis is on examples, diagrams, and empirical evidence, making it the ideal starting point prior to monographic and journal material. Contains copious computer simulation exercises, available in book and electronic format to encourage learning and understanding through application. Uses case study material from North America, Europe, Africa and Australasia.

The definitive, comprehensive guide to Zend Studio for Eclipse Zend Studio for Eclipse gives millions of PHP/LAMP developers world-class tools for building state-of-the-art web applications. Now, here's a definitive guide to making the most of this breakthrough development environment. Zend Certified Engineer Peter MacIntyre and expert PHP developer Ian Morse show how to use Zend Studio for Eclipse to improve

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productivity, effectiveness, and code quality throughout your entire project lifecycle. You'll start with a product tour that introduces the core techniques and terminology you'll use in all your projects—including views, perspectives, outlines, and much more. You'll discover how to quickly use preferences to customize Zend Studio for Eclipse to your unique needs. Next, MacIntyre and Morse offer detailed, practical insights into every key aspect of working with Zend Studio: the code editor, PHP perspective views, Code Gallery, Code Analyzer, refactoring, SQL integration, unit testing with PHPUnit, debugging, version control, WYSIWYG design, and much more. You'll learn how to use the powerful integrated tools Zend provides, as well as those offered by the thriving worldwide Eclipse ecosystem. This book is an indispensable resource for every developer who wants to master Zend Studio for Eclipse: programmers already familiar with PHP and LAMP and users of other Eclipse-based IDEs who want to leverage their skills to create powerful PHP-based web applications.

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Author E. Joseph Sharkey uses the philosophies of language of Hans-Georg Gadamer and Ludwig Wittgenstein to counter the skepticism in question by showing that a language grounded in history instead of the transcendent is grounded nevertheless.

Building Ethereum Dapps

A Tip-Packed, Comprehensive Look At Google+ Strategies and Games, second edition

A Paranormal Savage Love

Theory and Practice

The Emperors' Slaves in the Makings of Christianity

Summary Building Ethereum Dapps introduces you to decentralized applications based on the Ethereum blockchain platform. In this book, you'll learn the principles of Dapps development by rolling up your sleeves and actually building a few! Foreword by Thomas Bertani. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Imagine unbreakably secure applications that handle personal and business transactions without any central agency controlling the process. Decentralized applications, or Dapps, do just this,

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shifting power to users. The Ethereum blockchain platform provides the tools you need to build Dapps, including an innovative "smart contracts" model and Solidity, a Dapp-aware JavaScript-like programming language. About the Book Building Ethereum Dapps teaches Dapps development on the Ethereum blockchain platform. You'll begin with a mental model of how Dapps operate, and then dive into designing and implementing smart contracts in Ethereum's Solidity language. You'll explore Ethereum smart contract development tools, like Truffle and Web3, and pick up best practices for design and security. Practical exercises throughout give you valuable hands-on experience. What's inside Ethereum's key components Implementing smart contracts in Solidity Communicating with a smart contract in Web3 Developing Dapps with Truffle Best practices for design and security improvement About the Reader For developers with intermediate experience in JavaScript or an OO language. Familiarity with blockchain concepts is helpful. About the Author Roberto Infante is a software development consultant who specializes in finance. He currently works on financial risk management systems and on blockchain technology. Table of Contents PART 1 A first look at decentralized applications Understanding the blockchain The Ethereum platform Deploying your first smart contract PART 2 Programming smart contracts in Solidity Writing more

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complex smart contracts Generalizing functionality with abstract contracts and interfaces Managing smart contracts with Web3.js PART 3 The Ethereum ecosystem Unit testing contracts with Mocha Improving the development cycle with Truffle Putting it all together: Building a complete voting Dapp PART 4 Making a Dapp production ready Security considerations Conclusions

Build amazing cross-platform mobile apps with Ionic, the HTML5 framework that makes modern mobile application development simple About This Book Learn how to use one of the most exciting mobile development frameworks around to build even better apps Follow the featured sample projects to experience Ionic's impressive capabilities Extend your developer skillset to build, test, and launch mobile apps with confidence Who This Book Is For This book is for anyone who wants to see Ionic in action - and find out how it could transform the way they build mobile apps. If you're a JavaScript web developer, you'll be building great projects in no time. What You Will Learn Learn Ionic by creating three complete mobile applications Get to know the Ionic CLI Add basic and advanced features to the Ionic framework Connect an Ionic app with a Firebase back end Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Change doesn't have to be challenging. Sometimes it can be simple – sometimes it just makes sense. With

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Ionic, mobile development has never been so simple, so elegant and obvious. By helping developers to harness AngularJS and HTML5 for mobile development, it's the perfect framework for anyone obsessed with performance, and anyone that understands just how important a great user experience really is. This book shows you how to get started with Ionic framework immediately. But it doesn't just give you instructions and then expect you to follow them. Instead it demonstrates what Ionic is capable of through three practical projects you can follow and build yourself. From a basic to-do list app, a London tourist app, to a complete social media app, all three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly become a better mobile developer, delivering high performance mobile apps that look awesome. Ionic Framework by Example is for people who don't want to learn now, build later – it's for people who want to learn and build at the same time – so they can meet today's mobile development challenges head on and deliver better products than anyone else. Style and approach This book isn't just an instruction manual. It doesn't just tell you what to do – it shows you. Featuring three sample projects, it's been created so you can get started

with Ionic immediately.

