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Our understanding of the pathology of amyotrophic lateral sclerosis is a continuously changing field. New hypotheses are generated with each new discovery; they are abandoned to be reanalyzed after some time under the light of new observations. This book present a series of reviews from experts in different aspects of the disease focus on these hypotheses. There are also a few review chapters providing clear examples of these new observations that make the field to reanalyze previous conclusions.

A guide to Adobe Flex 3 explains how to create Web applications that will run on all browsers and operating systems--

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

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Dreamweaver CS4 is a massive step forward in terms of integration with the rest of the CS4 suite (Flash, Fireworks, Photoshop, etc.), and also includes whole host of exciting features of its own. The Essential Guide to Dreamweaver CS4 with CSS, Ajax, and PHP concentrates on getting the most out of Dreamweaver CS4, rather than going into every menu item and toolbar icon. The emphasis is on developing websites compliant with the latest web standards, using CSS, JavaScript libraries (with particular emphasis on Spry, Adobe's implementation of Ajax), and PHP. The book covers all aspects of the new user interface, including workspace layouts, iconic panels, the related documents feature, Live View, Code Navigator, and Live Code. It also shows how to use the improved CSS editing features, and JavaScript code introspection. There is also coverage of other new features, such as version control through Subversion integration, and the improved support for Photoshop integration through the use of Smart Objects. Takes you through your development environment set up Covers everything you need to create both standards compliant web sites, and dynamic web applications Teaches real world techniques using a series of step by step tutorials

A straightforward, step-by-step introduction to clear and elegant object-oriented programming. Using a language that's perfect for this kind of programming, the book has been tested in numerous courses and workshops over ten years. Programming Smalltalk is particularly suited for readers with no prior programming knowledge. Starting from the first principles of programming, it

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teaches you how to use and create algorithms (reusable rules for problem-solving) and the basic building blocks of software. It goes on to explain how to develop complete applications and has a whole chapter on web applications as well as case studies. Now translated into English, this edition was completely revised to be consistent with the latest version of Cincom® VisualWorks®, a professional Smalltalk environment. All examples were created using VisualWorks, which is available without cost for educational purposes, and can be downloaded and installed on any up-to-date computer.

Object-Oriented ActionScript For Flash 8Apress

Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book

Built on the solid foundation of the popular Unity 4.x

Cookbook, the recipes in this edition have been

completely updated for Unity 5 Features recipes for both

2D and 3D games Provides you with techniques for the

new features of Unity 5, including the new UI system, 2D game development, new Standard Shaders, and the new

Audio Mixer Who This Book Is For From beginners to

advanced users, from artists to coders, this book is for

you and everyone in your team! Programmers can

explore multimedia features, and multimedia developers

can try their hand at scripting. Basic knowledge and

understanding of the Unity platform, game design

principles, and programming knowledge in C# is

essential. What You Will Learn Immerse players with

great audio, utilizing Unity 5's audio features including

the new Audio Mixer, ambient sound with Reverb Zones,

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dynamic soundtracks with Snapshots, and balanced audio via Ducking Create better materials with Unity's new, physically-based, Standard Shader Measure and control time, including pausing the game, displaying clocks and countdown timers, and even implementing "bullet time" effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system, including power-bars, clock displays, and an extensible inventory system Save and load text and media assets from local or remote sources, publish your game via Unity Cloud, and communicate with websites and their databases to create online scoreboards Discover advanced techniques, including the publisher-subscriber and state patterns, performance bottleneck identification, and methods to maximize game performance and frame rates Control 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5. Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity professionals. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game

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development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting features to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's extra features to enhance your 3D game development skills. Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself. Get ahead in HTML5, including markup, styling, and scripting, with many practical examples and best practice insights. You'll quickly understand HTML5 markup elements and when to use them, and then apply the latest CSS3 features to create amazing web pages. Pro HTML5 with CSS, JavaScript, and Multimedia teaches the fundamentals of client-side scripting and covers the immense functionality available with HTML5. Learn to use JavaScript to create web applications that are dynamic and interactive, and add advanced features, including audio, video, SVG, and drag and drop capabilities. Using practical hands-on demonstrations you will access a larger set of technologies to create more diverse and powerful websites and applications.

