

Sams Teach Yourself Adobe R Indesign R 1 5 In 24 Hours

Learn JavaScript in 24 Hours Covers JavaScript 1.8+, Ajax and jQuery In just 24 lessons of one hour or less, you can learn how to create dynamic, interactive Web pages with the popular and ubiquitous JavaScript web programming language. Using a straightforward, step-by-step approach, each lesson in this book clearly and carefully walks you through basic concepts and techniques, and helps you learn the essentials of JavaScript programming from the ground up. Learn how to... Use JavaScript to build dynamic, interactive Web pages Debug scripts Create scripts that work in all browsers Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Add Ajax effects to your web pages Script animations and music Step-by-step instructions carefully walk you through the most common JavaScript programming tasks Quizzes at end of every chapter help you build and test your knowledge Interactive online exercises let you practice what you learn at the Codecademy web site with no downloads or installation needed Sams Publishing has teamed up with Codecademy — the online site where anyone can learn and teach coding — to provide readers of Sams Teach Yourself JavaScript in 24 Hours with an exclusive area on the Codecademy web site where you can supplement what you've learned in this book with some fun, fully interactive exercises and projects. After reading a lesson in the book you can roll up your sleeves and get some hands-on coding experience at codecademy.com/tracks/teachyourselfjavascript. Explains how to use Structured Query Language to work within a relational database system, including information retrieval, security, data manipulation, and user management.

In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS5. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing even complete beginners to learn the essentials from the ground up. Full-color figures and clear step-by-step instructions visually show you how to use Dreamweaver. Quizzes and Exercises at the end of each chapter help you test your knowledge. Practical, hands-on examples show you how to apply what you learn to real-world scenarios. Learn how to... Start using HTML5 in your web pages with Dreamweaver's new HTML5 support Create forms to collect information from users Manage your site with templates and libraries Design web page layout with CSS Work with WordPress and content management systems Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behavior and Ajax frameworks and libraries Create custom CSS for mobile devices and printing Make web graphics in Fireworks CS5

Join the leagues of thousands of programmers and learn C++ from some of the best. The fifth edition of the best seller Sams Teach Yourself C++ in 21 Days, written by Jesse Liberty, a well-known C++ and C# programming manual author and Bradley L. Jones, manager for a number of profiler developer websites, has been updated to the new ANSI/ISO C++ Standard. This is an excellent hands-on guide for the beginning programmer. Packed with examples of syntax and detailed analysis of code, fundamentals such as managing I/O, loops, arrays and creating applications are all covered in the 21 easy-to-follow lessons. You will also be given access to a website that will provide you with all the examples developed in the book as a practice tool. C++ is the preferred language for millions of developers-make Sams Teach Yourself C++ the preferred way to learn it!

Sams Teach Yourself SQL in 10 Minutes, Fourth Edition New full-color code examples help you see how SQL statements are structured. If you're an application developer, database administrator, web application designer, mobile app developer, or Microsoft Office users, a good working knowledge of SQL is an important part of interacting with databases. And Sams Teach Yourself SQL in 10 Minutes offers the