Full-color graphics and screenshots throughout make *Pro Silverlight 3 in C#* an invaluable reference for professional developers wanting to discover the new features of Silverlight 3. Author Matthew MacDonald's expert advice guides you through creating rich media applications using Silverlight in the environment you're most productive in—no matter what the target platform. As you learn about the features that put Silverlight in direct competition with Adobe Flash, such as rich support for 2D and 3D drawing, animations, and media playback, you'll experience the plumbing of .NET and the design model of WPF through Silverlight—all of the same .NET technology that developers use to design next-generation Windows applications. MacDonald provides an comprehensive tutorial written from professional developer to professional developer.

Examines the new features and enhancements of the presentation software, describing the new user interface and explaining how to combine text, animation, video, photographs, sound effects, narration, and other features into a professional-looking presentation.

Idling the Engine

Google Plus First Look

Pro Silverlight 3 in C#

Practical Excel 2010

A+ Guide to IT Technical Support (Hardware and Software)

Guide to Health Informatics

This essential text provides a readable yet sophisticated overview of the basic concepts of information technologies as they apply in healthcare. Spanning areas as diverse as the electronic medical record, searching, protocols, and communications as well as the Internet, Enrico Coiera has succeeded in making this vast and complex area accessible and This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, A+ GUIDE TO HARDWARE, Ninth Edition, closely integrates the CompTIA A+ Exam objectives to prepare students for the 220-901 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics,

organizing material to facilitate practical application and encourage students to learn by doing. The new edition features more coverage of updated hardware, security, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes, online labs and the optional MindTap that includes labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is about the way to measure, to account for and to modify the economic inequalities in developed economies. Design, code, and build exciting wearable projects using Arduino tools About This Book Develop an interactive program using sensors and actuators suitable with wearables Understand wearable programming with the help of hands-on projects Explore different wearable design processes in the

Arduino platform and customize them to fit your individual needs Who This Book Is For This book is intended for readers who are familiar with the Arduino platform and want to learn more about creating wearable projects. No previous experience in wearables is expected, although a basic knowledge of Arduino programming will help. What You Will Learn Develop a basic understanding of wearable computing Learn about Arduino and its compatible prototyping platforms suitable for creating wearables Understand the design process surrounding the creation of wearable objects Gain insight into the materials suitable for developing wearable projects Design and create projects including interactive bike gloves, GPRS locator watch, and more using various kinds of electronic components Discover programming for interactivity Learn how to connect and interface wearables' with Bluetooth and WiFi Get your hands dirty with your own personalized designs In Detail The demand for smart wearable technologies is becoming more popular day by day. The Arduino platform was developed keeping wearables, such as watches that track your location or

shoes that count the miles you've run, in mind. It is basically an open-source physical computing platform based on a simple microcontroller board and a development environment in which you create the software for the board. If you're interested in designing and creating your own wearables, this is an excellent platform for you. This book provides you with the skills and understanding to create your own wearable projects. The book covers different prototyping boards which are compatible with the Arduino platform and are suitable for creating wearable projects. Each chapter of the book covers a project in which knowledge and skills are introduced gradually, making the book suitable for all kinds of readers. You begin your journey with understanding electronic components, including LEDs and sensors, to get yourself up to scratch and comfortable with different components. You will then gain hands-on experience by creating your very first wearable project, a pair of interactive bike gloves that help you cycle at night. This is followed by a project making your own funky LED glasses and a cool GPS watch. You'll also delve into other projects including creating

your own keyless doorlock, wearable NFC tags, a fitness-tracking device, and a WiFi-enabled spark board. The final project is a compilation of the previous concepts used where you make your own smart watch with fitness tracking, internet-based notifications, GPS, and of course time telling. Style and approach This is a project-based book that introduces each project to the reader step-by-step. Each project starts out by covering all the components individually, and then explains how to combine them into interactive objects. Each project contains an easy-to-follow guide to design and implement the electronics into wearable objects.

