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## Read PDF Guide Scripting Hop Adobe

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### KEY=GUIDE - WEBB NATHAN

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### PHOTOSHOP CC: THE MISSING MANUAL

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"O'Reilly Media, Inc." Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks.

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### THE BRITISH NATIONAL BIBLIOGRAPHY

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### WEB PUBLISHING WITH ADOBE PAGEMILL 2

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### THE ULTIMATE GUIDE TO DESIGNING PROFESSIONAL WEB PAGES

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Ventana Press The tutorial approach in Web Publishing With Adobe PageMill makes designing Web pages easy. Bestselling author Daniel Gray teaches readers step by step about Adobe PageMill--far surpassing the documentation that comes with the program. This package includes CD-ROM and an online component.

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### XSS ATTACKS

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### CROSS SITE SCRIPTING EXPLOITS AND DEFENSE

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Elsevier A cross site scripting attack is a very specific type of attack on a web application. It is used by hackers to mimic real sites and fool people into providing personal data. XSS Attacks starts by defining the terms and laying out the ground work. It assumes that the reader is familiar with basic web programming (HTML) and JavaScript. First it discusses the concepts, methodology, and technology that makes XSS a valid concern. It then moves into the various types of XSS attacks, how they are implemented, used, and abused. After XSS is thoroughly explored, the next part provides examples of XSS malware and demonstrates real cases where XSS is a dangerous risk that exposes internet users to remote access, sensitive data theft, and monetary losses. Finally, the book closes by examining the ways developers can avoid XSS vulnerabilities in their web applications, and how users can avoid becoming a victim. The audience is web developers, security practitioners, and managers. XSS Vulnerabilities exist in 8 out of 10 Web sites The authors of this book are the undisputed industry leading authorities Contains independent, bleeding edge research, code listings and exploits that can not be found anywhere else

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### TRINO: THE DEFINITIVE GUIDE

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"O'Reilly Media, Inc." Perform fast interactive analytics against different data sources using the Trino high-performance distributed SQL query engine. With this practical guide, you'll learn how to conduct analytics on data where it lives, whether it's Hive, Cassandra, a relational database, or a proprietary data store. Analysts, software engineers, and production engineers will learn how to manage, use, and even develop with Trino. Initially developed by Facebook, open source Trino is now used by Netflix, Airbnb, LinkedIn, Twitter, Uber, and many other companies. Matt Fuller, Manfred Moser, and Martin Traverso show you how a single Trino query can combine data from multiple sources to allow for analytics across your entire organization. Get started: Explore Trino's use cases and learn about tools that will help you connect to Trino and query data Go deeper: Learn Trino's internal workings, including how to connect to and query data sources with support for SQL statements, operators, functions, and more Put Trino in production: Secure Trino, monitor workloads, tune queries, and connect more applications; learn how other organizations apply Trino

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### MODERN JAVASCRIPT

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### DEVELOP AND DESIGN

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Peachpit Press It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

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### LEARNING ACTIONSCRIPT 3.0

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### THE NON-PROGRAMMER'S GUIDE TO ACTIONSCRIPT 3.0

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Adobe Dev Library In this book, authors Rich Shupe and Zevan Rosser share the knowledge they've gained from their years as multimedia developers/designers and teachers. Learning ActionScript 3.0 gives you a solid foundation in the language of Flash and demonstrates how you can use it for practical, everyday projects. The authors do more than just give you a collection of sample scripts. Written for those of you new to ActionScript 3.0, the book describes how ActionScript and Flash work, giving you a clear look into essential topics such as logic, event handling, displaying content, migrating legacy projects to ActionScript 3.0, classes, and much more. You will learn important techniques through hands-on exercises, and then build on those skills as chapters progress. ActionScript 3.0 represents a significant change for many Flash users, and a steeper learning curve for the uninitiated. This book will help guide you through a variety of scripting scenarios. Rather than relying heavily on prior knowledge of object-oriented programming (OOP),