straightforward, practical answers you need to help you do your job. Expert trainer and popular author Ben Forta teaches you just the SQL you need to know—starting with simple data retrieval and quickly going on to more complex topics including the use of joins, subqueries, stored procedures, cursors, triggers, and table constraints. You'll learn methodically, systematically, and simply—in 22 short, quick lessons that will each take only 10 minutes or less to complete. With the Fourth Edition of this worldwide bestseller, the book has been thoroughly expanded, and improved. Lessons now cover the latest versions of IBM DB2, Microsoft Access, Microsoft SQL Server, MySQL, Oracle, PostgreSQL, SQLite, MariaDB, and Apache Open Office Base. And new full-color SQL code listings help the beginner clearly see the element structure of the language. 10 minutes is all you need to learn how to... Use the major SQL statements Construct complex SQL statements with multiple clauses and operators Retrieve, sort, and format database contents Pinpoint the data you need using a variety of filtering techniques Use aggregate functions to summarize data Join two or more related tables Insert, update, and delete data Create and alter database tables Create views, stored procedures, and more Table of Contents 1 Understanding SQL 2 Retrieving Data 3 Sorting Retrieved Data 4 Filtering Data 5 Advanced Data Filtering 6 Using Wildcard Filtering 7 Creating Calculated Fields 8 Using Data Manipulation Functions 9 Summarizing Data 10 Grouping Data 11 Working with Subqueries 12 Joining Tables 13 Creating Advanced Joins 14 Combining Queries 15 Inserting Data 16 Updating and Deleting Data 17 Creating and Manipulating Tables 18 Using Views 19 Working with Stored Procedures 20 Managing Transaction Processing 21 Using Cursors 22 Understanding Advanced SQL Features Appendix A: Sample Table Scripts Appendix B: Working in Popular Applications Appendix C : SQL Statement Syntax Appendix D: Using SQL Datatypes Appendix E: SQL Reserved Words

Sams Teach Yourself Microsoft Expression Web 3 in 24 Hours

Sams Teach Yourself Adobe Photoshop CS3 in 24 Hours

Sams Teach Yourself Adobe Acrobat 5 in 24 Hours

Sams Teach Yourself JQuery and JavaScript in 24 Hours

Sams Teach Yourself Mac OS X Lion in 10 Minutes

One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool.

Twenty-one lessons step readers through the basics of Photoshop 5.0 from start to finish. Topics include: the basics, preferences, calibration, editing images, channels, importing and repairing images, color correction, and filters. The CD-ROM contains a Photoshop 5.0 demo, plug-ins, and filters, and royalty-free stock images for practice--plus all the tutorial files from the book.

In just 24 sessions of one hour or less, you will be up and running with Windows SharePoint Services 3.0. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of SharePoint 2007 and Windows SharePoint Services 3.0 from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections and quizzes at the end of each lesson help you build and test your knowledge. Notes, Tips, and Cautions point out shortcuts, solutions, and potential problems to avoid. Learn how to... Explore and fully utilize all the core WSS 3.0 features Install WSS 3.0 on different versions of Windows Server Explore the interoperability between SharePoint and various Office 2003 and 2007 products Create and enhance workflows Manage user permissions at all levels Enhance search functionality using Search Server 2008 Express Create internal blogs using the Extended Blog Edition Get your site up-and-running quickly with the Microsoft application templates Enhance your site by utilizing free and commercial third-party web parts Create sites in different languages Provides instructions on how to use and create PDF files from electronic documents, review and edit PDF files, organize documents, devise

multimedia presentations, and add security to PDF files and documents.

Presents lessons covering such topics as desktop tools, applications, networking, printers, user accounts, security, and troubleshooting.

Sams Teach Yourself Today E-genealogy

Sams Teach Yourself Node.js in 24 Hours

Teach Yourself BEA WebLogic Server 7.0 in 21 Days

Sams Teach Yourself Adobe Illustrator 9 in 24 Hours

Using Windows SharePoint Services 3.0

With this book readers can learn to create entire Web sites in LiveMotion or export to the Web for a multimedia presentation. A 16-page color signature illustrates the strengths of LiveMotion.

