

Valuepack Design Patterns Elements Of Reusable Object Oriented Software With Applying Uml And Patterns An Introduction To Object Oriented Analysis Analysis And Design And Iterative Development

Use the enormously popular React framework to build dynamic JavaScript applications that take advantage of the capabilities of modern browsers and devices. You will learn how React brings the power of strong architecture and responsive data to the client, providing the foundation for complex and rich user interfaces. Best-selling author Adam Freeman explains how to get the most from React. He begins by describing the React architecture and the benefits it offers and then shows you how to use React and its associated tools and libraries in your projects, starting from the nuts and bolts and building up to the most advanced and sophisticated features, going in-depth to give you the knowledge you need. Each topic is presented clearly and concisely. Chapters include common problems and how to avoid them.

What You'll Learn Gain a solid understanding of the React design Create rich and dynamic web app clients using React Create data stores using Redux Consume data using REST and GraphQL Test your React projects Who This Book Is For JavaScript developers who want to use React to create dynamic client-side applications

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Written by two world class programmers and software designers, this guide explains how to

extend Eclipse for software projects and how to use Eclipse to create software tools that improve development time.

With Pro JavaScript Design Patterns, you'll start with the basics of object-oriented programming in JavaScript applicable to design patterns, including making JavaScript more expressive, inheritance, encapsulation, information hiding, and more. The book then details how to implement and take advantage of several design patterns in JavaScript. Each chapter is packed with real-world examples of how the design patterns are best used and expert advice on writing better code, as well as what to watch out for. Along the way you'll discover how to create your own libraries and APIs for even more efficient coding.

Are you ready to make the most awesome, fun bracelets EVER? Then jump into Totally Awesome Rubber Band Jewelry! With this new book and your Rainbow Loom®, Cra-Z-Loom™, or FunLoom™, you can make all of the cool rubber band accessories that are driving the hottest crafting craze in years. Enjoy hours of creative fun with this ultimate guide to stretch band looms. Totally Awesome Rubber Band Jewelry is packed with 12 original projects, more than 200 full-color photos, and dozens of clear, easy-to-follow loom diagrams. Totally Awesome Rubber Band Jewelry shows you everything you need to get the most out of your loom. You'll learn to create completely colorful and super stylish bracelets, earrings, belts, and more in just minutes. Step out in style with the Hippie Belt, show off your skills with the Zipper Bracelet, and embellish your journals, bags, and barrettes with Flower Charms. The possibilities are endless!

API Design for C++ provides a comprehensive discussion of Application Programming Interface (API) development, from initial design through implementation, testing, documentation, release, versioning, maintenance, and deprecation. It is the only book that teaches the strategies of C++ API development, including interface design, versioning, scripting, and plug-in extensibility. Drawing from the author's experience on large scale, collaborative software projects, the text offers practical techniques of API design that produce robust code for the long term. It presents patterns and practices that provide real value to individual developers as well as organizations. API Design for C++ explores often overlooked issues, both technical and non-technical, contributing to successful design decisions that product high quality, robust, and long-lived APIs. It focuses on various API styles and patterns that will allow you to produce elegant and durable libraries. A discussion on testing strategies concentrates on automated API testing techniques rather than attempting to include end-user application testing techniques such as GUI testing, system testing, or manual testing. Each concept is illustrated with extensive C++ code examples, and fully functional examples and working source code for experimentation are available online. This book will be helpful to new programmers who understand the fundamentals of C++ and who want to advance their design skills, as well as to senior engineers and software architects seeking to gain new expertise to complement their existing talents. Three specific groups of readers are targeted: practicing software engineers and architects, technical managers, and students and educators. The only book that teaches the strategies of C++ API development, including design, versioning, documentation, testing, scripting, and extensibility. Extensive code examples illustrate each concept, with fully functional examples and working source code for experimentation available online. Covers various API styles and patterns with a focus on practical and efficient designs for large-scale long-term projects.

Software -- Programming Languages.

