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Tutorial Guide to AutoCAD 2014

2013-05-29

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Tutorial Guide to AutoCAD 2015

2014-06-06

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Tutorial Guide to AutoCAD 2023

2012-05-23

TUTORIAL GUIDE TO AUTOCAD 2023 PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS PRESENTED IN THE CONTEXT OF EACH TUTORIAL IN FIFTEEN CLEAR AND COMPREHENSIVE CHAPTERS AUTHOR SHAWNA LOCKHART GUIDES YOU THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2023 FROM 2D DRAWING TO SOLID MODELING AND FINALLY FINISHING WITH RENDERING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND YOU ARE ASKED TO APPLY WHAT YOU VE LEARNED BY COMPLETING SEQUENCES ON YOUR OWN A CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORTS YOU IN BECOMING A SKILLED AUTOCAD USER TUTORIAL GUIDE TO AUTOCAD 2023 BEGINS WITH THREE GETTING STARTED CHAPTERS THAT INCLUDE INFORMATION TO GET READERS OF ALL LEVELS PREPARED FOR THE TUTORIALS THE AUTHOR INCLUDES TIPS THAT OFFER SUGGESTIONS AND WARNINGS AS YOU PROGRESS THROUGH THE TUTORIALS KEY TERMS AND KEY COMMANDS ARE LISTED AT THE END OF EACH CHAPTER TO RECAP IMPORTANT TOPICS AND COMMANDS LEARNED IN EACH TUTORIAL ALSO A GLOSSARY OF TERMS AND COMMANDS SUMMARY LIST THE KEY COMMANDS USED IN THE TUTORIALS EACH CHAPTER CONCLUDES WITH END OF CHAPTER PROBLEMS PROVIDING CHALLENGES TO A RANGE OF ABILITIES IN MECHANICAL ELECTRICAL AND CIVIL ENGINEERING AS WELL AS ARCHITECTURAL PROBLEMS

Tutorial Guide to AutoCAD 2013

2015-06

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Tutorial Guide to AutoCAD 2021

2011-06-13

TUTORIAL GUIDE TO AUTOCAD 2021 PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS PRESENTED IN THE CONTEXT OF EACH TUTORIAL IN FIFTEEN CLEAR AND COMPREHENSIVE CHAPTERS AUTHOR SHAWNA LOCKHART GUIDES YOU THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2021 FROM 2D DRAWING TO SOLID MODELING AND FINALLY FINISHING WITH RENDERING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND YOU ARE ASKED TO APPLY WHAT YOU VE LEARNED BY COMPLETING SEQUENCES ON YOUR OWN A CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS

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Tutorial Guide to AutoCAD 2016

2017-07

TUTORIAL GUIDE TO AUTOCAD 2016 PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS PRESENTED IN THE CONTEXT OF EACH TUTORIAL IN FIFTEEN CLEAR AND COMPREHENSIVE CHAPTERS AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2016 FROM 2D DRAWING TO SOLID MODELING AND FINALLY FINISHING WITH RENDERING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY VE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN A CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORTS READERS IN BECOMING SKILLED AUTOCAD USERS TUTORIAL GUIDE TO AUTOCAD 2016 BEGINS WITH THREE GETTING STARTED CHAPTERS THAT INCLUDE INFORMATION TO GET READERS OF ALL LEVELS PREPARED FOR THE TUTORIALS THE AUTHOR INCLUDES TIPS THAT OFFER SUGGESTIONS AND WARNINGS AS YOU PROGRESS THROUGH THE TUTORIALS KEY TERMS AND KEY COMMANDS ARE LISTED AT THE END OF EACH CHAPTER TO RECAP IMPORTANT TOPICS AND COMMANDS LEARNED IN EACH TUTORIAL ALSO A GLOSSARY OF TERMS AND COMMANDS SUMMARY LIST THE KEY COMMANDS USED IN THE TUTORIALS EACH CHAPTER CONCLUDES WITH END OF CHAPTER PROBLEMS PROVIDING CHALLENGES TO A RANGE OF ABILITIES IN MECHANICAL ELECTRICAL AND CIVIL ENGINEERING AS WELL AS ARCHITECTURAL PROBLEMS

Tutorial Guide to Autocad 2012 - 2D

2011-05-25

A TUTORIAL GUIDE TO AUTOCAD 2012 2D PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS PRESENTED IN THE CONTEXT OF EACH TUTORIAL WITH AN ORGANIZATION THAT PARALLELS AN INTRODUCTORY ENGINEERING GRAPHICS COURSE AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES TO EFFECTIVELY CREATE 2D DRAWINGS USING AUTOCAD 2012 AFTER COMPLETING THESE SEVEN TUTORIALS YOU WILL HAVE MASTERED THE COMMANDS NECESSARY TO CREATE 2D DRAWINGS ADD DIMENSIONS AND PRINT OR PLOT YOUR DRAWING USING SOUND ENGINEERING DRAWING PRACTICES IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY VE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN A CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORTS READERS IN BECOMING SKILLED AUTOCAD USERS A TUTORIAL GUIDE TO AUTOCAD 2012 2D BEGINS WITH THREE GETTING STARTED CHAPTERS THAT INCLUDE INFORMATION TO GET READERS OF ALL LEVELS PREPARED FOR THE TUTORIALS THE AUTHOR INCLUDES TIPS THAT OFFER SUGGESTIONS AND WARNINGS AS YOU PROGRESS THROUGH THE TUTORIALS KEY TERMS AND KEY COMMANDS ARE LISTED AT THE END OF EACH CHAPTER TO RECAP IMPORTANT TOPICS AND COMMANDS LEARNED IN EACH TUTORIAL A GLOSSARY

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Tutorial Guide to AutoCAD 2018

2019-06

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Tutorial Guide to AutoCAD 2012

1998

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Tutorial Guide to AutoCAD 2022

2017-12-05

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Tutorial Guide to AutoCAD 2020

1998

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A Tutorial Guide to AutoCAD Release 14

