Iphone User Guide Deutsch

Die erfolgreichsten Apps für iPhone und iPad sind einfache Spiele, die kurzweilige Unterhaltung bei schneller Erlernbarkeit bieten - sogenannte Casual Games.Patrick Völcker legt den Schwerpunkt seines praxisnahen Einstiegs in die iOS-Spieleprogrammierung daher auf diese Art von Spielen. In Workshops programmieren die Leser anhand von Klassikern wie 'Doodle Jump' oder 'R-Type' über 12 Spiele aus verschiedenen Casual-Games-Genres von Grund auf. Außerdem erlernen Sie das Handwerkszeug für die oft vernachlässigte Grafik- und Sound-Entwicklung und erhalten inspirierende Denkanstöße für eigene Projekte.

This Java book will guide you through Java development and help you build the knowledge and confidence to progress from the basics to become a skilled Java developer. All the key tools that you'll need to solve real-world problems are clearly explained and demonstrated with engaging, practical examples.

Winner of the 2007 National Book Critics Circle Award for Criticism A New York Times Book Review Top Ten Book of the Year Time magazine Top Ten Nonfiction Book of 2007 Newsweek Favorite Books of 2007 A Washington Post Book World Best Book of 2007 In this sweeping and dramatic narrative, Alex Ross, music critic for The New Yorker, weaves together the histories of the twentieth century and its music, from Vienna before the First World War to Paris in the twenties; from Hitler's Germany and Stalin's Russia to downtown New York in the sixties and seventies up to the present. Taking readers into the labyrinth of modern style, Ross draws revelatory connections between the century's most influential composers and the wider culture. The Rest Is Noise is an astonishing history of the twentieth century as told through its music.

A companion to A Manual of Acupuncture, there are 384 durable point reference and study cards covering all 391 of the 14 channel and extra (miscellaneous) points. Each card measures 4" x 6", and most are devoted to a single point. This second edition of the point cards offers a new terra cotta storage case, two-color cards, the addition of pinyin accents, and updated point locations and location notes to match the latest edition of A Manual of Acupuncture.

This volume focuses on food preservation prior to distribution and sale, which is a major challenge in the tropical climates of most developing nations. In order to assure that food products are safe for human consumption, due importance must be given to the quality and safety aspects of production, processing, and distribution. This volume provides an informative overview of recent research on the therapeutic potential of various new and natural compounds along with novel technologies for enhanced shelf-life longevity and food safety. It also looks at the antimicrobial constituents of different sources and the history of their use as biopreservatives. It includes scientific evaluations of their use as alternative or potential biopreservatives. Focusing on real-life applications in consumer and food products, the book is divided into three parts, covering health and quality aspects of food preservation, applications of novel biomolecules for quality and safety of foods, and novel research techniques in food biopreservation.

Internationalize Your iOS Apps for a Global Audience Sixty percent of iPhone users worldwide aren't native English speakers, half of the Top 10 iOS app markets are non-English speaking, and app revenue in Asia is soaring while North American growth is flattening. Internationalizing your apps will make your worldwide customer base happy and give you a powerful competitive advantage in the global marketplace. Now, iOS expert Shawn Larson brings together all the knowledge you need to do it. Larson takes information previously scattered across dozens of blog posts, tutorials, and book chapters and integrates it into one easy-to-navigate resource. He presents step-by-step coverage and practical code for controlling international settings, character encoding, locale and localization, UI adjustments, App Store customizations, and more. You'll find a sample project in every chapter—including a major three-chapter project guiding you through several key stages of app internationalization. Coverage includes: Customizing language, region, and locale settings, including date, time, currency, quotation marks, separators, and more Working with character sets, including Unicode and ligatures Coding for locale with NSLocale and locale-specific arguments Systematically prepping your app for localization Leveraging the full power of base localization Generating dot-strings files and working with their key-value pairs Localizing images and app names Effectively using translation services—and avoiding the pitfalls Adjusting your UI to avoid clipped strings in longer languages Using constraint settings to support right-to-left languages Specifying App Store supported territories and pricing tiers Localizing your App Store summary page: name, descriptions, keywords, URLs, screenshots, and EULAs If you're an experienced Objective-C developer, iOS Internationalization will help you expand your iOS market worldwide and capture opportunities that would otherwise be far beyond your grasp. All sample code and completed projects may be downloaded at github.com/ShawnLa-i18n.

