

# O'Reilly Media

**Matt Garrish**

*Calm Technology* Amber Case, 2015-12-18 How can you design technology that becomes a part of a user's life and not a distraction from it? This practical book explores the concept of calm technology, a method for smoothly capturing a user's attention only when necessary, while calmly remaining in the background most of the time. You'll learn how to design products that work well, launch well, are easy to support, easy to use, and remain unobtrusive. Author Amber Case presents ideas first introduced by researchers at Xerox PARC in 1995, and explains how they apply to our current technology landscape, especially the Internet of Things. This book is ideal for UX and product designers, managers, creative directors, and developers. You'll learn: The importance and challenge of designing technology that respects our attention Principles of calm design—peripheral attention, context, and ambient awareness Calm communication patterns—improving attention through a variety of senses Exercises for improving existing products through calm technology Principles and patterns of calm technology for companies and teams The origins of calm technology at Xerox PARC

WTF? Tim O'Reilly, 2017-10-10 WTF? can be an expression of amazement or an expression of dismay. In today's economy, we have far too much dismay along with our amazement, and technology bears some of the blame. In this combination of memoir, business strategy guide, and call to action, Tim O'Reilly, Silicon Valley's leading intellectual and the founder of O'Reilly Media, explores the upside and the potential downsides of today's WTF? technologies. What is the future when an increasing number of jobs can be performed by intelligent machines instead of people, or done only by people in partnership with those machines? What happens to our consumer based societies—to workers and to the companies that depend on their purchasing power? Is income inequality and unemployment an inevitable consequence of technological advancement, or are there paths to a

better future? What will happen to business when technology-enabled networks and marketplaces are better at deploying talent than traditional companies? How should companies organize themselves to take advantage of these new tools? What's the future of education when on-demand learning outperforms traditional institutions? How can individuals continue to adapt and retrain? Will the fundamental social safety nets of the developed world survive the transition, and if not, what will replace them? O'Reilly is the man who can really can make a whole industry happen, according to Eric Schmidt, Executive Chairman of Alphabet (Google.) His genius over the past four decades has been to identify and to help shape our response to emerging technologies with world shaking potential—the World Wide Web, Open Source Software, Web 2.0, Open Government data, the Maker Movement, Big Data, and now AI. O'Reilly shares the techniques he's used at O'Reilly Media to make sense of and predict past innovation waves and applies those same techniques to provide a framework for thinking about how today's world-spanning platforms and networks, on-demand services, and artificial intelligence are changing the nature of business, education, government, financial markets, and the economy as a whole. He provides tools for understanding how all the parts of modern digital businesses work together to create marketplace advantage and customer value, and why ultimately, they cannot succeed unless their ecosystem succeeds along with them. The core of the book's call to action is an exhortation to businesses to DO MORE with technology rather than just using it to cut costs and enrich their shareholders. Robots are going to take our jobs, they say. O'Reilly replies, "Only if that's what we ask them to do! Technology is the solution to human problems, and we won't run out of work till we run out of problems. Entrepreneurs need to set their sights on how they can use big data, sensors, and AI to create amazing human experiences and the economy of the future, making us all richer in the same way the tools of the first industrial revolution did. Yes, technology can

eliminate labor and make things cheaper, but at its best, we use it to do things that were previously unimaginable! What is our poverty of imagination? What are the entrepreneurial leaps that will allow us to use the technology of today to build a better future, not just a more efficient one? Whether technology brings the WTF? of wonder or the WTF? of dismay isn't inevitable. It's up to us!

The O'Reilly Animals O'Reilly Media,2016-02-29 O'Reilly Media is unique among tech book publishers for its iconic animal covers. Everything from tarsiers, bears, camels, and big cats to a variety of birds, fish, anemones, and insects have graced O'Reilly book covers since the late 1980s. Now, with this high-quality coloring book, you can put your own spin on this group of classic prints. The coloring book includes 12 images from the O'Reilly Animal image archive, converted for coloring by O'Reilly designer Karen Montgomery. These beautiful reproductions of 19th century engravings are printed on heavyweight paper with nothing on the back to compromise your own colorful masterpieces. This isn't your kid's coloring book. Take it out when you need a break and give the left side of your brain a chance to express itself for a change. Relax, have some fun, and create your own animal menagerie--in color.