2012

A TUTORIAL GUIDE TO AUTOCAD RELEASE 14 IS THE IDEAL TOOL FOR LEARNING THE LATEST RELEASE OF ENGINEERING S MOST POPULAR DESIGN TOOL THESE TUTORIALS TAKE YOU FROM BASICS SUCH AS PARTS OF THE SCREEN AND SIMPLE COMMAND ENTRY ALL THE WAY THROUGH CUSTOMIZING YOUR AUTOCAD TOOLBARS AND CREATING YOUR OWN COMMANDS IN 15 CLEAR AND COMPREHENSIVE SESSIONS AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 14 AS YOU PROGRESS THROUGH THE STEP BY STEP TUTORIALS YOU APPLY WHAT YOU HAVE LEARNED BY COMPLETING FAMILIAR SEQUENCES ON YOUR OWN FREQUENT ILLUSTRATIONS CLEARLY DEPICT WHAT YOU SEE ON YOUR SCREEN TO HELP YOU IN FOLLOWING THE STEPS OUTLINED

METAL PROGRAMMING GUIDE

2018-05-04

MASTER METAL THE NEXT GENERATION GRAPHICS AND GPU PROGRAMMING PLATFORM FOR APPLE DEVELOPERS METAL ENABLES APPLE DEVELOPERS TO MAXIMIZE PERFORMANCE IN DEMANDING TASKS LIKE 3D GRAPHICS GAMES SCIENTIFIC PROGRAMMING VISUALIZATION AND GPU ACCELERATED MACHINE LEARNING METAL PROGRAMMING GUIDE IS THE AUTHORITATIVE PRACTICAL GUIDE TO METAL FOR ALL IOS PROGRAMMERS WHO ARE INTERESTED IN GRAPHICS PROGRAMMING BUT DON T KNOW WHERE TO START PIONEERING APPLE DEVELOPER JANIE CLAYTON COVERS EVERYTHING FROM BASIC DRAW CALLS TO ADVANCED PARALLEL COMPUTING COMBINING EASY TO UNDERSTAND CONCEPTUAL EXPLANATIONS WITH WELL TESTED SWIFT 4 XCODE 9 SAMPLE CODE AVAILABLE FOR DOWNLOAD AT GITHUB CLAYTON INTRODUCES THE ESSENTIAL METAL GRAPHICS AND MATH CONCEPTS EVERY GRAPHICS PROGRAMMER NEEDS TO KNOW SHE ALSO DISCUSSES KEY GRAPHICS SPECIFIC LIBRARIES CONCEPTS AND METAL CLASSES PRESENTING TECHNIQUES AND EXAMPLES YOU LL FIND VALUABLE FOR BOTH GRAPHICS AND DATA PROCESSING CLAYTON ALSO PROVIDES COVERAGE OF THE METAL COMPUTE PIPELINE DEMONSTRATING PRACTICAL GPU PROGRAMMING APPLICATIONS RANGING FROM IMAGE PROCESSING TO NEURAL NETWORKING QUICKLY GET A BASIC METAL PROJECT RUNNING WORK WITH METAL RESOURCES AND MEMORY MANAGEMENT LEARN HOW SHADERS ARE COMPILED AND ACCESSED BY THE CPU PROGRAM BOTH 2D AND 3D GRAPHICS WITH METAL IMPORT 3D MODELS AND ASSETS FROM BLENDER MAYA AND OTHER PROGRAMS APPLY IMPORTED TEXTURES TO MODEL OBJECTS USE MULTIPASS RENDERING TO EFFICIENTLY IMPLEMENT COMPUTATIONALLY EXPENSIVE TECHNIQUES LEVERAGE TESSELLATION TO REDUCE MESH DETAIL USE THE GPU FOR A WIDE SPECTRUM OF GENERAL PURPOSE COMPUTING APPLICATIONS GET STARTED WITH THE METAL PERFORMANCE SHADERS FRAMEWORK

A TUTORIAL GUIDE TO PT/MODELOR 2.0 AND PRO/ENGINEER

2004

A TUTORIAL GUIDE TO PT MODELERTM AND PRO ENGINEER IS THE IDEAL TOOL FOR BEGINNERS GETTING STARTED WITH POWERFUL DESIGN AND PRODUCTION TOOLS FROM PARAMETRIC TECHNOLOGY CORPORATION THIS BOOK PROVIDES AN OVERVIEW OF BASIC PT MODELER COMMANDS BECAUSE PT MODELER IS A DERIVATIVE OF THE POWERFUL PRO ENGINEER PACKAGE AND THEIR INTERFACES ARE VIRTUALLY IDENTICAL THIS TEXT CAN ALSO BE USED TO LEARN THE BASICS OF PRO ENGINEER THIS MANUAL PRESENTS BASIC CONCEPTS IN AN EFFICIENT ACCESSIBLE WAY ALLOWING THE USER TO GET UP AND RUNNING QUICKLY TOPICS FROM GETTING STARTED BASICS TO ADVANCED ASSEMBLIES ARE COVERED IN 62 SHORT TUTORIALS ALL ACCOMPANIED BY DETAILED SUPPORTING TEXT THE BOOK IS ORGANIZED SO THAT IT IS USEFUL DURING THE TUTORIAL PHASE DURING REVIEW AND LATER AS A REFERENCE YOU WILL ALSO FIND IN THIS TEXT IMPORTANT BACKGROUND INFORMATION ON SUCH TOPICS AS PARAMETRIC DESIGN 3D SOLID MODELING HIERARCHICAL DESIGN AND CREATING ENGINEERING DRAWINGS ADDITIONAL FEATURES OVERVIEW MATERIAL ON PT RENDER AND PT LIBRARY POPULAR ADD ON PACKAGES STEP BY STEP TUTORIALS IN A HANDY EASY TO FOLLOW TABLE FORMAT SUPPORTING DATA FILES

AVAILABLE VIA THE WORLD WIDE WEB FOR USE WITH SOME OF TH

The Artist's Guide to Illustration

2015-07-16

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Tutorial Guide to AutoCAD 2019

2006

A TUTORIAL GUIDE TO AUTOCAD 2004 R PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS TAUGHT IN CONTEXT IN 15 CLEAR AND COMPREHENSIVE SESSIONS AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2004 R FROM 2D TO SOLID MODELING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY VE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORT READERS IN BECOMING SKILLED AUTOCAD USERS