Science, engineering, and technology permeate nearly every facet of modern life and hold the key to solving many of humanity's most pressing current and future challenges. The United States' position in the global economy is declining, in part because U.S. workers lack fundamental knowledge in these fields. To address the critical issues of U.S. competitiveness and to better prepare the workforce, A Framework for K-12 Science Education proposes a new

approach to K-12 science education that will capture students' interest and provide them with the necessary foundational knowledge in the field. A Framework for K-12 Science Education outlines a broad set of expectations for students in science and engineering in grades K-12. These expectations will inform the development of new standards for K-12 science education and, subsequently, revisions to curriculum, instruction, assessment, and professional development for educators. This book identifies three dimensions that convey the core ideas and practices around which science and engineering education in these grades should be built. These three dimensions are: crosscutting concepts that unify the study of science through their common application across science and engineering; scientific and engineering practices; and disciplinary core ideas in the physical sciences, life sciences, and earth and space sciences and for engineering, technology, and the applications of science. The overarching goal is for all high school graduates to have sufficient knowledge of science and engineering to engage in public discussions on science-related issues, be careful consumers of scientific and technical information, and enter the careers of their choice. A Framework for K-12 Science Education is the first step in a process that can inform state-level decisions and achieve a research-grounded basis for improving science instruction and learning across the country. The book will guide standards developers, teachers, curriculum designers, assessment developers, state and district science administrators, and educators who teach science in informal environments. This title demonstrates how to develop computer programmes which solve specific engineering problems using the finite element method. It enables students, scientists and engineers to assemble their own computer programmes to produce numerical results to solve these problems. The first three editions of Programming the Finite Element Method established themselves as an authority in this area. This fully revised 4th edition includes completely rewritten programmes with a unique description and list of parallel versions of programmes in Fortran 90. The Fortran programmes and subroutines described in the text will be made available on the Internet via anonymous ftp, further adding to the value of this title.

"One of the great things about the book is the way the authors explain concepts very simply using analogies rather than programming examples—this has been very inspiring for a product I'm working on: an audio-only introduction to OOP and software development." —Bruce Eckel
"...I would expect that readers with a basic understanding of object-oriented programming and design would find this book useful, before approaching design patterns completely. Design Patterns Explained complements the existing design patterns texts and may perform a very useful role, fitting between introductory texts such as UML Distilled and the more advanced patterns books." —James Noble Leverage the quality and productivity benefits of patterns—without the complexity! Design Patterns Explained, Second Edition is the field's simplest, clearest, most practical introduction to patterns. Using dozens of updated Java examples, it shows programmers and architects exactly how to use patterns to design, develop, and deliver software far more effectively. You'll start with a complete overview of the fundamental principles of patterns, and the role of object-oriented analysis and design in contemporary software development. Then, using easy-to-understand sample code, Alan Shalloway and James Trott illuminate dozens of today's most useful patterns: their underlying concepts, advantages, tradeoffs, implementation techniques, and pitfalls to avoid. Many patterns are accompanied by UML diagrams. Building on their best-selling First Edition, Shalloway and Trott have thoroughly updated this book to reflect new software design trends, patterns, and implementation techniques. Reflecting extensive reader feedback, they have deepened and clarified coverage throughout, and reorganized content for even greater ease of understanding. New and revamped coverage in this edition includes Better ways to start "thinking in patterns" How design patterns can facilitate agile development using eXtreme Programming and other methods How to use commonality and variability analysis to design application architectures The key role of testing into a patterns-driven development process

Download Ebook Valuepack Design Patterns Elements Of Reusable Object Oriented Software With Applying Uml And Patterns An Introduction To Object Oriented Analysis Analysis And Design And Iterative Development

How to use factories to instantiate and manage objects more effectively The Object-Pool Pattern—a new pattern not identified by the "Gang of Four" New study/practice questions at the end of every chapter Gentle yet thorough, this book assumes no patterns experience whatsoever. It's the ideal "first book" on patterns, and a perfect complement to Gamma's classic Design Patterns. If you're a programmer or architect who wants the clearest possible understanding of design patterns—or if you've struggled to make them work for you—read this book.

Design patterns, which express relationships between recurring problems and proven solutions, have become immensely popular in the world of software development. More and more software developers are recognizing the supreme usefulness of design patterns and how they ease the design and delivery of software applications. This book builds upon the information presented in the seminal work in this field, Design Patterns: Elements of Reusable Object-Oriented Software, and gives software professionals the information they need to recognize and write their own patterns. Pattern Hatching, written by one of the co-authors of Design Patterns, truly helps the software professional apply one of the most popular concepts in software development.

