

## Panasonic Dmr Ex773ebk Dvd Recorder Manual

Tropical Storm Irene in Vermont, from the perspective of Vermonters who rebuilt their state

The author of *Anatomy of a Doll* “gives us a gift by distilling the spirits found in doll/figure art . . . then explains the fundamentals to pave the way” (Barbara Campbell, editor of *Soft Dolls & Animals!*). Advance your dollmaking skills with this in-depth guide by master-dollmaker Susanna Oroyan! Susanna introduces you to her concept of “imaginative engineering” with a collection of design directions and technical processes that will help your ideas translate into reality. Expands on concepts presented in *Anatomy of a Doll* and *Fantastic Figures*. Covers a wide variety of construction methods, such as applications of wire armature in body construction, general concepts of mold making, sculpture mechanics, in-depth discussion of jointed figures, and methods of assembling your doll. More than 250 full-color photos of dolls from 130 of the world’s top doll artists. Over 200 detailed illustrations. Explains elements of design, such as focal point, scale, harmony, style, and the use of color, texture, and pattern. Learn techniques of proportion for working with the human figure. An excellent technical resource and reference book that will teach you how to develop ideas, then construct advanced art figures or dolls. “The doll world has only just recovered from the excitement of having *Anatomy of a Doll* which showed us what was possible. Now we can learn to get it with this new effort, the fabulous *Designing the Doll*. Thank you, Susanna, where would we be without you?” —Elinor Peace Bailey, author of *Storytelling with Dolls* “Demystifies the creation of dolls by offering techniques, basic construction and some very good thoughts on design . . . Filled with diagrams and color photos of dolls from some of the top contemporary doll-makers, inspiration is on every page.” —Polymer Clay

Looking afresh at the implications of Jacques Derrida’s thinking for architecture, this book simplifies his ideas in a clear, concise way. Derrida’s treatment of key philosophical texts has been labelled as “deconstruction,” a term that resonates with architecture. Although his main focus is language, his thinking has been applied by architectural theorists widely. As well as a review of Derrida’s interaction with architecture, this book is also a careful consideration of the implications of his thinking, particularly on the way architecture is practiced.

In her book *Self-Inflicted Wounds*, comedian, actress, and cohost of CBS’s daytime hit show *The Talk*, Aisha Tyler recounts a series of epic mistakes and hilarious stories of crushing personal humiliation, and the personal insights and authentic wisdom she gathered along the way. The essays in *Self-Inflicted Wounds* are refreshingly and sometimes brutally honest, surprising, and laugh-out-loud funny, vividly translating the brand of humor Tyler has cultivated through her successful standup career, as well as the strong voice and unique point of view she expresses on her taste-making comedy podcast *Girl on Guy*. Riotous, revealing, and wonderfully relatable, Aisha Tyler’s *Self-Inflicted Wounds: Heartwarming Tales of Epic Humiliation* is about the power of calamity to shape life, learning, and success.

Creating apps for Google Glass is more involved than simply learning how to navigate its hardware, APIs, and SDK. You also need the right mindset. While this practical book delivers the information and techniques you need to build and deploy Glass applications, it also helps you to think for Glass by showing you how the platform works in, and affects, its environment. In three parts—Discover, Design, and Develop—Glass pioneers guide you through the Glass ecosystem and demonstrate what this wearable computer means for users, developers, and society as a whole. You’ll learn how to create rich functionality for a consumer technology that’s radically different than anything currently available. Learn the Five Noble Truths of great Glassware design Understand the Glass ecosystem and learn why it’s different Sidestep Glass’s societal concerns in your projects Learn how Glass adapts to the user’s world, rather than the other way around Avoid poor design by identifying Glassware antipatterns Build cloud services with the Google Mirror API Use the Glass Development Kit to develop client applications Submit your project for review in the MyGlass directory