The Swansong Conspiracy

The Magical Universe of Number and What It Means for Character and Destiny

Trade, Location and Growth

Learning Jupyter

Her Heart & His Crown

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climate, you need to know PowerPoint inside and out, and that's not all. You also need to be able to make a presentation that makes an impact. From using sophisticated transitions and animation in your PowerPoint presentations to interfacing in person with your audience, this information-packed book helps you succeed. Start creating professional-quality slides that captivate audiences and discover essential tips and techniques for making first-rate presentations, whether you're at a podium or online. Combines both the technical software skills and the soft presentation skills needed to be a successful presenter in today's business climate Explains PowerPoint 2013's features and tools in detail, so you can create impressive, professional presentations for your job Shows you essential formatting techniques, including tables and working with Layouts, Themes, and Masters Covers working with drawings and SmartArt, photos, charts, sounds, music, video, and data from other sources Explains how to prepare for live presentations and also how to create and present material in the Cloud or online, including e-learning For compelling, successful presentations in person, in the cloud, or on the web, start with PowerPoint 2013 Bible.

This step-by-step, highly visual text provides a comprehensive introduction to managing and maintaining computer hardware and software. Written by best-selling author and educator Jean Andrews, *A+ Guide to IT Technical Support, 9th Edition* closely integrates the CompTIA+ Exam objectives to prepare you for the 220-901 and 220-902 certification exams. The new Ninth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair and information technology. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. The new edition features more

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coverage of updated hardware, security, virtualization, new coverage of cloud computing, Linux and Mac OS, and increased emphasis on mobile devices. Supported by a wide range of supplemental resources to enhance learning with Lab Manuals, CourseNotes online labs and the optional MindTap that includes online labs, certification test prep and interactive exercises and activities, this proven text offers students an ideal way to prepare for success as a professional IT support technician and administrator. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A First Look at Perturbation Theory Courier Corporation

A comprehensive set of four Microsoft program guides for a range of users This set comes with the Excel 2013 Bible, PowerPoint 2013 Bible, Access 2013 Bible, and Word 2013 Bible. Tips, tricks, and techniques help you use four popular programs effectively. You'll be guided into Excel, Word, Access and PowerPoint 2013 insights. Get help creating Excel formulas and spreadsheets. Then use the Access guide so you're ready to organize, present, analyze, and share data. Learn how to create tables, manipulate datasheets, and build databases that suit your specific needs. You'll also find out the features of Word 2013 - from document design to producing master documents. Collaborate in the Cloud, format like a pro, and create forms and labels more easily. In the PowerPoint 2013 guide, you'll know the features and tools that make an impact. You'll also learn to work with photos and charts in the program.

PCs Just the Steps For Dummies

PowerPoint 2007 Bible

Excel 2013 Bible, Access 2013 Bible, PowerPoint 2013 Bible, Word 2013 Bible

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Mobile Application Development: JavaScript Frameworks

A Guide for the Activity Coordinator in a Skilled Nursing Facility

The Wealth of Nations Book 1

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver

KEY FEATURES

- a- Learn how to build a Keyword Driven Automation Framework with Selenium using Java
- a- Understand and work with the core concepts of Selenium WebDriver 3.0
- a- Find how to use Build triggers in Jenkins to automate tests

DESCRIPTION

The book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features.

WHAT WILL YOU LEARN

- a- Learn the process of building a Selenium Framework
- a- Understand the Keyword Driven Framework concept
- a- Work with Document Object Model to access page elements
- a- Integrate Maven and Jenkins with Selenium WebDriver
- a- Use Selenium Grid to run multiple tests across

WHO THIS BOOK IS FOR

This book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords from Database. It is also intended for audiences who

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are interested in understanding Selenium and designing a framework

Table of Contents

1. First look at Selenium WebDriver and Web Elements
2. Looking at the various WebDrivers
3. A brief look at Java 8
4. Deep dive into Selenium WebDriver
5. Actions class and the JavascriptExecutor
6. WebDriver Events
7. Database Operations
8. Introduction to TestNG framework
9. Parallel Execution
10. Understanding Maven
11. Jenkins Introduction and Scheduling
12. Selenium grid and executing in the cloud
13. Mobile test automation using Appium
14. A look at Selenium-4

About the Author

Pinakin Chaubal, a BE (Computer Science) with 19+ years of experience in the IT area. He has done PMP, ISTQB, HP0-M47 (QTP 11.0 Functional testing expert), and INS-21 (General Insurance). He is working as an Automation Architect at Intellect Design Arena Ltd. (Previously Polaris Consulting). Previously he has worked with companies like Patni, Accenture, ACS International (USA), L&T Infotech (USA & India), Polaris Financial Technology, and SQS. He carries six years of onsite experience in the US and eight months in Hong Kong & China, working closely with the client and getting involved in senior management and stakeholder meetings. The clients that he has worked for are YES Bank, HSBC, Travelers Insurance, Harleysville Insurance, Albertsons retail chain, Bellsouth Telecommunications GE-Fleet Services, and GE-Supply. He is the creator of Youtube channel 'Automation Geek,' which teaches PMP, ISTQB, Test Automation using Selenium and Cucumber, and Performance testing using JMeter 3.0. He is the author of 'Page Object Model using Selenium WebDriver and Java' and 'Selenium WebDriver Quick Start Guide'. He is also the reviewer of the newly released book on Selenium Frameworks - 'Selenium Framework Design in Data-Driven Testing' by Carl Cocchiaro.

