

## Why Is Textinput In My Iphone Icloud Storage

By its very nature, Unix is a "power tools " environment. Even beginning Unix users quickly grasp that immense power exists in shell programming, aliases and history mechanisms, and various editing tools. Nonetheless, few users ever really master the power available to them with Unix. There is just too much to learn! Unix Power Tools, Third Edition, literally contains thousands of tips, scripts, and techniques that make using Unix easier, more effective, and even more fun. This book is organized into hundreds of short articles with plenty of references to other sections that keep you flipping from new article to new article. You'll find the book hard to put down as you uncover one interesting tip after another. With the growing popularity of Linux and the advent of Mac OS X, Unix has metamorphosed into something new and exciting. With Unix no longer perceived as a difficult operating system, more and more users are discovering its advantages for the first time. The latest edition of this best-selling favorite is loaded with advice about almost every aspect of Unix, covering all the new technologies that users need to know. In addition to vital information on Linux, Mac OS X, and BSD, Unix Power Tools, Third Edition, now offers more coverage of beash, zsh, and new shells, along with discussions about modern utilities and applications. Several sections focus on security and Internet access, and there is a new chapter on access to Unix from Windows, addressing the heterogeneous nature of systems today. You'll also find expanded coverage of software installation and packaging, as well as basic information on Perl and Python. The book's accompanying web site provides some of the best software available to Unix users, which you can download and add to your own set of power tools. Whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the gold mine of information in this new edition of Unix Power Tools to add to your store of knowledge. Want to try something new? Check this book first, and you're sure to find a tip or trick that will prevent you from learning things the hard way. Keep ahead of the game and get up to speed with Flex 3, Flex Builder 3, and ActionScript 3.0, with this comprehensive guide. Expert Flash trainer Charles Brown first takes you through the basics of installation and the Flex Builder environment. He then teaches you all the essentials of MXML and ActionScript 3.0, such as containers, states, and events, before moving on to more advanced topics like interfacing Flex with ColdFusion and .NET, creating Flex components with Flash, and much more. No matter what level you were to start with, the end of the book you'll be creating powerful Flex applications.

"A complete learning experience for creating industry standard Web pages - but you won't be just reading; you'll be playing games, solving puzzles, pondering mysteries and creating Web pages like you never imagined. You'll be also learning how HTML works with CSS . . . if you're going to create Web pages in the 21st century, then you want to know and to understand CSS, too."

Readers discover the latest, industry-leading website development practices with this new book in the popular Shelly Cashman Series. For more than three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of learners. Mimick's RESPONSIVE WEB DESIGN WITH HTML 5 & CSS, 9th edition, combines best practices with the most up-to-date tools available. The new edition equips readers with a solid foundation in HTML, CSS and responsive web design while illuminating deeper conceptual issues essential to today's field of web development. In addition, a range of projects logically built in complexity and ensure thorough understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Head First HTML and CSS

Coding For Kids For Dummies

Beginning AngularJS

Getting up to Speed with Rich Internet Applications

Develop and Design

Object-Oriented ActionScript For Flash 8

Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4.x Cookbook, the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5, including the new UI system, 2D game development, new Standard Shaders, and the new Audio Mixer Who This Book Is For From beginners to advanced users, from artists to coders, this book is for you and everyone in your team! Programmers explore multimedia features, and multimedia developers expand their hand at scripting. Basic knowledge and understanding of the Unity platform, game design principles, and programming knowledge in C# is essential. What You Will Learn Immerse players with great audio, utilizing Unity 5's audio features including the new Audio Mixer, ambient sound with Reverb Zones, dynamic soundtracks with Snapshots, and balanced audio via Ducking Create better materials with Unity's new, physics-based, Standard Shader Measure and control time, including pausing the game, displaying clocks and countdown timers, and even implementing "bullet time" effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system, including power-bars, clock displays, and an extensible inventory system Save and load text and media assets from local or remote sources, publish your game via Unity Cloud, and communicate with websites and their databases to create online scoreboards Discover advanced techniques, including the publisher-subscriber and state patterns, performance bottleneck identification, and methods to maximize game performance and frame rates Control 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path following In Detail Unity 5 is a flexible and intuitive multipatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5. Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity professionals. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting techniques to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's extra features to enhance your 3D game development skills. Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself. Dreamweaver is a huge selling product with over 3 million users worldwide, and the new version, Dreamweaver CS3, promises to be just as popular, with new features such as Ajax support. The book is written by best selling Dreamweaver author David Powers. He presents a strictly practical, real world series of tutorials to teach aspiring and existing Dreamweaver users how to do everything they could possibly want to do in terms of CSS, PHP (bar far the most popular server-side language Dreamweaver supports, and the only one that is really used a great deal.) and Ajax web sites, from beginner to advanced topics.

