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Andy Budd,Rob Weychert,Dan Rubin,Ian Lloyd,Derek Featherstone,Jeffrey Croft,Andy Clarke,Mark Boulton,Cameron Adams,Simon Collison

**Beginning CSS** Richard York,2007-05-22 Cascading style sheets (CSS) are the modern standard for website presentation. When combined with a structural markup language such as HTML, XHTML, or XML (though not limited to these), cascading style sheets provide Internet browsers with the information that enables them to present all the visual aspects of a web document. Cascading style sheets apply things such as borders, spacing between paragraphs, headings or images, control of font faces or font colors, background colors and images, textual effects such as underlined or strike-through text, layering, positioning, and a number of other presentational effects. CSS controls the presentational aspects of a web page's design, whereas HTML, XHTML, or XML controls the structure of a web page, which means little more than determining that certain text is a heading, other text is a paragraph, still other text is a list of hyperlinks, and so on. CSS provides enhanced and precise visual rendering; markup languages such as HTML provide meaning and structure. Beginning CSS: Cascading Style Sheets for Web Design, Second Edition covers all the details required to combine CSS with HTML, XHTML, or XML to create rich, aesthetically powerful designs. Throughout the book, you'll focus on combining CSS with XHTML specifically because XHTML is the standard hailed by Internet standards bodies as the successor to HTML and the present and future of website design. CSS and XHTML allow a web document to be presented with less code, resulting in a significantly smaller file size and greatly increased ease of maintenance. CSS also enables the presentation of a web document to be centralized, which allows for the look and feel of an entire website to be written and centralized in one or a few simple documents, which makes updating a website a breeze. With only a few simple edits to a single document, the look and feel of an entire website can be completely changed. By using modern standards like CSS and XHTML, you can drastically reduce the cost of building and maintaining a website when compared to legacy HTML-only pages. You can also greatly reduce the amount of physical bandwidth and hard disk space required, resulting in immediate long-term benefits for any website. This book also discusses how to style XML documents with CSS—XML being a more advanced markup language with multipurpose applications. XML will play an increasingly larger role in the production of XHTML documents in the future. This second edition of Beginning CSS features a near-complete overhaul of the content from the first edition. Changes based on what readers had to say about the first edition helped to create the most comprehensive introduction on CSS available on the market. Throughout this book, you see CSS broken down into simple examples that focus on a single concept at a time. This allows you to better understand how and why something works, since you aren't presented with a lot of irrelevant code, and you can better see the bits and pieces that come together that make something work. While these examples may not be particularly pretty, they are extremely valuable learning tools that will help you master cascading style sheets. To enhance the learning experience, most of the source code examples are presented in syntax-colored code, a special feature in this book. Syntax coloring is a feature that you commonly see in fancy development software, such as Zend Studio (used to develop PHP), or Microsoft's Visual Studio (used to develop ASP, C#, and so on), and other software used by professional programmers every day. Syntax coloring is used in these software suites to make programming easier and more intuitive, and it offers tremendous benefits in teaching as well. It allows you to see what the different bits and pieces are in source code, since each of the different bits and pieces has a differ

It's Our Research Tomer Sharon,2012-03-21 It's Our Research: Getting Stakeholder Buy-in for User Experience Research Projects discusses frameworks, strategies, and techniques for working with stakeholders of user experience (UX) research in a way that ensures their buy-in. This book consists of six chapters arranged according to the different stages of research projects. Topics discussed include the different roles of business, engineering, and user-experience stakeholders; identification of research opportunities by developing empathy with stakeholders; and planning UX research with stakeholders. The book also offers ways of teaming up with stakeholders; strategies to improve the communication of research results to stakeholders; and the nine signs that indicate that research is making an impact on stakeholders, teams, and organizations. This book is meant for UX people engaged in usability and UX research. Written from the perspective of an in-house UX researcher, it is also relevant for self-employed practitioners and consultants who work in agencies. It is especially directed at UX teams that face no-time-no-money-for-research situations. Named a 2012 Notable Computer Book for Information Systems by Computing Reviews Features a series of video interviews with UX practitioners and researchers Provides dozens of case studies and visuals from international research practitioners Provides a toolset that will help you justify your work to stakeholders, deal with office politics, and hone your client skills Presents tried and tested techniques for working to reach positive, useful, and fruitful outcomes