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What You'll Learn How, and when, to use all the HTML5 markup tags Use CSS3 features to simplify website design Master JavaScript fundamentals and advanced features Use SVG and the canvas tag to incorporate graphics/li>Leverage the native browser support for Geolocation, IndexedDB, and drag and drop capabilities/li/uldivbWho This Book Is

For/b/divdivbr/divWeb developers and designers who want to increase their HTML5 skills to create modern interactive websitesdivbr

Get up to speed with React, React Native, GraphQL and Apollo for building cross-platform native apps with the help of practical examples Key Features Covers the latest features of React such as Hooks, Suspense, NativeBase, and Apollo in this updated third edition Get to grips with the React architecture for writing easy-to-manage web and mobile applications Understand GraphQL and Apollo for building a scalable backend for your cross-platform apps Book Description React and React Native, Facebook's innovative User Interface (UI) libraries, are designed to help you build robust cross-platform web and mobile applications. This updated third edition is improved and updated to cover the latest version of React. The book particularly focuses on the latest developments in the React ecosystem, such as modern Hook implementations, code splitting using lazy components and Suspense, user interface framework components using Material-UI,

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and Apollo. In terms of React Native, the book has been updated to version 0.62 and demonstrates how to apply native UI components for your existing mobile apps using NativeBase. You will begin by learning about the essential building blocks of React components. Next, you'll progress to working with higher-level functionalities in application development, before putting this knowledge to use by developing user interface components for the web and for native platforms. In the concluding chapters, you'll learn how to bring your application together with a robust data architecture. By the end of this book, you'll be able to build React applications for the web and React Native applications for multiple mobile platforms. What you will learn

- Delve into the React architecture, component properties, state, and context
- Get to grips with React Hooks for handling functions and components
- Implement code splitting in React using lazy components and Suspense
- Build robust user interfaces for mobile and desktop apps using Material-UI
- Write shared components for Android and iOS mobile apps using React Native
- Simplify layout design for React Native apps using NativeBase
- Write GraphQL schemas to power web and mobile apps
- Implement web and mobile components that are driven by Apollo

Who this book is for This book is for any JavaScript developer who wants to start learning how to use Facebook's UI libraries, React and React Native, for mobile and

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web application development. Although no prior knowledge of React is needed, working knowledge of JavaScript programming will help you understand the concepts covered in the book more effectively.

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

First the Web was all static content (HTML). Then as more was expected of sites, server-side technologies like PHP became necessary. But now Rich Internet Applications (RIA) put a lot of the functionality back in the Web browser, so a server-side technology alone will no longer suffice.

Developers who have been doing server-side work for years need to broaden their horizons to provide a rich client-side experience. Enter Effortless Flex 4

Development by bestselling author Larry Ullman.

Flash-Flex is a powerful duo for providing a rich, client-side experience. The first third of this book covers the fundamentals of creating Flex apps. The second third is about getting, displaying, validating, and sending data: locally, remotely, and from the user. All server-side code in this book is PHP, and this data-centric view and larger support for PHP is a key focus in Flex 4. The last third is about rounding out the know-how for full application development.

Taking advantage of what Flex 4 has to offer, developers can quickly learn how to create RIAs, some of which interact with PHP scripts running on

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the server. Adobe has open-sourced Flex and made its SDK freely available, so it is becoming more attractive to developers who prefer open-source projects over commercial ones. Since the author is writing this book as a developer/programmer for other developers/programmers (as opposed to a designers), there is a predominance of how-tos and real-world practices.

This book presents the state-of-the-art in face detection and analysis. It outlines new research directions, including in particular psychology-based facial dynamics recognition, aimed at various applications such as behavior analysis, deception detection, and diagnosis of various psychological disorders. Topics of interest include face and facial landmark detection, face recognition, facial expression and emotion analysis, facial dynamics analysis, face classification, identification, and clustering, and gaze direction and head pose estimation, as well as applications of face analysis. Bootstrap stands as the most popular open-source, front-end framework on the Web. Since its official release in 2011, it has undergone several changes, and it's now one of the most stable and responsive frameworks available. It's loved by web developers of all levels, as it gives them the capability to build a functional, attractive website design within minutes. A novice developer with just some basic knowledge of HTML and little CSS can easily get started with

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Bootstrap. This collection presents three books: Your First Week With Bootstrap, a collection of articles introducing Bootstrap 8 Practical Bootstrap Projects, which presents several complete, real world Bootstrap projects Bootstrap: Related Tools & Skills, which contains a collection of articles outlining essential tools and skills that every Bootstrap developer should know. This collection is for all frontend developers who want to build responsive, mobile-first websites with Bootstrap. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion.