A Tutorial Guide to AutoCAD 2004

2009-06-15

TODAY S STUDENTS RELY HEAVILY ON USING ELECTRONIC RESOURCES THEY EXPECT TO BE ABLE TO ACCESS LIBRARY RESOURCES FROM ANY LOCATION AND AT ANY TIME OF THE DAY MORE AND MORE SCHOOLS FROM K 12 THROUGH GRADUATE LEVEL UNIVERSITIES ARE OFFERING ONLINE EDUCATION AND LIBRARIES MUST BE PREPARED TO GUIDE LEARNERS IN HOW TO USE LIBRARY RESOURCES WHEN AND WHERE THEY ARE NEEDED ONLINE TUTORIALS ARE THE LIBRARY S ANSWER TO

PROVIDING THIS IMMEDIATE INSTRUCTION AND TODAY S LEARNERS ARE EXPECTING TO HAVE THESE GUIDES AVAILABLE MANY LIBRARIANS DON T HAVE THE TECHNICAL EXPERTISE NEEDED TO CREATE ONLINE TUTORIALS CREATING ONLINE TUTORIALS A PRACTICAL GUIDE FOR LIBRARIANS WILL HELP GUIDE THEM THROUGH THE BASICS OF DESIGNING AND PRODUCING AN ONLINE TUTORIAL THROUGH PRACTICAL EXAMPLES THE BOOK WILL GUIDE LIBRARIANS JUST STARTING THE PROCESS OF CREATING AN ONLINE TUTORIAL FROM START TO FINISH AND WILL PROVIDE TIPS THAT WILL BE USEFUL TO LIBRARIANS WITH MORE EXPERIENCE IN DESIGNING ONLINE TUTORIALS THIS DETAILED ROADMAP FOR DESIGNING AND PRODUCING ONLINE TUTORIALS COVERS WHEN TO CONSIDER A TUTORIAL NEEDS ASSESSMENT CHOOSING THE RIGHT TECHNOLOGY SELECTING AND ORGANIZING INSTRUCTIONAL CONTENT PLANNING SCRIPT IMAGES NARRATION OTHER DESIGN ELEMENTS ASSESSMENT AS A PRIMARY DESIGN ELEMENT MAINTENANCE AND UPDATING ONLINE TUTORIAL RESOURCES AFTER READING THIS BOOK NEW TUTORIAL DEVELOPERS WILL HAVE A PRACTICAL CUSTOMIZABLE BLUEPRINT THAT WILL ENABLE THEM CONFIDENTLY ADDRESS THE CREATION OF THEIR FIRST ONLINE TUTORIALS AND EXPERIENCED DEVELOPERS WILL LEARN EFFICIENT TECHNIQUES TO CREATE AND ENHANCE FUTURE TUTORIALS THAT ARE ATTRACTIVE EFFECTIVE TEACHING TOOLS

Creating Online Tutorials

1991

A TUTORIAL GUIDE TO AUTOCAD 2006 PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS TAUGHT IN CONTEXT IN 15 CLEAR AND COMPREHENSIVE SESSIONS AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2006 FROM 2D TO SOLID MODELING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY VE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORTS READERS IN BECOMING SKILLED AUTOCAD USERS INTRODUCTION TO AUTOCADBASIC CONSTRUCTION TECHNIQUES BASIC EDITING AND PLOTTING TECHNIQUESGEOMETRIC CONSTRUCTIONS TEMPLATE DRAWINGS AND MORE PLOTTING 2D ORTHOGRAPHIC DRAWINGS DIMENSIONING ADVANCED DIMENSIONING SECTION AND AUXILIARY VIEWS BLOCKS DESIGN CENTER AND TOOL PALETTES INTRODUCTION TO SOLID MODELING CHANGING AND PLOTTING SOLID MODELS CREATING ASSEMBLY DRAWINGS FROM SOLID MODELS SOLID MODELING FOR SECTION AND AUXILIARY VIEWS RENDERING

A Tutorial Guide to AutoCAD 2006

2004

EXPLORE THE POTENTIAL OF MOBILE P2P NETWORKS MOBILE PEER TO PEER P2P A TUTORIAL GUIDE DISCUSSES THE POTENTIAL OF WIRELESS COMMUNICATION AMONG MOBILE DEVICES FORMING MOBILE PEER TO PEER NETWORKS THIS BOOK PROVIDES THE BASIC PROGRAMMING SKILLS REQUIRED TO SET UP WIRELESS COMMUNICATION LINKS BETWEEN MOBILE DEVICES OFFERING A GUIDE TO THE DEVELOPMENT PROCESS OF MOBILE PEER TO PEER NETWORKS DIVIDED INTO THREE SECTIONS PART I BRIEFLY INTRODUCES THE BASICS OF WIRELESS TECHNOLOGIES MOBILE ARCHITECTURES AND COMMUNICATION PROTOCOLS DETAILED DESCRIPTIONS OF BLUETOOTH IEEE802 11 AND CELLULAR COMMUNICATION LINK ARE GIVEN AND APPLIED TO POTENTIAL COMMUNICATION ARCHITECTURES PART II FOCUSES ON PROGRAMMING FOR INDIVIDUAL WIRELESS TECHNOLOGIES AND GIVES AN UNDERSTANDING OF THE PROGRAMMING ENVIRONMENT FOR INDIVIDUAL WIRELESS TECHNOLOGIES IN ADDITION PART III PROVIDES ADVANCED EXAMPLES FOR MOBILE PEER TO PEER NETWORKS INTRODUCES THE BASICS OF SHORT RANGE WIRELESS TECHNOLOGIES SUCH AS BLUETOOTH AND IEEE 802 11 WIRELESS LAN MOBILE ARCHITECTURES AND COMMUNICATION PROTOCOLS EXPLAINS THE BASIC PROGRAMMING ENVIRONMENT AND THE BASIC WIRELESS COMMUNICATION TECHNOLOGIES SUCH AS BLUETOOTH WIFI IEEE802 11 AND CELLULAR COMMUNICATION