The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state properties in addition to observable, state and environment objects, as are key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling, WidgetKit, document-based apps and SiriKit integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

You've never come across a watch such as this before. The Apple Watch Series 5 is almost perfect, the finest smartwatch you can buy and wear at the moment. Every other smartwatch doesn't come close to rivaling the same measure of fitness tracking, usability, efficiency, or wearability. The Apple Watch has now gone from strength to strength in its fifth version since its launch, incorporating novel features and improving those features where necessary. With the topics covered in this book, you'll enjoy these benefits with your Apple Watch Series 5: It's got a display that never sleeps. It displays the time conspicuously. It can be

personalized anyhow you like. It comes with apps to keep watch over your heart (the heart rate monitor is one of the finest in the industry). It informs you when things become a little loud. It allows you to track your cycle with just a tap. It helps you to accomplish your fitness goals. It inspires you to move, workout, and to stand up. It streams your favorite songs. It has a powerful sense of direction. It gets apps in a blink of an eye. It lets you function without your phone nearby. It cries out for help when you need it. It uses Siri effectively. Whether it's the fitness app that's easy to use, the ability to wirelessly stream music straight to your Bluetooth headphones, AirPods, or AirPods Pro, or using the Apple Watch to make payment with Apple Pay when you're on the move, there is much to like about Apple Watch 5. To some, it's probably an understatement to say it's a game-changer. Do not wait any longer; get this book now to enjoy these benefits!

For All Students Ideal for a variety of courses, this completely up-to-date, alphabetically organized handbook helps students understand how people from German-speaking nations think, do business, and act in their daily lives.

Features hands-on sample projects and exercises designed to help programmers create iOS applications.

The highly anticipated sequel to the instant New York Times bestseller, A Good Girl's Guide to Murder! More dark secrets are exposed in this addictive, true-crime fueled mystery. Pip is not a detective anymore. With the help of Ravi Singh, she released a true-crime podcast about the murder case they solved together last year. The podcast has gone viral, yet Pip insists her investigating days are behind her. But she will have to break that promise when someone she knows goes missing. Jamie Reynolds has disappeared, on the very same night the town hosted a memorial for the sixth-year anniversary of the deaths of Andie Bell and Sal Singh. The police won't do anything about it. And if they won't look for Jamie then Pip will, uncovering more of her town's dark secrets along the way... and this time everyone is listening. But will she find him before it's too late?

Suicides, excessive overtime, and hostility and violence on the factory floor in China. Drawing on vivid testimonies from rural migrant workers, student interns, managers and trade union staff, Dying for an iPhone is a devastating expose of two of the world's most powerful companies: Foxconn and Apple. As the leading manufacturer of iPhones, iPads, and Kindles, and employing one million workers in China alone, Taiwanese-invested Foxconn's drive to dominate global electronics manufacturing has aligned perfectly with China's goal of becoming the world leader in technology. This book reveals the human cost of that ambition and what our demands for the newest and best technology means for workers. Foxconn workers have repeatedly demonstrated their power to strike at key nodes of transnational production, challenge management and the Chinese state, and confront global tech behemoths. Dying for an iPhone allows us to assess the impact of global capitalism's deepening crisis on workers.'

The perfect book for anyone who wants to learn Spanish fast. Comes with a free downloadable audio app for Apple and Android phones, enabling learners to hear words and phrases spoken by native Spanish speakers.