Teach Your Kids to Code is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: –Explore geometry by drawing colorful shapes with Turtle

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graphics –Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls –Create fun, playable games like War, Yahtzee, and Pong –Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something! How soon can you learn Adobe Flex 3? With this book's unique hands-on approach, you will be able to tinker with examples right away, and create your own Rich Internet Applications with Flex within the first few chapters. As you progress, you learn how to build a layout, add interactivity, work with data, and deploy your applications to either the Web or the desktop. Learning Flex 3 offers step-by-step instructions that are clear and concise, along with tips and tricks that author Alaric Cole has gathered after years of using Flex and teaching it to fellow developers at Yahoo! You'll understand how Flex works, how to use the MXML markup language and work with ActionScript, how to deploy RIAs to the desktop using Adobe AIR, and much more. Whether you're a beginner, or an experienced web developer coming to Flex from another platform, Learning Flex 3 is the ideal way to learn how to: Set up your environment with FlexBuilder and Eclipse Create a

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new Flex project Use the different design views in Flex Write code with MXML Lay out your Flex application Embed images and graphics Build a user interface Add interactivity with ActionScript Handle user input Move, display, and collect data Add custom components with MXML Add sound effects, filters, and transitions Style your applications with CSS, skins, and themes Deploy applications to the Web, or to the desktop using Adobe AIR Also included are brief explanations of objects, classes, components, properties, methods, types, and other Flex attributes. You will find that Learning Flex 3 is not only the most complete tutorial for Flex, it's also the quickest way to get going with the latest version of this powerful framework.

Discover how to use React Native in the real world, from scratch. This book shows you what React Native has to offer, where it came from, and where it's going. You'll begin with a solid foundation of practical knowledge, and then build on it immediately by constructing three different apps. You'll learn how to use each feature of React Native by working on two full projects and one full game. These aren't just simple React Native Hello World examples (although you'll naturally start there!) but are apps that you can, if you so choose, install on your mobile devices and use for real. Throughout this book, you'll gain real-world familiarity with React Native as well as supporting components from Expo, NativeBase,

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React Navigation and the Redux and Lodash libraries. You'll also build server-side code for a mobile React Native app to talk to using the popular Node.js and Socket.io library, providing you a holistic view of things even beyond React Native. And, you'll see many helpful tips, tricks and gotchas to watch out for along the way! Practical React Native offers practical exercises that will give you a solid grasp of building apps with React Native, allowing you to springboard into creating more advanced apps on your own. Creating a game with React Native will allow you to see a whole other perspective on what React Native can do. What You'll Learn Master the basics of React Native Create a logically structured project Review interface elements, such as widgets, controls, and extensions Build layouts Work with Expo, an open source toolchain Who This book Is For The primary audience is mobile developers and anyone looking to build for multiple mobile platforms and trying to do so with a codebase that is largely the same across all. Readers will need a decent foundation, but not necessarily be experts in, HTML, CSS, and JavaScript, but I'll assume little beyond that.

A guide for experienced programmers demonstrates the core JavaScript language, offers examples of common tasks, and contains an extensive reference to JavaScript commands, objects, methods, and properties.

The Resource Description Framework (RDF) is a structure for describing and interchanging metadata on the Web--anything

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from library catalogs and worldwide directories to bioinformatics, Mozilla internal data structures, and knowledge bases for artificial intelligence projects. RDF provides a consistent framework and syntax for describing and querying data, making it possible to share website descriptions more easily. RDF's capabilities, however, have long been shrouded by its reputation for complexity and a difficult family of specifications. Practical RDF breaks through this reputation with immediate and solvable problems to help you understand, master, and implement RDF solutions. Practical RDF explains RDF from the ground up, providing real-world examples and descriptions of how the technology is being used in applications like Mozilla, FOAF, and Chandler, as well as infrastructure you can use to build your own applications. This book cuts to the heart of the W3C's often obscure specifications, giving you tools to apply RDF successfully in your own projects. The first part of the book focuses on the RDF specifications. After an introduction to RDF, the book covers the RDF specification documents themselves, including RDF Semantics and Concepts and Abstract Model specifications, RDF constructs, and the RDF Schema. The second section focuses on programming language support, and the tools and utilities that allow developers to review, edit, parse, store, and manipulate RDF/XML. Subsequent sections focus on RDF's data roots, programming and framework support, and practical implementation and use of RDF and RDF/XML. If you want to know how to apply RDF to information processing, Practical RDF is for you. Whether your interests lie in large-scale information aggregation and analysis or in smaller-scale projects like weblog syndication, this book will provide you with a solid foundation for working with RDF. Covering the latest version of the jQuery Mobile Framework, jQuery Mobile: Develop and Design teaches readers step-by-