We inhabit a vulnerable planet. The devastation caused by natural disasters such as the southern Asian tsunami, Hurricanes Katrina and Ike, and the earthquakes in China’s Sichuan province, Haiti, and Chile—as well as the ongoing depletion and degradation of the world’s natural resources caused by a burgeoning human population—have made it clear that “business as usual” is no longer sustainable. We need to find ways to improve how we live on this planet while minimizing our impact on it. *Design for a Vulnerable Planet* sounds a call for designers and planners to go beyond traditional concepts of sustainability toward innovative new design that fosters regeneration and resilience. Drawing on his own and others’ experiences across three continents, Frederick Steiner advocates design practice grounded in ecology and democracy and informed by critical regionalism and reflection. He begins by establishing the foundation for a more ecological approach to planning and design, adopting a broad view of ecology as encompassing human and natural, urban and wild environments. Steiner explores precedents for human ecological design provided by architect Paul Cret, landscape architect Ian McHarg, and developer George Mitchell while discussing their planning for the University of Texas campus, the Lake Austin watershed, and The Woodlands. Steiner then focuses on emerging Texas urbanism and extends his discussion to broader considerations beyond the Lone Star State, including regionalism, urbanism, and landscape in China and Italy. He also examines the lessons to be learned from human and natural disasters such as 9/11, Hurricane Katrina, and the BP oil spill. Finally, Steiner offers a blueprint for designing with nature to help heal the planet’s vulnerabilities.

Yvonne Weaver created this coloring book to provide hours of enjoyment. Yvonne has chosen to make each page something children of all ages can color and enjoy with their family and friends. She has included desert scenes as well as reptiles and migratory birds who visit the wetland areas. The flowers are just for fun; she loves to color them herself. The desert comes alive in the spring with many beautiful colored wildflowers. The desert scenery changes colors as the sun rises and sets. Yvonne saw a need for a coloring book to encourage children to love our planet and care for our wildlife. She suggests, “Just have fun with it.” *Design Primer for Hot Climates* offers a discussion of architecture and planning for hot climates. The hot tropical and sub-tropical regions contain most of the world’s population and, it is here that the majority of new buildings will be built. For this reason this book concentrates on these regions but serves only as a broad outline of the climatic, environmental, and technological conditions. The book begins with a discussion of climatic elements, climatic zones, and comfort. This is followed by separate chapters on climatic design; regional hazards (e.g., condensation, lightning, storms, earthquakes, etc.) that must be considered during the design stage; and factors such as site accessibility, materials selection, water and labor supply, and building regulations and standards. This book is meant not only for designers from temperate climatic areas but also for those who live in these regions, in the hope that they will be stimulated to re-examine conditions which may have become over-familiar to them.

Do you know what weapons are used to protect against cyber warfare and what tools to use to minimize their impact? How can you gather intelligence that will allow you to configure your system to ward off attacks? Online security and privacy issues are becoming more and more significant every day, with many instances of companies and governments mishandling (or deliberately misusing) personal and financial data. Organizations need to be committed to defending their own assets and their customers' information. *Designing and Building a Security Operations Center* will show you how to develop the organization, infrastructure, and capabilities to protect your company and your customers effectively, efficiently, and discreetly. Written by a subject expert who has consulted on SOC implementation in both the public and private sector, *Designing and Building a Security Operations Center* is the go-to blueprint for cyber-defense. Explains how to develop and build a Security Operations Center Shows how to gather invaluable intelligence to protect your organization Helps you evaluate the pros and cons behind each decision during the SOC-building process

Max Crawford has reached the point in life where he's starting to think about settling down. Unfortunately, he's always been a little awkward when it comes to social interactions, and working from home doesn't help. He spends so much time alone, painting beautiful, historically accurate model trains that half of Whitford has begun to joke that he may be a serial killer. Not exactly prime husband material. Tori Burns has found happiness in Maine, thanks in large part to her shifts at the Trailside Diner. She likes the work, and she loves the local gossip. When shy, geeky Max Crawford becomes a regular, she's intrigued. When she finds out he's in the market for a wife, she's fascinated...and determined to help. Molding Max into every woman's dream turns out to be much easier than expected. But has Tori's plan worked a little too well? As she turns his comfortable life all sorts of upside down, she'll have to find a way to show just how she's fallen for him...the real him. 72,000 words

From the author of *Iron & Silk* comes a charming and frequently uproarious account of an American adolescence in the age of Bruce Lee, Ozzy Osborne, and Kung Fu. As Salzman recalls coming of age with one foot in Connecticut and the other in China (he wanted to become a wandering Zen monk), he tells the story of a teenager trying to attain enlightenment before he's learned to drive.