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS4. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing you to learn the essentials of using Dreamweaver from the ground up. Full-color figures and clear step-by-step instructions visually show you how to use Dreamweaver. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... Use Dreamweaver CS4 to create simple or advanced web pages Create forms to collect information from users at your site Organize your site with templates and libraries Make Cascading Style Sheets work for you Craft an interactive website Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behaviors Add Ajax controls using the Spry framework JavaScript libraries Customize and extend Dreamweaver Upload your website to a server with Dreamweaver's built-in FTP capability

Build standards-based Web sites with Expression Web: a step-by-step tutorial that helps you do it right the first time The easy-to-read, hands-on introduction to Microsoft's new Expression Web 4 Establish work processes for building standards-based web code faster and with much less work Covers all the new features in version 4, including HTML5 A complete tutorial: step-by-step instructions, examples, Q and As, quizzes, exercises, tips, shortcuts, and more Expression Web 4 offers a fundamentally different, more powerful approach to web authoring. To make the most of it, both beginners and seasoned web professionals will benefit from a thorough, simple introduction that covers both the programs program's features and its new workflows. Sams Teach Yourself Microsoft Expression Web 4 in 24 Hours is that book. In just 24 lessons of one hour or less, it will help readers gain true mastery, so they can build state-of-the-art standards-based Web sites and applications with far less work. In this book's straightforward approach, each lesson builds on everything that's come before, helping readers learn all of Expression Web 4's core features from the ground up - including breakthrough features like Dynamic Web Templates and SuperPreview. Friendly, accessible, and conversational, it takes

readers from concept through delivery, teaching powerful techniques for designing, constructing, and even re-designing web sites for easier management and repurposing. By the time they're finished with these lessons, readers won't just understand Expression Web 4: they'll be comfortable using it in real-world projects.

Adobe Photoshop is the world's leading image manipulation software. Used by both professional and amateur graphic designers, it is the de facto standard for print Web publishing. New painting engine; Image browser; Enhanced Web workflow; More editing features; Compliance with Mac OS X. Sams Teach Yourself Adobe Photoshop X in 24 Hours is an easily accessible tutorial that uses a friendly, conversational approach to teach readers the basics. Photoshop is an immense tool and can be intimidating for the beginning user, but the book makes it easy to learn the basic techniques involved in creating and manipulating images with Photoshop.

Sams Teach Yourself Adobe Illustrator 10 in 24 Hours

Sams Teach Yourself Adobe Premiere 6.5 in 24 Hours

Sams Teach Yourself the Internet in 24 Hours

Adobe Creative Suite 2

This book offers 24, one-hour, step-by-step tasks that instruct readers by example. A quick and easy way for new and intermediate users to get up to speed or learn more about all the new features and technology of the Netscape Communicator 5 suite.

Broken into 10-minute lessons, this work aims to help the office user with the new SAP system, and how to implement it into their working day.

In just a short time you can learn how to use all the components of Adobe Creative Suite 3 (Design Premium Edition) to design, create, and edit graphics, publications, and web pages of all kinds everything from simple brochures to entire integrated ad campaigns. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of Photoshop, Illustrator, In Design, Flash, Dreamweaver, Acrobat, and Bridge from the ground up. Professional Features The smart choice for readers who want to learn about each program in Covers each technology in a logical, well integrated way Author is Adobe Certified Expert and trainer that knows Adobe Creative Suite inside and out

Demonstrates intermediate-level Web development techniques, covering dynamic sites, image maps, interactive forms, animations, multimedia, CGI scripts, and Dynamic HTML, XML and SMIL.

A beginner's guide to the Web development application covers Web design basics, Cascading Style Sheets, DHTML, CyberObjects, QuickTime video, and managing Web site resources.

Finding Your Family Roots Online

Sams Teach Yourself SQL in 10 Minutes

Sams Teach Yourself Netscape Communicator 4.5 in 24 Hours

Sams Teach Yourself LinkedIn in 10 Minutes

Sams Teach Yourself Adobe Dreamweaver CS4 in 24 Hours

Teaches developers to build J2EE applications using the leading J2EE application server in 21 straightforward, example-driven lessons.