The #1 New York Times bestseller. Over 3 million copies sold! Tiny Changes, Remarkable Results No matter your goals, Atomic Habits offers a proven framework for improving--every day. James Clear, one of the world's leading experts on habit formation, reveals practical strategies that will teach you exactly how to form good habits, break bad ones, and master the tiny behaviors that lead to remarkable results. If you're having trouble changing your habits, the problem isn't you. The problem is your system. Bad habits repeat themselves again and again not because you don't want to change, but because you have the wrong system for change. You do not rise to the level of your goals. You fall to the level of your systems. Here, you'll get a proven system that can take you to new heights. Clear is known for his ability to distill complex topics into simple behaviors that can be easily applied to daily life and work. Here, he draws on the most proven ideas from biology, psychology, and neuroscience to create an easy-to-understand guide for making good habits inevitable and bad habits impossible. Along the way, readers will be inspired and entertained with true stories from Olympic gold medalists, award-winning artists, business leaders, life-saving physicians, and star comedians who have used the science of small habits to master their craft and vault to the top of their field. Learn how to: • make time for new habits (even when life gets crazy); • overcome a lack of motivation and willpower; • design your environment to make success easier; • get back on track when you fall off course; ...and much more. Atomic Habits will reshape the way you think about progress and success, and give you the tools and strategies you need to transform your habits--whether you are a team looking to win a championship, an organization hoping to redefine an industry, or simply an individual who wishes to quit smoking, lose weight, reduce stress, or achieve any other goal.

Supplies basic summary and treatment information quickly for the health care provider on the front lines. Provides concise supplemental reading material to assist in education of biological casualty management. Edge indexed.

All the most important science topics for kids, from magnets and sound waves to how planes and cars work, are simply explained in this fun and informative illustrated STEM book for children in grades 1 through 6. First How Things Work Encyclopedia covers everything a child needs to know. It follows the curriculum for grades 1 through 6 and provides a strong foundation for science and STEM learning through the rest of the school years. It's the perfect homework help book to support children as they begin to learn about how things work in the world around them.

A beautifully designed guidebook to the unnoticed yet essential elements of our cities, from the creators of the wildly popular 99% Invisible podcast

The Easy, Step-by-Step Guide to Marketing Your iPhone/iPad Apps–Now Fully Updated! Grab your share of the multibillion-dollar iPhone/iPad app market! Top mobile app marketer Jeffrey Hughes will show you how to create an app that will sell, find customers who'll buy it, and motivate them to lay down their hard-earned cash, right now! Don't just throw your app out there; learn how to get noticed and make sales no matter how crowded the App Store gets! Completely revised for today's iPhone/iPad marketplace, this book walks you through building a winning marketing plan, positioning your app, crafting your message, using the latest social marketing techniques, connecting with your best customers, and more! Absolutely no marketing experience is needed. With plenty of examples, screen shots, and step-by-step directions, this book makes iPhone/iPad app marketing easy! You'll Learn How To: • Create an app with unique value to customers who'll pay for it • Cut through the clutter in an App Store with more than 475,000 apps • Target and segment your audience–and reach it with pinpoint accuracy • Identify your true competitors, learn from them, and successfully sell against them • Use social media to build strong relationships with thousands of potential buyers • Learn how to maximize social media tools such as Facebook, Twitter, and YouTube and gain the exposure your app needs • Create an integrated, consistent total message: naming, icons, graphics, website, App Store text, and more • Utilize social media to generate positive word-of-mouth • Get promoted in traditional media at surprisingly low costs • Time your launch and marketing activities for maximum impact • Write, publish, and distribute winning press releases • Price your app carefully and adjust pricing to maximize long-term revenue

In diesem Buch erfährt der Leser alles, was er zu Apples neuen iPhone-Modellen wissen muss - angefangen bei den Hardware-Unterschieden zu iPhone 5s und 5c über die Ersteinrichtung bis zur effizienten Nutzung wichtiger Funktionen wie iCloud, Siri und der integrierten Kamera. Sämtliche Features von iOS 8, inklusive der neuen Funktionen wie Health und Handoff, werden im Detail erklärt. Viele Tipps zur Wahl der richtigen Einstellungen und zu zusätzlichen Apps sowie zu weiteren Themengebieten machen

den Leser schnell zum iPhone-Profi. Gibt es Unterschiede zur Bedienung von iPhone 5s bzw. iPhone 5c, weist der Autor auf diese hin. Damit ist das Buch auch als Handbuch für Besitzer dieser Modelle besonders geeignet. Ein Ausblick auf die Apple Watch rundet das Buch ab. - Das iPhone 6/6 Plus im Detail - Gemeinsam stark: iPhone und Mac - Hilfreiche Tipps und Tricks - Empfehlungen für kostenfreie Apps - Auch für iPhone 5s/5c mit iOS 8

The murder of a world-famous physicist raises fears that the Illuminati are operating again after centuries of silence, and religion professor Robert Langdon is called in to assist with the case.