**The Twitter Book** Tim O'Reilly,Sarah Milstein,2011-11-07 Twitter is not just for talking about your breakfast anymore. It's become an indispensable communications tool for businesses, non-profits, celebrities, and people around the globe. With the second edition of this friendly, full-color guide, you'll quickly get up to speed not only on standard features, but also on new options and nuanced uses that will help you tweet with confidence. Co-written by two widely recognized Twitter experts, The Twitter Book is packed with all-new real-world examples, solid advice, and clear explanations guaranteed to turn you into a power user. Use Twitter to connect with colleagues, customers, family, and friends Stand out on Twitter Avoid common gaffes and pitfalls Build a critical

communications channel with Twitter—and use the best third-party tools to manage it. Want to learn how to use Twitter like a pro? Get the book that readers and critics alike rave about.

**Designing Data-Intensive Applications** Martin Kleppmann, 2017-03-16 Data is at the center of many challenges in system design today. Difficult issues need to be figured out, such as scalability, consistency, reliability, efficiency, and maintainability. In addition, we have an overwhelming variety of tools, including relational databases, NoSQL datastores, stream or batch processors, and message brokers. What are the right choices for your application? How do you make sense of all these buzzwords? In this practical and comprehensive guide, author Martin Kleppmann helps you navigate this diverse landscape by examining the pros and cons of various technologies for processing and storing data. Software keeps changing, but the fundamental principles remain the same. With this book, software engineers and architects will learn how to apply those ideas in practice, and how to make full use of data in modern applications. Peer under the hood of the systems you already use, and learn how to use and operate them more effectively Make informed decisions by identifying the strengths and weaknesses of different tools Navigate the trade-offs around consistency, scalability, fault tolerance, and complexity Understand the distributed systems research upon which modern databases are built Peek behind the scenes of major online services, and learn from their architectures

**The Social Media Marketing Book** Dan Zarrella, 2009-11-13 Are you looking to take advantage of social media for your business or organization? With easy-to-understand introductions to blogging, forums, opinion and review sites, and social networks such as Twitter, Facebook, and LinkedIn, this book will help you choose the best -- and avoid the worst -- of the social web's unique marketing opportunities. The Social Media Marketing Book guides you through the maze of communities,

platforms, and social media tools so you can decide which ones to use, and how to use them most effectively. With an objective approach and clear, straightforward language, Dan Zarrella, aka The Social Media & Marketing Scientist, shows you how to plan and implement campaigns intelligently, and then measure results and track return on investment. Whether you're a seasoned pro or new to the social web, this book will take you beyond the jargon to social media marketing mastery. Make sense of this complicated environment with the help of screenshots, graphs, and visual explanations Understand the history and culture of each social media type, including features, functionality, and protocols Get clear-cut explanations of the methods you need to trigger viral marketing successes Choose the technologies and marketing tactics most relevant to your campaign goals Learn how to set specific goals for your campaigns and evaluate them according to key performance indicators Praise for The Social Media Marketing Book: Let Zarrella take you to social-media marketing school. You'll learn more from reading this book than a month of research on the Internet.--Guy Kawasaki, co-founder of Alltop.com If I could be any other person for a day, it would be Dan Zarrella. Either him or Brad Pitt. But Dan's smarter. This book is why I say that.--Chris Brogan, President of New Marketing Labs This book demonstrates a beginning to the endless possibilities of the Social Web.-- Brian Solis, publisher of leading marketing blog PR 2.0

The Data Journalism Handbook Jonathan Gray, Lucy Chambers, Liliana Bounegru, 2012-07-12 When you combine the sheer scale and range of digital information now available with a journalist's nose for news and her ability to tell a compelling story, a new world of possibility opens up. With The Data Journalism Handbook, you'll explore the potential, limits, and applied uses of this new and fascinating field. This valuable handbook has attracted scores of contributors since the European Journalism Centre and the Open Knowledge Foundation launched the project at MozFest 2011. Through a

collection of tips and techniques from leading journalists, professors, software developers, and data analysts, you'll learn how data can be either the source of data journalism or a tool with which the story is told—or both. Examine the use of data journalism at the BBC, the Chicago Tribune, the Guardian, and other news organizations Explore in-depth case studies on elections, riots, school performance, and corruption Learn how to find data from the Web, through freedom of information laws, and by crowd sourcing Extract information from raw data with tips for working with numbers and statistics and using data visualization Deliver data through infographics, news apps, open data platforms, and download links

**Learning Virtual Reality** Tony Parisi,2015-10-26 Annotation Get an introduction to the technologies, tools, and techniques for programming virtual reality on the latest generation of desktop and mobile VR hardware. With this hands-on guide, you'll learn essential development and production concepts, including UI design, stereo rendering, 3D input, and programming VR applications for native desktop, mobile and the web. You don't have to be a game development wizard or have 3D graphics experience to get started. If you have basic programming skills and some familiarity with mobile development, this book will help you gain a working knowledge of virtual reality through clear and simple examples.