EXAMPLES DISCUSSES THE ADVANCEMENTS IN MESHED NETWORKS MOBILE SOCIAL NETWORKS AND COOPERATIVE NETWORKS PROVIDES DETAILED EXAMPLES OF MOBILE PEER TO PEER COMMUNICATION INCLUDING SOCIAL MOBILE NETWORKING COOPERATIVE WIRELESS NETWORKING NETWORK CODING AND MOBILE GAMING INCLUDES AN ACCOMPANYING WEBSITE CONTAINING PROGRAMMING EXAMPLES AS SOURCE CODE MOBILE PEER TO PEER P2P A TUTORIAL GUIDEIS AN INVALUABLE REFERENCE FOR ADVANCED STUDENTS ON WIRELESS MOBILE COMMUNICATIONS COURSES AND RESEARCHERS IN VARIOUS AREAS OF MOBILE COMMUNICATIONS MASHUPS SOCIAL MOBILE NETWORKS NETWORK CODING ETC UNDERGRADUATE STUDENTS AND PRACTITIONERS WISHING TO LEARN HOW TO BUILD MOBILE PEER TO PEER NETWORKS WILL ALSO FIND THIS BOOK OF INTEREST

Mobile Peer to Peer (P2P)

2007-04-30

PROVIDES 9 INTERACTIVE TUTORIALS FOR CREATING ENHANCING MANAGING USING WORKSHEETS CREATING USING LINE GRAPHS DATABASES AND MACROS INCLUDES SAMPLE FILES ON ACCOMPANYING DISK

A Tutorial Guide to Lotus 1-2-3, Release 2.2

2013-03-13

THE ONLY AUTHORIZED REFERENCE ON CORELDRAW 12 CREATE COMPELLING GRAPHICS AND VECTOR ANIMATIONS FOR PRINT AND THE USING CORELDRAW 12 INSIDE THIS COREL APPROVED GUIDE EXPERT AUTHOR STEVE BAIN TEACHES YOU HOW TO TAKE FULL ADVANTAGE OF ALL THE UNIQUE FEATURES THIS POWERFUL APPLICATION HAS TO OFFER YOU LL LEARN TO DRAW SHAPES WORK WITH TEXT ADD COLOR AND EFFECTS CREATE ANIMATIONS AND MUCH MORE FEATURING HUNDREDS OF TIPS TECHNIQUES AND SHORTCUTS PLUS A FULL COLOR SECTION SHOWCASING THE EXTRAORDINARY RESULTS OF VARIOUS EFFECTS THIS IS A MUST HAVE RESOURCE FOR ANYONE WANTING TO CREATE STUNNING ARTWORK WITH CORELDRAW 12 LEARN TO USE ALL THE NEW AND RE ENGINEERED FEATURES IN CORELDRAW 12 MASTER THE LATEST DRAWING TOOLS LIKE THE SMART DRAWING TOOL AND THE VIRTUAL SEGMENT DELETE TOOL USE OBJECT TOOLS TO CREATE SHAPES DRAW LINES AND PATHS AND ARRANGE OBJECTS TAKE ADVANTAGE OF THE NEW DYNAMIC GUIDES AND OBJECT SNAP MODES PRODUCE DAZZLING VECTOR EFFECTS DISTORTIONS CONTOURS BLENDS TRANSPARENCY DROP SHADOWS AND MORE CREATE 3D EFFECTS BY ADDING PERSPECTIVE AND EXTRUDING VECTOR OBJECTS DISCOVER ALL THE BITMAP FILTER COMMANDS AND MASTER PRINT ENGINE FUNCTIONS CREATE FLAWLESS AND PRINT GRAPHICS HTML PAGES ROLLOVERS AND COREL R A V E ANIMATIONS BOOST YOUR EFFICIENCY WITH STYLES WORKSPACE CUSTOMIZATION AND VBA SCRIPTING LEARN ALL THE PROGRAM SHORTCUTS USING AN 8 PAGE SPECIAL GUIDE INCLUDES 8 PAGE COLOR INSERT AND TUTORIAL IMAGES ONLINE STEVE BAIN IS AN AWARD WINNING ILLUSTRATOR AND WELL KNOWN AUTHOR AND TEACHER HE HAS PRODUCED HUNDREDS OF EXPERT DESIGN AND ILLUSTRATION WORKSHOPS IS A REGULAR CONTRIBUTOR TO EDUCATIONAL PUBLICATIONS AND SITES AND HAS EVALUATED APPLICATION FEATURES FOR COREL NICK WILKINSON IS AN AWARD WINNING TECHNICAL ILLUSTRATOR AND IS WELL KNOWN FOR THE MANY POWERFUL SCRIPTS THAT HE HAS CONTRIBUTED TO THE CORELDRAW COMMUNITY

CorelDRAW 12

2010-04

SMARTPHONE OPERATING SYSTEM CONCEPTS WITH SYMBIAN OS USES SYMBIAN OS AS A VEHICLE TO DISCUSS OPERATING SYSTEM CONCEPTS AS THEY ARE APPLIED TO MOBILE OPERATING SYSTEMS IT IS THIS FOCUS THAT MAKES THIS TUTORIAL GUIDE BOTH INVALUABLE AND EXTREMELY RELEVANT FOR TODAY S STUDENT IN ADDITION TO PRESENTING AND DISCUSSING OPERATING SYSTEM CONCEPTS THIS BOOK ALSO INCLUDES EXERCISES THAT COMPARE AND CONTRAST SYMBIAN OS UNIX LINUX AND MICROSOFT WINDOWS THESE ASSIGNMENTS CAN BE WORKED ON IN A CLASSROOM LABORATORY OR IN A STUDENT S OWN TIME THE BOOK IS REPLETE WITH EXAMPLES BOTH CONCEPTUAL AND APPLIED TO HANDHELDS AS WELL AS SUMMARIES AT THE END OF EACH CHAPTER PROBLEMS THE STUDENTS CAN DO AS HOMEWORK EXPERIMENT ORIENTED EXERCISES AND QUESTIONS FOR STUDENTS TO COMPLETE ON A HANDHELD DEVICE A READING LIST BIBLIOGRAPHY AND A LIST OF SOURCES FOR HANDHELD SOFTWARE IT ALSO CONTAINS A SERIES OF ON LINE LABORATORIES BASED ON THE SOFTWARE DEVELOPED FOR SYMBIAN OS DEVICES STUDENTS CAN PERFORM THESE LABS ANYWHERE AND CAN USE PRINTING AND E MAIL FACILITIES TO CONSTRUCT LAB WRITE UPS AND HAND IN ASSIGNMENTS STUDENTS FOR THE FIRST TIME WILL BE TAUGHT SYMBIAN OS CONCEPTS SO THAT THEY CAN START DEVELOPING SMARTPHONE APPLICATIONS AND BECOME PART OF THE MASS MARKET REVOLUTION

