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Den Odell

The Cult of Mac Leander Kahney, 2004-11 Describes the psyche of Macintosh fans and the subculture they have created.

Who Was Steve Jobs? Pam Pollack, Meg Belviso, Who HQ, 2012-03-29 Steve Jobs, adopted in infancy by a family in San Francisco, packed a lot of life into fifty-six short years. In this Who Was...? biography, children will learn how his obsession with computers and technology at an early age led him to co-found and run Apple, in addition to turning Pixar into a ground-breaking animation studio. A college dropout, Jobs took unconventional steps in his path to success and inspired the best and the brightest to come with him and “change the world.”

Macs For Dummies Edward C. Baig, 2009-01-06 Whether you're thinking of switching to a Macintosh computer, are looking into the latest Apple products, or have a Mac and want to learn about Mac OS X Leopard, then Macs For Dummies, 10th Edition will get you going. Here you'll learn all about how to compare the different desktop and laptop models to choose your perfect match, make Mac OS X Leopard work your way, use the new iLife 2008 digital lifestyle applications, get online and connect to a wired or wireless network, and run Windows on your Mac so you can keep the Microsoft programs you need. You'll also discover how to: Navigate your way around the Mac interface and work with icons and folders Best utilize OS X, work with the new Photo Booth, and manage clutter with Exposé and Spaces Get connected, start a Web-browsing Safari, use e-mail and iChat, and shop online Join .Mac and take advantage of iDisk backups, IMAP mail, and Web Gallery Explore all that iTunes offers, process digital photos with iPhoto, make iMovies, and have fun with GarageBand Use Windows on your Mac and transfer Windows files It's a perfect time to join the Mac generation, especially if you're a Windows user who's been thinking of defecting. Macs For

Dummies, 10th Edition will get you there, helping you pick peripherals, download freebie programs, set up user accounts, implement security secrets, troubleshoot your Mac, and experience the iLife.

About Face Alan Cooper, Robert Reimann, David Cronin, Christopher Noessel, 2014-09-02 The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect design as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

AppleScript Language Guide Apple Computer, Inc, 1993 Apple's definitive guide to the powerful AppleScript scripting language, this book provides essential information for Macintosh

power users and programmers who want to use AppleScript to write new scripts, modify existing scripts, or write scriptable applications.

Beta Test Eric Griffith, 2011-12 PUBLISHERS WEEKLY: An unusually lighthearted apocalyptic tale. Sam Terra is having a bad week. He lost Molly, the woman he secretly loves, when she vanished before his eyes at the exact same time that ten percent of the inhabitants of Earth disappeared. Naturally upset, Sam follows clues about the global vanishing with questionable help from his friends including a misanthropic co-worker and a childhood pal. When Molly reappears in the body of a man during a night of monster-laden devastation, Sam finally learns the truth. Not just about her, but about the planet Earth and the entire cosmos surrounding it. What we consider mundane reality, others consider a game . . . and not a very good one. The whole thing is about to be shut down.

Programming IOS 11 Matt Neuburg, 2017-12-07 If you're grounded in the basics of Swift, Xcode, and the Cocoa framework, this book provides a structured explanation of all essential real-world iOS app components. Through deep exploration and copious code examples, you'll learn how to create views, manipulate view controllers, and add features from iOS frameworks. Create, arrange, draw, layer, and animate views that respond to touch Use view controllers to manage multiple screens of interface Master interface classes for scroll views, table views, text, popovers, split views, web views, and controls Dive into frameworks for sound, video, maps, and sensors Access user libraries: music, photos, contacts, and calendar Explore additional topics, including files, networking, and threads Stay up-to-date on iOS 11 innovations, such as: Drag and drop Autolayout changes (including the new safe area) Stretchable navigation bars Table cell swipe buttons Dynamic type improvements Offline sound file rendering, image picker controller changes, new map

annotation types, and more All example code (now rewritten in Swift 4) is available on GitHub for you to download, study, and run. Want to brush up on the basics? Pick up iOS 11 Programming Fundamentals with Swift to learn about Swift, Xcode, and Cocoa. Together with Programming iOS 11, you'll gain a solid, rigorous, and practical understanding of iOS 11 development.