**Site Reliability Engineering** Niall Richard Murphy,Betsy Beyer,Chris Jones,Jennifer Petoff,2016-03-23 The overwhelming majority of a software system's lifespan is spent in use, not in design or implementation. So, why does conventional wisdom insist that software engineers focus primarily on the design and development of large-scale computing systems? In this collection of essays and articles, key members of Google's Site Reliability Team explain how and why their commitment to the entire lifecycle has enabled the company to successfully build, deploy, monitor,

and maintain some of the largest software systems in the world. You'll learn the principles and practices that enable Google engineers to make systems more scalable, reliable, and efficient—lessons directly applicable to your organization. This book is divided into four sections: Introduction—Learn what site reliability engineering is and why it differs from conventional IT industry practices Principles—Examine the patterns, behaviors, and areas of concern that influence the work of a site reliability engineer (SRE) Practices—Understand the theory and practice of an SRE's day-to-day work: building and operating large distributed computing systems Management—Explore Google's best practices for training, communication, and meetings that your organization can use

**Unix Power Tools** Shelley Powers, Jerry Peek, Tim O'Reilly, Mike Loukides, 2003 With the growing popularity of Linux and the advent of Darwin, Unix has metamorphosed into something new and exciting. No longer perceived as a difficult operating system, more and more users are discovering the advantages of Unix for the first time. But whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the goldmine of information in the 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. 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, Darwin, and BSD, Unix Power Tools 3rd Edition now offers more coverage of bash, zsh, and other 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. Unix Power Tools 3rd Edition is a browser's book...like a



magazine that you don't read from start to finish, but leaf through repeatedly until you realize that you've read it all. Bursting with cross-references, interesting sidebars explore syntax or point out other directions for exploration, including relevant technical details that might not be immediately apparent. The book includes articles abstracted from other O'Reilly books, new information that highlights program tricks and gotchas, tips posted to the Net over the years, and other accumulated wisdom. Affectionately referred to by readers as the Unix book, UNIX Power Tools provides access to information every Unix user is going to need to know. It will help you think creatively about UNIX, and will help you get to the point where you can analyze your own problems. Your own solutions won't be far behind.

**Open Government** Daniel Lathrop, Laurel Ruma, 2010-02-08 In a world where web services can make real-time data accessible to anyone, how can the government leverage this openness to improve its operations and increase citizen participation and awareness? Through a collection of essays and case studies, leading visionaries and practitioners both inside and outside of government share their ideas on how to achieve and direct this emerging world of online collaboration, transparency, and participation. Contributions and topics include: Beth Simone Noveck, U.S. Deputy Chief Technology Officer for open government, The Single Point of Failure Jerry Brito, senior research fellow at the Mercatus Center at George Mason University, All Your Data Are Belong to Us: Liberating Government Data Aaron Swartz, cofounder of reddit.com, OpenLibrary.org, and BoldProgressives.org, When Is Transparency Useful? Ellen S. Miller, executive director of the Sunlight Foundation, Disrupting Washington's Golden Rule Carl Malamud, founder of Public.Resource.Org, By the People Douglas Schuler, president of the Public Sphere Project, Online Deliberation and Civic Intelligence Howard Dierking, program manager on Microsoft's MSDN and TechNet Web platform team, Engineering Good

Government Matthew Burton, Web entrepreneur and former intelligence analyst at the Defense Intelligence Agency, A Peace Corps for Programmers Gary D. Bass and Sean Moulton, OMB Watch, Bringing the Web 2.0 Revolution to Government Tim O'Reilly, founder and CEO of O'Reilly Media, Defining Government 2.0: Lessons Learned from the Success of Computer Platforms Open Government editors: Daniel Lathrop is a former investigative projects reporter with the Seattle Post Intelligencer who's covered politics in Washington state, Iowa, Florida, and Washington D.C. He's a specialist in campaign finance and computer-assisted reporting -- the practice of using data analysis to report the news. Laurel Ruma is the Gov 2.0 Evangelist at O'Reilly Media. She is also co-chair for the Gov 2.0 Expo.