This Fifth Edition is completely revised and expanded to cover JavaScript as it is used in today's Web 2.0 applications. This book is both an example-driven programmer's guide and a keep-on-your-desk reference, with new chapters that explain everything you need to know to get the most out of JavaScript, including: Scripted HTTP and Ajax XML processing Client-side graphics using the canvas tag Namespaces in JavaScript--essential when writing complex programs Classes, closures, persistence, Flash, and JavaScript embedded in Java applications Part I explains the core JavaScript language in detail. If you are new to JavaScript, it will teach you the language. If you are already a JavaScript programmer, Part I will sharpen your skills and deepen your understanding of the language. Part II explains the scripting environment provided by web browsers, with a focus on DOM scripting with unobtrusive JavaScript. The broad and deep coverage of client-side JavaScript is illustrated with many sophisticated examples that demonstrate how to: Generate a table of contents for an HTML document Display DHTML animations Automate form validation Draw dynamic pie charts Make HTML elements draggable Define keyboard shortcuts for web applications Create Ajax-enabled tool tips Use XPath and XSLT on XML documents loaded with Ajax And much more Part III is a complete reference for core JavaScript. It documents every class, object, constructor, method, function, property, and constant defined by JavaScript 1.5 and ECMAScript Version 3. Part IV is a reference for client-side JavaScript, covering legacy web browser APIs, the standard Level 2 DOM API, and emerging standards such as the XMLHttpRequest object and the canvas tag. More than 300,000 JavaScript programmers around the world have madethis their indispensable reference book for building JavaScript applications. "A must-have reference for expert JavaScript programmers...well-organized and detailed." -- Brendan Eich, creator of JavaScript The Resource Description Framework (RDF) is a structure for describing and interchanging metadata on the Web--anything from library catalogs and worldwide directories to bioinformatics, Mozilla internal data structures, and knowledge bases for artificial intelligence projects. RDF provides a consistent framework and syntax for describing and querying data, making it possible to share website descriptions more easily, RDF's capabilities, however, have long been shrouded by its reputation for complexity and a difficult family of specifications. Practical RDF breaks through this reputation with immediate and solvable problems to help you understand, master, and implement RDF solutions.Practical RDF explains RDF from the ground up, providing real-world examples and descriptions of how the technology is being used in applications like Mozilla, FOAF, and Chandler, as well as infrastructure you can use to build your own applications. This book cuts to the heart of the W3C's often obscure specifications, giving you tools to apply RDF successfully in your own projects.The first part of the book focuses on the RDF specifications. After an introduction to RDF, the book covers the RDF specification documents themselves, including RDF Semantics and Concepts and Abstract Model specifications, RDF constructs, and the RDF Schema. The second section focuses on programming language support, and the tools and utilities that allow developers to review, edit, parse, store, and manipulate RDF/XML. Subsequent sections focus on RDF's data roots, programming and framework support, and practical implementation and use of RDF and RDF/XML.If you want to know how to apply RDF to information processing, Practical RDF is for you. Whether your interests lie in large-scale information aggregation and analysis or in smaller-scale projects like web syndication, this book will provide you with a solid foundation for working with RDF.

Kicking Butt with MDP and MSA

JavaScript: The Definitive Guide

React Material-UI Cookbook

Oracle JET for Developers

Complete Website Development and Best Practices

Use AS2 and AS3 to Create Photo Galleries, Menus, and Databases

Bootstrap stands as one of the most popular, open-source, front-end frameworks on the Web. Since its official release in 2011, it has undergone several updates, and it's now one of the most stable and responsive frameworks available. It's loved by web developers of all levels, as it gives them the capability to build a functional, attractive website design within minutes. A novice developer with just some basic knowledge of HTML and little CSS can easily get started with Bootstrap. In this book we'll take you through Bootstrap basics, introduce you to its major features, and get you building your first Bootstrap sites. It contains: Why I Love Bootstrap, and Why You Should Too by Syed Fazle Rahman Understanding Bootstrap: How it Works, and What's New by Syed Fazle Rahman Super Smart New Features to Win You Over by Maria Antonietta Perna Understanding Bootstrap Modals by Syed Fazle Rahman A Deep Dive into the Bootstrap Form Component by Ilya Bodrov-Krukowski The Card Component: a Complete Introduction by Ahmed Bouchehra How to Build a Responsive Type Scale with Bootstrap by Craig Watson A Beginner's Guide to the Latest Bootstrap Utility Classes by Ilya Bodrov-Krukowski 3 Tips for Speeding Up Your Bootstrap Website by Maria Antonietta Perna Customizing Bootstrap jQuery Plugins by Maria Antonietta Perna 8 Tips for Improving Bootstrap Accessibility by Rhiana Heath Front-end Frameworks: Custom vs Ready-to-use Solutions by Ivaylo Gerchev This book is for all frontend developers who want to build responsive, mobile-first websites. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