Enhance your JavaScript skills by venturing into the domain of developing mobile applications

About This Book

Extend your JavaScript skillset to build, test, and launch mobile apps with confidence

Follow three sample projects to experience Ionic's impressive capabilities

Extend the power of Apache Cordova

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by creating your own Apache Cordova cross-platform mobile plugins Who This Book Is For This Learning Path is for JavaScript web developers looking to develop mobile applications using various JavaScript descendent technologies. It is for anyone who wants to learn how to build fast and stylish native mobile app using the skills they already have. If you are already using React on the web, we're confident you'll be able to quickly get up and running with React Native for iOS and Android. See Ionic in action, and find out how it can transform the way you build mobile apps. What You Will Learn Develop, build, run, and deploy great cross-platform mobile applications using Apache Cordova Create complete mobile apps using Apache Cordova that runs on Apple iOS, Google Android, and Windows Phone Create a neat user interface for your mobile application using jQuery Mobile Gain an in-depth understanding of how React Native works behind the scenes Write your own custom native UI components Develop native modules in Objective-C and Java that interact with JavaScript Get to know Ionic by creating three complete mobile applications In Detail A great mobile app is rapidly becoming crucial for a huge range of businesses. With a great app, your customers or your readers don't come to you – you go with them, just a few clicks and swipes away. This Learning Path shows you how to build awesome mobile apps with some of the best tools currently being used by some of the smartest developers in the industry. Taking you through JavaScript impressive development ecosystem – from jQuery Mobile to React, through to Ionic – we'll show you how to put your skills into practice so you can build your next mobile apps with confidence and style. In this Learning Path, from jQuery to React, to Ionic, we'll cover everything you need to start In the first module you'll learn how to get stuck into Apache Cordova and find out how to use it as the key platform for developing your mobile app. It offers an efficient way to develop hybrid apps, which means you won't have to connect to platform specific APIs or use their UI framework, and can instead harness your JavaScript web development skills. Make

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sure you have your HTML, CSS and jQuery skills at the ready. In Module 2 we'll show you how to take advantage of React Native. It has a reputation for having a steep learning curve, but we'll make it easy for you, making sure you make full use of your existing knowledge and getting you up and running with a sample application. You'll also learn how to create components, how to create multiple screens, as well as using native UI components and accessing native APIs. In the third and final module you'll get started with Ionic. With three practical projects you can build yourself, we've made sure that you'll be learning by doing – which means you'll not only develop new skills much more quickly, but you'll have produced something tangible at the end of it! This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: JavaScript Mobile Application Development by Hazem Saleh Getting Started with React Native by Ethan Holmes and Tom Bray Ionic Framework By Example by Sani Yusuf Style and approach This Learning Path course provides a simple and easy way to build mobile applications in JavaScript descendent technologies such as jQuery, ReactJS, and Ionic.

Adam Smith's ground braking work in economics, "The Wealth of Nations." Book 1: BOOK I. OF THE CAUSES OF IMPROVEMENT IN THE PRODUCTIVE POWERS OF LABOUR, AND OF THE ORDER ACCORDING TO WHICH ITS PRODUCE IS NATURALLY DISTRIBUTED AMONG THE DIFFERENT RANKS OF THE PEOPLE. CHAPTER I. OF THE DIVISION OF LABOUR. CHAPTER II. OF THE PRINCIPLE WHICH GIVES OCCASION TO THE DIVISION OF LABOUR. CHAPTER III. THAT THE DIVISION OF LABOUR IS LIMITED BY THE EXTENT OF THE MARKET. CHAPTER IV. OF THE ORIGIN AND USE OF MONEY. CHAPTER V. OF THE REAL AND NOMINAL PRICE OF COMMODITIES, OR OF THEIR PRICE IN LABOUR, AND THEIR PRICE IN MONEY. CHAPTER VI. OF THE COMPONENT PART OF THE PRICE OF COMMODITIES.

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CHAPTER VII. OF THE NATURAL AND MARKET PRICE OF COMMODITIES. CHAPTER VIII. OF THE WAGES OF LABOUR. CHAPTER IX. OF THE PROFITS OF STOCK. CHAPTER X. OF WAGES AND PROFIT IN THE DIFFERENT EMPLOYMENTS OF LABOUR AND STOCK. CHAPTER XI. OF THE RENT OF LAND.