*My Digital Entertainment for Seniors (Covers movies, TV, music, books and more on your smartphone, tablet, or computer)* Jason R. Rich, 2016-02-26 Learn On-Demand TV, DVRs, Music, Games, Books, and More! With My Digital Entertainment for Seniors, you'll discover easy ways to access and experience entertainment using today's technology, without getting confused or bogged down with techno-babble—and without spending a fortune. This easy-to-follow guide covers all aspects of entertainment—movies, TV shows, radio, music, newspapers and magazines, books, and more—whether you're using a computer, mobile device, or other technology. Specifically, you'll: Get acquainted with all forms of digital entertainment that are available in everyday life, including on-demand TV shows, movies, music and radio programming, podcasts, eBooks and audiobooks, digital editions of newspapers and magazines, YouTube videos, and interactive games. Discover the difference between streaming and downloading content from the Internet to your computer or mobile device. Learn what equipment you'll need and how to use this equipment, no matter how tech-savvy you are—or aren't. Find out how to watch, listen to, and read what you want, when you want it, on

your TV, desktop computer, notebook computer, smartphone, tablet, eBook reader, or gaming console. Learn what types of entertainment are available to use on eBook readers, digital video recorders, digital music players, high-definition television sets, cable/satellite TV service providers, what types of entertainment are readily available via the Internet, and how to use your computer, smartphone or tablet as an entertainment device. Find ways to stay safe and protect yourself from identity theft or online crime when surfing the Internet, shopping online, playing games, doing online banking, and handling other Internet-related tasks.

**Essential Cybersecurity Science** Josiah Dykstra, 2015-12-08 If you're involved in cybersecurity as a software developer, forensic investigator, or network administrator, this practical guide shows you how to apply the scientific method when assessing techniques for protecting your information systems. You'll learn how to conduct scientific experiments on everyday tools and procedures, whether you're evaluating corporate security systems, testing your own security product, or looking for bugs in a mobile game. Once author Josiah Dykstra gets you up to speed on the scientific method, he helps you focus on standalone, domain-specific topics, such as cryptography, malware analysis, and system security engineering. The latter chapters include practical case studies that demonstrate how to use available tools to conduct domain-specific scientific experiments. Learn the steps necessary to conduct scientific experiments in cybersecurity Explore fuzzing to test how your software handles various inputs Measure the performance of the Snort intrusion detection system Locate malicious "needles in a haystack" in your network and IT environment Evaluate cryptography design and application in IoT products Conduct an experiment to identify relationships between similar malware binaries Understand system-level security requirements for enterprise networks and web services

**Learning Java** Patrick Niemeyer,Jonathan Knudsen,2002 This updated edition introduces the basics of Java and everything necessary to get up to speed on the new 1.4 version quickly. CD contains the Java 2 SDK for Windows, Linux and Solaris.

**Learning Scala** Jason Swartz,2014-12-11 Why learn Scala? You don't need to be a data scientist or distributed computing expert to appreciate this object-oriented functional programming language. This practical book provides a comprehensive yet approachable introduction to the language, complete with syntax diagrams, examples, and exercises. You'll start with Scala's core types and syntax before diving into higher-order functions and immutable data structures. Author Jason Swartz demonstrates why Scala's concise and expressive syntax make it an ideal language for Ruby or Python developers who want to improve their craft, while its type safety and performance ensures that it's stable and fast enough for any application. Learn about the core data types, literals, values, and variables Discover how to think and write in expressions, the foundation for Scala's syntax Write higher-order functions that accept or return other functions Become familiar with immutable data structures and easily transform them with type-safe and declarative operations Create custom infix operators to simplify existing operations or even to start your own domain-specific language Build classes that compose one or more traits for full reusability, or create new functionality by mixing them in at instantiation

**Accessible EPUB 3** Matt Garrish,2012-02-10 Although the digital revolution has made content available to more people than print books ever could, ebooks are still only as accessible as the foundation they're built on—and all too often the foundation is weak. But that's changing. With the introduction of EPUB 3, publishers now have the means to create a single rich data source for audiences of all reading abilities. Through practical tips and examples, Accessible EPUB 3 takes you

inside the EPUB 3 format and explores how you can enrich and enhance content for all readers. Author Matt Garrish demystifies the process of making content easier to access, demonstrating how accessible practices are intertwined with standard content best practices. Among many techniques, this guide will teach you how to: Add structure and meaning to your publications to make them more usable by accessible technologies Tailor EPUB Navigation Documents for readers requiring either full or reduced navigation Create media overlays to synchronize human narration with text display Improve text-to-speech playback by adding SSML, PLS lexicons, and CSS3 Speech functionality