topics are explained in focused examples that originate in the timeline, with optional companion classes for those already comfortable with their use. As chapters progress, the book introduces more and more OOP techniques, allowing you to choose which scripting approach you prefer. Learning ActionScript 3.0 reveals: New ways to harness the power and performance of AS3 Common mistakes that people make with the language Essential coverage of text, sound, video, XML, drawing with code, and more Migration issues from AS1 and AS2 to AS3 Simultaneous development of procedural and object-oriented techniques Tips that go beyond simple script collections, including how to approach a project and which resources can help you along the way The companion web site contains material for all the exercises in the book, as well as short quizzes to make sure you're up to speed with key concepts. ActionScript 3.0 is a different animal from previous versions, and Learning ActionScript 3.0 teaches everything that web designers, GUI-based Flash developers, and those new to ActionScript need to start using the language.

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#### FLASH CS5.5: THE MISSING MANUAL

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"O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

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#### FILEMAKER PRO 14: THE MISSING MANUAL

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"O'Reilly Media, Inc." You don't need a technical background to build powerful databases with FileMaker Pro 14. This crystal-clear, objective guide shows you how to create a database that lets you do almost anything with your data so you can quickly achieve your goals. Whether you're creating catalogs, managing inventory and billing, or planning a wedding, you'll learn how to customize your database to run on a PC, Mac, web browser, or iOS device. The important stuff you need to know: Dive into relational data. Solve problems quickly by connecting and combining data from different tables. Create professional documents. Publish reports, charts, invoices, catalogs, and other documents with ease. Access data anywhere. Use FileMaker Go on your iPad or iPhone—or share data on the Web. Harness processing power. Use new calculation and scripting tools to crunch numbers, search text, and automate tasks. Run your database on a secure server. Learn the high-level features of FileMaker Pro Advanced. Keep your data safe. Set privileges and allow data sharing with FileMaker's streamlined security features.

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#### PDF HACKS

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#### 100 INDUSTRIAL-STRENGTH TIPS & TOOLS

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"O'Reilly Media, Inc." Shows readers how to create PDF documents that are far more powerful than simple representations of paper pages, helps them get around common PDF issues, and introduces them to tools that will allow them to manage content in PDF, navigating it and reusing it as necessary. Original. (Intermediate).

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#### DESIGNING INTERFACES

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#### PATTERNS FOR EFFECTIVE INTERACTION DESIGN

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"O'Reilly Media, Inc." Provides information on designing easy-to-use interfaces.

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#### FLASH CS6: THE MISSING MANUAL

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"O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

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#### ONLINE ACCESS

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#### ESSENTIAL ACTIONSCRIPT 3.0

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"O'Reilly Media, Inc." A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash, programmatic animation, and bitmap programming.

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#### BYTE GUIDE TO OPENDOC

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McGraw-Hill Osborne Media Examine the ins and outs of OpenDoc technology and programming in this authoritative resource guide. Potential problems, such as upgrading existing software, are discussed and realistic solutions provided. A major section introduces the use of OpenDoc with OLE. A brief overview of SOM is included.

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#### PHP OBJECT-ORIENTED SOLUTIONS

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Apress With the surge of popularity of PHP 5, object-oriented programming is now an important consideration for PHP developers. This version-neutral book is a gentle introduction to object-oriented programming (OOP) that won't overburden you with complex theory. It teaches you the essential basics of OOP that you'll need to know before moving onto a more advanced level, and includes a series of prepackaged scripts that you can incorporate into your existing sites with the minimum of effort. It shows how object-oriented programming can be used to create reusable and portable code by walking you through a series of simple projects. The projects feature the sorts of things developers run up against every day, and include a validator for filtering user input, a simple Date class that avoids the need to remember all the esoteric format codes in PHP, and an XML generator. Teaches the fundamentals of OOP Simple projects show how OOP concepts work in the real world Prepackaged scripts can easily be added to your own projects