Typeset in the Future Dave Addey,2018-12-11 A designer's deep dive into seven science fiction films, filled with "gloriously esoteric nerdery [and] observations as witty as they are keen" (Wired). In Typeset in the Future, blogger and designer Dave Addey invites sci-fi movie fans on a journey through seven genre-defining classics, discovering how they create compelling visions of the future through typography and design. The book delves deep into 2001: A Space Odyssey, Star Trek: The Motion Picture, Alien, Blade Runner, Total Recall, WALL·E, and Moon, studying the design tricks and inspirations that make each film transcend mere celluloid and become a believable reality. These studies are illustrated by film stills, concept art, type specimens, and ephemera, plus original interviews with Mike Okuda (Star Trek), Paul Verhoeven (Total Recall), and Ralph Eggleston and Craig Foster (Pixar). Typeset in the Future is an obsessively geeky study of how classic sci-fi movies draw us in to their imagined worlds.

Adaptive Marketing Norm Johnston,2015-09-28 Adapt or die is really the 21st century mantra for business. Authors Norm Johnston provides guidance on how to adopt an Adaptive Marketing model to ensure you are not only prepared for this new data world, but also winning against both traditional competitors and new disrupters.

Beginning iPhone SDK Programming with Objective-C Wei-Meng Lee,2010-01-05 Everything you need to know to start creating native applications for the iPhone and iPod Touch The iPhone SDK and the Xcode tools are the official Apple tools used for creating native iPhone

applications. This information-packed book presents a complete introduction to the iPhone SDK and the Xcode tools, as well as the Objective-C language that is necessary to create these native applications. Solid coverage and real-world examples walk you through the process for developing mobile applications for the iPhone that can then be distributed through Apple's iTunes Application store. The hands-on approach shows you how to develop your first iPhone application while getting you acquainted with the iPhone SDK and the array of Xcode tools. A thorough tutorial on the features and syntax of the Objective-C language helps you get the most out of the iPhone SDK, and an in-depth look at the features of the iPhone SDK enables you to maximize each of these features in your applications. Provides an introductory look at how the iPhone SDK and Xcode tools work with the Objective-C language to create native iPhone applications Familiarizes you with the latest version of the iPhone SDK and the newest Xcode tools that ship with Snow Leopard Walks you through developing your first iPhone applications Focuses on the features and syntax of the Objective-C language so that you can get the most out of the iPhone SDK With this hands-on guide, you'll quickly get started developing applications for the iPhone with both the iPhone SDK and the latest Xcode tools. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Developing Accessible iOS Apps Daniel Devesa Derksen-Staats, 2019-12-09 Any developer aiming for a global audience needs to cover a series of requisites for their apps, and one of them is to make them accessible. Just having an app in the App Store is not enough for it to be a global success anymore. More than that, it is arguably our duty as developers to create inclusive apps that anyone can use. Apple provides us with excellent tools for creating accessible apps. However, many developers just don't know about them or think they're difficult to us. This concise guide offers a

focused look at breaking those myths and proving that creating accessible apps is very easy, and that it's just as easy to embed accessibility into the development process of your team. You'll have a look at the tools iOS provides. Some, like zoom, button shapes, etc., come integrated in the operating system. Others, like VoiceOver, Larger Accessibility Sizes with Dynamic Types, and Smart Inverted Colours will need extra work to support appropriately. Then go from the basics of giving meaningful accessibility labels to UI components, so VoiceOver can read them, to making your UI support extremely large font sizes so anyone can read our app. And you'll find out how to build accessible apps with real world examples. Accessibility is the right thing to do and will help your app find wider success. What You'll LearnExplore the fundamentals of accessibilityCreate a good VoiceOver experience Incorporate Inverted Colours effectively Test accessibility features for optimization and function Who This Book Is For iOS developers wanting to add accessibility features to their apps and any other member in a mobile development team—from Product Managers to Business Analysts or QAs—who would like to incorporate or work with accessibility features.

Modern Vim Drew Neil,2018-05-03 Turn Vim into a full-blown development environment using Vim 8's new features and this sequel to the beloved bestseller Practical Vim. Integrate your editor with tools for building, testing, linting, indexing, and searching your codebase. Discover the future of Vim with Neovim: a fork of Vim that includes a built-in terminal emulator that will transform your workflow. Whether you choose to switch to Neovim or stick with Vim 8, you'll be a better developer. A serious tool for programmers and web developers, no other text editor comes close to Vim for speed and efficiency. Make Vim the centerpiece of a Unix-based IDE as you discover new ways to work with Vim 8 and Neovim in more than 20 hands-on tips. Execute tasks asynchronously, allowing you to continue in Vim while linting, grepping, building a project, or running a test suite. Install