In just 24 sessions of one hour or less, you'll learn how to build flexible, easy-to-maintain, standards-based websites with Microsoft Expression Web 2. Using this book's straightforward, step-by-step approach, you'll master the entire process—from concept and design through delivery! Each lesson builds on what you've already learned, giving you a strong real-world foundation for success, no matter what kind of site you're building! Step-by-step instructions carefully walk you through the most common Expression Web 2 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them Learn how to... · Build your first Expression website in just five minutes! · Import text from Microsoft Word and other software · Make the most of Expression Web 2's advanced image-editing features · Create hyperlinks that simplify navigation, perform actions, and send commands · Write error-free code quickly and easily with Code View and IntelliSense · Use CSS to control your site's appearance, create standards-based, cross-browser content, and simplify redesigns · Design site layouts that communicate more effectively · Use Dynamic Web Templates to consistently format (or reformat) hundreds of pages · Implement state-of-the-art interactivity with Behaviors · Add Silverlight, Flash, and other multimedia content · Build a web-based email form with FrontPage Server Extensions and PHP · Integrate web application code written in ASP.NET or PHP Morten Rand-Hendriksen is a web designer, developer, programmer, and digital media expert based in Burnaby, B.C., Canada. He has operated Pink and Yellow Media since 2002, creating web and design solutions for small businesses and individuals. For his work with Expression Web, he was invited as a Canadian VIP to the MIX08 conference in Las Vegas and asked to present on Building Compelling Websites on the Microsoft Platform at Microsoft's Innovation Briefing. He blogs on Expression Web at <http://blog.pinkandyellow.com/>. Category: Web Development Covers: Microsoft Expression Web 2 User Level: Beginning-Intermediate

*In just 24 lessons of one hour or less, you can learn how to design, create, and deploy high-impact graphics and animation with Adobe Flash CS4 Professional. Using this book's straightforward, step-by-step approach, you'll master the skills and technologies you need, from creating interactivity and animation to optimizing and publishing your Flash movies on the Web. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! * Full-color figures and clear step-by-step instructions visually show you how to use Flash. * Quizzes and Exercises at the end of each chapter help you test your knowledge. * Notes, Tips, and Cautions provide related information, advice, and warnings. Learn how to... * Make the most of the updated Flash interface, including its new Motion tools * Draw and paint original art in Flash * Use layers and the Library to efficiently organize your content * Build animations using shape tweening, Flash CS4's new motion tweening, and advanced inverse kinematics * Create special effects with shapes, filters, and the new Deco Tool * Add interactivity to your Flash movies * Integrate a wide spectrum of audio and video content * Use ready-built components to create sophisticated content without programming * Get started with ActionScript 3 * Publish your movies to the Web * Design modular Flash sites that load quickly and perform well Phillip Kerman is an internationally recognized expert on the use of the Web and multimedia for training and entertainment. He has frequently presented at Macromedia and Adobe user conferences, and has taught Flash and other Adobe Web development technologies to working web professionals worldwide. Lynn Beighley, a freelance web programmer and designer, has written several Flash, Dreamweaver, and Photoshop books and training CDs. She has worked at Los Alamos National Labs, Palm, and Yahoo! Her dynamic Flash advertisements have appeared on Yahoo!'s home page.*

In just 24 lessons of one hour or less, you will be able to build full-featured production websites using Django, the powerful web development framework based on Python. Designed for experienced website developers who have at least some familiarity with the Python programming language, this book uses a straightforward, step-by-step approach. Each lesson builds on the previous ones, enabling you to learn the essentials of implementing the Django framework on a website from the ground up. Step-by-step instructions carefully walk you through the most common Django tasks. Q&As, quizzes, and exercises at the end of each lesson help you test your knowledge. Notes and tips point out shortcuts and solutions. Learn how to... Install and configure the Django web development framework Cleanly separate data, logic, and view layers Implement site interfaces with build templates and views Utilize templates and views to

store, access, and retrieve data Use the Django forms library Define custom tags and filters to minimize coding Secure sites with registration, authorization, logins, and permissions Manage sessions and cookies Implement middleware for request and response handling Create sitemaps to inform search engines of your content Internationalize your site Optimize performance with caching Deploy Django in multiple configurations Maintain sites with Django's administrator interface