*PHP Hacks* Jack D. Herrington,2005-12-12 Programmers love its flexibility and speed; designers love its accessibility and convenience. When it comes to creating web sites, the PHP scripting language is truly a red-hot property. In fact, PHP is currently used on more than 19 million web sites, surpassing Microsoft's ASP .NET technology in popularity. Not surprisingly, this surge in usage has resulted in a number of PHP books hitting the market. Only one, though, takes the language beyond traditional Web programming and into mapping, graphing, multimedia, and beyond: PHP Hacks. In PHP Hacks, author Jack Herrington wrings out his 20 years of code generation experience to deliver hands-on tools ranging from basic PHP and PEAR installation and scripting to advanced multimedia and database optimizing tricks. On the practical side of things, PHP Hacks helps you develop more robust PHP applications by explaining how to improve your database design, automate application testing, and employ design patterns in your PHP scripts and classes. In the category of cool, Herrington explains how to upgrade your Web interface through the creation of tabs, stickies, popups, and calendars. He even examines how to leverage maps and graphics in PHP. There's also a bounty of image and application hacks, including those that show you how to: Integrate web sites with Google maps and satellite imaging Dynamically display iPhoto libraries online Add IRC, SMS, and Instant Messaging capabilities to your Web applications Drop the latest Wikipedia dictionary onto your Sony PSP Render graphics and user interfaces with SVG, DHTML, and Ajax Whether you're a newcomer or an expert, you'll find great value in PHP Hacks, the only PHP guide that offers something useful and fun for everyone.

**Baseball Hacks** Joseph Adler,2006 Baseball Hacks isn't your typical baseball book--it's a book about how to watch, research, and understand baseball. It's an instruction manual for the free baseball databases. It's a cookbook for baseball research. Every part of this book is designed to teach baseball fans how to do something. In short, it's a how-to book--one that will increase your enjoyment and knowledge of the game. So much of the way baseball is played today hinges upon interpreting statistical data. Players are acquired based on their performance in statistical categories that ownership deems most important. Managers make in-game decisions based not on instincts, but on probability - how a particular batter might fare against left-handedpitching, for instance. The goal of this unique book is to show fans all the baseball-related stuff that they can do for free (or close to free). Just as open source projects have made great software freely available, collaborative projects such as Retrosheet and Baseball DataBank have made great data freely available. You can use these data sources to research your favorite players, win your fantasy league, or appreciate the game of baseball even more than you do now. Baseball Hacks shows how easy it is to get data, process it, and use it to truly understand baseball. The book lists a number of sources for current and historical baseball data, and explains how to load it into a database for analysis. It then introduces several powerful statistical tools for understanding data and forecasting results. For the uninitiated baseball fan, author Joseph Adler walks readers through the core statistical categories for hitters (batting average, on-base percentage, etc.), pitchers (earned run average, strikeout-to-walk ratio, etc.), and fielders (putouts, errors, etc.). He then extrapolates upon these numbers to examine more advanced data groups like career averages, team stats, season-by-season comparisons, and more. Whether you're a mathematician, scientist, or season-ticket holder to your favorite team, Baseball Hacks is sure to have something for you. Advance praise for Baseball Hacks: Baseball Hacks is the best book ever written for understanding and practicing baseball analytics. A must-read for baseball professionals and enthusiasts alike. -- Ari Kaplan, database consultant to the Montreal Expos, San Diego Padres, and Baltimore Orioles The game was born in the 19th century, but the passion for its analysis continues to grow into the 21st. In Baseball Hacks, Joe Adler not only demonstrates thatthe latest data-mining technologies have useful application to the study of baseball statistics, he also teaches the reader how to do the analysis himself, arming the dedicated baseball fan with tools to take his understanding of the game to a higher level. -- Mark E. Johnson, Ph.D., Founder, SportMetrika, Inc. and Baseball Analyst for the 2004 St. Louis Cardinals