Hands-On Design Patterns with React NativeProven techniques and patterns for efficient native mobile development with JavaScriptPackt Publishing Ltd

Covering the latest version of the jQuery Mobile Framework, jQuery Mobile: Develop and Design teaches readers step-by-step how to get started, how to write code, and ultimately how to create mobile websites using the jQuery Mobile framework. The book is hands-on, with code examples (with corresponding on-line demos) and activities throughout.

This book focuses on the popular frontend web framework Vue's latest version, Vue 3.0. You'll explore the Vue ecosystem, discover how you can use it to write impressive results in a short space of time, and learn essential Vue 3 concepts by building real-world applications.

Tips & Tools for Remixing the Web with Firefox

Implement client-side JavaScript efficiently for enterprise Oracle applications

The Essential Guide to Flex 3

A Parent-Friendly Guide to Python Programming

iOS 7 Programming Cookbook

Greasemonkey Hacks

A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy!

First the Web was all static content (HTML). Then as more was expected of sites, server-side technologies like PHP became necessary. But now Rich Internet Applications (RIA) put a lot of the functionality back in the Web browser, so a server-side technology alone will no longer suffice. Developers who have been doing server-side work for years need to broaden their horizons to provide a rich client-side experience. Enter Effortless Flex 4 Development by bestselling author Larry Ullman. Flash-Flex is a powerful duo for providing a rich, client-side experience. The first third of this book covers the fundamentals of creating Flex apps. The second third is about getting, displaying, validating, and sending data: locally, remotely, and from the user. All server-side code in this book is PHP, and this data-centric view and larger support for PHP is a key focus in Flex 4. The last third is about rounding out the know-how for full application development. Taking advantage of what Flex 4 has to offer, developers can quickly learn how to create RIAs, some of which interact with PHP scripts running on the server. Adobe has open-sourced Flex and made its SDK freely available, so it is becoming more attractive to developers who prefer open-source projects over commercial ones. Since the author is writing this book as a developer/programmer for other developers/programmers (as opposed to a designers), there is a predominance of how-tos and real-world practices.

You hands-on guide to Visual Basic fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual Basic 2013. If you have previous programming experience but are new to Visual Basic 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Master essential Visual Basic programming techniques Begin building apps for Windows Store, Windows Phone 8, and ASP.NET Design apps using XAML markup, touch input, and live tiles Tackle advanced language concepts, such as polymorphism Manage data sources including XML documents and web data Create a Windows Phone 8 app that manages key lifecycle events

Presents information on creating Web pages using HTML and CSS.

Creating Great Mobile Applications

Interactive web plotting for Python using Bokeh

Blueprints to learn Vue web development, full-stack development, and cross-platform development quickly

Hands-On Data Visualization with Bokeh

Proven techniques and patterns for efficient native mobile development with JavaScript

Your Wish is My Command

*To date, hundreds of millions of mini-QWERTY keyboard equipped devices (miniaturized versions of a full desktop keyboard) have been sold. Accordingly, a large percentage of text messages originate from fixed-key, mini-QWERTY keyboard enabled mobile phones. Over a series of three longitudinal studies I quantify how quickly and accurately individuals can input text on mini-QWERTY keyboards. I evaluate performance in ideal laboratory conditions as well as in a variety of mobile contexts. My first study establishes baseline performance measures; my second study investigates the impact of limited visibility on text input performance; and my third study investigates the impact of mobility (sitting, standing, and walking) on text input performance. After approximately five hours of practice, participants achieved expertise typing almost 60 words per minute at almost 95% accuracy. Upon completion of these studies, I examine the types of errors that people make when typing on mini-QWERTY keyboards. Having discovered a common pattern in errors, I develop and refine an algorithm to automatically detect and correct errors in mini-QWERTY keyboard enabled text input. I both validate the algorithm through the analysis of pre-recorded typing data and then empirically evaluate the impacts of automatic error correction on live mini-QWERTY keyboard text input. Validating the algorithm over various datasets, I demonstrate the potential to correct approximately 25% of the total errors and correct up to 3% of the total keystrokes. Evaluating automatic error detection and correction on live typing results in successfully correcting 61% of the targeted errors committed by participants while increasing typing rates by almost two words per minute without introducing noticeable distraction.*