plugins to be loaded on startup - or on-demand when you need them - with Vim 8's new package support. Save and restore sessions, enabling you to quit Vim and restart again while preserving your window layout and undo history. Use Neovim as a drop-in replacement for Vim - it supports all of the features Vim 8 offers and more, including an integrated terminal that lets you quickly perform interactive commands. And if you enjoy using tmux and Vim together, you'll love Neovim's terminal emulator, which lets you run an interactive shell in a buffer. The terminal buffers fit naturally with Vim's split windows, and you can use Normal mode commands to scroll, search, copy, and paste. On top of all that: Neovim's terminal buffers are scriptable. With Vim at the core of your development environment, you'll become a faster and more efficient developer. What You Need: You'll need a Unix-based environment and an up-to-date release of Vim (8.0 or newer). For the tips about running a terminal emulator, you'll need to install Neovim.

UX for Developers Westley Knight, 2018-12-05 Become more mindful of the user when building digital products, and learn how to integrate a user-centered approach into your thinking as a web or app developer. This book shows you how the user experience is the responsibility of everyone involved in creating the product and how to redefine development principles when building user-centered digital products. There are still many organizations that are not design driven, and the gap between stereotypical design and development teams needs to be bridged in order to build digital products that cater to the needs of real people. We are at a point where we see organizations that cannot bring the user experience into their core thinking falling behind their competitors. You'll see how to increase the level of UX maturity within any organization by tackling what is possibly the biggest stumbling block that stands between design and development: putting user needs ahead of system efficiency. *UX for Developers* shows how you can adjust your focus in order to be more

mindful of the user when building digital products. Learn to care about what you build, not just for the system's sake, but for those who will use what you build. What You'll Learn Understand what it means to build websites and applications for the user, rather than from a developer's perspective. Review the soft skills required to build more usable digital products Discover the tools and techniques to adopt a user-focused approach to development. Improve communication throughout design and development, especially between developers and non-developers. Who This Book Is For Primary audience is Web/app developers that are looking to understand what it takes to build usable digital products. Secondary audience is UX Designers who are looking to understand the viewpoint of developers; Project managers and stakeholders who need to facilitate better working relationships between developers and designers.

Pro JavaScript Development Den Odell, 2014-08-28 *Pro JavaScript Development* is a practical guide for front-end web developers who are experienced at building web pages with HTML, CSS, and JavaScript, and now wish to advance their JavaScript skills to a higher level. You will learn how to build large, well-structured, high quality, mobile-optimized web sites and apps, using the latest supported browser APIs, language features, and tools. This book teaches and shows you in practical hands-on terms how you can: Master the performance, reliability, stability, and code manageability of your JavaScript Understand and write efficient object-oriented and prototypal code, including full understanding of the 'this' keyword Boost the performance of your JavaScript code Architect large web applications using common design patterns Write high quality JavaScript code and avoid the pitfalls most likely to cause errors Manage code dependencies with AMD and RequireJS Develop for mobile, build games, and set up a real-time video chat using modern APIs such as Geolocation, Canvas and WebRTC Document your code as the professionals do Write command-line and web

server applications in JavaScript with Node.js, Use build tools, such as Grunt and Gulp, to automate repetitive tasks and improve your development workflow Using real-world examples and applications that you'll build yourself, Pro JavaScript Development has unique, practical content that will make you a better JavaScript developer. Become a master of the latest JavaScript coding techniques and tools, and harness its best capabilities today.

Kicksology Brian Metzler, 2019-10-15 Kicksology is your all-access pass into the fascinating, colorful world of running shoes and what makes up a perfect pair of kicks. Sports journalist and veteran shoe tester Brian Metzler takes runners and kicksologists deep inside the \$10 billion dollar running shoe industry with a behind-the-curtain look at what makes iconic running shoe brands tick. Kicksology follows a shoe from inspiration to store shelf to show how innovative ideas evolve into industry-wide trends and fads. Metzler tours shoe labs where scientists advance our understanding of shoes and running mechanics as well as the domestic and overseas shoe factories where the world's favorite kicks are assembled. A dedicated shoe nerd and running junkie, Metzler shares his love of great shoes in this fascinating look at the intersections of shoe culture and history, science and storytelling, intel from the innovators with on-the-ground insight from top runners. Kicksology is filled with information as entertaining as it is surprising, tapping into the passion runners have for their kicks and feeding their curiosity about what makes a great shoe.