**“Segmentation and Extraction of Alpha Numeric Characters in License Plate** N.Ramakrishna,,A.Manisha,Ch.Sindhu,T.Deepti,

**Web Design in a Nutshell** Jennifer Niederst Robbins,2006-02-21 Are you still designing web sites like it's 1999? If so, you're in for a surprise. Since the last edition of this book appeared five years ago, there has been a major climate change with regard to web standards. Designers are no longer using (X)HTML as a design tool, but as a means of defining the meaning and structure of content. Cascading Style Sheets are no longer just something interesting to tinker with, but rather a reliable method for handling all matters of presentation, from fonts and colors to the layout of the entire page. In fact, following the standards is now a mandate of professional web design. Our popular reference, Web Design in a Nutshell, is one of the first books to capture this new web landscape with an edition that's been completely rewritten and expanded to reflect the state of the art. In addition to being an authoritative reference for (X)HTML and Cascading Style Sheets, this book also provides an overview of the unique requirements of designing for the Web and gets to the nitty-gritty of JavaScript and DOM Scripting, web graphics optimization, and multimedia production. It is an indispensable tool for web designers and developers of all levels. The third edition covers these contemporary web design topics: Structural layer: HTML 4.01 and XHTML 1.0 (9 chapters), including an alphabetical reference of all elements, attributes and character entities Presentation layer: Ten all-new chapters on Cascading Style Sheets, Level 2.1, including an alphabetical reference of all properties and values. Behavior layer: JavaScript and scripting with the Document Object Model (DOM) Web environment: New web standards, browsers, display devices, accessibility, and internationalization Web graphics optimization: Producing lean and mean GIF, JPEG, PNG, and animated GIFs Multimedia: Web audio, video, Flash, and PDF Organized so that readers can find answers quickly, Web Design in a Nutshell, Third Edition helps experienced designers come up to speed quickly on standards-based web design, and serves as a quick reference for those already familiar with the new standards and technology. There are many books for web designers, but none that address such a wide variety of topics. Find out why nearly half a million buyers have made this the most popular web design book available.

*Pro JavaScript RIA Techniques* Dennis Odell,2009-07-25 Pro JavaScript RIA Techniques: Best Practices, Performance, and Presentation shows you how you can build JavaScript RIAs (rich Internet applications) with compelling user interfaces and great performance. With the best practices and optimization techniques you'll learn in this book, you can optimize performance without sacrificing a rich user interface. Using a combination of innovative ideas and intelligent use of HTML, CSS, JavaScript, and plug-ins, this book shows you how to make decisions based on best web standard development practices and real-world browser data. Through practical examples, you'll see how to optimize both design and performance with an eye toward future enhancements and efficient maintenance. Starting with the essential principles and techniques of semantic markup, build efficient, responsive web applications based on web standard best practices and real-world experience. Apply practical techniques and see how to reuse examples of broadly relevant page components to improve the interface and performance of existing sites. Explore ways to push the boundaries of the possible with existing browser technology.

*Astrophotography Unleashed* Richard Fairman,2015-04-12 Astrophotography is a specialised type of photography that entails recording images of astronomical objects and large areas of the night sky. The first photograph of an astronomical object (the Moon) was taken in 1840, but it was not until the late 19th century that advances in technology allowed for detailed stellar photography. You do not need your own telescope, or digital camera to take beautiful astronomical photographs. The section Acquiring Images takes you step by step how to acquire images via free, or low cost remote telescopes. This book is aimed at those with little or no prior knowledge of astrophotography. You may be one of the many who have found the subject too complex or have achieved disappointing results. This book's step by step tutorial style will allow anyone to acquire, process, and display astronomical images of a very high quality. Where possible jargon is dispensed with, and replaced with understandable language and procedures.