*Learn how to create and visualize plots using the Bokeh package in Python Key Features A step by step approach to creating interactive plots with Bokeh Go from installation all the way to deploying your very own Bokeh application Work with a real time datasets to practice and create your very own plots and applications Book Description Adding a layer of interactivity to your plots and converting these plots into applications hold immense value in the field of data science. The standard approach to adding interactivity would be to use paid software such as Tableau, but the Bokeh package in Python offers users a way to create both interactive and visually aesthetic plots for free. This book gets you up to speed with Bokeh - a popular Python library for interactive data visualization. The book starts out by helping you understand how Bokeh works internally and how you can set up and install the package in your local machine. You then use a real world data set which uses stock data from Kaggle to create interactive and visually stunning plots. You will also learn how to leverage Bokeh using some advanced concepts such as plotting with spatial and geo data. Finally you will use all the concepts that you have learned in the previous chapters to create your very own Bokeh application from scratch. By the end of the book you will be able to create your own Bokeh application. You will have gone through a step by step process that starts with understanding what Bokeh actually is and ends with building your very own Bokeh application filled with interactive and visually aesthetic plots. What you will learn Installing Bokeh and understanding its key concepts Creating plots using glyphs, the fundamental building blocks of Bokeh Creating plots using different data structures like NumPy and Pandas Using layouts and widgets to visually enhance your plots and add a layer of interactivity Building and hosting applications on the Bokeh server Creating advanced plots using spatial data Who this book is for This book is well suited for data scientists and data analysts who want to perform interactive data visualization on their web browsers using Bokeh. Some exposure to Python programming will be helpful, but prior experience with Bokeh is not required.*

*This is a comprehensive tutorial and reference guide to ActionScript 3, Flex, and Flexbuilder 2 that teaches readers everything they need to know about these new technologies, from the very beginning, right through advanced topics. Readers will need general web development experience, and ideally have Flash and ActionScripting experience, although this isn't essential. This book is one of the first to offer thorough coverage of these new technologies. The author, Charles E. Brown, is an acknowledged expert in Flash development and training. His in-depth knowledge of application development and effective teaching methods is evident on every page of this essential handbook.*

*Discover how to use React Native in the real world, from scratch. This book shows you what React Native has to offer, where it came from, and where it's going. You'll begin with a solid foundation of practical knowledge, and then build on it immediately by constructing three different apps. You'll learn how to use each feature of React Native by working on two full projects and one full game. These aren't just simple React Native Hello World examples (although you'll naturally start there!) but are apps that you can, if you so choose, install on your mobile devices and use for real. Throughout this book, you'll gain real-world familiarity with React Native as well as supporting components from Expo, NativeBase, React Navigation and the Redux and Lodash libraries. You'll also build server-side code for a mobile React Native app to talk to using the popular Node.js and Socket.io library, providing you a holistic view of things even beyond React Native. And, you'll see many helpful tips, tricks and gotchas to watch out for along the way! Practical React Native offers practical exercises that will give you a solid grasp of building apps with React Native, allowing you to springboard into creating more advanced apps on your own. Creating a game with React Native will allow you to see a whole other perspective on what React Native can do. What You'll Learn Master the basics of React Native Create a logically structured project Review interface elements, such as widgets, controls, and extensions Build layouts Work with Expo, an open source toolchain Who This Book Is For The primary audience is mobile developers and anyone looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Readers will need a decent foundation, but not necessarily be experts in HTML, CSS, and JavaScript, but I'll assume little beyond that.*

Vue.js 3 By Example

Hands-On Design Patterns with React Native

Advances in Face Detection and Facial Image Analysis

Pro HTML5 with CSS, JavaScript, and Multimedia

jQuery Mobile

Practical RDF

How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle mouse, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook, you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

Beginning AngularJS is your step-by-step guide to learning the powerful AngularJS JavaScript framework. AngularJS is one of the most respected and innovative frameworks for building properly structured, easy-to-develop web applications. This book will teach you the absolute essentials, from downloading and installing AngularJS, to using modules, controllers, expressions, filters, and directives. Unlike many other books, you don't need experience with AngularJS or deep JavaScript knowledge to get started here. This book will begin by teaching you the JavaScript you need to know, and then you'll get into the basics of AngularJS. You'll learn powerful AngularJS techniques through clear instructions. With what you learn you'll be able to properly structure your code into manageable modules, understand the MVC design patterns, create expressive and adaptive HTML forms, communicate with servers and use other AngularJS expressions, use the powerful built-in directives, and learn how to create your own. This might all seem unknown now, but with this book you'll understand it all. AngularJS is a powerful framework, and one which may require you to think a little differently. This book will help you avoid the common pitfalls and get you up to speed, and building solid AngularJS applications, quickly and painlessly.

