

Widgets

MicroStrategy Product Manuals

Widgets: The 12 New Rules for Managing Your Employees as if They're Real People Rodd Wagner, 2015-03-17 New York Times bestselling author Rodd Wagner tackles one of the most destructive problems facing organizations today—the breakdown of the relationship between employees and the organizations they work for. Your people are not your greatest asset. They're not yours, and they're not assets. With this declaration, one of the leading authorities on employee performance rolls up his sleeves against the weasel words, contradictions, bad habits, and intrusions that reduce people to human resources. To FTEs. To human capital. To flesh-and-blood widgets. Armed with empirical evidence from the provocative studies he leads around the globe, Wagner guides you through the new realities of what it takes to get the highest levels of intensity from people in a more mercenary, skeptical, and wired work world. He explains how elements such as individualization, fearlessness, transparency, recognition, and coolness are reciprocated with loyalty, productivity, innovation, and—inescapably—corporate reputation.

Getting Started with WidgetKit Sagun Raj Lage, Prakshapan Shrestha, 2021 Develop handy, UI/UX friendly and eye-pleasing widgets using the brand new WidgetKit. Apple's brand new widgets allow iOS users to work with their favorite apps in the home screen of their iPhone or iPad without even opening the app! Join us in this exciting journey as we explore the APIs introduced in Apple's WidgetKit framework. You'll dive into the human interface guidelines (HIG) for creating widgets and review the recommendations Apple gives to developers for developing widgets with intuitive, easy-to-learn, and consistent user interfaces. In addition, you'll take a look at some SwiftUI views that are useful not only in creating widgets for iOS apps, but also for creating iOS apps themselves. You'll put everything you learn into practical application by actually writing code and creating widgets. Get a clear view of how everything works so that you're able to incorporate widgets into your real-world projects authentically and successfully. You will: Configure widgets and make them talk to APIs using URLSession Work with timelines and event handling in widgets Fetch content from a remote server and display the data in a widget Make content dynamic both remotely and locally .

Widget Lyn Rossiter McFarland, 2006-02-21 A stray dog pretends he's a cat in order to get a home. When Widget, a little stray dog, stumbles through a flap door into the home of Mrs. Diggs, he sees six cats, six bowls of food, and six warm beds. There's clearly only one thing to do. Confronted by the cats' intense scrutiny, Widget meows, purrs, plays with a toy mouse, and uses the litter box. Having eventually convinced his new family of his felinity, Widget is soon living so happily he sometimes forgets his true nature. But when Mrs. Diggs takes a fall and doesn't get up, it's up to Widget to save the day with a particularly canine solution. A very simple text and droll pictures make Widget a book to read again and again.

Dashboards and Widgets Creation Guide for MicroStrategy 9. 3 MicroStrategy Product Manuals, MicroStrategy, 2012-09-30

Dashboards and Widgets Creation Guide for MicroStrategy 10 MicroStrategy Product Manuals, 2015-06-16

Dashboards and Widgets Creation Guide for MicroStrategy 9.5 MicroStrategy Product Manuals, MicroStrategy, 2015-02-01 The Dashboards and Widgets Guide provides instructions for designing and creating MicroStrategy Report Services dashboards, a type of document that is optimized for viewing online and for user interactivity. It builds on the basic concepts about documents presented in the Document Creation Guide.

Dashboards and Widgets Creation Guide for MicroStrategy 9. 3. 1 MicroStrategy Product Manuals, MicroStrategy, 2013-04-30

Creating Flash Widgets with Flash CS4 and ActionScript 3.0 John Arana, 2009-02-08 Creating Flash Widgets with Flash CS4 and ActionScript 3.0 is an introduction to developing widgets for the Internet using the features of Flash CS4 and ActionScript 3.0. Many social-networking sites, blogs, and personal home pages have adopted the use of widgets and Flash developers can create and distribute their own widgets for others to use. A step-by-step example demonstrates how to design and develop your own Flash widgets and integrate them with XML. In addition, publishing, promoting, and capitalizing on your Flash widgets is discussed.

Beginning Mac OS X Tiger Dashboard Widget Development Fred Terry, 2006 Aimed at the estimated 300,000 Mac OS X developers who are interested in customizing and creating widgets for their Dashboards, this timely book shows them how to tap into the power of Mac OS X Tiger to create and customize Dashboard widgets. The expert author uses program examples and exercises to illustrate the different ways to customize the Dashboard through widget development using simple authoring tools, Internet plug-ins, and text editors. Begins with a discussion of the Dashboard concept and configuration and progresses to coverage of advanced functionality. Covers tools, protecting code, configuration, properties, bundles, resources, extensions, and much more.