Introduction 1 Part I: Creating the Website Framework Hour 1: Understanding Django 7 Hour 2: Creating Your First Website 19 Hour 3: Adding Models and Objects to Your Website 37 Hour 4: Creating the Initial Views 63 Part II: Implementing the Website Interface Hour 5: Using Data from the Database in Views 81 Hour 6: Configuring Web Page Views 103 Hour 7: Implementing Django Templates to Create Custom Views 117 Hour 8: Using Built-in Template Tags to Enhance Views 139 Hour 9: Using Built-in Template Filters to Enhance Views 155 Hour 10: Adding Forms to Views 185 Hour 11: Using Views to Add and Update Data in the Database 209 Hour 12: Utilizing Generic Views 231 Hour 13: Advanced View Configurations 269 Part III: Implementing a Full-Featured Website Hour 14: Managing Site Users 295 Hour 15: Adding Website Security 313 Hour 16: Managing Sessions and Cookies 333 Hour 17: Customizing Models in the Admin Interface 347 Hour 18: Customizing the Admin Interface 365 Part IV: Implementing Advanced Website Components Hour 19: Implementing Middleware 383 Hour 20: Internationalization and Localization 407 Hour 21: Creating Sitemaps 423 Hour 22: Implementing Multiple Websites 437 Hour 23: Configuring Caching 451 Hour 24: Deploying Django 465 Appendixes Appendix A: Django Resources 477 Appendix B: Django Form Field Objects 481 Appendix C: Formatting Dates and Times 491 Index 493

Designed for beginning users of Adobe's graphic products, this handbook covers Photoshop CS2, Illustrator CS2, GoLive CS2, ImageReady CS2, Acrobat CS2, and InDesign CS2, and answers questions in a logical, well-integrated fashion. Original. (Beginner)

Sams Teach Yourself Microsoft Expression Web 4 in 24 Hours

Sams Teach Yourself Django in 24 Hours

Sams Teach Yourself Macromedia Dreamweaver 4 in 24 Hours

Sams Teach Yourself Adobe Creative Suite 3 All In One

Sams Teach Yourself Adobe LiveMotion in 24 Hours

Sams Teach Yourself Adobe GoLive in 24 Hours follows the series' usual structure of 24 one-hour lessons and seeks to make the content manageable for readers who are new to Web publishing with GoLive. The book teaches the reader how

to use GoLive to do everything from designing a simple Web page, to plotting Web site navigation, to adding interactivity, to publishing and administering a completed site. Previously announced in 2/2002 catalog.

An introduction to programming Flash with ActionScript, instructing readers in basic programming techniques and guiding them through the creation of interactive Flash movies.

Offers a tutorial exploring the updated features of Adobe Illustrator 9, explaining how to create and manipulate type, photographs, layers, and Web graphics.

Sams Teach Yourself the Internet in 24 Hours, Third Edition, gets you quickly connected to the Internet. Learn to send and receive e-mail, find and browse Web sites, read and post to newsgroups, and apply the Internet to your everyday office and home life. Written in a straightforward, easy-to-understand style, the book avoids confusing jargon at all costs, clearly telling you just what you need to know in order to become productive.

Showcases the updated features of Adobe's video editing program, explaining how to start a project, work with clips, use motion settings, create output, and post video to the Web.

Sams Teach Yourself Flash MX ActionScript in 24 Hours

Sams Teach Yourself Microsoft Expression Web 2 in 24 Hours

SQL in 10 Minutes, Sams Teach Yourself

Sams Teach Yourself WPF in 24 Hours

Sams Teach Yourself Adobe Dreamweaver CS5 in 24 Hours

In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of programming using the JavaScript language. Designed for beginners with no previous programming experience, this book's straightforward, step-by-step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common JavaScript programming tasks.

Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. Learn how to: Use JavaScript to build dynamic, interactive web pages Debug scripts Create scripts that work in all browsers Write clear, reliable, and reusable code Use object-oriented programming techniques Script with the DOM Access JSON data Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Read and write cookies Use some of the new ECMAScript 6 features today Get started with frameworks such as AngularJS Build browser add-ons and extensions Who This Book Is For: Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages. Those who currently code in another programming

language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming. Browse through an HTML primer before using this book. You don't need to be an HTML expert to use JavaScript but should have a basic understanding. Contents at a Glance: Part I: First Steps with JavaScript 1 Introducing JavaScript 2 Writing Simple Scripts 3 Using Functions 4 DOM Objects and Built-in Objects Part II: Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III: Objects 8 Object-Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV: HTML5 and CSS3 11 JavaScript and HTML5 12 JavaScript and CSS 13 Introducing CSS3 Part V: Using JavaScript Libraries 14 Using Libraries 15 A Closer Look at jQuery 16 The jQuery UI User Interface Library 17 Ajax with jQuery Part VI: Advanced Topics 18 Reading and Writing Cookies 19 Coming Soon to JavaScript 20 Using Frameworks 21 JavaScript Beyond the Web Page Part VII: Learning the Trade 22 Good Coding Practice 23 Debugging Your Code 24 JavaScript Unit Testing Part VIII: Appendices A Tools for JavaScript Development B JavaScript Quick Reference

Sams Teach Yourself Adobe(r) AIR Programming in 24 Hours Pearson Education

In just 24 sessions of one hour or less, you'll learn how to build flexible, easy-to-maintain, standards-based websites with Microsoft Expression Web 3. Using this book's straightforward, step-by-step approach, you'll master the entire process, from concept through delivery. You'll learn powerful ways to plan, design, construct, and even redesign websites that are simple to manage and easy to repurpose. Each lesson builds on what you've already learned, giving you a strong real-world foundation for success, no matter what kind of site you're building! Step-by-step instructions carefully walk you through the most common Expression Web 3 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them Learn how to... Build your first Expression Web 3 website in just five minutes Establish work processes for building standards-based sites faster, with far less work Write error-free code quickly and easily with Code view and IntelliSense Create hyperlinks that simplify navigation, perform actions, and send commands Understand, create, and modify CSS style sheets with unprecedented speed and accuracy Use Dynamic Web Templates to consistently format (or reformat) hundreds of pages Implement state-of-the-art interactivity with buttons, behaviors, and Cascading Style Sheets (CSS) Publish simple Silverlight applications and add multimedia content from Flash and other sources Build advanced drop-down and other CSS-based menus from scratch Learn how and when to use each of Expression Web's six publishing options Integrate web application code written in ASP.NET or PHP

In just 24 lessons of one hour or less, you will get up to speed on the basics of creating and editing computer graphics with Adobe Illustrator. Using a straightforward, step-by-step approach, each lesson

builds upon the previous one, allowing you to learn the fundamentals of Illustrator from the ground up. Sams Teach Yourself LinkedIn® in 10 Minutes, Second Edition Sams Teach Yourself LinkedIn® in 10 Minutes, Second Edition offers straightforward, practical answers when you need fast results. Learn everything you need to know to quickly and easily generate solid results on LinkedIn. Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English explains new terms and definitions 10 minutes is all you need to learn how to... Create a LinkedIn profile that generates results Find jobs, consulting opportunities, partners, and clients Enhance your visibility to an audience of millions Promote your services as a LinkedIn service provider Develop a streamlined approach for managing contacts Customize LinkedIn for maximum effectiveness and productivity Use LinkedIn Answers and Groups for research and marketing Extend the power of LinkedIn with third-party applications and tools Give and receive professional recommendations Recruit job candidates Access LinkedIn from mobile devices Advertise on LinkedIn Category: Internet Covers:

LinkedIn User Level: Beginning

Sams Teach Yourself SAP R/3 in 10 Minutes

JavaScript in 24 Hours, Sams Teach Yourself

Sams Teach Yourself C++ in 21 Days

Sams Teach Yourself Adobe Flash CS4 Professional in 24 Hours. Adobe Reader

Sams Teach Yourself Adobe® GoLive® 6 in 24 Hours

Offers tips on how to research genealogical roots online, including how to search government and state archives without leaving home, and provides lists of useful web sites.