An easy-to-understand guide that will get you acquainted with the core concepts of Selenium WebDriver
Key Featuresa- Understand and work with the core concepts of Selenium WebDriver 3.0a- Learn how to design a Keyword driven framework with Database a- Find how to use Build triggers in Jenkins to automate tests DescriptionThe book starts by introducing the Selenium WebDriver 3 and Selenium Server by covering each aspect of it in detail. You will learn different concepts like instances and how instances relate to browser sessions. You will further explore the new features in Java 8 with the help of easy to follow examples. Moving on, you will create a Singleton class for fetching WebDriver instances and then explore the different kinds of waits in Selenium. You will then delve into the advanced WebDriver interactions using the Actions class and the JavascriptExecutor. You will then understand the various database operations which will help you with using the MySQL database to store our framework. Next, you will go through the TestNG framework, followed by parallel execution. Further, you will use Maven as a build tool and Jenkins as a build automation tool. You will go through the working of Selenium Grid along with Mobile automation. Lastly, you will be taken through Selenium 4 and it's AI integrated features.What will you learna- Learn the process of building a Selenium Framework a- Understand the Keyword Driven Framework concept a- Work with Document Object Model to access page elementsa- Integrate Maven and Jenkins with Selenium WebDrivera- Use Selenium Grid to run multiple tests across Who this book is forThis book has been designed for Automation developers who would like to build a Keyword Driven framework that fetches keywords

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Numerology

A+ Guide to Hardware

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The Evolution from Passive Protection to Active Management

The OpenVMS User's Guide

A First Look at Perturbation Theory

Zend Studio for Eclipse Developer's Guide

How to plan your future strategy for efficient, cost-saving data management Businesses have historically treated data protection as an afterthought, as simply making an occasional copy of data that could be used in the future. Today, this attitude is changing rapidly. The ever-increasing amount of data, along with the emphasis on continuous availability, necessitates changes in the approach to data integrity, which results in management and protection becoming much more closely aligned. Digital Data Integrity throws light on the data integrity landscape of the future. It provides the reader with a brief overview of the historical methods and subsequent evolution of data protection. The text shows how the whole subject of data integrity is changing and describes and positions many of the new, enhanced, more intelligent protection technologies and methods. Digital Data Integrity: Takes a unique, forward look at data protection and management, highlighting the paradigm shift from simple backup and recovery to total data management. Details recent developments in compliance regulations in an accessible manner. Covers enhanced protection technologies such as advanced intelligent synthetic backups, data reduction

methods, and data growth – online protection using continuous data protection. Explains data life cycle management and data storage, using management, quality of service products and tools to achieve better data management, intelligent allocation of storage, and compliance with regulations. Contains information on quality control, looking at SLA (Service Level Agreements), protection by business unit and billing/charge back. Unique insight into hot topics such as next generation bare metal recovery and true system provisioning. This invaluable text will provide system administrators, and database administrators, as well as senior IT managers and decision makers with a thorough understanding of data management and protection. With contributions from Ray Schafer and Paul Mayer.

The study of formal languages and of related families of automata has long been at the core of theoretical computer science. Until recently, the main reasons for this centrality were connected with the specification and analysis of programming languages, which led naturally to the following questions. How might a grammar be written for such a language? How could we check whether a text were or were not a well-formed program generated by that grammar? How could we parse a program to provide the structural analysis needed by a compiler? How could we check for ambiguity to ensure that a program has a unique analysis to be passed to the computer? This focus on programming

languages has now been broadened by the increasing concern of computer scientists with designing interfaces which allow humans to communicate with computers in a natural language, at least concerning problems in some well-delimited domain of discourse. The necessary work in computational linguistics draws on studies both within linguistics (the analysis of human languages) and within artificial intelligence. The present volume is the first textbook to combine the topics of formal language theory traditionally taught in the context of programming languages with an introduction to issues in computational linguistics. It is one of a series, The AKM Series in Theoretical Computer Science, designed to make key mathematical developments in computer science readily accessible to undergraduate and beginning graduate students.

Tips on making your call center a genuine profit center In North America, call centers are a \$13 billion business, employing 4 million people. For managers in charge of a call center operation, this practical, user-friendly guide outlines how to improve results measurably, following its principles of revenue generation, efficiency, and customer satisfaction. In addition, this new edition addresses many industry changes, such as the new technology that's transforming today's call center and the location-neutral call center. It also helps readers determine whether it's cost-efficient to outsource operations and looks at the changing role and requirements of agents. The ultimate call center guide, now revised and

updated The authors have helped over 60 companies improve the efficiency and effectiveness of their call center operations Offers comprehensive guidance for call centers of all sizes, from 20-person operations to multinational businesses With the latest edition of Call Centers For Dummies, managers will have an improved arsenal of techniques to boost their center's bottom line.