A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR For one- and two-semester Operating Systems courses (in the most recent ACM/IEEE curriculum) that universities offer to juniors, seniors and graduate Computer Science students. The text goes beyond the standard coverage in operating systems courses with key chapters on multiprocessing, networking, distributed systems, performance, and security. The text features extensive, up-to-the-minute case studies on the latest versions of Linux (2.6) and Microsoft Windows XP. An abundance of charts, diagrams, illustrations and exercises (both with and without solutions) is included.

SAVE TIME, SAVE EFFORT, SAVE MONEY, AWESOME RESULTS GET TWICE THE VALUE FOR ONLY A SMALL PART OF THE PRICE Do you want to start making music in FL Studio immediately without having to figure out all the intimidating options on your own? Do you also want to get the powerful melody-making skills that will make people think you've followed music classes for at least 20 years? Today you can... INTRODUCING: THE MUSTHAVE BEGINNER'S BUNDLE FOR MAKING MUSIC IN FL STUDIO Get all the essential FL Studio beginner's material in one epic bundle. Destroy your massive learning curve by taking the ultimate FL Studio shortcut. Boost your essential FL Studio skills as quickly as humanly possible. Only learn 10% but get an amazing 90% of the results. WHAT YOU WILL LEARN IN THE FL STUDIO BEGINNER'S BUNDLE Get an ultimate overview, so you can see the bigger workings of FL Studio. Find out WHAT to do and HOW to do it, but also WHY to do it. Discover the powerful melody making strategies to become successful. Always make awesome melodies fast, even without knowing music theory. 2 IN 1 FINAL CHANCE TO GET ACCESS The FL Studio Beginner's Bundle is a special high-value pack of 2 very popular books under 1 tight cover. Both of the following books are completely included and are also separately available on Amazon: FL Studio Beginner's Guide The Ultimate Melody Guide If you want to save money but get twice the value, simply click that BUY NOW button. But please do it now, because this is absolutely your final chance to get access to this material. ALSO GET A FREE SAMPLE PACK As a token of appreciation, all the work of Screech House comes with a FREE high-quality sample pack. This way you can start making music instantly. A download link will be provided inside the book. WHY THIS GUIDE CAN HELP YOU The writer of this

book has more than a decade of FL Studio experience and making professional EDM songs. Because of this strong experience and natural talents, the author has the gift to present exactly the right information to the right audience. If you want to get a taste of my work first, feel free to visit the Screech House website or YouTube channel. Direct links are provided in the different preface sections of this book. LET'S MAKE SOME AWESOME MUSIC! Are you ready to make some awesome music in FL Studio? Then let's start right now and we will meet on the inside of this book! - Cep (Music producer, author & creator of Screech House) FL STUDIO BEGINNER'S BUNDLE (2 IN 1 VALUE PACK) FL Studio Beginner's Guide & The Ultimate Melody Guide By Cep from Screech House

Modern I Spy quilt pattern containing 100 different 4" foundation paper pieced quilt blocks. Never HIGHLIGHT a Book Again! Virtually all of the testable terms, concepts, persons, places, and events from the textbook are included. Cram101 Just the FACTS101 studyguides give all of the outlines, highlights, notes, and quizzes for your textbook with optional online comprehensive practice tests. Only Cram101 is Textbook Specific. Accompanys: 9780201633610 .

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Features step-by-step projects and full-color examples Create unique jewelry to wear with everything from jeans to a ball gown! Want to make your own jewelry? This easy-to-follow guide gives you lots of hands-on instruction in making simple, fabulous jewelry and working with beads. From wire wrapping and knotting to weaving and polishing, you'll get all the skills you need to make necklaces, bracelets, earrings, pins, key chains, wine charms and items for the home. Discover how to * Create funky and elegant designs * Work with leather, silver, and stones * String, knot, and weave beads * Avoid common mistakes * Host a trendy jewelry party

A sweet collection of unique paper-pieced quilt blocks. Sewing since the age of six and a quilter for many years, author Penny Layman is inspired by everyday household items that connote Cozy kitchens and domestic warmth. Here Penny creates 40 paper-pieced quilt blocks celebrating the home and all things in it, while showcasing her quirky sense of humour. Paper piecing allows for incredibly precise blocks, even if the quilt block designs themselves seem complex or make use of irregular shapes. The blocks in this collection include a mix of solids and prints, using the latter with particular effect. In addition to paper piecing, some blocks include needle-turned applique, printing, and hand embroidery. The 10 quilt projects each feature one or more blocks. In addition to complete written instructions for every block and project, the book includes a CD that contains full-size pattern templates for every block. |A sweet collection of unique paper-pieced quilt blocks. Author Penny Layman is inspired by everyday household items that connote Cozy kitchens and domestic warmth. Here Penny creates 40 paper-pieced quilt blocks celebrating the home and all things in it, while showcasing her quirky sense of humour.