Based on Big Nerd Ranch's popular iPhone Bootcamp class, iPhone Programming: The Big Nerd Ranch Guide leads you through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a previous chapter. These applications have been carefully designed and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface Builder, and Instruments. The guide's learn-while-doing approach delivers the practical knowledge and experience you need to design and build real-world applications. Here are some of the topics covered: Dynamic interfaces with animation Using the camera and photo library User location and mapping services Accessing accelerometer data Handling multi-touch gestures Navigation and tabbed applications Tables and creating custom rows Multiple ways of storing and loading data: archiving, Core Data, SQLite Communicating with web services ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap

Mit diesem Buch lernt der Leser zahlreiche Patterns kennen, die ihm die Programmierung mit dem Mac oder dem iPhone wesentlich vereinfachen werden. Anstatt ein Problem von Grund auf neu zu lösen, kann er auf Lösungsbausteine und bewährte Strategien zurückgreifen, so dass sich die Entwicklungszeit dadurch wesentlich verkürzen wird. In diesem Buch findet der Leser die wichtigsten Patterns für den Programmieralltag.

Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

The iPhone 7 and iPhone 7 Plus are faster than ever and have more powerful cameras. With the latest edition of this bestselling guide, you get a funny, simplified guide to the tips, shortcuts, and workarounds that will turn you into an iPhone master. For those who want the most sophisticated technology available in a mobile phone, but without a sky-high price, the iPhone 7 and iPhone 7 Plus is perfect for you. Millions of people all over the world are excited about this iPhone 7 and iPhone 7 Plus, simply because the iPhone offers many advance and exciting features, including a camera like no other, Siri, turn-by-turn driving directions, a calendar, and a lot more. But if you're acquiring the iPhone 7 and iPhone 7 Plus, for the first time, or you probably need more information on how to use your device optimally, that is why this book is your best choice of guide. In this book you'll discover: - How to set up your brand new iPhone 7 - iPhone 7 Series Security Features - 27 essential iPhone 7 in-depth tips and tutorials - Apple Face ID Hidden Features - All iPhone 8 Gestures you should know - How to Hide SMS notification content display on iPhone screen - Software & hardware features of iPhone 7 - Surprising things you don't know your iPhone 7 can do - The secrets of mastering mobile photography - Troubleshooting tips - How to use the virtual Home button - How to enable limited USB settings - Best Shortcuts you are never aware of - Disabling Location-Based iAds - How to Use Look Around feature in Apple Maps - How to Customize Your Memoji and Animoji - How to Use the New Gestures for Copy, Cut, Paste, Redo and Undo ...and a lot more. It is the perfect guide for all iPhone users, as you would get simplified follow-through in-depth tips and tutorials on every possible thing you should know about iPhone 7 and iPhone 7 Plus.

This second Preview Edition ebook, now with 16 chapters, is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows phones unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML that maps to native controls on these three platforms.

Discover all the security risks and exploits that can threateniOS-based mobile devices iOS is Apple's mobile operating system for the iPhone and iPad.With the introduction of iOS5, many security issues have come tolight. This book explains and discusses them all. The award-winningauthor team, experts in Mac and iOS security, examines thevulnerabilities and the internals of iOS to show how attacks can bemitigated. The book explains how the operating system works, itsoverall security architecture, and the security risks associatedwith it, as well as exploits, rootkits, and other payloadsdeveloped for it. Covers iOS security architecture, vulnerability hunting,exploit writing, and how iOS jailbreaks work Explores iOS enterprise and encryption, code signing and memoryprotection, sandboxing, iPhone fuzzing, exploitation, ROP payloads,and baseband attacks Also examines kernel debugging and exploitation Companion website includes source code and tools to facilitateyour efforts iOS Hacker's Handbook arms you with the tools needed toidentify, understand, and foil iOS attacks.