Motivation makes all the difference. And what's more motivating than the expectation of success? The instructions are clear and to the point, so students can quickly get down to writing practice in these 64-page eBook worktexts. Helpful prompts pack the worktext lesson pages including illustrations, examples, and sample responses. Incremental teaching method, 8-page Teacher Notes includes answer key on CD

Provides information on ways to use InfoPath and SharePoint to build business forms, covering such topics as Forms Services, data retrieval and submission, customization, publishing, coding, and workflow.

The first novel by the author of *Maps for Lost Lovers*: a powerful and exquisitely written story set in a small town in Pakistan after the murder of a corrupt and prominent local judge. When a sack of letters that were thought to have disappeared in a train crash nineteen years earlier reappears under mysterious circumstances, the inhabitants of a secluded Pakistani village wait anxiously to see what secrets may come to light. Could the letters hold any information about Judge Anwar's murder? As Aslam traces the murder investigation over the next eleven days, he explores the impact that these two events have on a variety of people in the town--from the surviving family of the judge to a journalist reporting on the delivery of the mail packet. With great attention to detail and beautiful scenes that explore the daily rhythms of life in Pakistan, Aslam creates an exotic and timeless world whose traditional rituals are played out against an ominous backdrop of faraway civil wars, assassinations, changing regimes, and religious tensions.

When a Chinese monk broke into a hidden cave in 1900, he uncovered one of the world's great literary secrets: a time capsule from the ancient Silk Road. Inside, scrolls were piled from floor to ceiling, undisturbed for a thousand years. The gem within was the *Diamond Sutra* of AD 868. This key Buddhist teaching, made 500 years before Gutenberg inked his press, is the world's oldest printed book. The Silk Road once linked China with the Mediterranean. It conveyed merchants, pilgrims and ideas. But its cultures and oases were swallowed by shifting sands. Central to the Silk Road's rediscovery was a man named Aurel Stein, a Hungarian-born scholar and archaeologist employed by the British service. Undaunted by the vast Gobi Desert, Stein crossed thousands of desolate miles with his fox terrier Dash. Stein met the Chinese monk and secured the *Diamond Sutra* and much more. The scroll's journey—by camel through arid desert, by boat to London's curious scholars, by train to evade the bombs of World War II—merges an explorer's adventures, political intrigue, and continued controversy. The *Diamond Sutra* has inspired Jack Kerouac and the Dalai Lama. Its journey has coincided with the growing appeal of Buddhism in the West. As the Gutenberg Age cedes to the Google Age, the survival of the Silk Road's greatest treasure is testament to the endurance of the written word.

This book is about HCI research in an industrial research setting. It is based on the experiences of two researchers at the IBM T. J. Watson Research Center. Over the last two decades, Drs. John and Clare-Marie Karat have conducted HCI research to create innovative usable technology for users across a variety of domains. We begin the book by introducing the reader to the context of industrial research as well as a set of common themes or guidelines to consider in conducting HCI research in practice. Then case study examples of HCI approaches to the design and evaluation of usable solutions for people are presented and discussed in three domain areas: - item Conversational speech technologies, - item Personalization in eCommerce, and - item Security and privacy policy management technologies In each of the case studies, the authors illustrate and discuss examples of HCI approaches to design and evaluation that worked well and those that did not. They discuss what was learned over time about different HCI methods in practice, and changes that were made to the HCI tools used over time. The Karats discuss trade-offs and issues related to time, resources, and money and the value derived from different HCI methods in practice. These decisions are ones that need to be made regularly in the industrial sector. Similarities and differences with the types of decisions made in this regard in academia will be discussed. The authors then use the context of the three case studies in the three research domains to draw

insights and conclusions about the themes that were introduced in the beginning of the book. The Karats conclude with their perspective about the future of HCI industrial research. Table of Contents: Introduction: Themes and Structure of the Book / Case Study 1: Conversational Speech Technologies: Automatic Speech Recognition (ASR) / Case Study 2: Personalization in eCommerce / Case Study 3: Security and Privacy Policy Management Technologies / Insights and Conclusions / The Future of Industrial HCI Research

This book is designed for you if you are a frontend web developer; it requires a solid knowledge of CSS syntax and of the most common CSS2 properties and selectors.