Smartphone Operating System Concepts with Symbian OS

2020-06-09

THE DESIGNER S GUIDE TO THE CORTEX M FAMILY IS A TUTORIAL BASED BOOK GIVING THE KEY CONCEPTS REQUIRED TO DEVELOP PROGRAMS IN C WITH A CORTEX M BASED PROCESSOR THE BOOK BEGINS WITH AN OVERVIEW OF THE CORTEX M FAMILY GIVING ARCHITECTURAL DESCRIPTIONS SUPPORTED WITH PRACTICAL EXAMPLES ENABLING THE ENGINEER TO EASILY DEVELOP BASIC C PROGRAMS TO RUN ON THE CORTEX M0 M0 M3 AND M4 IT THEN EXAMINES THE MORE ADVANCED FEATURES OF THE CORTEX ARCHITECTURE SUCH AS MEMORY PROTECTION OPERATING MODES AND DUAL STACK OPERATION ONCE A FIRM GROUNDING IN THE CORTEX M PROCESSOR HAS BEEN ESTABLISHED THE BOOK INTRODUCES THE USE OF A SMALL FOOTPRINT RTOS AND THE CMSIS DSP LIBRARY WITH THIS BOOK YOU WILL LEARN THE KEY DIFFERENCES BETWEEN THE CORTEX M0 M0 M3 AND M4 HOW TO WRITE C PROGRAMS TO RUN ON CORTEX M BASED PROCESSORS HOW TO MAKE BEST USE OF THE CORESIGHT DEBUG SYSTEM HOW TO DO RTOS DEVELOPMENT THE CORTEX M OPERATING MODES AND MEMORY PROTECTION ADVANCED SOFTWARE TECHNIQUES THAT CAN BE USED ON CORTEX M MICROCONTROLLERS HOW TO OPTIMISE DSP CODE FOR THE CORTEX M4 AND HOW TO BUILD REAL TIME DSP SYSTEMS AN INTRODUCTION TO THE CORTEX MICROCONTROLLER SOFTWARE INTERFACE STANDARD CMSIS A COMMON FRAMEWORK FOR ALL CORTEX M BASED MICROCONTROLLERS COVERAGE OF THE CMSIS DSP LIBRARY FOR CORTEX M3 AND M4 AN EVALUATION TOOL CHAIN IDE AND DEBUGGER WHICH ALLOWS THE ACCOMPANYING EXAMPLE PROJECTS TO BE RUN IN SIMULATION ON THE PC OR ON LOW COST HARDWARE

The Designer's Guide to the Cortex-M Processor Family

2011

A TUTORIAL GUIDE TO AUTOCAD 2011 PROVIDES A STEP BY STEP INTRODUCTION TO AUTOCAD WITH COMMANDS PRESENTED IN THE CONTEXT OF EACH TUTORIAL IN FIFTEEN CLEAR AND COMPREHENSIVE CHAPTERS AUTHOR SHAWNA LOCKHART GUIDES READERS THROUGH ALL THE IMPORTANT COMMANDS AND TECHNIQUES IN AUTOCAD 2011 FROM 2D DRAWING TO SOLID MODELING AND FINALLY FINISHING WITH RENDERING IN EACH LESSON THE AUTHOR PROVIDES STEP BY STEP INSTRUCTIONS WITH FREQUENT ILLUSTRATIONS SHOWING EXACTLY WHAT APPEARS ON THE AUTOCAD SCREEN LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY VE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN A CAREFULLY DEVELOPED PEDAGOGY REINFORCES THIS CUMULATIVE LEARNING APPROACH AND SUPPORTS READERS IN BECOMING SKILLED AUTOCAD USERS A TUTORIAL GUIDE TO AUTOCAD 2011 BEGINS WITH

THREE GETTING STARTED CHAPTERS THAT INCLUDE INFORMATION TO GET READERS OF ALL LEVELS PREPARED FOR THE TUTORIALS THE AUTHOR INCLUDES TIPS THAT OFFER SUGGESTIONS AND WARNINGS AS YOU PROGRESS THROUGH THE TUTORIALS KEY TERMS AND KEY COMMANDS ARE LISTED AT THE END OF EACH CHAPTER TO RECAP IMPORTANT TOPICS AND COMMANDS LEARNED IN EACH TUTORIAL ALSO A GLOSSARY OF TERMS AND COMMANDS SUMMARY LISTS THE KEY COMMANDS USED IN THE TUTORIALS EACH CHAPTER CONCLUDES WITH END OF CHAPTER PROBLEMS PROVIDING CHALLENGES TO A RANGE OF ABILITIES IN MECHANICAL ELECTRICAL AND CIVIL ENGINEERING AS WELL AS ARCHITECTURAL PROBLEMS

Tutorial Guide to AutoCAD 2011

2007-02-26

THIS UPDATED FOURTH EDITION OF JILL GEHRIG S HIGHLY VISUAL STEP BY STEP GUIDE TAKES DENTAL HYGIENISTS IN TRAINING THROUGH THE PROCESS OF PATIENT ASSESSMENT EMPHASIZING BOTH THE ACTUAL PHYSICAL ASSESSMENT AND THE HUMAN INTERACTION INVOLVED THE FOURTH EDITION INCLUDES FOUR CHAPTERS ON COMMUNICATION INCLUDING AN ALL NEW MOTIVATIONAL INTERVIEWING CHAPTER AS WELL AS UNIQUE HUMAN ELEMENT SECTIONS THAT INCLUDE REAL LIFE EXPERIENCES SHARED BY PATIENTS STUDENTS AND CLINICIANS ENHANCED BY CASE STUDIES STUDENT LEARNING AIDS VIDEOS AND A NEW AUDIO GLOSSARY PATIENT ASSESSMENT TUTORIALS PROVIDES STUDENTS WITH EVERYTHING THEY NEED TO SUCCEED IN THE COURSE AND THEIR FUTURE CAREERS AS DENTAL HYGIENISTS