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#### ALL A TWITTER

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#### A PERSONAL AND PROFESSIONAL GUIDE TO SOCIAL NETWORKING WITH TWITTER

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Que Publishing Make Twitter work for you—right now! Twitter! Everyone's talking about it. Its membership grew over 700% in just one year! Now, learn how to make the most of Twitter—in your personal life, your business, everywhere! All a Twitter delivers quick, smart

answers to the questions everyone's asking about Twitter: What's it about? What's it good for? Is it worth your time? How do you get started? Where can you find great Twitter feeds to follow? How can you build a worldwide audience for your own Tweets? You name it, Tee Morris answers it-and shows you exactly how to do it, step-by-step, in plain English. No experience? Looking for something new to do with your Tweets? No problem: this is the Twitter book for everyone! Covers all this, and more... • Setting up your Twitter account and getting started in minutes • Creating great Tweets: making the most of the 140 characters Twitter gives you • Using Twitter to make connections, exchange great ideas, and uncover hard-to-find resources • Building a Twitter audience-and using it to build your business • Tweeting to recruit, promote, and coordinate volunteer organizations • Mastering Twitter etiquette and avoiding beginner mistakes • Swapping Tweets on your browser, on your desktop, and on your phone! • Finding tools that make Twitter even more efficient • And much more... [informit.com/que/allatwitterbook.com](http://informit.com/que/allatwitterbook.com)

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## ACTIONSCRIPT 3.0 COOKBOOK

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### SOLUTIONS FOR FLASH PLATFORM AND FLEX APPLICATION DEVELOPERS

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[Adobe Dev Library](#) Well before Ajax and Microsoft's Windows Presentation Foundation hit the scene, Macromedia offered the first method for building web pages with the responsiveness and functionality of desktop programs with its Flash-based "Rich Internet Applications". Now, new owner Adobe is taking Flash and its powerful capabilities beyond the Web and making it a full-fledged development environment. Rather than focus on theory, the ActionScript 3.0 Cookbook concentrates on the practical application of ActionScript, with more than 300 solutions you can use to solve a wide range of common coding dilemmas. You'll find recipes that show you how to: Detect the user's Flash Player version or their operating system Build custom classes Format dates and currency types Work with strings Build user interface components Work with audio and video Make remote procedure calls using Flash Remoting and web services Load, send, and search XML data And much, much more ... Each code recipe presents the Problem, Solution, and Discussion of how you can use it in other ways or personalize it for your own needs, and why it works. You can quickly locate the recipe that most closely matches your situation and get the solution without reading the whole book to understand the underlying code. Solutions progress from short recipes for small problems to more complex scripts for thornier riddles, and the discussions offer a deeper analysis for resolving similar issues in the future, along with possible design choices and ramifications. You'll even learn how to link modular ActionScript pieces together to create rock-solid solutions for Flex 2 and Flash applications. When you're not sure how ActionScript 3.0 works or how to approach a specific programming dilemma, you can simply pick up the book, flip to the relevant recipe(s), and quickly find the solution you're looking for. Adobe Developer Library is a co-publishing partnership between O'Reilly Media and Adobe Systems, Inc. and is designed to produce the number one information resources for developers who use Adobe technologies. Created in 2006, the Adobe Developer Library is the official source for comprehensive learning solutions to help developers create expressive and interactive web applications that can reach virtually anyone on any platform. With top-notch books and innovative online resources covering the latest in rich Internet application development, the Adobe Developer Library offers expert training and in-depth resources, straight from the source.

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## LOS ANGELES MAGAZINE

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Los Angeles magazine is a regional magazine of national stature. Our combination of award-winning feature writing, investigative reporting, service journalism, and design covers the people, lifestyle, culture, entertainment, fashion, art and architecture, and news that define Southern California. Started in the spring of 1961, Los Angeles magazine has been addressing the needs and interests of our region for 48 years. The magazine continues to be the definitive resource for an affluent population that is intensely interested in a lifestyle that is uniquely Southern Californian.