An end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework About This Book Develop engaging mobile experiences with a native-looking UI in Ionic and AngularJS. Use out-of-the-box Ionic functionalities, customize existing components, and add new components with this comprehensive course. Learn Ionic by creating three complete mobile applications Who This Book Is For If you are a web developer who wants to build hybrid mobile app development using the Ionic framework, then this comprehensive course is best-suited for you. What You Will Learn Get to know about Hybrid Apps and AngularJS Set up a development environment to build Hybrid Apps Navigate around components and routing in Ionic Authenticate users using an e-mail password, Twitter, Facebook, Google+, and LinkedIn Retrieve data and store it using Firebase Access native device functionalities such as the camera, contact list, e-mail, and maps using NG-Cordova Integrate PhoneGap plugins with NG-Cordova Test your apps to improve and optimize performance In Detail Hybrid Apps are a promising

choice in mobile app development to achieve cost-effectiveness and rapid development. Ionic has evolved as the most popular choice for Hybrid Mobile App development as it tends to match the native experience and provides robust components/tools to build apps. The Ionic Complete Developers course takes you on an end-to-end journey, empowering you to build real-time, scalable, and interactive mobile applications with the Ionic framework. Starting with an introduction to the Ionic framework to get you up and running, you will gradually move on to setting up the environment, and work through the multiple options and features available in Ionic to build amazing hybrid mobile apps. You will learn how to use Cordova plugins to include native functionality in your hybrid apps. You will work through three complete projects and build a basic to-do list app, a London tourist app, and a complete social media app. All three projects have been designed to help you learn Ionic at its very best. From setting up your project to developing on both the server side and front end, and best practices for testing and debugging your projects, you'll quickly be able to deliver high-performance mobile apps that look awesome. You will then hone your skills with recipes for cross-platform development. Integrating Ionic with Cordova will bring you native device features, and you will learn about the best modules from its ecosystem. Creating components and customizing the theme will allow you to extend Ionic. You'll see how to build your app to deploy to all platforms to make

you a confident start-to-finish mobile developer. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Ionic – by Rahat Khanna Ionic by Example – by Sani Yusuf Ionic Cookbook – by Hoc Phan Style and approach This course shows you how to get up and running with the Ionic framework. It doesn't just give you instructions, expecting you to follow them. Instead, with a hands-on approach, it demonstrates what Ionic is capable of through a series of practical projects that you can build yourself.

Call Centers For Dummies

Ionic Framework By Example

Anne of Green Gables

PowerPoint 2010 Bible

An Introduction to Geographical Economics

Linguistic Sskepticism in and Around Cortázar, Kafka, and Joyce

Completely updated and revised, The OpenVMS User's Guide continues to be the prime resource for new and non-technical users on how to use OpenVMS and customize it to their working environment. For more proficient users, the book serves as a quick look-up reference. The book begins with an introduction to the OpenVMS operating system and its built-in functions, and then provides a thorough explanation of OpenVMS files and directories, use of DCL, and how to edit files using EVE and EDT. It also discusses how to create command procedures and the

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Mail and Phone utilities. New to this edition are additional insights into application development and sending e-mail to remote notes via the Internet, remote logins and file transfers. Each chapter is liberally sprinkled with learning aids including summaries and tables of commands, exercises, and review quizzes. Completely covers the OpenVMS operating system - from logging in to creating command procedures, with thorough discussions of files and directories Covers both EVE and EDT editors in detail Shows how to customize your working environment

Weirdness is in their blood. After a near cataclysmic worldwide event shook the foundations of society and unleashed numerous supernatural hazards onto the Earth, twins Quincy and Lilly just want to lead their lives as normally as possible. However, this proves to be quite difficult. The twins are the heirs of legendary horror writer and occultist W.A. Swansong, who has been declared a prophet now that many of his gruesome creations appear to really exist. When a mysterious inheritance falls into the twins' hands, a strange and violent secret organization becomes hell-bent on finding them. Quincy and Lilly are forced to flee their hometown of New Orleans, leading them on a wild, supernatural chase throughout the southern United States. With only a handful of allies and a trapped Fire Vampire named Tim, the twins uncover a great mystery tied to their inheritance, the source of all pandemonium, and even the true origins of mankind.

In this volume, Michael Flexsenhar III advances the argument that imperial slaves and freedpersons in the Roman Empire were essential to early Christians' self-conception as a distinct people in the Mediterranean and played a multifaceted

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role in the making of early Christianity. Scholarship in early Christianity has for centuries viewed Roman emperors' slaves and freedmen as responsible for ushering Christianity onto the world stage, traditionally using Paul's allusion to "the saints from Caesar's household" in Philippians 4:22 as a core literary lens. Merging textual and material evidence with diaspora and memory studies, Flexsenhar expands on this narrative to explore new and more nuanced representations of this group, showing how the long-accepted stories of Christian slaves and freepersons in Caesar's household should not be taken at face value but should instead be understood within the context of Christian myth- and meaning-making. Flexsenhar analyzes textual and material evidence from the first to the sixth century, spanning Roman Asia, the Aegean rim, Gaul, and the coast of North Africa as well as the imperial capital itself. As a result, this book shows how stories of the emperor's slaves were integral to key developments in the spread of Christianity, generating origin myths in Rome and establishing a shared history and geography there, differentiating and negotiating assimilation with other groups, and expressing commemorative language, ritual acts, and a material culture. With its thoughtful critical readings of literary and material sources and its fresh analysis of the lived experiences of imperial slaves and freedpersons, Christians in Caesar's Household is indispensable reading for scholars of early Christianity, the origins of religion, and the Roman Empire.