Patient Assessment Tutorials: A Step-By-Step Guide for the Dental Hygienist

2007-04-04

PROGRAMMING THE CONSOLE IN UNIX HERE S JUST WHAT YOU NEED FIRST YOU LL GET A NO NONSENSE TUTORIAL GUIDE TO THE NCURSES VERSION 5 5 LIBRARY TAKING YOU FROM BASIC TO ADVANCED FUNCTIONS STEP BY STEP THEN YOU LL FIND AN A TO Z REFERENCE OF MORE THAN 175 NCURSES FUNCTIONS CROSS REFERENCED AND ILLUSTRATED WITH EXAMPLES WITH THIS ALL PURPOSE NCURSES REFERENCE YOU LL LEARN TECHNIQUES THAT CAN BE USED TO PROGRAM LINUX FREEBSD MAC OS X OR ANY OTHER UNIX BASED OS PROGRAM CONTROL AND MANIPULATE TEXT ON THE TERMINAL SCREEN CONTROL INTERACTIVE I O ORGANIZE CONTENT INTO WINDOWS ON THE SCREEN AND USE COLOR TO HIGHLIGHT TEXT AND ORGANIZE INFORMATION USE A MOUSE TO FURTHER REFINE INPUT CREATE NCURSES PROGRAMS USING YOUR CHOICE OF EDITORS FIND HUNDREDS OF QUICK EASY TO UNDERSTAND PROGRAMMING EXAMPLES AUTHOR DAN GOOKIN IS KNOWN FOR MAKING TECHNOLOGY MAKE SENSE BUY THIS BOOK AND YOU LL SEE WHY

The Artist's Guide to Photoshop

2003-04-14

BASED ON THE AUTHORS EXPERIENCES IN DEVELOPING AND TEACHING SYMBIAN OS THIS PRACTICAL GUIDE IS PERFECT FOR PROGRAMMERS AND PROVIDES A SERIES OF EXAMPLE BASED SCENARIOS THAT SHOW HOW TO DEVELOP SYMBIAN APPLICATIONS EXERCISES WALK THE READER THROUGH THE INITIAL DEVELOPMENT OF A CONSOLE BASED CARD GAME ENGINE TO A GRAPHICAL USER INTERFACE GUI BASED TWO PLAYER BLACKJACK GAME OPERATING OVER A BLUETOOTH CONNECTION BETWEEN TWO MOBILE PHONES ADDRESSES HOW SYMBIAN OFFERS A NUMBER OF DIFFERENT VARIANTS TO ALLOW FOR DIFFERENT USER INTERFACES AND SCREEN

SAVERS THE MOST PREVALENT OF THESE IS S60 DISCUSSES HOW THE MOVE TOWARD 3G TECHNOLOGY HAS RESULTED IN AN INCREASING NEED FOR MOBILE APPLICATION DEVELOPMENT FOR S60 DEVICES

Programmer's Guide to NCurses

2003

JEFF JOHNSON CALLS ATTENTION TO THE MOST FREQUENTLY OCCURRING AND ANNOYING DESIGN BLOOPERS FROM REAL WEB SITES HE HAS WORKED ON OR RESEARCHED NOT JUST A CRITIQUE OF THESE BLOOPERS AND THEIR SITES THIS BOOK SHOWS HOW TO CORRECT OR AVOID THE BLOOPER AND GIVES A DETAILED ANALYSIS OF EACH DESIGN PROBLEM

S60 Programming

2008-05-05

CG IS A COMPLETE PROGRAMMING ENVIRONMENT FOR THE FAST CREATION OF SPECIAL EFFECTS AND REAL TIME CINEMATIC QUALITY EXPERIENCES ON MULTIPLE PLATFORMS THIS TEXT PROVIDES A GUIDE TO THE CG GRAPHICS LANGUAGE

Web Bloopers

2002

THE ULTIMATE RESOURCE FOR PROFESSIONAL GAME ANIMATORS GAME ANIMATION IS A DEMANDING ART NOT ONLY DO YOU HAVE TO DELIVER REALISTIC BEAUTIFUL ANIMATIONS BUT YOU HAVE TO DO SO UNDER STRICT REAL TIME VIDEO GAME CONSTRAINTS THE GAME ANIMATOR S GUIDE TO MAYA IS YOUR FOCUSED RESOURCE FOR USING MAYA TO CREATE PROFESSIONAL LEVEL GAME ANIMATIONS FOR CONSOLE AND PC GAMES WRITTEN BY A GAME INDUSTRY VETERAN AND FEATURING INTERVIEWS WITH PROFESSIONAL ANIMATORS AND ARTISTS FROM AROUND THE COUNTRY THIS FOCUSED BOOK FEATURES SPECIFIC DETAILED REAL WORLD GAME ANIMATION TECHNIQUES IT S THE PERFECT REFERENCE AND TUTORIAL FOR THOSE LOOKING TO DEVELOP OR REFINE THEIR GAME ANIMATION SKILLS THE ENCLOSED CD FEATURES MORE THAN 3000 WORTH OF EXCLUSIVE CONTENT INCLUDING MODELS HIGH RESOLUTION TEXTURES ANIMATIONS CONCEPT ART AND ANIMATION REFERENCE VIDEOS IT ALSO INCLUDES THE MAYA PERSONAL LEARNING EDITION AND PROJECT FILES SO YOU CAN COMPLETE THE HANDS ON TUTORIALS THE GAME ANIMATOR S GUIDE TO MAYA GIVES YOU AN INSIDER S VIEW OF THE ANIMATION BUSINESS AND TEACHES THE SKILLS NECESSARY TO ANIMATE EVERYTHING FROM CHARACTERS TO VEHICLES TO LIP SYNCHING AUDIO FIRST YOU LL GET AN INTRODUCTION TO THE INDUSTRY AND TYPICAL GAME DEVELOPMENT PIPELINES THEN LEARN RIGGING AND ANIMATION BASICS BEFORE MOVING ON TO ADVANCED TECHNIQUES AND THE DETAILED TUTORIALS INSIDE YOU LL FIND GAME CAREER GUIDE INDUSTRY INFORMATION DEMO REEL ADVICE JOB DESCRIPTIONS GAME ASSET PIPELINE OVERVIEW ANIMATION TECHNIQUES DETAILED EXPLANATION OF ANIMATION TERMS TECHNIQUES TOOLS CONCEPTS AND EDITORS RIGGING AND ANIMATION SETUP IK AND FK JOINT HIERARCHIES SKELETON CONTROLS CONSTRAINTS SELECTION HANDLES AND MORE TRUE GAME ANIMATION REAL WORLD ASSIGNMENTS THAT MIMIC THE DAY TO DAY JOBS OF PROFESSIONAL GAME ANIMATORS WALK CYCLES RUN CYCLES IDLE CYCLES ACTION SEQUENCES LIP SYNCHING TO AUDIO AND MORE