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step how to get started, how to write code, and ultimately how to create mobile websites using the jQuery Mobile framework. The book is hands-on, with code examples (with corresponding on-line demos) and activities throughout. Supports the new version of Flash, due later this year; will be a huge market Provides professional best practices—strong emphasis on planning, documentation, and adhering to strict and clean coding from the outset Teaches you to create dynamic, reusable rich-client web applications and services This is a comprehensive tutorial and reference guide to ActionScript 3, Flex, and Flexbuilder 2 that teaches readers everything they need to know about these new technologies, from the very beginning, right through advanced topics. Readers will need general web development experience, and ideally have Flash and ActionScripting experience, although this isn't essential. This book is one of the first to offer thorough coverage of these new technologies. The author, Charles E. Brown, is an acknowledged expert in Flash development and training. His in-depth knowledge of application development and effective teaching methods is evident on every page of this essential handbook. Add seamless, interactive, user-controlled delivery to your Flash applications. This book builds upon your understanding of basic ActionScript (AS) syntax with the foundational skills that you need to use XML in Flash applications and AS2 or AS3 to migrate your existing applications. Beginning with an introduction to XML, XML parsing methods, and a short introduction to AS2 you learn how to create a universal XML load/onload Class as well as a universal XHTML parser. Then you learn how to use Components using XML as the data source, including the menu, menubar, datagrid and tree component. Finally, a tutorial project-the design and development of a Real Estate Web site that contains an XML search engine-pulls it all together with hands-on experience.

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All the applications use XML as the data source and are written as class files. Select parts of the Real Estate Web site are redeveloped in AS3 for purposes of illustration. The new XML class is presented and specific code examples demonstrate techniques to apply methods and use properties. Particular attention is paid to the differences between AS2 and AS3 and how to effectively transition from one AS version to the other. The companion CD contains code for all of the properties and methods of the AS2, AS3, and XML class examples. Components for the Real Estate Web site project are also provided.

Leverage the full potential of the React Native framework to build and deploy your own native mobile applications for iOS and Android About This Book Work on native APIs and UI Elements using React Native Get the best of both worlds: the power of native approach and the fluidity of JavaScript Create increasingly complex real-world applications and dive deeper into React Native Who This Book Is For If you are keen on learning to use the revolutionary mobile development tool React Native to build native mobile applications, then this book is for you. Prior experience with JavaScript would be useful. What You Will Learn How to create mobile-performant iOS and Android apps using JavaScript and React The potential of each API and component, putting them into practice throughout the course of three projects The process of integrating the Facebook SDK to build an app that connects to third-party data Every step taken to implement Redux, a popular state management library, in your mobile apps The requirements for building and deploying your apps to market, with detailed instructions on how to release and beta test apps on both the Apple App Store and Google Play In Detail React Native's ability to build performant mobile applications with JavaScript has resulted in its popularity amongst developers. Developers now have the luxury to

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create incredible mobile experiences that look and feel native to their platforms with the comfort of a well-known language and the popular React.js library. This book will show you how to build your own native mobile applications for the iOS and Android platforms while leveraging the finesse and simplicity of JavaScript and React. Throughout the book you will build three projects, each of increasing complexity. You will also link up with the third-party Facebook SDK, convert an app to support the Redux architecture, and learn the process involved in making your apps available for sale on the iOS App Store and Google Play. At the end of this book, you will have learned and implemented a wide breadth of core APIs and components found in the React Native framework that are necessary in creating great mobile experiences. Style and approach Start building applications immediately using featured examples through an easy-to-follow approach. The book is based on three concrete projects with increasing levels of difficulty. Each chapter will introduce you to new and practical concepts and techniques, with the intent that you will be able to apply them in your own projects later.