Season of the RainbirdsAnchor Canada

Learn how to customize websites with XOOPS, the open source CMS that helps non-developers build dynamic community websites, intranets, and other applications. This concise book shows you how to use XOOPS themes and modules to design everything from simple blogs to large database-driven CMS portals. Web designers and current XOOPS users will learn how to create a site theme with CSS and jQuery libraries, including techniques for making additional modules conform to the site's look and feel. Although XOOPS uses the PHP-based Smarty templating system, all you need is a bit of XHTML and CSS experience to get started. Learn the workflow for turning an idea into a full-featured website Become familiar with XOOPS' theme-building tools, and set up PHP and MySQL environments Port an existing XHTML template to XOOPS Create themes with the 960 Grid System to save time and reduce code Use jQuery-based UI libraries to achieve complex effects Blend new modules into your theme with the template override function Go beyond traditional block layouts to customize your homepage

A tutorial-based approach, showing basic coding and designing techniques to build test automation frameworks. If you are a beginner, an automation engineer, an aspiring test automation engineer, a manual tester, a test lead or a test architect who wants to learn, create, and maintain test automation frameworks, this book will accelerate your ability to develop and adapt the framework.

Whether your second, virtual life has just begun, or you've been "in-world" for a long time, a successful and rewarding experience depends on your mastery of design. Everything from your avatar to your home, your clothes to your behavior says something about who you are and the way others see you. In this book Rebecca Tapley—"Mera Luan" in SL—shows you how to design everything from bodies to earrings, cars to castles, for improved appearance, function, and usability. Real-world topics such as urban planning, color theory, user experience, interior design, and landscaping are mapped to SL conditions. Learn how to spot the best skin and hair, clothing, architecture and construction, property for sale, and more. In addition, Rebecca's insights and observations on Second Life etiquette, manners, customs, and other subtle socio-cultural realities will help you make your way through this new and sometimes baffling world. Have a more rewarding second life by learning how to: Create a realistic or fantastical avatar Make gorgeous clothes and other luxury goods Build impressive homes and planned communities Develop whole islands Establish a social community and career Life.

The search for a Métis identity and what constitutes that identity is a key issue facing many Aboriginals of mixed ancestry today. The People Who Own Themselves reconstructs 250 years of Desjarlais family history across a substantial area of North America, from colonial Louisiana, the St. Louis, Missouri region, and the American Southwest to Red River and Central Alberta. In the course of tracing the Desjarlais family, social, economic, and political factors influencing the development of various Aboriginal ethnic identities are discussed. With intriguing details about Desjarlais family members, this book offers new, original insights into the 1885 Northwest Rebellion, focusing on kinship as a motivating factor in the outcome of events. With a unique how-to appendix for Métis genealogical reconstruction, this book will be of equal interest to Métis wanting to research their own genealogy and to scholars engaged in the reconstruction of Métis ethnic identity.

A boat modeling book for all ages starting with a toy lobster boat for kids and progressively working to the more complex for adults.

The best time to learn a second language is as a child. During childhood, the brain is more receptive to language learning than at any other time in life. Aware that a second language can enrich their child's understanding of other cultures and bring future job opportunities in a world drawn ever closer by globalization, many parents today are motivated to raise their children bilingual. This book helps parents in both monolingual and multilingual families determine and achieve their bilingual goals for their child, whether those goals are understanding others, the ability to speak a second language, reading and/or writing in two languages, or some combination of all of these. The authors explain how the brain learns more than one language, explode common myths, address frequently asked questions, and reveal an array of resources available to families. Packed with insightful anecdotes and powerful strategies, this is a one-of-a-kind guidebook for those seeking to provide their children with a uniquely valuable experience.

"In her book *Designing the iPhone User Experience*, Suzanne Ginsburg takes a fresh look at cutting-edge, user-centered design from the perspective of designing mobile user experiences for the iPhone. Her book brings together everything you need to know to design great products for mobile contexts." —Pabini Gabriel-Petit, UX Strategy & Design Consultant and Publisher and Editor in Chief of UXmatters "It's about time! Suzanne Ginsburg takes the best of User-Centered Design (UCD) principles and tweaks them with a dash of mobile and a lot of hints about what it means to implement the Apple Human Interface Guidelines for iPhone. Your idea for an iPhone app has much better chances of being accepted by iPhone owners (and by the iTunes watchdogs guarding entry to the App Store) if you follow even half of the suggestions in this book." —Nancy Frishberg, Ph.D., User Experience Strategist and past Chair of BayCHI Given the fiercely competitive state of the iPhone app landscape, it has become increasingly challenging for app designers and developers to differentiate their apps. The days are long gone when it was possible to crank out an app over the

