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Tom Wolsky

⮞ **Flash XML Applications** Joachim Bernhard Schnier,2007-10 Add seamless, interactive, user-controlled delivery to your Flash applications. This book builds upon your understanding of basic ActionScript (AS) syntax with the foundational skills that you need to use XML in Flash applications and AS2 or AS3 to migrate your existing applications. Beginning with an introduction to XML, XML parsing methods, and a short introduction to AS2 you learn how to create a universal XML load/onload Class as well as a universal XHTML parser. Then you learn how to use Components using XML as the data source, including the menu, menubar, datagrid and tree component. Finally, a tutorial project-the design and development of a Real Estate Web site that contains an XML search engine-pulls it all together with hands-on experience. All the applications use XML as the data source and are written as class files. Select parts of the Real Estate Web site are redeveloped in AS3 for purposes of illustration. The new XML class is presented and specific code examples demonstrate techniques to apply methods and use properties. Particular attention is paid to the differences between AS2 and AS3 and how to effectively transition from one AS version to the other. The downloadable resources contain code for all of the properties and methods of the AS2, AS3, and XML class examples. Components for the Real Estate Web site project are also provided.

⮞ **Learning ActionScript 3.0** Rich Shupe,Zevan Rosser,2010-10-18 If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF,

image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

▸ Understanding Macromedia Flash 8 ActionScript 2 Andrew Rapo,Alex Michael,2013-01-17 Andrew Rapo and Alex Michael explain all the important programming concepts from a designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results: * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts. * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used. * Built-in Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc. * Using ActionScript to Build a Game: Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples.

▸ IBM WebSphere Transformation Extender 8.2 John Bergland,2009

▸ ActionScript 2.0 Language Reference for Macromedia Flash 8 Francis Cheng,2006 The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player, the most pervasive client runtime environment in the world. It includes valuable syntax and usage information; detailed descriptions of classes, functions, properties, and events; and copy-and-paste code samples for every element in the ActionScript language. The ActionScript 2.0 Language Reference for Macromedia Flash 8 will help you: · Learn how to use specific APIs efficiently and effectively · Understand the range and variety of functionality ActionScript offers · Repurpose Macromedia-tested code in your own applications Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information

on using Flash. We've designed it so that it's easy to annotate as you progress.

▢ Accelerating Modernization with Agile Integration Adeline SE Chun,Aiden Gallagher,Amar A Shah,Callum Jackson,Claudio Tagliabue,Iliya Dimitrov,James Blackburn,Joel Gomez,Kim Clark,Lee Gavin,Maria Menendez,Martin Evans,Mohammed Alreedi,Murali Sitaraman,Nick Glowacki,Shishir Narain,Timothy Quigly,Tony Curcio,Ulas Cubuk,Vasfi Gucer,IBM Redbooks,2020-07-01 The organization pursuing digital transformation must embrace new ways to use and deploy integration technologies, so they can move quickly in a manner appropriate to the goals of multicloud, decentralization, and microservices. The integration layer must transform to allow organizations to move boldly in building new customer experiences, rather than forcing models for architecture and development that pull away from maximizing the organization's productivity. Many organizations have started embracing agile application techniques, such as microservice architecture, and are now seeing the benefits of that shift. This approach complements and accelerates an enterprise's API strategy. Businesses should also seek to use this approach to modernize their existing integration and messaging infrastructure to achieve more effective ways to manage and operate their integration services in their private or public cloud. This IBM® Redbooks® publication explores the merits of what we refer to as agile integration; a container-based, decentralized, and microservice-aligned approach for integration solutions that meets the demands of agility, scalability, and resilience required by digital transformation. It also discusses how the IBM Cloud Pak for Integration marks a significant leap forward in integration technology by embracing both a cloud-native approach and container technology to achieve the goals of agile integration. The target audiences for this book are cloud integration architects, IT specialists, and application developers.

▢ IBM System p5 Approaches to 24x7 Availability Including AIX 5L Scott Vetter,Bruno Blanchard,Steve Edwards,Brad Gough,Hans Mozes,IBM Redbooks,2006-08-28 This IBM Redbooks publication focuses on the technology, serviceability, and features that are used by the IBM eServer p5 and IBM System p5 servers, which allow you to make your server one of the most reliable and available parts of your IT infrastructure. This book explains how the server availability can be improved by: - Proper planning of the server environment and configuration - Understanding the role of the service processors and firmware components, and how they can be best configured and managed -Using high availability and redundancy features provided by the AIX 5L operating

system and the Virtual IO server This book contains many detailed examples and step-by-step scenarios of usual server operation and maintenance tasks, such as the setup of redundant HMC and service processors, firmware upgrades, hot-addition of RIO drawers, or configuration of redundant Virtual IO servers. This book is intended for architects, specialists, and system administrators who are responsible for planning or developing an availability strategy for IBM System p servers.