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show

you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to...

- Create end-to-end applications entirely in JavaScript*
- Master essential Node.js concepts like callbacks and quickly create your first program*
- Create basic sites with the HTTP module and Express web framework*
- Manage data persistence with Node.js and MongoDB*
- Debug and test Node.js applications*
- Deploy Node.js applications to thirdparty services, such as Heroku and Nodester*
- Build powerful real-time solutions, from chat servers to Twitter clients*
- Create JSON APIs using JavaScript on the server*
- Use core components of the Node.js API, including processes, child processes, events, buffers, and streams*
- Create and publish a Node.js module*

Sams Teach Yourself Adobe® Dreamweaver® CS3 in 24 Hours Betsy Bruce 24 Proven One-hour Lessons In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS3. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing you to learn the essentials of using Dreamweaver from the ground up. Step-by-step instructions carefully walk you through the most common Dreamweaver tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do something. Watch Out! cautions alert you to possible problems, and give you advice on how to avoid them. Learn how to... Use Dreamweaver CS3 to create simple or advanced web pages Create forms to collect information from users at your site Organize your site with templates and libraries Make Cascading Style Sheets work for you Craft an interactive website with DHTML Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behaviors Insert content controls using the Spry framework JavaScript libraries Customize and extend Dreamweaver Upload your website to a server with Dreamweaver's built-in FTP capability

Betsy Bruce is a consultant and owner of Performance Factor, creators of training and performance support applications using Dreamweaver and Flash. She is an Adobe-certified instructor for Dreamweaver, Flash, Captivate, and Authorware. As an

authorized trainer, she has traveled the country instructing groups—ranging from corporations to school districts—on effectively creating dynamic and standards-based web content. Register your book at www.sampublishing.com/register for convenient access to downloads, updates, and corrections as they become available. Category: Web Development Covers: Adobe® Dreamweaver® CS3 User Level: Beginning

Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills

Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18

Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using ZAM 3D 427 Appendix C: Project Source (downloadable) 437 Index 439

This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. Sams Teach Yourself Adobe® AIR™ Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less, you will be up and running with Adobe AIR 1.5. Using a straightforward, step-by-step approach, each lesson builds upon a real-world foundation allowing you to learn the essentials of Adobe AIR from the ground up. Step-by-step instructions carefully walk you through the most common Adobe AIR 1.5 tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you alternative ways to do something. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server-side features for AIR Michael Givens is the CTO of U Saw It Enterprises, a Web technology consulting firm based in Spring, Texas. He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe. Certified in ColdFusion 5 and as an Advanced CFMX Developer, he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale. He is the coauthor of Adobe AIR Programming Unleashed (Sams Publishing) and has written articles for the ColdFusion Developer's Journal and the Flex Developer's Journal. He also wrote a digital Short Cut titled Apollo in Flight for Sams Publishing. Michael blogs regularly at www.flexination.info. Category: Programming/Application Development Covers: Adobe AIR User Level: Beginning-Intermediate

Sams Teach Yourself Adobe Photoshop 7 in 24 Hours

Sams Teach Yourself Adobe Photoshop 5 in 21 Days

Sams Teach Yourself Adobe Dreamweaver CS3 in 24 Hours

Sams Teach Yourself Adobe(r) AIR Programming in 24 Hours

Sams Teach Yourself SharePoint 2007 in 24 Hours

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Sams Teach Yourself Adobe GoLive 5 in 24 Hours

Sams Teach Yourself JavaScript in 24 Hours