Cocoa Design Patterns für Mac und iPhonemitp Verlags GmbH & Co. KG

Provides information on using iOS 6 to create applications for the iPhone, iPad, and iPod Touch.

Learn How to Use Swift on the Server! Server Side Swift with Vapor introduces you to the world of server development with the added bonus of using Swift. You'll learn how to build APIs, web sites, databases, application servers and use off site hosting solutions such as Heroku and AWS. You'll use many of Vapor's modules such as Fluent, Vapor's ORM, and Leaf, the templating engine for building web pages. Who This Book Is For This book is for iOS developers who already know the basics of iOS and Swift development and want to transfer that knowledge to writing server based applications. Topics Covered in Server Side Swift with Vapor: - HTTP: Learn the basics of how to make requests to and from servers. - Fluent: Learn how to use Fluent to save and manage your models in databases. - Controllers: Learn how to use controllers to route your requests and responses. - Leaf: Learn

how Vapor's Leaf module and its templating language allow you to build dynamic web sites directly. - Middleware: Learn how built-in Vapor modules can assist with common tasks such as validating users, settings required response headers, serving static files and more. One thing you can count on: After reading this book, you'll be prepared to write your own server-side applications using Vapor and, of course, Swift

Port-based authentication is a "network access control" concept in which a particular device is evaluated before being permitted to communicate with other devices located on the network. 802.1X Port-Based Authentication examines how this concept can be applied and the effects of its application to the majority of computer networks in existence today. 802.1X is a standard that extends the Extensible Authentication Protocol (EAP) over a Local Area Network (LAN) through a process called Extensible Authentication Protocol Over LANs (EAPOL). The text presents an introductory overview of port-based authentication including a description of 802.1X port-based authentication, a history of the standard and the technical documents published, and details of the connections among the three network components. It focuses on the technical aspect of 802.1X and the related protocols and components involved in implementing it in a network. The book provides an in-depth discussion of technology, design, and implementation with a specific focus on Cisco devices. Including examples derived from the 802.1X implementation, it also addresses troubleshooting issues in a Cisco environment. Each chapter contains a subject overview. Incorporating theoretical and practical approaches, 802.1X Port-Based Authentication seeks to define this complex concept in accessible terms. It explores various applications to today's computer networks using this particular network protocol.

Learn everything you need to know to master your GoPro MAX 360 camera in this guide book from the #1 AMAZON BEST SELLING AUTHOR on how to use GoPro cameras. Written specifically for GoPro Max, this is the perfect guide book for anyone who wants to learn how to use the GoPro Max camera to capture unique 360 and traditional videos and photos. Packed with color images, this book provides clear, step-by-step lessons to get you out there using your GoPro MAX camera to document your life and your adventures. This book covers everything you need to know about using your GoPro MAX camera. The book teaches you: *how to operate your GoPro Max camera; *how to choose settings for full 360 spherical video; *how you can tap into the most powerful, often overlooked settings for traditional video; *tips for the best GoPro mounts to use with GoPro Max; *vital 360 photography/cinematography knowledge; *simple photo, video and time lapse editing techniques for 360 and traditional output and *the many ways to share your edited videos and photos. Through the SEVEN STEPS laid out in this book, you will understand your camera and learn how to use mostly FREE software to finally do something with your results. This book is perfect for beginners, but also provides in depth knowledge that will be useful for intermediate camera users. Written specifically for the GoPro MAX camera.

Apple's definitive guide to the powerful AppleScript scripting language, thisbook provides essential information for Macintosh power users and programmerswho want to use AppleScript to write new scripts, modify existing scripts, orwrite scriptable applications.