The Cg Tutorial

2017-09-18

FOR COURSES IN AUTOCAD AND MECHANICAL DESKTOP A TUTORIAL GUIDE TO MECHANICAL DESKTOP PROVIDES A STEP BY STEP INTRODUCTION TO THIS SOFTWARE WITH COMMANDS TAUGHT IN CONTEXT LOCKHART BEGINS THIS BOOK PROVIDING STEP BY STEP INSTRUCTIONS USING COMMANDS AND TECHNIQUES LATER INDIVIDUAL STEPS ARE NO LONGER PROVIDED AND READERS ARE ASKED TO APPLY WHAT THEY HAVE LEARNED BY COMPLETING SEQUENCES ON THEIR OWN CAREFULLY DEVELOPED PEDAGOGY REINFORCES THE CUMULATIVE LEARNING APPROACH AND SUPPORTS READERS IN BECOMING SKILLED MECHANICAL DESKTOP USERS A GREAT BOOK FOR SELF INDEPENDENT STUDY TEACHES STUDENTS WITH LITTLE HELP FROM PROFESSOR SIMPLE STEP BY STEP PROJECT BUILDS ON ITSELF THROUGHOUT THE CHAPTERS REVIEW QUESTIONS ADDRESSES KEY CONCEPTS AND THE USE OF PROCEDURES FROM THE CHAPTER AND ALSO SERVE AS A SUMMARY OF KEY TOPICS THE COMMAND SUMMARY SUMMARIZES THE COMMANDS IN THE CHAPTER BY LINKING THE ENGLISH TERM USED FOR AN ACTION TO THE ACTUAL MDT COMMAND NAME NEEDED TO FIND THE COMMAND IN ON LINE HELP PROVEN AUTHOR A LOT OF PEOPLE KNOW AND LIKE SHAWNA LOCKHART WEBSITE WITH STARTER DRAWINGS

The Game Animator's Guide to Maya

2011-09-26

WINDOWS AZURE WHICH WAS LATER RENAMED AS MICROSOFT AZURE IN 2014 IS A CLOUD COMPUTING PLATFORM DESIGNED BY MICROSOFT TO SUCCESSFULLY BUILD DEPLOY AND MANAGE APPLICATIONS AND SERVICES THROUGH A GLOBAL NETWORK OF DATACENTERS THIS TUTORIAL EXPLAINS VARIOUS FEATURES OF THIS FLEXIBLE PLATFORM AND PROVIDES A STEP BY STEP DESCRIPTION OF HOW TO USE THE SAME THIS TUTORIAL HAS BEEN DESIGNED FOR SOFTWARE DEVELOPERS WHO ARE KEEN ON DEVELOPING BEST IN CLASS APPLICATIONS USING THIS OPEN AND ADVANCED PLATFORM OF WINDOWS AZURE

A Tutorial Guide to Mechanical Desktop 5 Powerpack

2011-12-06

ANALOG CIRCUIT AND SYSTEM DESIGN TODAY IS MORE ESSENTIAL THAN EVER BEFORE WITH THE GROWTH OF DIGITAL SYSTEMS WIRELESS COMMUNICATIONS COMPLEX INDUSTRIAL AND AUTOMOTIVE SYSTEMS DESIGNERS ARE CHALLENGED TO DEVELOP SOPHISTICATED ANALOG SOLUTIONS THIS COMPREHENSIVE SOURCE BOOK OF CIRCUIT DESIGN SOLUTIONS WILL AID SYSTEMS DESIGNERS WITH ELEGANT AND PRACTICAL DESIGN TECHNIQUES THAT FOCUS ON COMMON CIRCUIT DESIGN CHALLENGES THE BOOK S IN DEPTH APPLICATION EXAMPLES PROVIDE INSIGHT INTO CIRCUIT DESIGN AND APPLICATION SOLUTIONS THAT YOU CAN APPLY IN TODAY S DEMANDING DESIGNS COVERS THE FUNDAMENTALS OF LINEAR ANALOG CIRCUIT AND SYSTEM DESIGN TO GUIDE ENGINEERS WITH THEIR DESIGN CHALLENGES BASED ON THE APPLICATION NOTES OF LINEAR TECHNOLOGY THE FOREMOST DESIGNER OF HIGH PERFORMANCE ANALOG PRODUCTS READERS WILL GAIN PRACTICAL INSIGHTS INTO DESIGN TECHNIQUES AND PRACTICE BROAD RANGE OF TOPICS INCLUDING POWER MANAGEMENT TUTORIALS SWITCHING REGULATOR DESIGN LINEAR REGULATOR DESIGN DATA CONVERSION SIGNAL CONDITIONING AND HIGH FREQUENCY RF DESIGN CONTRIBUTORS INCLUDE THE LEADING LIGHTS IN ANALOG DESIGN ROBERT DOBKIN JIM WILLIAMS AND CARL NELSON AMONG OTHERS