Leverage frontend development skills to build impressive iOS and Android applications with React Native About This Book Apply flexbox to get layout and build rich animations that bring your React Native application to life Integrate third-party libraries and develop customized components that run natively on iOS and Android platforms Combine React Native with Redux, Redux middleware, and a remote API to build scalable data-driven applications Who This Book Is For This book is for anyone who wants to build cross-platform native mobile applications using only JavaScript and the React Native framework. In particular, this book is especially useful for front-end developers who want to use their current skillset to build mobile applications. An existing working knowledge of JavaScript will help you get the most out of this book. What

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You Will Learn Implement native React Native components and APIs Explore React's JSX syntax Manage data using Redux and Redux middleware Build applications with React Native on both iOS and Android platforms Perform animations in your applications using the animation APIs Understand routing and Navigator comparison Create your own Native module In Detail React Native has completely revolutionized mobile development by empowering JavaScript developers to build world-class mobile apps that run natively on mobile platforms. This book will show you how to apply JavaScript and other front-end skills to build cross-platform React Native applications for iOS and Android using a single codebase. This book will provide you with all the React Native building blocks necessary to become an expert. We'll give you a brief explanation of the numerous native components and APIs that come bundled with React Native including Images, Views, ListViews, WebViews, and much more. You will learn to utilize form inputs in React Native. You'll get an overview of Facebook's Flux data architecture and then apply Redux to manage data with a remote API. You will also learn to animate different parts of your application, as well as routing using React Native's navigation APIs. By the end of the book, you will be able to build cutting-edge applications using the React Native framework. Style and approach This comprehensive guide will take your React Native skills to the next level. It shows you how to develop a clear workflow to build scalable applications, and how to implement the architectural concepts covered to build applications that shine in the real world.

"A complete learning experience for creating industry standard Web pages - but you won't be just reading: you'll be playing games, solving puzzles, pondering mysteries and creating Web pages like you never imagined. You'll be also learning how HTML works with CSS . . . if you're going to

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create Web pages in the 21st century, then you want to know and to understand CSS, too."

Tired of reading HTML books that only make sense after you're an expert? Then it's about time you picked up *Head First HTML* and really learned HTML. You want to learn HTML so you can finally create those web pages you've always wanted, so you can communicate more effectively with friends, family, fans, and fanatic customers. You also want to do it right so you can actually maintain and expand your web pages over time so they work in all browsers and mobile devices. Oh, and if you've never heard of CSS, that's okay--we won't tell anyone you're still partying like it's 1999--but if you're going to create web pages in the 21st century then you'll want to know and understand CSS. Learn the real secrets of creating web pages, and why everything your boss told you about HTML tables is probably wrong (and what to do instead). Most importantly, hold your own with your co-worker (and impress cocktail party guests) when he casually mentions how his HTML is now strict, and his CSS is in an external style sheet. With *Head First HTML*, you'll avoid the embarrassment of thinking web-safe colors still matter, and the foolishness of slipping a font tag into your pages. Best of all, you'll learn HTML and CSS in a way that won't put you to sleep. If you've read a *Head First* book, you know what to expect: a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, this book will load HTML and CSS into your brain in a way that sticks. So what are you waiting for? Leave those other dusty books behind and come join us in Webville. Your tour is about to begin. Readers discover the latest, industry-leading website development practices with this new book in the popular *Shelly Cashman Series*. For more than three decades, the *Shelly Cashman Series* has effectively introduced computer

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skills to millions of learners. Minnick's RESPONSIVE WEB DESIGN WITH HTML 5 & CSS, 9th edition, combines best practices with the most up-to-date tools available. The new edition equips readers with a solid foundation in HTML, CSS and responsive web design while illuminating deeper conceptual issues essential to today's field of web development. In addition, a range of projects logically build in complexity and ensure thorough understanding. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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

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

LEGO MINDSTORMS has changed the way we think about robotics by making it possible for anyone to build real, working robots. The latest MINDSTORMS set, EV3, is more powerful than ever, and The LEGO MINDSTORMS EV3 Discovery Book is the complete, beginner-friendly guide you need to get started. Begin with the basics as you build and