Ten-year-old William receives a wooden model of a medieval castle as a gift. It has

everything he could possibly want, right down to a miniature drawbridge, a portcullis and a silver knight. In this enthralling story that weaves the everyday problems of growing up with magic and fantasy, the castle introduces William to an adventure involving magic, a ferocious dragon, a wicked wizard, and his own personal quest, where courage will finally triumph over fear.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe InDesign choose Adobe InDesign Classroom in a Book (2020 release) from Adobe Press. The project-based step-by-step lessons show users the key techniques for working in InDesign. Designers will build a strong foundation of typographic, color, page layout, and document-construction skills that will enable them to produce a broad range of print and digital publications—from a simple postcard to an interactive Adobe PDF with form fields. The real-world tasks in this comprehensive book are presented in easy-to-follow lessons and are designed to train beginning Adobe InDesign users in the program—from fundamental features to powerful layout and output skills. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

The Emily Post Institute, the most trusted brand in etiquette, tackles the latest issues regarding how we interact along with classic etiquette and manners advice in this updated and gorgeously packaged edition. Today's world is in a state of constant change. But one thing remains year after year: the necessity for good etiquette. This 19th edition of Emily Post's Etiquette offers insight and wisdom on a variety of new topics and fresh advice on classic conundrums, including: Social media Living with neighbors Networking and job seeking Office issues Sports and recreation Entertaining at home and celebrations Weddings Invitations Loss, grieving, and condolences Table manners While they offer useful information on the practical—from table settings and introductions to thank-you notes and condolences—the Posts make it clear why good etiquette matters. Etiquette is a sensitive awareness of the feelings of others, they remind us. Ultimately, being considerate, respectful, and honest is what's really important in building positive relationships. "Please" and "thank you" do go a long way, and whether it's a handshake, a hug, or a friend request, it's the underlying sincerity and good intentions behind any action that matter most.

In this IBM Redbooks publication we describe and demonstrate dimensional data modeling techniques and technology, specifically focused on business intelligence and data warehousing. It is to help the reader understand how to design, maintain, and use a dimensional model for data warehousing that can provide the data access and performance required for business intelligence. Business intelligence is comprised of a data warehousing infrastructure, and a query, analysis, and reporting environment. Here we focus on the data warehousing infrastructure. But only a specific element of it, the data model - which we consider the base building block of the data warehouse. Or, more precisely, the topic of data modeling and its impact on the business and business applications. The objective is not to provide a treatise on dimensional modeling techniques, but to focus at a more practical level. There is technical content for designing and maintaining such an environment, but also business content. For example, we use case studies to demonstrate how dimensional modeling can impact

the business intelligence requirements for your business initiatives. In addition, we provide a detailed discussion on the query aspects of BI and data modeling. For example, we discuss query optimization and how you can determine performance of the data model prior to implementation. You need a solid base for your data warehousing infrastructure a solid data model.

From "Flutterbugs" and "Flutterbys" for beginners to the "Art Nouveau Poppy" for the advanced, crafters of all skill levels can create stunning butterflies with the more than 30 designs offered here. Whether used for quilting, appliqué, embroidery, or china painting, these designs allow crafters to create brilliant art in their own medium. Each design is accompanied by a pattern that can be exported for any craft that requires defined segments for each change of color or texture. Crafters who are challenged by creating their own designs will find inspiration in the accompanying verses and examples of completed work. Many of the patterns also offer an art nouveau flair.

Design Patterns Elements of Reusable Object-Oriented Software Addison-Wesley

A guide to C# 3.0 and Visual Studio 2008 covers such topics as objects, data types and references, encapsulation, interfaces, exception handling, and LINQ.

These texts cover the design of object-oriented software and examine how to investigate requirements, create solutions and then translate designs into code, showing developers how to make practical use of the most significant recent developments. A summary of UML notation is included.