weekend and refine it after receiving a few not so flattering user reviews. Users now have choices -- lots of them. If your app is difficult to use or doesn't meet their needs, finding another one is just a tap away. To illustrate, consider the ever-growing field of Twitter clients. There are hundreds of variations in the App Store but only a handful stand out from the pack (such as Tweetie or Twitterific). For most apps, it boils down to one thing: the user experience. The same is true for countless other categories within the App Store; well-designed apps are more likely to attract and retain users. Of course there are other critical aspects of iPhone app development: the coding, the marketing, the customer support. All of the elements must come together. Designing the iPhone User Experience will help you tackle the user experience part of the iPhone challenge. Three key themes will be reinforced throughout the book: Know thy user, the Design Lifecycle, and Attention to Detail: Know Thy User Millions of people depend on iPhone apps to get them to work, find their next meal, and stay in touch with family and friends. Professionals of all kinds also rely on iPhone apps: doctors look up drug interactions; photographers fine-tune lighting; cyclists find the best routes. To truly understand how your apps can fit into their lives, designers and developers must learn how users do things today, what's important to them, and what needs have not been met. Part II, Introduction to User Research, will introduce a variety of user research methods. The Design Lifecycle Award-winning designs rarely happen overnight; they usually only occur after many rigorous design cycles. To illustrate this point, consider USA TODAY's iPhone application, which went through at least seven iterations for the article view in their app. These kinds of iterations should happen before you launch your app, since it will save valuable time and money, not to mention the headaches a bad design could create for your user. More importantly, you may only have one chance to impress your users -- you do not want to sell them half-baked ideas. Part III, Developing your App Concept, will explain how to iteratively design and test your app concepts. Attention to Detail Most professionals know that attention to detail is important, but hundreds of apps fail to incorporate even the most basic design principles. This lack of attention is not merely an aesthetic issue (which is important) it also affects the way apps function. For example, a news article without proper alignment will be difficult to read, and a poorly rendered icon will be challenging to interpret. Apps with a razor sharp attention to detail will stand out because their apps will look good and perform well. Part IV, Refining your App Concept, will show you how to make to your app shine, from visual design and branding to accessibility and localization. Mastering these three areas will help set your app apart from the crowd. You may not have an award-winning app over night. But knowing your users, iterative design, and attention to detail are important first steps.

You held off on moving to Mac OS X until your bread-and-butter applications made the jump, and now you're thinking of moving up to Tiger. This book is especially geared toward designers who've become comfortable working under Mac OS X and are ready now to make the Tiger transition. Designer and prepress pro Jeff Gamet focuses on the Mac OS X Tiger features that matter most to illustrators, designers, and other graphic professionals. He explains not only how things work in Mac OS X Tiger, but how Tiger enables users to work efficiently and effectively. In chapters devoted to fonts, printing, PDF, color management, networking, the Mac's built-in design tools, and much more, readers will learn how to: \* Solve the nitty-gritty issues designers confront daily \* Improve production workflow and avoid common problems \* Optimize, maintain, and secure your network, whether you work in a complex office environment or a small graphics studio

If you're an engineering student or electronics hobbyist who wants to know the secrets of building microcontroller-based electronics projects, and programming the Microchip PIC16F877A in assembly, then you're about to discover how to design easily your next embedded systems project right now following the KISS principle! This new Ebook by Dr Charly Bechara will teach you through simple real-world experiments how to interface the largest number of HW peripherals found in many mechatronics projects such as the LCD, keypad, temperature/optical/infrared sensors, DC motor, EEPROM, etc... Furthermore, you will learn how to let the PIC16F877A communicate through several protocols such as USART, SPI, I2C and Infrared. These experiments will demystify ALL the internal resources of the PIC16F877A such as the Timers, A/D converter, CCP, MSSP, USART, and much more. ALL the assembly software routines in this ebook are ready to be used in your next microcontroller-based electronics project and are given to you for FREE.