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program a simple robot to experiment with motors, sensors, and EV3 programming. Then you'll move on to a series of increasingly sophisticated robots that will show you how to work with advanced programming techniques like data wires, variables, and custom-made programming blocks. You'll also learn essential building techniques like how to use beams, gears, and connector blocks effectively in your own designs. Master the possibilities of the EV3 set as you build and program: –The EXPLOR3R, a wheeled vehicle that uses sensors to navigate around a room and follow lines –The FORMULA EV3 RACE CAR, a streamlined remote-controlled race car –ANTY, a six-legged walking creature that adapts its behavior to its surroundings –SK3TCHBOT, a robot that lets you play games on the EV3 screen –The SNATCH3R, a robotic arm that can autonomously find, grab, lift, and move the infrared beacon –LAVA R3X, a humanoid robot that walks and talks More than 150 building and programming challenges throughout encourage you to think creatively and apply what you've learned to invent your own robots. With The LEGO MINDSTORMS EV3 Discovery Book as your guide, you'll be building your own out-of-this-world creations in no time! Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

Bootstrap stands as one of the most popular, open-source, front-end frameworks on the Web. Since its official release in 2011, it has undergone several changes, and it's now one of the most stable and responsive frameworks available. It's loved by web developers of all levels, as it gives them the capability to build a functional, attractive website design within minutes. A novice developer with just some basic knowledge of HTML and little CSS can easily get started with Bootstrap. In this book we'll take you through Bootstrap basics, introduce you to its major features, and get you building your first Bootstrap sites. It contains: Why I Love Bootstrap, and Why

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You Should Too by Syed Fazle Rahman Understanding Bootstrap: How it Works, and What's New by Syed Fazle Rahman Super Smart New Features to Win You Over by Maria Antonietta Perna Understanding Bootstrap Modals by Syed Fazle Rahman A Deep Dive into the Bootstrap Form Component by Ilya Bodrov-Krukowski The Card Component: a Complete Introduction by Ahmed Bouchefra How to Build a Responsive Type Scale with Bootstrap by Craig Watson A Beginner's Guide to the Latest Bootstrap Utility Classes by Ilya Bodrov-Krukowski 3 Tips for Speeding Up Your Bootstrap Website by Maria Antonietta Perna Customizing Bootstrap jQuery Plugins by Maria Antonietta Perna 8 Tips for Improving Bootstrap Accessibility by Rhiana Heath Front-end Frameworks: Custom vs Ready-to-use Solutions by Ivaylo Gerchev This book is for all frontend developers who want to build responsive, mobile-first websites. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion. Dreamweaver is a huge selling product with over 3 million users worldwide, and the new version, Dreamweaver CS3, promises to be just as popular, with new features such as Ajax support. The book is written by best selling Dreamweaver author David Powers. He presents a strictly practical, real world series of tutorials to teach aspiring and existing Dreamweaver users how to do everything they could possibly want to do in terms of CSS, PHP (bar far the most popular server-side language Dreamweaver supports, and the only one that is really used a great deal,) and Ajax web sites, from beginner to advanced topics.

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) <http://aka.ms/611111pdf>

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This book is a condensed reference for HTML5 markup. It presents the essential HTML5 elements and attributes in a well-organized format that can be used as a handy reference. HTML5 Quick Markup Reference is an HTML5 reference title covering tags and parameters central to HTML5 markup using the NetBeans 8.1 IDE. The book covers the tags used in HTML5, logically organized by topical chapters. It gets more advanced as chapters progress, covering the new media tags and file formats that are best for use with HTML5, as well as key factors regarding the data footprint optimization work process, in-lining .CSS and .JS files, and why data footprint optimization is important. What You Will Learn: The tags supported in HTML5 What comprises an HTML5 content production workflow Concepts and principles behind HTML5 content production How to install and utilize Inkscape for Windows, Mac OS X and Linux Concepts behind spline curves, strokes, fills, patterns, and rendering Digital illustration data formats and data footprint optimization Who This Book Is For: Website developers, Flash developers, user interface designers, HTML5 game designers, teachers, and educators.

By its very nature, Unix is a " power tools " environment. Even beginning Unix users quickly grasp that immense power exists in shell programming, aliases and history mechanisms, and various editing tools. Nonetheless, few users ever really master the power available to them with Unix. There is just too much to learn! Unix Power Tools, Third Edition, literally contains thousands of tips, scripts, and techniques that make using Unix easier, more effective, and even more fun. This book is organized into hundreds of short articles with plenty of