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## LEARNING WEB DESIGN

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### A BEGINNER'S GUIDE TO HTML, CSS, JAVASCRIPT, AND WEB GRAPHICS

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["O'Reilly Media, Inc."](#) Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

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## ADOBE MASTER CLASS

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### ADVANCED COMPOSITING IN PHOTOSHOP: BRINGING THE IMPOSSIBLE TO REALITY WITH BRET MALLEY

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[Adobe Press](#) In Bret Malley's world, a father is suspended in the air among his baby's collection of toys . . . a big-box store and parking lot can be transformed into a scene of reclaimed nature . . . and an ordinary person can sculpt fire with his bare hands. And in Adobe Master Class: Advanced Compositing in Photoshop, Bret shares the techniques he uses to elevate an image from the everyday to the extraordinary, showing you how to make seemingly impossible scenarios come to life. Starting with an overview of the Adobe Photoshop interface that focuses on the hidden tools you need to know to create stunning composite imagery, this fun yet informative guide walks through all the necessary stages-from the first planning sketches to the final finishing touches-of making all kinds of unique creations. Beyond the orientation of tools, layers, adjustments and more, Bret uses step-by-step tutorials to break down a wide variety of his Photoshop artworks. Additional detailed project walkthroughs offer tips on everything from creating a superhuman to compositing an epic fantasy landscape. And interviews and spreads featuring various established and emerging artists provide a range of inspirational imagery, creative insight, and professional know-how. • Features an engaging, writing style that makes learning advanced Photoshop techniques fun • Provides detailed, step-by-step examples, walking through complex compositing projects from start to finish • Includes "Visual Masters" spreads that highlight beautiful and innovative work by current digital artists to inspire you to bring what's in your imagination-the wildly impossible-to reality • Includes access to downloadable resource files so you can work through the projects along with the author Bret Malley is an award-winning digital artist and full-time college instructor living in Portland, Oregon, with his wife, Erin, and new baby boy, Kellen. He has an MFA in Computer Art from Syracuse University and teaches photography, design, and Adobe Photoshop to university and college students of all levels and backgrounds. As a computer artist, he is crazy about digital tools and art-making of all kinds, and especially enjoys working in Photoshop, his ultimate favorite of all applications.

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## SPARK: THE DEFINITIVE GUIDE

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### BIG DATA PROCESSING MADE SIMPLE

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["O'Reilly Media, Inc."](#) Learn how to use, deploy, and maintain Apache Spark with this comprehensive guide, written by the creators of the open-source cluster-computing framework. With an emphasis on improvements and new features in Spark 2.0, authors Bill Chambers and Matei Zaharia break down Spark topics into distinct sections, each with unique goals. You'll explore the basic operations and common functions of Spark's structured APIs, as well as Structured Streaming, a new high-level API for building end-to-end streaming applications. Developers and system administrators will learn the fundamentals of monitoring, tuning, and debugging Spark, and explore machine learning techniques and scenarios for employing MLlib, Spark's scalable machine-learning library. Get a gentle overview of big data and Spark Learn about DataFrames, SQL, and Datasets Spark's core APIs through worked examples Dive into Spark's low-level APIs, RDDs, and execution of SQL and DataFrames Understand how Spark runs on a cluster Debug, monitor, and tune Spark clusters and applications Learn the power of Structured Streaming, Spark's stream-processing engine Learn how you can apply MLlib to a variety of problems, including classification or recommendation

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## USING MATHEMATICA FOR QUANTUM MECHANICS

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### A STUDENT'S MANUAL

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[Springer Nature](#) This book revisits many of the problems encountered in introductory quantum mechanics, focusing on computer implementations for finding and visualizing analytical and numerical solutions. It subsequently uses these implementations as building blocks to solve more complex problems, such as coherent laser-driven dynamics in the Rubidium hyperfine structure or the Rashba interaction of an electron moving in 2D. The simulations are highlighted using the programming language Mathematica. No prior knowledge of Mathematica is needed; alternatives, such as Matlab, Python, or Maple, can also be used.