Numerology: The Magical Universe of Number and What It Means For Character and Destiny is a fun book that draws upon the fact that numerology is an intuitive

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science based on the principles of the universe. It is based on the truth that numbers are facts, found naturally and thus embody functional truths, which can describe humanity with ease. The preternatural element of number comes before the arbitrary that overlays our civilization and thus describes the power of this book. The book shows that symbolism is powerful and has allowed us to capture the archetypal realities of number in drawn symbols, coming from deep human psychism from very gifted people in our past. And it shows that the number symbolism extends to the alphabet, which too is based on number. This book has presented numerology, with the author focusing directly on the functional realities of numbers and how they describe people and their karma, and what all of this means for our race. This is an intuitively driven account of numerology and proceeds from extrasensory knowledge of the meaning of the numbers and how it relates to karma and soul characters and descriptions. The author is in touch with higher realities so as to make a numerology book that comes from a very high place, drawing from functional realities of the universe. The book is fun and is meant to show that humanity already has a treasure trove of knowledge about navigating this world and is ready to embrace ever higher forms of evolution and learning. Included in this book are historical numerology cases of famous personalities.

An Introduction to Formal Language Theory

Selenium Python Framework Design in Keyword-Driven Testing

Ionic : Hybrid Mobile App Development

My Windows 8.1

Digital Data Integrity

The thirst is real... Sharing is caring, so Qadira didn't understand why her sister Phoenix had such a problem when she wanted to share her man. He was everything. Handsome, with charisma, and savage. The ideal being to rule the Kingdom of Ill run by her side. She was willing to do anything to get his attention, and that could cause problems within her family, and the Kingdom. Napoleon loved Qadira from the first moment that he laid eyes on her, and felt the need to protect her. He didn't see her as the vicious, spoiled, selfish Goddess-in-Training (GIT) that her reputation pegged her as. But when he found out that his best friend, Charm, had her attention, he stepped back, out of respect. But when the opportunity presented itself, he leapt at the opportunity to show her that he was the man for her. Even if only in her dreams. Sometimes, the love we want isn't the love we need. While Qadira has her eyes on Charm, Napoleon is the one who can truly care for her heart. But will Qadira see that he's her real Prince Charming? Or will her reckless, thirsty actions cost her true love, and destroy her family.

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Master PowerPoint and improve your presentation skills-with one book! It's no longer enough to have slide after slide of text, bullets, and charts. It's not even enough to have good speaking skills if your PowerPoint slides bore your audience. Get the very most out of all that PowerPoint 2010 has to offer while also learning priceless tips and techniques for making good presentations in this new PowerPoint 2010 Bible. Well-known PowerPoint expert and author Faithe Wempen provides formatting tips; shows you how to work with drawings, tables, and SmartArt; introduces new collaboration tools; walks you through five special presentation labs; and more. Coverage includes: A First Look at PowerPoint What Makes a Great Presentation? Creating and Saving Presentation Files Creating Slides and Text Boxes Working with Layouts, Themes, and Masters Formatting Paragraphs and Text Boxes Correcting and Improving Text Creating and Formatting Tables Drawing and Formatting Objects Creating SmartArt Diagrams Using and Organizing Clip Art Working with Photographic Images Working with Charts Incorporating Content from Other Programs Adding Sound Effects, Music, and Soundtracks Incorporating Motion Video Creating Animation Effects and Transitions Creating Support Materials Preparing

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for a Live Presentation Designing User-Interactive or Self-Running Presentations Preparing a Presentation for Mass Distribution Sharing and Collaborating Customizing PowerPoint Presenting Content Without Bulleted Lists Adding Sound and Movement to a Presentation Creating a Menu-Based Navigation System Creating a Classroom Game It's the book you need to succeed with PowerPoint 2010 and your next live presentation!

This introductory text explains methods for obtaining approximate solutions to mathematical problems by exploiting the presence of small, dimensionless parameters. For engineering and physical science undergraduates.

Silverlight is a lightweight browser plug-in that frees your code from the traditional confines of the browser. It's a rules-changing, groundbreaking technology that allows you to run rich client applications right inside the browser. Even more impressively, it's able to host true .NET applications in non-Microsoft browsers (like Firefox) and on non-Microsoft platforms (like Mac OS X). Silverlight is still new and evolving fast, and you need a reliable guidebook to make sense of it. Pro Silverlight 3 in VB, Second Edition is the perfect reference to ensure you are informed and up to

date: you'll learn about the features that put Silverlight in direct competition with Adobe Flash, such as rich support for 2D drawing, animations, and media playback, and best of all, you'll experience the plumbing of .NET and the design model of WPF through Silverlight—all of the same .NET technology that developers use to design next-generation Windows applications. Author Matthew MacDonald provides an expertly crafted tutorial written from professional developer to professional developer. You'll learn to create rich media applications using Silverlight in the environment you're most productive in—no matter what the target platform.