**PHP and MySQL Web Development** Luke Welling,Laura Thomson,2008-10-01 PHP and MySQL Web Development, Fourth Edition The definitive guide to building database-drive Web applications with PHP and MySQL and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. The fourth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP 5 through version 5.3, such as namespaces and closures, as well as features introduced in MySQL 5.1. This is the eBook version of the title. To gain access to the contents on the CD bundled with the printed book, please register your product at [informit.com/register](http://informit.com/register)

**PoC or GTFO** Manul Laphroaig,2017-10-31 This highly anticipated print collection gathers articles published in the much-loved International Journal of Proof-of-Concept or Get The Fuck Out. PoC||GTFO follows in the tradition of Phrack and Uninformed by publishing on the subjects of offensive security research, reverse engineering, and file format internals. Until now, the journal has only been available online or printed and distributed for free at hacker conferences worldwide. Consistent with the journal's quirky, biblical style, this book comes with all the trimmings: a leatherette cover, ribbon bookmark, bible paper, and gilt-edged pages. The book features more than 80 technical essays from numerous famous hackers, authors of classics like Reliable Code Execution on a Tamagotchi, ELFs are Dorky, Elves are Cool, Burning a Phone, Forget Not the Humble Timing Attack, and A Sermon on Hacker Privilege. Twenty-four full-color pages by Ange Albertini illustrate many of the clever tricks described in the text.

**Pro CSS and HTML Design Patterns** Michael Bowers,2007-10-05 Applying design patterns to HTML and CSS allows web developers and designers to improve their work, in terms of efficiency/productivity and end results, so this is an essential book for anyone involved in the industry. As well as information on CSS and HTML best practices, this book provides the reader with all the CSS and HTML design patterns they need, to adapt for their own projects quickly and easily, along with details of exactly how each one works, and how to use them most effectively. The book is up-to-date for modern browser support, and CSS and HTML specs.

CSS Instant Results Richard York,2007-04-10 CSS Instant Results helps you quickly master and implement the diverse web applications CSS enables for web designers. The book is centered around ten ready-to-use projects with all the code for all the projects included on the books CD-ROM - that you can use immediately. CSS Instant Results dives into working code so you can learn it rapidly. The book and code projects are written for web developers and designers who are looking to learn how to use CSS for better, faster design and markup. Some previous JavaScript use is helpful. Each of the 10 project features step-by-step set-up instructions with a description of each project that enables you to understand and then modify it so you can reuse it in different situations. The code has been tested with several browsers including Mozilla Firefox 1.0, Opera 8, Microsoft Internet Explorer 6 for Windows, and Safari 1.3 for Mac OS X. The 10 projects covered in the book with complete source-code on the CD are: Tab-based navigation Multi-column layouts Dynamic dropdown menus A different approach to the dropdown menu Web-based slideshow Custom borders and rounded corners Applying CSS to a webmail application Styling input forms User interface for a web-based file viewer Styling a web-based calendar

**Web Standards Creativity** Andy Budd,Rob Weychert,Dan Rubin,Ian Lloyd,Derek Featherstone,Jeffrey Croft,Andy Clarke,Mark Boulton,Cameron Adams,Simon Collison,2007-04-30 This is the ultimate in inspirational, high-level web design books. There is no attempt to teach the basics CSS or JavaScript — competency is already assumed. This book brings together 12 of the world's most talented web designers to share their secrets with the reader. The techniques discussed cover the full spectrum of essential web design topics, and readers will find enough innovation inside that they will keep coming back to the book again and again to improve their work. The book, presented in full color, is completely standards-compliant, and up-to-date, including discussions of IE 7 support.