Supports the new version of Flash, due later this year; will be a huge market Provides professional best practices—strong emphasis on planning, documentation, and adhering to strict and clean coding from the outset Teaches you to create dynamic, reusable rich-client web applications and services

On-the-go Text Entry

Smashing Query

Mastering React Native

Unity 5.x Cookbook

The Essential Guide to Dreamweaver CS3 with CSS, Ajax, and PHP

Provides instruction on how to use jQuery to create applications for use on mobile computing devices like smartphones and tablet computers.

Client-side JavaScript for enterprise Oracle applications About This Book Develop resilient and robust client-side applications Explore the power of popular JavaScript libraries such as jQuery, RequireJS, and custom Oracle JavaScript libraries Integrate JavaScript for Oracle developers Easily debug and secure your cloud interfaces Who This Book Is For If you are a web components developer looking to create client-side apps that are resilient and robust using Oracle JET, then this book is the right choice for you. What You Will Learn Learn use Yeoman or npm to start a new Oracle JET-based project Implement real-world use cases using Oracle JET components Get to know the best practices for Oracle JET web applications Explore Knockout.js, the framework behind Oracle JET Implement a multi-platform app with OJ and Cordova In Detail This book will give you a complete practical understanding of the Oracle JavaScript Extension Toolkit (JET) and how you can use it to develop efficient client-side applications with ease. It will tell you

how to get your own customized Oracle JET set up. You'll start with individual libraries, such as Query, Cordova, and Require.js. You'll also get to work with the JavaScript libraries created by Oracle, especially for cloud developers. You'll use these tools to create a working backend application with these libraries. Using the latest Oracle Alta UI, you'll develop a state-of-the-art backend for your cloud applications. You'll learn how to develop and integrate the different cloud services required for your application and use other third-party libraries to get more features from your cloud applications. Toward the end of the book, you'll learn how to manage and secure your cloud applications, and test them to ensure seamless deployment. Style and approach This book will have a practical step by step approach where every step of application development will be explained in detail with code samples.

Greasemonkey Hacks is an invaluable compendium 100 ingenious hacks for power users who want to master Greasemonkey, the hot new Firefox extension that allows you to write scripts that alter the web pages you visit. With Greasemonkey, you can create scripts that make a web site more usable, fix rendering bugs that site owners can't be bothered to fix themselves, or add items to a web site's menu bar. You can alter pages so they work better with technologies that speak a web page out loud or convert it to Braille. Greasemonkey gurus can even import, combine, and alter data from different web sites to meet their own specific needs. Greasemonkey has achieved a cult-like following in its short lifespan, but its uses are just beginning to be explored. Let's say you're shopping on an e-commerce site. You can create a script that will automatically display comparative prices for that particular product from other web sites. The possibilities are limited only by your imagination and your Greasemonkey expertise. Greasemonkey Hacks can't help you with the imagination part, but it can provide the expert hacks-complete with the sample code-you need to turn your brainstorm into reality. More than just an essential collection of made-to-order Greasemonkey solutions, Greasemonkey Hacks is crammed with sample code, a Greasemonkey API reference, and a comprehensive list of resources, to ensure that every resource you need is available between its covers. Some people are content to receive information from websites passively; some people want to control it. If you are one of the latter, Greasemonkey Hacks provides all the clever customizations and cutting-edge tips and tools you need to take command of any web page you view.

LEGO MINDSTORMS has changed the way we think about robotics by making it possible for anyone to build real, working robots. The latest MINDSTORMS set, EV3, is more powerful than ever, and the LEGO MINDSTORMS EV3 Discovery Book is the complete, beginner-friendly guide you need to get started. Begin with the basics as you build and program a simple robot to experiment with motors, sensors, and EV3 programming. Then you 'll move on to a series of increasingly sophisticated robots that will show you how to work with advanced programming techniques like data wires, variables, and custom-made programming blocks. You 'll also learn essential building techniques like how to use beams, gears, and connector blocks effectively in your own designs. Master the possibilities of the EV3 set as you build and program:—The EXPLOR3R, a wheeled vehicle that uses sensors to navigate around a room and follow lines—The FORMULA EV3 RACE CAR, a streamlined remote-controlled race car—ANTY, a six-legged walking creature that adapts its behavior to its surroundings—SK3TCH3BOT, a robot that lets you play games on the EV3 screen—The SNAITCH3R, a robotic arm that can autonomously find, grab, lift, and move the infrared beacon—LAVA R3X, a humanoid robot that walks and talks More than 150 building and programming challenges throughout encourage you to think creatively and apply what you 've learned to invent your own robots. With The LEGO MINDSTORMS EV3 Discovery Book as your guide, you 'll be building your own out-of-this-world creations in no time! Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