▨ **Practical Vim** Drew Neil,2015-10-28 Vim is a fast and efficient text editor that will make you a faster and more efficient developer. It's available on almost every OS, and if you master the techniques in this book, you'll never need another text editor. In more than 120 Vim tips, you'll quickly learn the editor's core functionality and tackle your trickiest editing and writing tasks. This beloved bestseller has been revised and updated to Vim 7.4 and includes three brand-new tips and five fully revised tips. A highly configurable, cross-platform text editor, Vim is a serious tool for programmers, web developers, and sysadmins who want to raise their game. No other text editor comes close to Vim for speed and efficiency; it runs on almost every system imaginable and supports most coding and markup languages. Learn how to edit text the Vim way: complete a series of repetitive changes with The Dot Formula using one keystroke to strike the target, followed by one keystroke to execute the change. Automate complex tasks by recording your keystrokes as a macro. Discover the very magic switch that makes Vim's regular expression syntax more like Perl's. Build complex patterns by iterating on your search history. Search inside multiple files, then run Vim's substitute command on the result set for a project-wide search and replace. All without installing a single plugin! Three new tips explain how to run multiple ex commands as a batch, autocomplete sequences of words, and operate on a complete search match. Practical Vim, Second Edition will show you new ways to work with Vim 7.4 more efficiently, whether you're a beginner or an intermediate Vim user. All this, without having to touch the mouse. What You Need: Vim version 7.4

▨ **ActionScript Developer's Guide to PureMVC** Cliff Hall,2012 Gain hands-on experience with PureMVC, the popular open source framework for developing maintainable applications with a Model-View-Controller architecture. In this concise guide, PureMVC creator Cliff Hall teaches the fundamentals of PureMVC development by walking you through the construction of a complete non-trivial Adobe AIR application.

Through clear explanations and numerous ActionScript code examples, you'll learn best practices for using the framework's classes in your day-to-day work. Discover how PureMVC enables you to focus on the purpose and scope of your application, while the framework takes care of the plumbing in a maintainable and portable way. Get a detailed overview of the PureMVC process for developing your application Model the domain by designing the schema and creating framework-agnostic value objects Implement framework-agnostic View components that expose an API of events and properties Use the Proxy pattern to keep track of value objects and hide service interaction Facilitate two-way communication between a View component and the rest of the application Stitch the Model and View tiers together with command objects in the Controller Manage problematic View component life cycles, and learn how to reuse the Model tier

Web Application Obfuscation Mario Heiderich,Eduardo Alberto Vela Nava,Gareth Heyes,David Lindsay,2010-12-10 Web applications are used every day by millions of users, which is why they are one of the most popular vectors for attackers. Obfuscation of code has allowed hackers to take one attack and create hundreds-if not millions-of variants that can evade your security measures. Web Application Obfuscation takes a look at common Web infrastructure and security controls from an attacker's perspective, allowing the reader to understand the shortcomings of their security systems. Find out how an attacker would bypass different types of security controls, how these very security controls introduce new types of vulnerabilities, and how to avoid common pitfalls in order to strengthen your defenses. Named a 2011 Best Hacking and Pen Testing Book by InfoSec Reviews Looks at security tools like IDS/IPS that are often the only defense in protecting sensitive data and assets Evaluates Web application vulnerabilties from the attacker's perspective and explains how these very systems introduce new types of vulnerabilities Teaches how to secure your data, including info on browser quirks, new attacks and syntax tricks to add to your defenses against XSS, SQL injection, and more

Final Cut Express HD 3.5 Editing Workshop Tom Wolsky,2012-11-12 Go beyond the mechanics of Final Cut Express HD 3.5--learn how to edit with it! More than a button-pushing manual--this workshop give you firsthand experience with the art and technique of editing. You develop a working knowledge of this powerful editing application with eleven tutorials that cover each and every essential, including: * setting up your

system and understanding the interface * getting your material into FCE and organizing it * slicing, dicing, and organizing clips * editing to build and trim a sequence of shots * adding transitions * using sound to refine your edit * titling with FCE and Photoshop * animating images to create engaging scenes * adding special effects filters * compositing to enhance your projects * outputting your material The downloadable resources contain a video introduction to FCE that is especially designed for iMovie users. It compares and contrasts the two applications to ease the transition. The downloadable resources portion contains project media, demo software, and free plug-ins for your use.

⟦P⟧ An Introduction to Statistical Signal Processing Robert M. Gray, Lee D. Davisson, 2004-12-02 This book describes the essential tools and techniques of statistical signal processing. At every stage theoretical ideas are linked to specific applications in communications and signal processing using a range of carefully chosen examples. The book begins with a development of basic probability, random objects, expectation, and second order moment theory followed by a wide variety of examples of the most popular random process models and their basic uses and properties. Specific applications to the analysis of random signals and systems for communicating, estimating, detecting, modulating, and other processing of signals are interspersed throughout the book. Hundreds of homework problems are included and the book is ideal for graduate students of electrical engineering and applied mathematics. It is also a useful reference for researchers in signal processing and communications.