Malicious email is, simply put, email with a malicious purpose. The malicious purpose could be fraud, theft, espionage, or malware injection. The processes by which email execute the malicious activity vary widely, from fully manual (e.g. human-directed) to fully automated. One example of a malicious email is one that contains an attachment which the recipient is directed to open. When the attachment is opened, malicious software is installed on the recipient's computer. Because malicious email can vary so broadly in form and function, automated detection is only marginally helpful. The education of all users to detect potential malicious email is important to containing the threat and limiting the damage. It is increasingly necessary for all email users to understand how to recognize and combat malicious email. Detecting and Combating Malicious Email describes the different types of malicious email, shows how to differentiate malicious email from benign email, and suggest protective strategies for both personal and enterprise email environments. Discusses how and why malicious e-mail is used Explains how to find hidden viruses in e-mails Provides hands-on concrete steps to detect and stop malicious e-mail before it is too late Covers what you need to do if a malicious e-mail slips through

Adobe Creative Suite 3 has fantastic tools for minimizing the drudgery of graphics production work: The key is to make your computer and Photoshop, Illustrator, and InDesign do rote tasks for you. And although the concept of automation may sound intimidating, it doesn't have to be. Learn what automation is, why it's as natural as breathing, and how it can take over routine work, freeing you up to be creative. ·

Combine customer data with graphics for personalized communications · Customize hundreds or even thousands of illustrations or layouts in one pass · Record tasks with macro-like Actions in Photoshop and Illustrator, then reuse them with multiple files · Learn how scripting languages like AppleScript and JavaScript can automate complex workflows, even ones with varying conditions

A man miraculously survives a fall from the eighth floor of a drilling rig but is ever after plagued by an unwillingness to live. A preacher loses his ability to speak in tongues and begins to fake it. A young man is intent on suppressing his sinful love for his best friend even though he can think of nothing else. A teenage boy struggles with the temptation of a young girl. A grandmother will stop at nothing to make her grandson famous. These are some of the good citizens of Perser, Oklahoma. And in Aaron Gwyn's debut collection, the people of Perser are unpredictable and unforgettable as they struggle with lapses into sin during the week a young faith healer comes to town. In his careful articulation of faith and doubt, sin and self-delusion, allegiance to the church and self-glorification, Gwyn reveals himself as a writer of great

heart and complexity, creating a world that burns with pain, love, and an odd kind of devotion.

Master the design, installation, management and troubleshooting of a voice network over a wireless LAN from industry leader Jim Geier. From the award-winning author of *Five Flavors of Dumb* comes a novel featuring one crazy road trip full of rejection, redemption, and romance. Perfect for fans of John Green's *An Abundance of Katherines*, or Sara Zarr's *Once Was Lost*. Sixteen-year-old Luke's self-help book *Hallelujah* has become a national bestseller and his publisher is sending him on a cross-country book tour along the historic Route 66. Unfortunately for Luke, his irresponsible older brother Matt is coming along as chauffeur. When Matt offers to drive Luke's ex-crush, Fran, across the country too, things really get crazy. In this journey of self-discovery, Luke has to loosen up and discover what it truly means to have faith to win the girl he loves. "A highly readable balance of humor, heart, self-discovery, and shenanigans."—BCCB "Christian values are conveyed with humor, devoid of potentially preachy pitfalls."—School Library Journal "Features multifaceted teens whose faith is integrated with their thinking but doesn't define them completely . . . [A]n upbeat read with a unique premise, great settings, and just a little more."—Booklist

"In this book, readers learn about the habits of desert tortoise's and where they live."--

Welcome to our multi-device world, a world where a user's experience with one application can span many devices—a smartphone, a tablet, a computer, the TV, and beyond. This practical book demonstrates the variety of ways devices relate to each other, combining to create powerful ensembles that deliver superior, integrated experiences to your users. Learn a practical framework for designing multi-device experiences, based on the 3Cs—Consistent, Complementary, and Continuous approaches Graduate from offering everything on all devices, to delivering the right thing, at the right time, on the best (available) device Apply the 3Cs framework to the broader realm of the Internet of Things, and design multi-device experiences that anticipate a fully connected world Learn how to measure your multi-device ecosystem performance Get ahead of the curve by designing for a more connected future