The Definitive Guide

Programming by Example

Build Two Full Projects and One Full Game using React Native

Solving Problems with the Resource Description Framework

Your First Week With Bootstrap

The LEGO MINDSTORMS EV3 Discovery Book

*Leverage frontend development skills to build impressive iOS and Android applications with React Native About This Book Apply flexbox to get layout and build rich animations that bring your React Native application to life Integrate third-party libraries and develop customized components that run natively on iOS and Android platforms Combine React Native with Redux, Redux middleware, and a remote API to build scalable data-driven applications Who This Book Is For This book is for anyone who wants to build cross-platform native mobile applications using only JavaScript and the React Native framework. In particular, this book is especially useful for front-end developers who want to use their current skillset to build mobile applications. An existing working knowledge of JavaScript will help you get the most out of this book. What You Will Learn Implement native React Native components and APIs Embed images and graphics Build a user interface Add interactivity with ActionScript Handle mouse, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.*

*This book will show you how to apply JavaScript and other front-end skills to build cross-platform React Native applications for iOS and Android using a single codebase. This book will provide you with all the React Native building blocks necessary to become an expert. We'll give you a brief explanation of the numerous native components and APIs that come bundled with React Native including Images, Views, ListView, WebView, and much more. You will learn to utilize form inputs in React Native. You'll get an overview of Facebook's Flux data architecture and then apply Redux to manage data with a remote API. You will also learn to animate different parts of your application, as well as routing using React Native's navigation APIs. By the end of the book, you will be able to build cutting-edge applications using the React Native framewrk. Style and approach This comprehensive guide will take your React Native skills to the next level. It shows you how to develop a clear workflow to build scalable applications, and how to implement the architectural concepts covered to build applications that shine in the real world.*

*Learn how to write cross platform React Native code by using effective design patterns in the JavaScript world. Get to know industry standard patterns as well as situational patterns. Decouple your application with these set of "Idea patterns". Key FeaturesMobile development in React Native should be done in a reusable way. Learn how to build scalable applications using JavaScript patterns that are battle tested.Try effective techniques on your own using over 80 standalone examples.Book Description React Native helps developers reuse code across different mobile platforms like iOS and Android. This book will show you effective design patterns in the React Native world. The book will focus only on the patterns that are relevant to JavaScript, ECMAScript, React and React Native. However, you can successfully transfer a lot of the patterns to other languages. I call them "Idea patterns". This book will start with the most standard development patterns in React like component building patterns, styling patterns in React Native and then extend these patterns to your mobile application using real world practical examples. Each chapter comes with full, separate source code of applications that you can build and run on your phone. The book is also diving into architectural patterns. Especially how to adapt MVC to React environment. You will learn Flux architecture and how Redux is implementing it. Each approach will be presented with its pro and cons. You will learn how to work with external data sources using libraries like Redux thunk and Redux Saga. The end goal is the ability to recognize the best solution for a given problem for your next mobile application. What you will learnExplore the design Patterns in React NativeLearn the best practices for React Native developmentExplore common React patterns that are highly used within React Native developmentLearn to decouple components and use dependency injection in your applicationsExplore the best ways of fetching data from the backend systemsLearn the styling patterns and how to implement custom mobile designsExplore the best ways to organize your application code in big codebasesWho this book is for The ideal target audience for this book are people eager to learn React Native design patterns who already know the basics of JavaScript. We can assume that the target audience already knows how to write Hello World in JavaScript and know what are the functions, recursive functions, JavaScript types and loops.*

*The release of MDP 2.0 and the introduction of the new Mobile Service Architecture (MSA) are generating momentum for the Java ME platform. As more and more Java-enabled mobile devices become available and more service providers become open to third-party development, the demand for customized applications will grow dramatically. Now, there's a practical, realistic guide to building MDP 2.0/MSA applications that are robust, responsive, maintainable, and fun. Long-time Java ME author Jonathan Knudsen offers real solutions for the complex challenges of coding efficiency, application design, and usability in constrained mobile environments. Experienced Java developers will master MDP 2.0 and MSA programming through clear, carefully designed examples. Downloadable code is available for both NetBeans Mobility Pack and the Sun Java Wireless Toolkit. Kicking Butt with MDP and MSA 's wide-ranging content covers: Lists and exploiting MSA's full power Using MIDlets, Forms, commands, core classes, and invocation Building effective mobile user interfaces Designing graphics with the Canvas, the Game API, SVG, and 3D Providing storage and resources: record stores, FileConnection, and PDA PIM Internationalizing mobile applications Networking via WMA, Bluetooth, Web services, and SIP Parsing XML documents Implementing audio and advanced multimedia Java ME author applications with SAXSA and the Payment API Building advanced location-based applications Designing applications for multiple devices Creating end-to-end mobile application architectures*