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### PRACTICAL MALWARE ANALYSIS

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#### THE HANDS-ON GUIDE TO DISSECTING MALICIOUS SOFTWARE

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[No Starch Press](#) Malware analysis is big business, and attacks can cost a company dearly. When malware breaches your defenses, you need to act quickly to cure current infections and prevent future ones from occurring. For those who want to stay ahead of the latest malware, Practical Malware Analysis will teach you the tools and techniques used by professional analysts. With this book as your guide, you'll be able to safely analyze, debug, and disassemble any malicious software that comes your way. You'll learn how to: -Set up a safe virtual environment to analyze malware -Quickly extract network signatures and host-based indicators -Use key analysis tools like IDA Pro, OllyDbg, and WinDbg -Overcome malware tricks like obfuscation, anti-disassembly, anti-debugging, and anti-virtual machine techniques -Use your newfound knowledge of Windows internals for malware analysis -Develop a methodology for unpacking malware and get practical experience with five of the most popular packers -Analyze special cases of malware with shellcode, C++, and 64-bit code Hands-on labs throughout the book challenge you to practice and synthesize your skills as you dissect real malware samples, and pages of detailed dissections offer an over-the-shoulder look at how the pros do it. You'll learn how to crack open malware to see how it really works, determine what damage it has done, thoroughly clean your network, and ensure that the malware never comes back. Malware analysis is a cat-and-mouse game with rules that are constantly changing, so make sure you have the fundamentals. Whether you're tasked with securing one network or a thousand networks, or you're making a living as a malware analyst, you'll find what you need to succeed in Practical Malware Analysis.

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#### HOW TO ACCELERATE YOUR INTERNET

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### A PRACTICAL GUIDE TO BANDWIDTH MANAGEMENT AND OPTIMISATION USING OPEN SOURCE SOFTWARE

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[Lulu.com](#)

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## 802.11 WIRELESS NETWORKS: THE DEFINITIVE GUIDE

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### THE DEFINITIVE GUIDE

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["O'Reilly Media, Inc."](#) As we all know by now, wireless networks offer many advantages over fixed (or wired) networks. Foremost on that list is mobility, since going wireless frees you from the tether of an Ethernet cable at a desk. But that's just the tip of the cable-free iceberg. Wireless networks are also more flexible, faster and easier for you to use, and more affordable to deploy and maintain. The de facto standard for wireless networking is the 802.11 protocol, which includes Wi-Fi (the wireless standard known as 802.11b) and its faster cousin, 802.11g. With easy-to-install 802.11 network hardware available everywhere you turn, the choice seems simple, and many people dive into wireless computing with less thought and planning than they'd give to a wired network. But it's wise to be familiar with both the capabilities and risks associated with the 802.11 protocols. And 802.11 Wireless Networks: The Definitive Guide, 2nd Edition is the perfect place to start. This updated edition covers everything you'll ever need to know about wireless technology. Designed with the system administrator or serious home user in mind, it's a no-nonsense guide for setting up 802.11 on Windows and Linux. Among the wide range of topics covered are discussions on: deployment considerations network monitoring and performance tuning wireless security issues how to use and select access points network monitoring essentials wireless card configuration security issues unique to wireless networks With wireless technology, the advantages to its users are indeed plentiful. Companies no longer have to deal with the hassle and expense of wiring buildings, and households with several computers can avoid fights over who's online. And now, with 802.11 Wireless Networks: The Definitive Guide, 2nd Edition, you can integrate wireless technology into your current infrastructure with the utmost confidence.