Microsoft Azure Tutorial the Ultimate Beginners Guide

2019-11-19

CREATE A WEBSITE THAT GETS NOTICED IF YOU WANT TO DESIGN BUILD AND MANAGE A PROFESSIONAL LOOKING WEBSITE DREAMWEAVER CS5 5 IS FOR YOU PACKED WITH DESIGN AND DEVELOPMENT TRICKS THE COMPLETE IDIOT S GUIDE TO DREAMWEAVER CS 5 5 IS PACKED WITH DESIGN AND DEVELOPMENT TRICKS THIS HELPFUL GUIDE GIVES YOU EVERYTHING YOU NEED TO KNOW TO GET YOUR WEBSITE UP AND RUNNING IN IT YOU GET A LOOK AT THE DREAMWEAVER INTERFACE WITH TIPS FOR SUCCESSFULLY NAVIGATING ALL THE PANELS BUTTONS AND TOOLBARS CLICK BY CLICK DIRECTIONS FOR CREATING A BASIC WEB PAGE ADDING CONTENT AND ESTABLISHING A DOCUMENT STRUCTURE A PRIMER ON USING CSS TO FORMAT YOUR SITE ADD IMAGES AND TABLES AND MORE HINTS FOR SIMPLIFYING AND STREAMLINING THE DESIGN PROCESS IMPLEMENTING THE TAG AND ADDING STRUCTURE WITH AP ELEMENTS GUIDELINES FOR CREATING PAGE LAYOUTS SUITABLE FOR MULTIPLE SCREEN SIZES FROM SMARTPHONES AND TABLETS TO FULL SIZE COMPUTERS POINTERS FOR ADDING WIDGETS ADOBE FLASH VIDEOS AND OTHER INTERACTIVE WEB TECHNOLOGIES TO YOUR SITE

Analog Circuit Design

2010-09-16

THE BOOK ARDUINO WITH MIT APP INVENTOR IS AN INTRODUCTORY GUIDE TO UNDERSTAND HOW AN ARDUINO WORKS WITH A BLUETOOTH MODULE TO CONNECT WITH A SMART PHONE AND IS OPERATED WITH A MOBILE APP CREATED USING MIT APP INVENTOR TOOL THE BOOK GIVES YOU AN INTRODUCTION TO INSTALLING THE BASIC TOOLS REQUIRED INTRODUCES THE READER WITH THE HARDWARE AS WELL AS THE SOFTWARE DIFFERENT SCOPES OF IT AND HOW ONE CAN CREATE DIFFERENT APPLICATIONS OUT OF IT THE BOOK PRESENTS 8 DIFFERENT TUTORIALS TO PLAY WITH AND UNDERSTAND THE TOOL BETTER WHICH STARTS FROM A BEGINNER S LEVEL BY TALKING ABOUT CONTROLLING SIMPLE LEDS WITH A MOBILE APP AND SLOWLY PROGRESSES BY INTRODUCING NEW ELEMENTS IN THE APPLICATION EXPLAINING DATA EXCHANGE WITH ARDUINO AND THE SMART PHONE VIA BLUETOOTH AND FINALLY THE LAST TUTORIAL THAT HELPS THE USER CREATE A FULL ANDROID SMART PHONE CONTROLLED ROBOT THE USER HAS TO FOLLOW THE INSTRUCTIONS GIVEN IN EACH TUTOIRAL EACH TUTORIAL EXPLAINS A NEW PART OF THE LIBRARIES PRESENT IN MIT APP INVENTOR AND HELPS THE READER TO UNDERSTAND APP BUILDING IN MORE DETAIL

PHP Tutorials - Herong's Tutorial Examples

2010

VISUAL QUICKSTART GUIDES DESIGNED IN AN ATTRACTIVE TUTORIAL AND REFERENCE FORMAT ARE THE QUICKEST EASIEST AND MOST THOROUGH WAY TO LEARN APPLICATIONS TASKS AND TECHNOLOGIES THE VISUAL QUICKSTART GUIDES ARE THE SMART CHOICE THEY GUIDE THE LEARNER WITH A FRIENDLY AND SUPPORTIVE APPROACH THE VISUAL PRESENTATION WITH COPIOUS SCREENSHOTS AND FOCUSED DISCUSSIONS BY TOPIC AND TASKS MAKE LEARNING A BREEZE AND TAKE YOU TO EXACTLY WHAT YOU WANT TO LEARN THE IPAD WITH ITS SPACIOUS SCREEN AND POWERFUL COLLECTION OF APPS IS THE PERFECT DEVICE FOR CREATING CONTENT YOU CAN BUILD POWERFUL PRESENTATIONS DESIGN BEAUTIFUL LAYOUTS AND CREATE DYNAMIC CHARTS AND TABLES IN THIS BOOK READERS WILL GET CLEAR AND TO THE POINT INSTRUCTION ON HOW TO CREATE ALL KINDS OF DOCUMENTS INCLUDING NEWSLETTERS REPORTS BROCHURES AND FLYERS AND GET THE MOST OUT OF

PAGES FOR THE IPAD READERS WILL LEARN TO INSTALL THE PAGES APP UNDERSTAND THE LAYOUT TOOLS AND MOVE GRAPHICS AROUND DRAG TO RESIZE PHOTOS ROTATE SHAPES AND MORE WORK WITH APPLE DESIGNED TEMPLATES SHARE THE DOCUMENTS YOU CREATE IN PAGES WORK WITH MICROSOFT WORD AND PDF DOCUMENTS

The Complete Idiot's Guide to Dreamweaver CS5.5

MORE THAN JUST A TUTORIAL GUIDE BLENDER FOUNDATIONS COVERS THE PHILOSOPHY BEHIND THIS INGENIOUS SOFTWARE THAT SO MANY 3D ARTISTS ARE TURNING TO TODAY THE BOOK OFFERS TECHNIQUES AND TOOLS FOR THE COMPLETE BLENDER WORKFLOW DEMONSTRATING A REAL WORLD PROJECT FROM START TO FINISH

ARDUINO with MIT APP INVENTOR Tutorial Guide

Pages for iPad

Blender Foundations

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