The Essential Guide to Android Widgets , 2011-03-24

Writing Your Own OSF/Motif Widgets Donald L. McMinds, Joseph P. Whitty, 1995 Using detailed code explanations and many screen displays, this book shows how to create two new widgets and an indicator gadget. The authors explain how to connect each new component to an existing superclass, so that the component inherits the resources belonging to the superclass. Includes a program that demonstrates the use of these new components.

Getting Started with WidgetKit Sagun Raj Lage, Prakshapan Shrestha, 2021-05-11 Develop handy, UI/UX friendly and eye-pleasing widgets using the brand new WidgetKit. Apple's brand new widgets allow iOS users to work with their favorite apps in the home screen of their iPhone or iPad without even opening the app! Join us in this exciting journey as we explore the APIs introduced in Apple's WidgetKit framework. You'll dive into the human interface guidelines (HIG) for creating widgets and review the recommendations Apple gives to developers for developing widgets with intuitive, easy-to-learn, and consistent user interfaces. In addition, you'll take a look at some SwiftUI views that are useful not only in creating widgets for iOS apps, but also for creating iOS apps themselves. You'll put everything you learn into practical application by actually writing code and creating widgets. Get a clear view of how everything works so that you're able to incorporate widgets into your real-world projects authentically and successfully. What You'll Learn Configure widgets and make them talk to APIs using URLSession Work with timelines and event handling in widgets Fetch content from a remote server and display the data in a widget Make content dynamic both remotely and locally Who This Book Is For iOS developers working in the Apple ecosystem with a basic understanding of SwiftUI.

Mac OS X Snow Leopard: The Missing Manual David Pogue, 2009-10-08 For a company that promised to put a pause on new features, Apple sure has been busy—there's barely a feature left untouched in Mac OS X 10.6 Snow Leopard. There's more speed, more polish, more refinement—but still no manual. Fortunately, David Pogue is back, with the humor and expertise that have made this the #1 bestselling Mac book for eight years straight. You get all the answers with jargon-free introductions to: Big-ticket changes. A 64-bit overhaul. Faster everything. A rewritten

Finder. Microsoft Exchange compatibility. All-new QuickTime Player. If Apple wrote it, this book covers it. Snow Leopard Spots. This book demystifies the hundreds of smaller enhancements, too, in all 50 programs that come with the Mac: Safari, Mail, iChat, Preview, Time Machine. Shortcuts. This must be the tippiest, trickiest Mac book ever written. Undocumented surprises await on every page. Power usage. Security, networking, build-your-own Services, file sharing with Windows, even Mac OS X's Unix chassis-this one witty, expert guide makes it all crystal clear.

A Methodology for Developing Multimodal User Interfaces of Information Systems Adrian Stanculescu, 2008 The Graphical User Interface (GUI), as the most prevailing type of User Interface (UI) in today's interactive applications, restricts the interaction with a computer to the visual modality and is therefore not suited for some users (e.g., with limited literacy or typing skills), in some circumstances (e.g., while moving around, with their hands or eyes busy) or when the environment is constrained (e.g., the keyboard and the mouse are not available). In order to go beyond the GUI constraints, the Multimodal (MM) UIs appear as paradigm that provide users with great expressive power, naturalness and flexibility. In this thesis we argue that developing MM UIs combining graphical and vocal modalities is an activity that could benefit from the application of a methodology which is composed of: a set of models, a method manipulating these models and the tools implementing the method. Therefore, we define a design space-based method that is supported by model-to-model colored transformations in order to obtain MM UIs of information systems. The design space is composed of explicitly defined design options that clarify the development process in a structured way in order to require less design effort. The feasibility of the methodology is demonstrated through three case studies with different levels of complexity and coverage. In addition, an empirical study is conducted with end-users in order to measure the relative usability level provided by different design decisions.