**Leverage the full potential of the React Native framework to build and deploy your own native mobile applications for iOS and Android** About This Book Work on native APIs and UI Elements using React Native Get the best of both worlds: the power of native approach and the fluidity of JavaScript Create increasingly complex real-world applications and dive deeper into React Native Who This Book Is For If you are keen on learning to use the revolutionary mobile development tool React Native to build native mobile applications, then this book is for you. Prior experience with JavaScript would be useful. What You Will Learn How to create mobile-performant iOS and Android apps using JavaScript and React The potential of each API and component, putting them into practice throughout the course of three projects The process of integrating the Facebook SDK to build an app that connects to third-party data

**Every step taken to implement Redux, a popular state management library, in your mobile apps** The requirements for building and deploying your apps to market, with detailed instructions on how to release and beta test apps on both the Apple App Store and Google Play In Detail React Native's ability to build performant mobile applications with JavaScript has resulted in its popularity amongst developers. Developers now have the luxury to create incredible mobile experiences that look and feel native to their platforms with the comfort of a well-known language and the popular React.js library. This book will show you how to build your own native mobile applications for the iOS and Android platforms while leveraging the finesse and simplicity of JavaScript and React. Throughout the book you will build three projects, each of increasing complexity. You will also link up with the third-party Facebook SDK, convert an app to support the Redux architecture, and learn the process involved in making your apps available for sale on the iOS App Store and Google Play. At the end of this book, you will have learned and implemented a wide breadth of core APIs and components found in the React Native framework that are necessary in creating great mobile experiences. Style and approach Start building applications immediately using featured examples through an easy-to-follow approach. The book is based on three concrete projects with increasing levels of difficulty. Each chapter will introduce you to new and practical concepts and techniques, with the intent that you will be able to apply them in your own projects later.

Up and Running

Practical React Native

The Essential Guide to Dreamweaver CS4 with CSS, Ajax, and PHP

Effortless Flex 4 Development

Learning Flex 3

Microsoft Visual Basic 2013 Step by Step

Add seamless, interactive, user-controlled delivery to your Flash applications. This book builds upon your understanding of basic ActionScript (AS) syntax with the foundational skills that you need to use XML in Flash applications and AS2 or AS3 to migrate your existing applications. Beginning with an introduction to XML, XML parsing methods, and a short introduction to AS2 you learn how to create a universal XML load/onload Class as well as a universal XHTML parser. Then you learn how to use Components using XML as the data source, including the menu, menubar, datagrid and tree component. Finally, a tutorial project-the design and development of a Real Estate Web site that contains an XML search engine-pulls it all together with hands-on experience. All the applications use XML as the data source and are written as class files. Select parts of the Real Estate Web site are redeveloped in AS3 for purposes of illustration. The new XML class is presented and specific code examples demonstrate techniques to apply methods and use properties. Particular attention is paid to the differences between AS2 and AS3 and how to effectively transition from one AS version to the other. The companion CD contains code for all of the properties and methods of the AS2, AS3, and XML class examples. Components for the Real Estate Web site project are also provided.

Dreamweaver CS4 is a massive step forward in terms of integration with the rest of the CS4 suite (Flash, Fireworks, Photoshop, etc.), and also includes whole host of exciting features of its own. The Essential Guide to Dreamweaver CS4 with CSS, Ajax, and PHP concentrates on getting the most out of Dreamweaver CS4, rather than going into every menu item and toolbar icon. The emphasis is on developing websites compliant with the latest web standards, using CSS, JavaScript libraries (with

particular emphasis on Spry, Adobe's implementation of Ajax), and PHP. The book covers all aspects of the new user interface, including workspace layouts, iconic panels, the related documents feature, Live View, Code Navigator, and Live Code. It also shows how to use the improved CSS editing features, and JavaScript code introspection. There is also coverage of other new features, such as version control through Subversion integration, and the improved support for Photoshop integration

through the use of Smart Objects. Takes you through your development environment set up Covers everything you need to create both standards compliant web sites, and dynamic web applications Teaches real world techniques using a series of step by step tutorials