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references to other sections that keep you flipping from new article to new article. You'll find the book hard to put down as you uncover one interesting tip after another. With the growing popularity of Linux and the advent of Mac OS X, Unix has metamorphosed into something new and exciting. With Unix no longer perceived as a difficult operating system, more and more users are discovering its advantages for the first time. The latest edition of this best-selling favorite is loaded with advice about almost every aspect of Unix, covering all the new technologies that users need to know. In addition to vital information on Linux, Mac OS X, and BSD, Unix Power Tools, Third Edition, now offers more coverage of bcash, zsh, and new shells, along with discussions about modern utilities and applications. Several sections focus on security and Internet access, and there is a new chapter on access to Unix from Windows, addressing the heterogeneous nature of systems today. You'll also find expanded coverage of software installation and packaging, as well as basic information on Perl and Python. The book's accompanying web site provides some of the best software available to Unix users, which you can download and add to your own set of power tools. Whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the gold mine of information in this new edition of Unix Power Tools to add to your store of knowledge. Want to try something new? Check this book first, and you're sure to find a tip or trick that will prevent you from learning things the hard way.

As user interface designers, software developers, and yes-as users, we all know the frustration that comes with using "one size fits all" software from off the shelf. Repeating the same commands over and over again, putting up with an unfriendly graphical interface, being unable to program a new application that you thought of yourself-these are all common complaints. The inflexibility of today's computer interfaces

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makes many people feel like they are slaves to their computers. Shouldn't it be the other way around? Why can't technology give us more "custom-fitting" software? On the horizon is a new technology that promises to give ordinary users the power to create and modify their own programs. Programming by example (PBE) is a technique in which a software agent records a user's behavior in an interactive graphical interface, then automatically writes a program that will perform that behavior for the user. Your Wish is My Command: Programming by Example takes a broad look at this new technology. In these nineteen chapters, programming experts describe implemented systems showing that PBE can work in a wide variety of application fields. They include the following: The renowned authors and their editor believe that PBE will some day make it possible for interfaces to effectively say to the user, "Your wish is my command!" * Text and graphical editing * Web browsing * Computer-aided design * Teaching programming to children * Programming computer games * Geographical information systems Aimed toward the working programmer, this guide provides readers with everything they need to know to become experts at using the Hypertext Markup Language (HTML) to post on the Web. Liberally illustrated and detailed examples provide complete background and hands-on information to let programmers of any level design, install, and operate customized Web-specific CGI programs. CD contains ready-to-run programs and code fragments.

A guide for kids who want to learn coding Coding is quickly becoming an essential academic skill, right up there with reading, writing, and arithmetic. This book is an ideal way for young learners ages 8-13 who want more coding knowledge than you can learn in an hour, a day, or a week. Written by a classroom instructor with over a decade of experience teaching technology skills to kids as young as five, this book

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teaches the steps and logic needed to write code, solve problems, and create fun games and animations using projects based in Scratch and JavaScript. This 2nd Edition is fully updated to no longer require any limited-time software downloads to complete the projects. Learn the unique logic behind writing computer code Use simple coding tools ideal for teaching kids and beginners Build games and animations you can show off to friends Add motion and interactivity to your projects Whether you're a kid ready to make fun things using technology or a parent, teacher, or mentor looking to introduce coding in an eager child's life, this fun book makes getting started with coding fun and easy!

Greasemonkey Hacks is an invaluable compendium 100 ingenious hacks for power users who want to master Greasemonkey, the hot new Firefox extension that allows you to write scripts that alter the web pages you visit. With Greasemonkey, you can create scripts that make a web site more usable, fix rendering bugs that site owners can't be bothered to fix themselves, or add items to a web site's menu bar. You can alter pages so they work better with technologies that speak a web page out loud or convert it to Braille. Greasemonkey gurus can even import, combine, and alter data from different web sites to meet their own specific needs. Greasemonkey has achieved a cult-like following in its short lifespan, but its uses are just beginning to be explored. Let's say you're shopping on an e-commerce site. You can create a script that will automatically display competitive prices for that particular product from other web sites. The possibilities are limited only by your imagination and your Greasemonkey expertise. Greasemonkey Hacks can't help you with the imagination part, but it can provide the expert hacks-complete with the sample code-you need to turn your brainstorms into reality. More than just an essential collection of made-to-order Greasemonkey solutions, Greasemonkey

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Hacks is crammed with sample code, a Greasemonkey API reference, and a comprehensive list of resources, to ensure that every resource you need is available between its covers. Some people are content to receive information from websites passively; some people want to control it. If you are one of the latter, Greasemonkey Hacks provides all the clever customizations and cutting-edge tips and tools you need to take command of any web page you view.

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