Turn your interest in foundation paper-piecing into a full-blown love affair. Learn about every stage of the process—from piecing technique to pattern design—in this comprehensive guide. Start with the basics of sewing on paper, then explore the author's open-ended design exercises to create your own patterns or follow along with the author's take to sew her graphic interpretations of the prompts. With an annotated overview of the author's favorite FPP methods, countless tips, and over thirty paper-pieced quilt blocks plus seven design exercises to put your skills to the test, you'll have the tools you need to thrive when confronted with any paper-piecing challenge!

Programming is now parallel programming. Much as structured programming revolutionized traditional serial programming decades ago, a new kind of structured programming, based on patterns, is relevant to parallel programming today. Parallel computing experts and industry insiders Michael McCool, Arch Robison, and James Reinders describe how to design and implement maintainable and efficient parallel algorithms using a pattern-based approach. They present both theory and practice, and give detailed concrete examples using multiple programming models. Examples are primarily given using two of the most popular and cutting edge programming models for parallel programming: Threading Building Blocks, and Cilk Plus. These architecture-independent models enable easy integration into existing applications, preserve investments in existing code, and speed the development of parallel applications. Examples from realistic contexts illustrate patterns and themes in parallel algorithm design that are widely applicable regardless of implementation technology. The patterns-based approach offers structure and insight that developers can apply to a variety of parallel programming models Develops a composable, structured, scalable, and machine-independent approach to parallel computing Includes detailed examples in both Cilk Plus and the latest Threading Building Blocks, which support a wide variety of computers

This guide will help readers learn how to employ the significant power of use cases to their software development efforts. It provides a practical methodology, presenting key use case concepts.

AWESOME MELODIES, EASY TO MAKE, NO SKILLS REQUIRED GET THE PROVEN MELODY MAKING STRATEGIES FOR THE REST OF YOUR LIFE ANY OF THIS SOUND

FAMILIAR? "I want to make my own music, but I have no idea where to start." "I love the idea of making my own songs, but my melodies always suck." "How do I get that full sound when I play notes?" "I just can't seem to get that professional feel to my songs." "Music theory is so complicated, I can't wrap my head around it." "If only there was a melody making shortcut that actually works." All right, we get it! Making professional melodies can take many boring years of studying and practicing. Especially when you're just starting out, you just want to get to that elite level as fast as possible. Luckily, you can actually do that right now... INTRODUCING: THE MELODY MAKING GUIDE Make awesome melodies without knowing music theory. Make people think that you've followed music classes for at least 20 years. Only learn the basics, but still get premium results. Get the proven melody making strategies for the rest of your life. WHAT YOU WILL LEARN IN THE ULTIMATE MELODY GUIDE Discover the powerful melody making strategies that will destroy your learning curve. Only get a selection of the essential music theory but still get all the benefits. Gain the skills and knowledge required to make impressive melodies as fast as possible. Instantly become successful by modelling the easy tricks and guidelines. LAST CHANCE: THIS GUIDE IS ONE OF A KIND This convenient guide is everything you need to get your musical breakthrough. For only the price of a donut, you can start to make awesome melodies right away. Just click the BUY NOW button, and please hurry. This is only a temporary offer to give everybody a fair chance to get quick access. It can be gone tomorrow. ALSO GET A FREE SAMPLE PACK As a token of appreciation, all the work of Screech House comes with a FREE high-quality sample pack. This way you can start making music instantly. A download link will be provided inside the book. WHY THIS GUIDE CAN HELP YOU The writer of this book has more than a decade of experience in making professional electronic dance music. Because of this strong experience and natural talents, the author has the gift to present exactly the right information to the right audience. If you want to get a taste of my work first, feel free to visit the Screech House website or YouTube channel. Direct links are provided in the preface section of this book. MELODY MAKING TIME! Are you ready to make some awesome melodies? Then let's start right now and we will meet on the inside of this book! - Cep (Music producer, author & creator of Screech House) THE ULTIMATE MELODY GUIDE How to Make Awesome Melodies without Knowing Music Theory By Cep from Screech House