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### SAMS TEACH YOURSELF HTML, CSS, AND JAVASCRIPT ALL IN ONE

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[Sams Publishing](#) Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

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### ELASTICSEARCH: THE DEFINITIVE GUIDE

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["O'Reilly Media, Inc."](#) Whether you need full-text search or real-time analytics of structured data—or both—the Elasticsearch distributed search engine is an ideal way to put your data to work. This practical guide not only shows you how to search, analyze, and explore data with Elasticsearch, but also helps you deal with the complexities of human language, geolocation, and relationships. If you're a newcomer to both search and distributed systems, you'll quickly learn how to integrate Elasticsearch into your application. More experienced users will pick up lots of advanced techniques. Throughout the book, you'll follow a problem-based approach to learn why, when, and how to use Elasticsearch features. Understand how Elasticsearch interprets data in your documents Index and query your data to take advantage of search concepts such as relevance and word proximity Handle human language through the effective use of analyzers and queries Summarize and group data to show overall trends, with aggregations and analytics Use geo-points and geo-shapes—Elasticsearch's approaches to geolocation Model your data to take advantage of Elasticsearch's horizontal scalability Learn how to configure and monitor your cluster in production

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### KAFKA: THE DEFINITIVE GUIDE

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#### REAL-TIME DATA AND STREAM PROCESSING AT SCALE

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["O'Reilly Media, Inc."](#) Learn how to take full advantage of Apache Kafka, the distributed, publish-subscribe queue for handling real-time data feeds. With this comprehensive book, you will understand how Kafka works and how it is designed. Authors Neha Narkhede, Gwen Shapira, and Todd Palino show you how to deploy production Kafka clusters; secure, tune, and monitor them; write rock-solid applications that use Kafka; and build scalable stream-processing applications. Learn how Kafka compares to other queues, and where it fits in the big data ecosystem. Dive into Kafka's internal design Pick up best practices for developing applications that use Kafka. Understand the best way to deploy Kafka in production monitoring, tuning, and maintenance tasks. Learn how to secure a Kafka cluster.

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## REAL-WORLD FLASH GAME DEVELOPMENT

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### HOW TO FOLLOW BEST PRACTICES AND KEEP YOUR SANITY

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[Taylor & Francis](#) This book covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 8 years in the industry. Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you). The associated web site offers: Code from the game examples in the book with fully build-able source files. Additional code snippets, classes, and utilities. Scripts for automating tedious and repetitive tasks within Flash. Template game-design documents for planning game proposals in the same manner outlined in the book. Links to other helpful online resources for both Flash and game development.

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### ADOBE LIGHTROOM AND PHOTOSHOP CC FOR PHOTOGRAPHERS CLASSROOM IN A BOOK (2015 RELEASE)

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This official Adobe tutorial shows photographers and photography students how to use Adobe Lightroom and Photoshop CC together to get results and efficiencies they could never achieve with either product alone. Adobe Lightroom and Photoshop CC for Photographers Classroom in a Book® begins by presenting a quick, hands-on overview of Lightroom's powerful cataloging functions, perfect for readers who've used a different photo organization tool (or none at all!). Next, Jan Kabili introduces a simple, well-proven Lightroom-Photoshop workflow. Building on these fundamentals, she guides readers through a series of practical projects that start in Lightroom and move to Photoshop to use its powerful, exclusive tools. You'll walk through fixing common photo problems such as blur caused by camera shake; bringing out important details; adding creative effects with adjustment layers; layering images to create composites; adding text or 3D objects; performing precise photo retouching, and much more. Classroom in a Book, the best-selling series of hands-on software training workbooks, helps students learn the features of Adobe software quickly and easily. It offers what no other book or training program does: official training from Adobe Systems Incorporated, developed with the support of Adobe product experts. Online companion files include all the assets readers need to complete each chapter's projects, as well as eBook updates when Adobe releases new features for Creative Cloud customers. New to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes. As with all Classroom in a Book products, Instructor Notes are available for teachers to download. Check out the ad in the back of the book for details on becoming an Adobe Creative Cloud Photography plan member for up to 20% off your first year!