More than 100,000 entrepreneurs rely on this book for detailed, step-by-step instructions on building successful, scalable, profitable startups. The National Science Foundation pays hundreds of startup teams each year to follow the process outlined in the book, and it's taught at Stanford, Berkeley, Columbia and more than 100 other leading universities worldwide. Why? The Startup Owner's Manual guides you, step-by-step, as you put the Customer Development process to work. This method was created by renowned Silicon Valley startup expert Steve Blank, co-creator with Eric Ries of the "Lean Startup" movement and tested and refined by him for more than a decade. This 608-page how-to guide includes over 100 charts, graphs, and diagrams, plus 77 valuable checklists that guide you as you drive your company toward profitability. It will help you: • Avoid the 9 deadly sins that destroy startups' chances for success • Use the Customer Development method to bring your business idea to life • Incorporate the Business Model Canvas as the organizing principle for startup hypotheses • Identify your customers and determine how to "get, keep and grow" customers profitably • Compute how you'll drive your startup to repeatable, scalable profits. The Startup Owner's Manual was originally published by K&S Ranch Publishing Inc. and is now available from Wiley. The cover, design, and content are the same as the prior release and should not be considered a new or updated product.

From FSGO x Logic: a revealing examination of digital advertising and the internet's precarious foundation In Subprime Attention Crisis, Tim Hwang investigates the way big tech financializes attention. In the process, he shows us how digital advertising—the beating heart of the internet—is at risk of collapsing, and that its potential demise bears an uncanny resemblance to the housing crisis of 2008. From the unreliability of advertising numbers and the unregulated automation of advertising bidding wars, to the simple fact that online ads mostly fail to work, Hwang demonstrates that while consumers' attention has never been more prized, the true value of that attention itself—much like subprime mortgages—is wildly misrepresented. And if online advertising goes belly-up, the internet—and its free services—will suddenly be accessible only to those who can afford it. Deeply researched, convincing, and alarming, Subprime Attention Crisis will change the way you look at the internet, and its precarious future. FSG Originals × Logic dissects the way technology functions in everyday lives. The titans of Silicon Valley, for all their utopian imaginings, never really had our best interests at heart: recent threats to democracy, truth, privacy, and safety, as a result of tech's reckless pursuit of progress, have shown as much. We present an alternate story, one that delights in capturing technology in all its contradictions and innovation, across borders and socioeconomic divisions, from history through the future, beyond platitudes and PR hype, and past doom and gloom. Our collaboration features four brief but provocative forays into the tech industry's many worlds, and aspires to incite fresh conversations about technology focused on nuanced and accessible explorations of the emerging tools that reorganize and redefine life today.

Completely revised and updated, this best-selling introduction to programming in JavaScript focuses on writing real applications. JavaScript lies at the heart of almost every modern web application, from social apps like Twitter to browser-based game frameworks like Phaser and Babylon. Though simple for beginners to pick up and play with, JavaScript is a flexible, complex language that you can use to build full-scale applications. This much anticipated and thoroughly revised third edition of Eloquent JavaScript dives deep into the JavaScript language to show you how to write beautiful, effective code. It has been updated to reflect the current state of Java¬Script and web browsers and includes brand-new material on features like class notation, arrow functions, iterators, async functions, template strings, and block scope. A host of new exercises have also been added to test your skills and keep you on track. As with previous editions, Haverbeke continues to teach through extensive examples and immerses you in code from the start, while exercises and full-chapter projects give you hands-on experience with writing your own programs. You start by learning the basic structure of the JavaScript language as well as control structures, functions, and data structures to help you write basic programs. Then you'll learn about error handling and bug fixing, modularity, and asynchronous programming before moving on to web browsers and how JavaScript is used to program them. As you build projects such as an artificial life simulation, a simple programming language, and a paint program, you'll learn how to: - Understand the essential elements of programming, including syntax, control, and data - Organize and clarify your code with object-oriented and functional programming techniques - Script the browser and make basic web applications - Use the DOM effectively to interact with browsers - Harness Node.js to build servers and utilities Isn't it time you became fluent in the language of the Web? * All source code is available online in an inter¬active sandbox, where you can

edit the code, run it, and see its output instantly.

Ever tried to learn German and found it too hard? Bestselling language coach Paul Noble has a quick and easy way to get you back on track with his unique tried-and-tested method.

You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"