WordPress 5 Cookbook Rakhitha Nimesh Ratnayake, 2020-03-21 Explore built-in WordPress features and the power of advanced plugins and themes for building modern websites using exciting recipes Key Features Build custom features and extend built-in features in WordPress with custom coding and plugins Get to grips with extending WordPress as an application framework Manage non-functional aspects of your website such as security, performance, and maintenance Book Description WordPress has been the most popular content management system (CMS) for many years and is now powering over 30% of all websites globally. With the demand for WordPress development and skilled developers ever-increasing, now is the best time to learn WordPress inside out. This book starts with simple recipes for configuring WordPress and managing basic platform features. You'll then move on to explore how to install and customize WordPress plugins, widgets, and themes. The next few chapters cover recipes for content and user-management-related topics such as customizing the content display, working with content types, using the new Gutenberg editor, and customizing editorial workflow for building advanced blogs. As you advance, you'll learn how to use WordPress as an application framework as well as a platform for building e-commerce sites. This WordPress book will also help you optimize your site to maximize visibility on search engines, add interactivity, and build a user community to make the site profitable. Finally, you'll learn how to maintain a WordPress site smoothly while taking precautions against possible security threats. By the end of the book, you'll have the tools and skills required to build and maintain modern WordPress websites with the latest technologies and be able to find quick solutions to common WordPress problems. What you will learn Install and customize WordPress themes and plugins for building websites Develop modern web designs without the need to write any code Explore the new Gutenberg content editor introduced in WordPress 5 (Bebo) Use the existing WordPress plugins to add custom features and monetize your website Improve user interaction and accessibility for your website with simple tricks Discover powerful techniques for maintaining and securing your websites Extend built-in WordPress features for advanced website management Who this book is for This book is for beginners who want to build powerful modern websites with minimum coding knowledge and intermediate web developers who want to extend the basic features of WordPress to cater to advanced modern website technologies. Although prior experience with WordPress is not required, familiarity with basic PHP, HTML, and CSS is necessary to understand the concepts covered.

Fundamental Approaches to Software Engineering Juan de Lara, Andrea Zisman, 2012-03-22 This book constitutes the refereed proceedings of the 15th International Conference on Fundamental Approaches to Software Engineering, FASE 2012, held in Tallinn, Estonia, in March/April 2012, as part of ETAPS 2012, the European Joint Conferences on Theory and Practice of Software. The 33 full papers presented together with one full length invited talk were carefully reviewed and selected from 134 submissions. The papers are organized in topical sections on software architecture and components, services, verification and monitoring, intermodelling and model transformations, modelling and adaptation, product lines and feature-oriented programming, development process, verification and synthesis, testing and maintenance, and slicing and refactoring.

WordPress For Dummies Lisa Sabin-Wilson, 2012-11-05 The popular guide to WordPress, fully updated to help you get blogging Join the millions of bloggers who rely on WordPress, the popular and free blogging platform. This guide covers all the features and improvements in the most up-to-date version of WordPress. Whether you are switching to WordPress from another blogging platform or just starting your first blog, you'll find lots of advice in this friendly guide. With this easy-to-follow book, you'll be able to take full advantage of the flexibility and usability of WordPress. WordPress is a state-of-the-art blog platform that emphasizes aesthetics, web standards, and usability Shows what it takes to set up and maintain a blog with WordPress and how to use all the new features Covers the changes and improvements to the latest release of WordPress Written by WordPress expert Lisa Sabin-Wilson, this guide helps bloggers take advantage quickly and easily of everything this popular blogging tool has to offer.

X Toolkit J. McCormack, 1990

Identity and Privacy in the Internet Age Audun Jøsang, Torleiv Maseng, Svein J. Knapskog, 2009-09-29 This book constitutes the refereed proceedings of the 14th International Conference on Secure IT Systems, NordSec 2009, held in Oslo, Norway, October 14-16, 2009. The 20 revised full papers and 8 short papers presented were carefully reviewed and selected from 52 submissions. Under the theme Identity and Privacy in the Internet Age, this year's conference explored policies, strategies and technologies for protecting identities and the growing flow of personal information passing through the Internet and mobile networks under an increasingly serious threat picture. Among the contemporary security issues discussed were Security Services Modeling, Petri Nets, Attack Graphs, Electronic Voting Schemes, Anonymous Payment Schemes, Mobile ID-Protocols, SIM Cards, Network Embedded Systems, Trust, Wireless Sensor Networks, Privacy, Privacy Disclosure Regulations, Financial Cryptography, PIN Verification, Temporal Access Control, Random Number Generators, and some more.

Instant Wijmo Widgets How-To Tochi Eke-Okoro, 2013-03-26 Filled with practical, step-by-step instructions and

clear explanations for the most important and useful tasks. A recipe-based instant tutorial, showing app development with Knockout and Wijmo, and covering major widgets and themes. This book aims at equipping the reader with the necessary tools that Wijmo and Knockout JS provide for easing and speeding up development. It addresses the needs of everyone in the UI development space, both experienced and newbies. To get the most out of this book you should have a good working knowledge of HTML, CSS, and JavaScript, and will need to be comfortable using jQuery.

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