[HTML, XHTML, and CSS](#) Rob Huddleston,2009-04-15 If you’ve ever been curious about any of the multitude of internet acronyms, the web technologies they represent, and how they can benefit you, this book is a great place to start. This book covers all the necessary topics to get up and running with HTML, XHTML, and CSS while offering readers a guide to modern, standards-based design. Key tasks covered in the book include setting up a Web page, reducing image resolution, creating radio buttons, adding a hit counter, adding an embedded sound, adding content from other sites such as integrating a blog and creating an RSS feed. Large topics are broken into smaller, more approachable sub-topics that are clearly explained on two pages eliminating the back and forth page flipping required in other references. Arranged so that skills build progressively throughout the book coupled with bold page headers it is simple to flip through and easily find any section or topic you are looking for. Understandable with straightforward terms that avoid intimidating and unexplained jargon, this is a book that will benefit complete novices and advanced users alike. While primarily focused on the technologies outlined in the title, this book goes on to provide tips on integrating with Google, Flickr, social bookmark sites and even creating and implementing RSS feeds. Rest assured, each of these technologies is explained with the benefits of each outlined. A serious resource that quickly and concisely gets to the point, this book helps you gain real skills that will have you online in short order. Best of all, you can be confident that you are doing so the right way. HTML, XHTML, and CSS: Your visual blueprint™ for designing effective Web pages offers visual learners a solid reference that employs straight forward examples to teach you to create and design Web pages with impact. Apply It and Extra sidebars highlight useful tips and high-resolution screen shots clearly illustrate each task while succinct explanations walk you through the examples. The associated website contains all the needed code to learn HTML.

**Intelligent Computer Mathematics** Stephen M. Watt,Alan Sexton,James H. Davenport,Petr Sojka,Josef Urban,2014-06-30 This book constitutes the joint refereed proceedings of Calculemus 2014, Digital Mathematics Libraries, DML 2014, Mathematical Knowledge Management, MKM 2014 and Systems and Projects, S&P 2014, held in Coimbra, Portugal, during July 7-11, 2014 as four tracks of CICM 2014, the Conferences on Intelligent Computer Mathematics. The 26 full papers and 9 Systems and Projects descriptions presented together with 5 invited talks were carefully reviewed and selected from a total of 55 submissions. The Calculemus track of CICM examines the integration of symbolic computation and mechanized reasoning. The Digital Mathematics Libraries track - evolved from the DML workshop series - features math-aware technologies, standards, algorithms and processes towards the fulfillment of the dream of a global DML. The Mathematical Knowledge Management track of CICM is concerned with all aspects of managing mathematical knowledge in the informal, semi-formal and formal settings. The Systems and Projects track presents short descriptions of existing systems or on-going projects in the areas of all the other tracks of the conference.

[The Book of CSS3](#) Peter Gasston,2011 The Book of CSS3 uses real-world examples to teach developers the fundamentals of the CSS3 specification, highlighting the latest developments and future features, while paying close attention to current browser implementations.

[Joomla! 1.5 Multimedia](#) Allan Walker,2010-02-01 Build media-rich Joomla! web sites by learning to embed and display Multimedia content.

**WordPress For Dummies** Lisa Sabin-Wilson,2011-09-27 Discover the wonders of WordPress and learn easy ways to power up your blog. Sabin-Wilson walks you through the process, from setting up WordPress and choosing themes, to using Wordpress as a CMS to create a full website.

**HTML5** Matthew David,2013-04-26 Implement the powerful multimedia and interactive capabilities offered by HTML5, including style control tools, illustration tools, video, audio, and rich media solutions. Understand how HTML5 is changing the web development game with this project-based book that shows you-not just tells you-what HTML5 can do for your websites. Reinforce your practical understanding of the new standard with demo applications and tutorials, so that execution is one short step away. HTML5 is the future of the web. Literally every web designer and developer needs to know how to use this language to create the types of web sites consumers now expect. This new edition of the bestseller teaches you to enhance your web designs with rich media solutions and interactivity, using detailed descriptions and hands-on projects for every step along the way. The second edition contains completely updated information, including more on mobility and video standards, plus new projects. The companion website, visualizetheweb.com, is packed full of extra information, online code libraries, and a user forum, offering even more opportunity to learn new skills, practice your coding and interact with other users.

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