Buyology Martin Lindstrom, 2010-02-02 NEW YORK TIMES BESTSELLER • “A fascinating look at how consumers perceive logos, ads, commercials, brands, and products.”—Time How much do we know about why we buy? What truly influences our decisions in today's message-cluttered world? In Buyology, Martin Lindstrom presents the astonishing findings from his groundbreaking three-year, seven-million-dollar neuromarketing study—a cutting-edge experiment that peered inside the brains

of 2,000 volunteers from all around the world as they encountered various ads, logos, commercials, brands, and products. His startling results shatter much of what we have long believed about what captures our interest—and drives us to buy. Among the questions he explores: • Does sex actually sell? • Does subliminal advertising still surround us? • Can “cool” brands trigger our mating instincts? • Can our other senses—smell, touch, and sound—be aroused when we see a product? Buyology is a fascinating and shocking journey into the mind of today's consumer that will captivate anyone who's been seduced—or turned off—by marketers' relentless attempts to win our loyalty, our money, and our minds.

Android Internals - Volume I Jonathan Levin, 2014-10-24 An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

Swipe to Unlock Neel Mehta, Parth Detroja, Aditya Agashe, 2017 WANT A NON-CODING JOB AT A TECH COMPANY? Interested in product management, marketing, strategy, or business development? The tech industry is the place to be: nontechnical employees at tech companies outnumber their engineering counterparts almost 3 to 1 (Forbes, 2017). You might be worried that your lack of coding skills or tech industry knowledge will hold you back. But here's the secret: you don't need to learn how to code to break into the tech industry. Written by three former Microsoft PMs, Swipe to Unlock gives you a breakdown of the concepts you need to know to crush your interviews, like software development, big data, and internet security. We'll explain how Google's ad targeting algorithm works, but Google probably won't ask you how to explain it in a non-technical interview. But they might ask you how you could increase ad revenue from a particular market segment. And if you know how Google's ad platform works, you'll be in a far stronger position to

come up with good growth strategies. We'll show you how Robinhood, an app that lets you trade stocks without commission, makes money by earning interest on the unspent money that users keep in their accounts. No one will ask you to explain this. But if someone asks you to come up with a new monetization strategy for Venmo (which lets you send and receive money without fees), you could pull out the Robinhood anecdote to propose that Venmo earn interest off the money sitting in users' accounts. We'll talk about some business cases like why Microsoft acquired LinkedIn. Microsoft interviewers probably won't ask you about the motive of the purchase, but they might ask you for ideas to improve Microsoft Outlook. From our case study, you'll learn how the Microsoft and LinkedIn ecosystems could work together, which can help you craft creative, impactful answers. You could propose that Outlook use LinkedIn's social graph to give salespeople insights about clients before meeting them. Or you could suggest linking Outlook's organizational tree to LinkedIn to let HR managers analyze their company's hierarchy and figure out what kind of talent they need to add. (We'll further explore both ideas in the book.) Either way, you're sure to impress. Learn the must know concepts of tech from authors who have received job offers for Facebook's Rotational Product Manager, Google's Associate Product Marketing Manager, and Microsoft's Program Manager to get a competitive edge at your interviews!

Mobile Unleashed Don Dingee, 2015-12-08 This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie

Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be collaboration. Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

IOS Animations by Tutorials (Seventh Edition) raywenderlich Tutorial Team, Marin Todorov, 2022-03-22 Make Delightful Animations with Swift! There's no denying it: creating animations is one of the most enjoyable parts of iOS development. Animations are fun to create, they

breathe life into your user interface, and they make your app a delight to use. In this book, you'll learn about iOS animation in Swift from beginning to advanced through a series of hands-on tutorials and challenges, that make your app look and feel great. Who This Book Is For This book is for intermediate to advanced developers, who already know the basics of iOS and Swift development and want to dive deep into animations. Topics Covered in iOS Animations by Tutorials: SwiftUI: Learn how to bring this exciting new technology to life. View Animations: Learn how to animate views: size, position, color, and more. Springs: Make your animations bounce with realistic spring behavior. Transitions: Add subtle transitions when you add or remove subviews. Keyframe Animations: Learn how to make complex animations with precise multi-stage timing. Animation and Auto Layout: Learn how to animate with Auto Layout by animating constraints. Layer Animations: Dive deeper and use layer animation for more advanced techniques. Shapes and Masks: Learn how to use shapes and layer masks for cool effects. Gradient Animations: Make moving gradients like the slide to unlock screen. Stroke and Path Animations: Animate lines moving over time along a path. 3D Animations: Rotate, translate, and scale your layers over time in three dimensions.

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