Now that consumer purchases with mobile phones are on the rise, how do you design a payment app that's safe, easy to use, and compelling? With this practical book, interaction and product designer Skip Allums provides UX best practices and recommendations to help you create familiar, friendly, and trustworthy experiences. Consumers want mobile transactions to be as fast and reliable as cash or bank cards. This book shows designers, developers, and product managers—from startups to financial institutions—how to design mobile payments that not only safeguard identity and financial data, but also provide value-added features that exceed customer expectations. Learn about the major mobile payment frameworks: NFC, cloud, and closed loop Examine the pros and cons of Google Wallet, Isis, Square, PayPal, and other payment apps Provide walkthroughs, demos, and easy registration to quickly gain a new user's trust Design efficient point-of-sale interactions, using NFC, QR, barcodes, or geolocation Add peripheral services such as points, coupons and offers, and money management Intended to refresh the basics of Delphi as well as advance your knowledge to the next level, it is assumed you will know RAD studio and the Object Pascal language. However, if you are not an experienced RAD studio programmer this accessible guide will still develop those initial crucial skills.

How to combine traditional patterns into pre-planned layout to create handsome, one-of-a-kind quilts. 100 block plans. The recent digital and mobile revolutions are a minor blip compared to the next wave of technological change, as everything from robot swarms to skin-top embeddable computers and bio printable organs start appearing in coming years. In this collection of inspiring essays, designers, engineers, and researchers discuss their approaches to experience design for groundbreaking technologies. Design not only provides the framework for how technology works and how it's used, but also places it in a broader context that includes the total ecosystem with which it interacts and the possibility of unintended consequences. If you're a UX designer or engineer open to complexity and dissonant ideas, this book is a revelation. Contributors include: Stephen Anderson, PoetPainter, LLC Lisa Caldwell, Brazen UX Martin Charlier, Independent Design Consultant Jeff Faneuff, Carbonite Andy Goodman, Fjord US Camille Goudeseune, Beckman Institute, University of Illinois at Urbana-Champaign Bill Hartman, Essential Design Steven Keating, MIT Media Lab, Mediated Matter Group Brook Kennedy, Virginia Tech Dirk Knemeyer, Involution Studios Barry Kudrowitz, University of Minnesota Gershom Kutliroff, Omek Studio at Intel Michal Levin, Google Matt Nish-Lapidus, Normative Erin Rae Hoffer, Autodesk Marco Righetto, SumAll Juhan Sonin, Involution Studios Scott Stropkay, Essential Design Scott Sullivan, Adaptive Path Hunter Whitney, Hunter Whitney and Associates, Inc. Yaron Yanai, Omek Studio at Intel Itching to build interesting projects with Drupal, but confused by the way it handles design challenges? This concise guide helps small teams and solo website designers understand how Drupal works by demonstrating the ways it outputs content. You'll learn how to manage Drupal's output, design around it, and then turn your design into a theme. In the second of three volumes on Drupal design, award-winning designer Dani Nordin takes you beyond basic site planning and teaches you key strategies for working with themes, layouts, and wireframes. Discover how to use Drupal to make your vision a reality, instead of getting distracted by the system's project and code management details. Learn strategies for sketching, wireframing, and designing effective layouts Break down a Drupal layout to understand its basic components Understand Drupal's theme layer, and what to look for in a base theme Work with the 960 grid system to facilitate efficient wireframing and theming Manage Drupal markup, including the code generated by the powerful Views module Use LessCSS to organize CSS and help you theme your site more efficiently

"This acclaimed teacher resource and course text describes proven ways to accelerate the language and literacy development of young children, including those at risk for reading difficulties. The authors draw on extensive research and classroom experience to present a complete framework for differentiated instruction and early intervention. Strategies for creating literacy-rich classrooms, conducting effective assessments, and implementing targeted learning activities are illustrated with vivid examples and vignettes. Helpful reproducible assessment tools are provided. Purchasers also get access to a Web page where they can download and print the reproducible materials in a convenient 8 1/2" x 11" size. Subject Areas/Keywords: assessments, at-risk students, beginning readers, CCSS, classroom environments, classrooms, Common Core State Standards, differentiated instruction, early childhood reading, early literacy, ELA, emergent, English language arts, foundational skills, interventions, kindergarten, language, literacy development, preschool, prevention, programs, reading difficulties, response to intervention, RTI, struggling, teaching, writing Audience: Preschool and kindergarten teachers; reading specialists; school and child care administrators; instructors and students in early childhood education and early literacy"--

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