As user interface designers, software developers, and yes-as users, we all know the frustration that comes with using "one size fits all" software from off the shelf. Repeating the same commands over and over again, putting up with an unfriendly graphical interface, being unable to program a new application that you thought of yourself-these are all common complaints. The inflexibility of today's computer interfaces makes many people feel like they are slaves to their computers. Shouldn't it be the other way around? Why can't technology give us more "custom-fitting" software? On the horizon is a new technology that promises to give ordinary users the power to create and modify their own programs. Programming by example (PBE) is a technique in which a software agent records a user's behavior in an interactive graphical interface, then automatically writes a program that will perform that behavior for the user. Your Wish is My Command: Programming by Example takes a broad look at this new technology. In these nineteen chapters, programming experts describe implemented systems showing that PBE can work in a wide variety of application fields. They include the following: The renowned authors and their editor believe that PBE will some day make it possible for interfaces to effectively say to the user, "Your wish is my command!" \* Text and graphical editing \* Web browsing \* Computer-aided design \* Teaching programming to children \* Programming computer games \* Geographical information systems

Develop modern-day applications by implementing Material Design principles in React using Material-UI Key FeaturesUse React components to build intuitive UI elementsExplore a variety of styles and themes in the Material-UI framework using React componentsLearn practical React recipes and best practices for building modern web applicationsBook Description Material-UI is a component library for rendering UI elements, using modern best practices from React and Material Design. This book will show you how you can create impressive and captivating modern-day web apps by implementing Material Design considerations. The book is designed to help you use a variety of Material-UI components to enhance UI functionality, along with guiding you through React best practices, and using state, context, and other new React 16.8 features. You will start with layout and navigation, exploring the Grid component and understanding how it's used to build layouts for your Material-UI apps. Using Material-UI components, you'll then explore the technique of effectively presenting information. In later sections, you will also learn about the different components for user interactions such as the text input component and buttons. Finally, the book will get you up to speed with customizing the look and feel of your app, right from creating a Material-UI theme through to styling icons and text. By the end of this book, you will have developed the skills you need to improve the look and feel of your applications using Material-UI components. What you will learnBuild the overall structure and navigation for your Material-UI appPresent simple and complex information in a variety of waysDevelop interactive and intuitive controlsGroup content into sections using tabs and expansion panelsCreate a general page layout with Material-UI gridsUse lists for complex data, and cards for detailed informationWho this book is for This book is for React developers who want to implement Material

Design principles in their applications. You will also find this book helpful if you are a developer who wants to build a UI using React components without having to build your own UX framework. The Essential Guide to Flex 2 with ActionScript 3.0

React Native By Example

Head First HTML with CSS & XHTML

AI Expert

jQuery Mobile

A Beginner's Guide to Building and Programming Robots

**Get ahead in HTML5, including markup, styling, and scripting, with many practical examples and best practice insights.** You'll quickly understand HTML5 markup elements and when to use them, and then apply the latest CSS3 features to create amazing web pages. *Pro HTML5 with CSS, JavaScript, and Multimedia teaches the fundamentals of client-side scripting and covers the immense functionality available with HTML5. Learn to use JavaScript to create web applications that are dynamic and interactive, and add advanced features, including audio, video, SVG, and drag and drop capabilities. Using practical hands-on demonstrations you will access a larger set of technologies to create more diverse and powerful websites and applications. What You'll Learn How, and when, to use all the HTML5 markup tags Use CSS3 features to simplify website design Master JavaScript fundamentals and advanced features Use SVG and the canvas tag to incorporate graphics/lllLeverage the native browser support for Geolocation, IndexedDB, and drag and drop capabilities/lluldivbWho This Book Is Forb/divdivb/divWeb developers and designers who want to increase their*

HTML5 skills to create modern interactive websitesdivb

**This book presents the state-of-the-art in face detection and analysis. It outlines new research directions, including in particular psychology-based facial dynamics recognition, aimed at various applications such as behavior analysis, deception detection, and diagnosis of various psychological disorders. Topics of interest include face and facial landmark detection, face recognition, facial expression and emotion analysis, facial dynamics analysis, face classification, identification, and clustering, and gaze direction and head pose estimation, as well as applications of face analysis.**

**Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: -Explore geometry by drawing colorful shapes with Turtle graphics -Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls -Create fun, playable games like War, Yahtzee, and Pong -Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your**

**educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!**

**Responsive Web Design with HTML 5 & CSS**

**Build captivating user experiences using React and Material-UI**

**Teach Your Kids to Code**

**Unix Power Tools**

**Flash XML Applications**

**Evaluating and Improving Mobile Text Input on Mini-qwerty Keyboards**