Pro Silverlight 3 in VB

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Findings from the National Assessment of Educational Progress

Economic Inequality and Income Distribution

Decentralized applications on the Ethereum blockchain

Christians in Caesar ' s Household

Pilar Harrison, a free spirit, product of a deadbeat dad, and crackhead mother, moved away from, Mount Olive, MS to Florida, after her college graduation, and the death of her grandmother. Pilar thought that life in Florida would be great,

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since it is nicknamed, The Sunshine State, but little did she know, dark clouds would surround her, after getting involved with Brandon 'Blizzy' Lewis, who had his own set of problems; women and gambling. Barak 'Duke' Ramses, a native of Egypt, and next in line to be crowned King. At the age of 16, his father, dropped him and his younger brothers off in the United States, as an effort to make them men, and find their own way. Duke made a way for himself, and his brothers, after opening up a chain of pool halls. After Blizzy, one of his faithful customers, and best friends, started stealing money from the company and the customers, putting the Florida location in jeopardy of being shut down. Duke sends one of his brothers to take care of Blizzy, not knowing that Pilar was only inches away and witnesses the murder. After being caught and begging for her life, Duke spares her, but not before putting a strict detail on Pilar, making sure she doesn't go to the police. Pilar gets fed up with being followed, and ends up moving into Duke's house, against the wishes of one of his brothers, who also thought that he was not fit to be King. After getting to know Pilar personally, Duke starts to develop feelings for her, but he can't act on them, due to the secrets that he has. Will Duke risk it all and act on his feelings for Pilar or will he walk away and leave behind an affair that could lead to something special?

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*The new edition of a widely used introduction to game theory and its applications, with a focus on economics, business, and politics. This widely used introduction to game theory is rigorous but accessible, unique in its balance between the theoretical and the practical, with examples and applications following almost every theory-driven chapter. In recent years, game theory has become an important methodological tool for all fields of social sciences, biology and computer science. This second edition of *Strategies and Games* not only takes into account new game theoretical concepts and applications such as bargaining and matching, it also provides an array of chapters on game theory applied to the political arena. New examples, case studies, and applications relevant to a wide*

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range of behavioral disciplines are now included. The authors map out alternate pathways through the book for instructors in economics, business, and political science. The book contains four parts: strategic form games, extensive form games, asymmetric information games, and cooperative games and matching. Theoretical topics include dominance solutions, Nash equilibrium, Condorcet paradox, backward induction, subgame perfection, repeated and dynamic games, Bayes-Nash equilibrium, mechanism design, auction theory, signaling, the Shapley value, and stable matchings. Applications and case studies include OPEC, voting, poison pills, Treasury auctions, trade agreements, pork-barrel spending, climate change, bargaining and audience costs, markets for lemons, and school choice. Each chapter includes concept checks and tallies end-of-chapter problems. An appendix offers a thorough discussion of single-agent decision theory, which underpins game theory.

Your first PC can be intimidating. You're probably panicky that you'll hit a wrong key and send your information to some high-tech black hole or cause your PC to self-destruct. Not to worry. PCs Just the Steps For Dummies gives you simple directions for getting stuff done with your PC—everything from turning it on to using the Internet or a network. The book's design features two columns, with numbered step-by-step instructions on one side and corresponding illustrations, screen shots, or photos on the other. You just pick the task you want to do and look up practical, no-nonsense how-to. This guide covers: Hardware basics and peripherals, including printers, faxes, and scanners Working with Windows XP,

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including managing memory and working with files and folders Working with sound and video Going online, searching the Web with Internet Explorer, and e-mailing with Outlook Express Networking, including configuration and connection and sharing folders or printers Protecting and troubleshooting your PC With practical organization and a task-oriented approach, this book will have you inspired instead of intimidated. You won't get an unabridged history of computers and a lot of gibberish; you will get clear, easy-to-follow instructions that help you get your tasks done efficiently on your PC.

NAEP 1994 Geography: a First Look

Thirsty

Arduino Wearable Projects

Selenium Framework Design in Keyword-Driven Testing

Learn how to write code, mathematics, graphics, and output, all in a single document, as well as in a web browser using Project Jupyter About This Book Learn to write, execute, and comment your live code and formulae all under one roof using this unique guide This one-stop solution on Project Jupyter will teach you everything you need to know to perform scientific computation with ease This easy-to-follow, highly practical guide lets you forget your worries in scientific application development by leveraging big data tools such as Apache Spark, Python, R etc Who This Book Is For This book caters to all developers, students, or educators who want to execute code, see output, and comment all in

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functionalities learned throughout the book. Style and approach This comprehensive practical guide will teach you how to work with the Jupyter Notebook system. It demonstrates the integration of various programming languages with Jupyter Notebook through hands-on examples in every chapter.