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### LATEX BEGINNER'S GUIDE

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[Packt Publishing Ltd](#) Create high-quality and professional-looking texts, articles, and books for Business and Science using LaTeX.

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### AIMMS - USER'S GUIDE

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[Lulu.com](#) The AIMMS 3.7 User's Guide provides a global overview of how to use the AIMMS system. It is aimed at application builders, and explores AIMMS' capabilities in helping you create a model-based application in an easy and maintainable manner. The guide describes the various graphical tools that the AIMMS system offers for this task.

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### THE HITCHHIKER'S GUIDE TO THE GALAXY

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#### 42ND ANNIVERSARY EDITION

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[Pan Macmillan](#) 'One of the greatest achievements in comedy. A work of staggering genius' - David Walliams An international phenomenon and pop-culture classic, The Hitchhiker's Guide to the Galaxy has been a radio show, TV series, novel, stage play, comic book and film. Following the galactic (mis)adventures of Arthur Dent, Hitchhiker's in its various incarnations has captured the imaginations of curious minds around the world . . . It's an ordinary Thursday lunchtime for Arthur Dent until his house gets demolished. The Earth follows shortly afterwards to make way for a new hyperspace express route, and his best friend has just announced that he's an alien. At this moment, they're hurtling through space with nothing but their towels and an innocuous-looking book inscribed, in large friendly letters, with the words: DON'T PANIC. The weekend has only just begun . . . This 42nd Anniversary Edition includes exclusive bonus material from the Douglas Adams archives, and an introduction by former Doctor Who showrunner, Russell T Davies. Continue Arthur Dent's intergalactic adventures in the rest of the trilogy with five parts: The Restaurant at the End of the Universe, Life, the Universe and Everything, So Long, and Thanks for All the Fish, and Mostly Harmless.

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### LINUX BASICS FOR HACKERS

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#### GETTING STARTED WITH NETWORKING, SCRIPTING, AND SECURITY IN KALI

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[No Starch Press](#) This practical, tutorial-style book uses the Kali Linux distribution to teach Linux basics with a focus on how hackers would use them. Topics include Linux command line basics, filesystems, networking, BASH basics, package management, logging, and the Linux kernel and drivers. If you're getting started along the exciting path of hacking, cybersecurity, and pentesting, Linux Basics for Hackers is an excellent first step. Using Kali Linux, an advanced penetration testing distribution of Linux, you'll learn the basics of using the Linux operating system and acquire the tools and techniques you'll need to take control of a Linux environment. First, you'll learn how to install Kali on a virtual machine and get an introduction to basic Linux concepts. Next, you'll tackle broader Linux topics like manipulating text, controlling file and directory permissions, and managing user environment variables. You'll then focus in on foundational hacking concepts like security and anonymity and learn scripting skills with bash and Python. Practical tutorials and exercises throughout will reinforce and test your skills as you learn how to: - Cover your tracks by changing your network information and manipulating the rsyslog logging utility - Write a tool to scan for network connections, and connect and listen to wireless networks - Keep your internet activity stealthy using Tor, proxy servers, VPNs, and encrypted email - Write a bash script to scan open ports for potential targets - Use and abuse services like MySQL, Apache web server, and OpenSSH - Build your own hacking tools, such as a remote video spy camera and a password cracker Hacking is complex, and there is no single way in. Why not start at the beginning with Linux Basics for Hackers?

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### ADOBE AUDITION 1.5

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Explains how to use the music editing, mixing, and composing program, covering topics including using the edit view, working with loops and waves, editing voices, using real-time effects, and batch processing.