*Understanding Context* Andrew Hinton, 2014-12-02 To make sense of the world, we're always trying to place things in context, whether our environment is physical, cultural, or something else altogether. Now that we live among digital, always-networked products, apps, and places, context is more complicated than ever—starting with where and who we are. This practical, insightful book provides a powerful toolset to help information architects, UX professionals, and web and app designers understand and solve the many challenges of contextual ambiguity in the products and services they create. You'll discover not only how to design for a given context, but also how design participates in making context. Learn how people perceive context when touching and navigating digital environments See how labels, relationships, and rules work as building blocks for context Find out how to make better sense of cross-channel, multi-device products or services Discover how language creates infrastructure in organizations, software, and the Internet of Things Learn models for figuring out the contextual angles of any user experience

**Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlow** Aurélien Géron, 2019-09-05 Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology

can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

**Fundamentals of Data Visualization** Claus O. Wilke, 2019-03-18 Effective visualization is the best way to communicate information from the increasingly large and complex datasets in the natural and social sciences. But with the increasing power of visualization software today, scientists, engineers, and business analysts often have to navigate a bewildering array of visualization choices and options. This practical book takes you through many commonly encountered visualization problems, and it provides guidelines on how to turn large datasets into clear and compelling figures. What visualization type is best for the story you want to tell? How do you make informative figures that are visually pleasing? Author Claus O. Wilke teaches you the elements most critical to successful data visualization. Explore the basic concepts of color as a tool to highlight, distinguish, or represent a value Understand the importance of redundant coding to ensure you provide key information in

multiple ways Use the book's visualizations directory, a graphical guide to commonly used types of data visualizations Get extensive examples of good and bad figures Learn how to use figures in a document or report and how employ them effectively to tell a compelling story

**Windows Vista in a Nutshell** Preston Gralla, 2006-12-22 This unique reference thoroughly documents every important setting and feature in Microsoft's new operating system, with alphabetical listings for hundreds of commands, windows, menus, listboxes, buttons, scrollbars and other elements of Windows Vista. With this book's simple organization, you'll easily find any setting, tool, or feature for the task you want to accomplish. Along with a system overview that highlights major changes, and a tour of the basics such as manipulating files and getting around the interface, Windows Vista in a Nutshell offers alphabetized references for these topics: The User Interface: Covers the Sidebar, Aero Glass, the new Control Panel layout, and applets, as well as how to customize animated windows, the desktop, Start menu, pop-up windows on the Taskbar, and more. The File System, Drives, Data, and Search: Discusses working with the new Windows Explorer, Virtual Folders, searches, indexing, saved searches, metadata, and sharing. The Internet and Networking: Examines TCP/IP, RSS, tabbed browsing, and anti-phishing features of Internet Explorer, plus cookie handling, parental control features, and more. Networking and Wireless: Offers an illustrated, step-by-step guide to setting up a home network; covers the Network Center, Sync Center, Hot Spot access, wireless management, collaboration, and sharing. Working with Hardware: Describes how to set up, maintain, and troubleshoot hardware--including keyboards, mice, monitors, USB devices, scanners, cameras, and sound devices--and how to add, install, and troubleshoot drivers. Security: Includes the Security Center, Windows Defender, User Account Protection, System Protection, Network Access Protection, WiFi encryption, Windows Firewall, file encryption, and more. Mobility: Explains Mobility Center

settings, plugging a secondary monitor into your computer, and the new network projection feature for making presentations. Multimedia: Covers Windows Photo Gallery, Media Player, Media Center, podcasting features, connecting to and synching with MP3 players, recording TV and videos, making videos with Windows Movie Maker, and burning CDs and DVDs. The Command Prompt: Provides commands for working with files, utilities for troubleshooting the network, and instructions on how to create your own batch files. Appendixes include information on installation, keyboard shortcuts, common filename extensions, and more. Windows Vista in a Nutshell is your one-stop source for everything you need from Microsoft's latest operating system.

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### **O'Reilly Media Introduction**

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