Get ready to laugh with the funniest adult coloring book. Guaranteed hours of pleasure, relaxation and relief from stress. Put good vibes and motivation back into your day with this coloring book for adult's relaxation. It includes a variety of dragons designs to make your life more relaxed and enjoyable. You don't need any special skills. Even if you haven't drawn anything, ever, you will enjoy coloring in this booklet. Let your inner artist out. Guaranteed hours of pleasure, relaxation and relief from stress. Each drawing is on a separate page, so you can share. This coloring book is the perfect gift for friends, family, and anyone else you love. Join us in this special journey! It will inspire you and introduce you to the hidden artist found in all of us. Why You Will Absolutely Love this Book Relaxing Coloring Pages. Every page you color will pull you into a relaxing world where your responsibilities will seem to fade away... Beautiful Illustrations. We've included 30 unique images for you to express your creativity and make masterpieces. You can use markers, gel pens, pencils and watercolors. Everything goes! Single-sided Pages. All drawings are single sided to reduce the bleed-through problem found in other coloring books Great for All Skill Levels. It matches perfectly to your skill level & coloring experience, as it's suitable for beginners and experts About Blush Design 50+ Coloring Books. Explore the entire Blush Design catalog and find an amazing book for your next coloring adventure. As a Blush Design fan, you have access to books in a variety of popular themes, including animals, Funny quotes, fantasy, inspirational, and so much more! 1000+ 5-star Amazon Reviews. Blush Design is one of the most loved coloring book brands and a frequent bestseller on Amazon. When you buy a Blush Design coloring book, you know

it's a Coloring book you'll love Buy Now & Relax... Scroll to the top of this page and click the Add to Cart button. Know someone who loves to color? Make them smile by getting them a copy too! Coloring books make wonderful gifts. Which gifts will you need soon? Buy now and have your gifts ready in advance. Coloring books are great for any holiday or special occasion. Christmas Gifts, Stocking Stuffers Easter Baskets, Gift Bags Family Vacations & Travel Birthday & Anniversary Presents Valentine's Day, Mother's Day White elephant party, Yankee swap gift exchange, secret Santa gag gift

With the award-winning book *Agile Software Development: Principles, Patterns, and Practices*, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, *Agile Principles, Patterns, and Practices in C#*. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, *Agile Principles, Patterns, and Practices in C#* is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

User experience (UX) design has traditionally been a deliverables-based practice, with wireframes, site maps, flow diagrams, and mockups. But in today's web-driven reality, orchestrating the entire design from the get-go no longer works. This hands-on book demonstrates Lean UX, a deeply collaborative and cross-functional process that lets you strip away heavy deliverables in favor of building shared understanding with the rest of the product team. Lean UX is the evolution of product design; refined through the real-world experiences of companies large and small, these practices and principles help you maintain daily, continuous engagement with your teammates, rather than work in isolation. This book shows you how to use Lean UX on your own projects. Get a tactical understanding of Lean UX—and how it changes the way teams work together Frame a vision of the problem you're solving and focus your team on the right outcomes Bring the designer's tool kit to the rest of your product team Break down the silos created by job titles and learn to trust your teammates Improve the quality and productivity of your teams, and focus on validated experiences as opposed to deliverables/documents Learn how Lean UX integrates with Agile UX

Looks at the social and cultural aspects of graphic design from prehistory to the present day.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose *Adobe Photoshop Classroom in a Book* (2020 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for

working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the new Object Selection tool, saving Cloud Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Make Christmas cuter this year with 8 simple sewing projects and 16 blocks to choose from, by the author of Paper Piecing All Year Round. Pick your project then pick your block: mix and match 8 super-easy projects with 16 adorable paper-pieced blocks just for Christmas. Simply follow Mary's clearly illustrated instructions to create fun and fresh holiday blocks. Plus, use her time-saving technique for paper piecing with less waste to create custom winter decor ranging from tree skirts and table toppers to gift bags, mug rugs, potholders, and more. Sew by number and watch your image emerge!

- Paper piecing can be easy! No need to precut your pieces—follow Mary's instructions for working from scraps and cutting as you sew
- Easily customize gifts for friends and family or your own personal style
- Celebrate the season with whimsical yet modern designs, including place mats, stockings, table runners, and more

Praise for Sew Yourself a Merry Little Christmas "If you aren't comfortable with the paper foundation piecing technique, then this book offers plenty of guidance and tips to help make it easier for you. If you love to use the technique, you will really enjoy all the options given here. You can easily [customize] your own quilts, cushions and other items by adding a seasonal block, or followed the detailed instructions to make a complete item such as a tree skirt or Christmas stocking. The characters are so cute that you will be tempted to make them all."—Down Under Quilts

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