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### INTRODUCING MLOPS

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[O'Reilly Media](#) More than half of the analytics and machine learning (ML) models created by organizations today never make it into production. Some of the challenges and barriers to operationalization are technical, but others are organizational. Either way, the bottom line is that models not in production can't provide business impact. This book introduces the key concepts of MLOps to help data scientists and application engineers not only operationalize ML models to drive real business change but also maintain and improve those models over time. Through lessons based on numerous MLOps applications around the world, nine experts in machine learning provide insights into the five steps of the model life cycle--Build, Preproduction, Deployment, Monitoring, and Governance--uncovering how robust MLOps processes can be infused throughout. This book helps you: Fulfill data science value by reducing friction throughout ML pipelines and workflows Refine ML models through retraining, periodic tuning, and complete remodeling to ensure long-term accuracy Design the MLOps life cycle to minimize organizational risks with models that are unbiased, fair, and explainable Operationalize ML models for pipeline deployment and for external business systems that are more complex and less standardized

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## COMPUTER CODING FOR KIDS

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### A UNIQUE STEP-BY-STEP VISUAL GUIDE, FROM BINARY CODE TO BUILDING GAMES

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[Dorling Kindersley Ltd](#) Don't just play computer games - help children build them with your own home computer! Calling all coders, this is a straightforward, visual guide to helping kids understand the basics of computer coding using Scratch and Python coding languages. Essential coding concepts like scripts, variables, and strings are explained using build-along projects and games. Kids can create online games to play like Monkey Mayhem and Bubble Blaster, draw mazes and shapes, build animations, and more using the step-by-step examples to follow and customize. Seven projects let kids (and their parents) practice the skills as they are learning in each section of the book. Kids get instant results, even when completely new to coding. Packed with visual examples, expert tips, a glossary of key terms, and extras such as profiles of famous coders, Help Your Kids with Computer Coding lays a hands-on foundation for computer programming, so adults and kids can learn together. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. User note: At home, all you need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0 and Python 3. Coding with Scratch can be done without download on <https://scratch.mit.edu>. Series Overview: DK's bestselling Help Your Kids With series contains crystal-clear visual breakdowns of important subjects. Simple graphics and jargon-free text are key to making this series a user-friendly resource for frustrated parents who want to help their children get the most out of school.

### THE NON-DESIGNER'S DESIGN BOOK

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[Peachpit Press](#) For nearly 20 years, designers and non-designers alike have been introduced to the fundamental principles of great design by author Robin Williams. Through her straightforward and light-hearted style, Robin has taught hundreds of thousands of people how to make their designs look professional using four surprisingly simple principles. Now in its fourth edition, The Non-Designer's Design Book offers even more practical design advice, including a new chapter on the fundamentals of typography, more quizzes and exercises to train your Designer Eye, updated projects for you to try, and new visual and typographic examples to inspire your creativity. Whether you're a Mac user or a Windows user, a type novice, or an aspiring graphic designer, you will find the instruction and inspiration to approach any design project with confidence. THIS ESSENTIAL GUIDE TO DESIGN WILL TEACH YOU The four principles of design that underlie every design project How to design with color How to design with type How to combine typefaces for maximum effect How to see and think like a professional designer Specific tips on designing newsletters, brochures, flyers, and other projects

### WORLD WILDLIFE CRIME REPORT 2020

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### TRAFFICKING IN PROTECTED SPECIES

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[UN](#) The report presents the latest assessment of global trends in wildlife crime. It includes discussions on illicit rosewood, ivory, rhino horn, pangolin scales, live reptiles, tigers and other big cats, and European eel. The COVID-19 (coronavirus) pandemic has highlighted that wildlife crime is a threat not only to the environment and biodiversity, but also to human health, economic development and security. Zoonotic diseases - those caused by pathogens that spread from animals to humans - represent up to 75% of all emerging infectious diseases. Trafficked wild species and the resulting products offered for human consumption, by definition, escape any hygiene or sanitary control, and therefore pose even greater risks of infection.