⟦P⟧ The Zope Book Amos Lattieir, Michel Pelletier, 2002 The Zope Book, written by the experts who developed Zope, is a guide to building dynamic Web applications using Zope. Authors Amos Lattieir and Michel Pelletier teach you how to utilize Zope to write Web pages, program Web scripts, use databases, manage dynamic content, perform collaborative Web development tasks, plus much more. Whether you are new to Zope or are a skilled user, this current and comprehensive reference is designed to introduce you to Zope and its uses and teaches you how it differs from other Web application servers. From installation and advanced features, such as ZClasses, to using Zope with relational databases, or scripting with Perl and Python, The Zope Book provides the instruction you need.

⟦P⟧ Divining Victory: Airpower in the 2006 Israel-Hezbollah War William M. Arkin, 2011-09-16 This is the

story of an airpower-dominated campaign, one that was deeply flawed in its design yet impressive in its efficiency. This quick-look study is based upon visits to damaged sites, villages, towns, and cities; discussions with government and military officials; and experience of having evaluated airpower and its effects in Afghanistan, Iraq, and the former Yugoslavia (and previously in Lebanon). Months of follow-up research included exchanges with Israeli, Lebanese, Hezbollah, and US experts. The intent was to develop a timely airpower narrative to enhance professional military education and planning. About the author: William M. Arkin is an independent military analyst, journalist, and author. He writes the ?Early Warning? column for washingtonpost.com (where he previously wrote the ?DOT.MIL? column from 1998 to 2003) and is a longtime NBC News military analyst.(Originally published by Air University Press)

⍰ Computer Network Time Synchronization David L. Mills,2006-03-24 What started with the sundial has, thus far, been refined to a level of precision based on atomic resonance: Time. Our obsession with time is evident in this continued scaling down to nanosecond resolution and beyond. But this obsession is not without warrant. Precision and time synchronization are critical in many applications, such as air traffic

⍰ Information Technology for Management Efraim Turban,Carol Pollard,2013-01-14 This text is an unbound, binder-ready edition. Information Technology for Management by Turban, Volonino Over the years, this leading IT textbook had distinguished itself with an emphasis on illustrating the use of cutting edge business technologies for achieving managerial goals and objectives. The 9th ed continues this tradition with coverage of emerging trends in Mobile Computing and Commerce, IT virtualization, Social Media, Cloud Computing and the Management and Analysis of Big Data along with advances in more established areas of Information Technology. The book prepares students for professional careers in a rapidly changing and competitive environment by demonstrating the connection between IT concepts and practice more clearly than any other textbook on the market today. Each chapter contains numerous case studies and real world examples illustrating how businesses increase productivity, improve efficiency, enhance communication and collaboration, and gain competitive advantages through the use of Information Technologies.

⍰ Advances in Case-Based Reasoning Susan Craw,Alun Preece,2003-08-02 The papers collected in this volume were presented at the 6th European C- ference on Case-Based Reasoning (ECCBR 2002) held at The

Robert Gordon University in Aberdeen, UK. This conference followed a series of very succe- ful well-established biennial European workshops held in Trento, Italy (2000), Dublin, Ireland (1998), Lausanne, Switzerland (1996), and Paris, France (1994), after the initial workshop in Kaiserslautern, Germany (1993). These meetings have a history of attracting ?rst-class European and international researchers and practitioners in the years interleaving with the biennial international co- terpart ICCBR; the 4th ICCBR Conference was held in Vancouver, Canada in 2001. Proceedings of ECCBR and ICCBR conferences are traditionally published by Springer-Verlag in their LNAI series. Case-Based Reasoning (CBR) is an AI problem-solving approach where pr- lems are solved by retrieving and reusing solutions from similar, previously solved problems, and possibly revising the retrieved solution to re?ect di?erences - tween the new and retrieved problems. Case knowledge stores the previously solved problems and is the main knowledge source of a CBR system. A main focus of CBR research is the representation, acquisition and maintenance of case knowledge. Recently other knowledge sources have been recognized as important: indexing, similarity and adaptation knowledge. Signi?cant knowledge engine- ing e?ort may be needed for these, and so the representation, acquisition and maintenance of CBR knowledge more generally have become important.

⬚ **Fundamentals of Information Technology** Bharihoke,2009 The third edition of Fundamentals of Information Technology is a 'must have' book not only for BCA and MBA students, but also for all those who want to strengthen their knowledge of computers. The additional chapter on MS Office is a comprehensive study on MS Word, MS Excel and other components of the package. This book is packed with expert advice from eminent IT professionals, in-depth analyses and practical examples. It presents a detailed functioning of hardware components besides covering the software concepts. A broad overview of Computer architecture, Data representation in the computer, Operating systems, Database management systems, Programming languages, etc., has also been included. An additional chapter on Mobile Computing and other state-of-the-art innovations in the IT world have been incorporated. Not only that, the latest Internet technologies have also been covered in detail.One should use this book to acquire computer literacy in terms of how data is represented in a computer, how hardware devices are integrated to get the desired results, how the computer can be networked for interchanging data and establishing communication.Each chapter is followed by a number of review questions.

⏺ Real-World Flash Game Development Christopher Griffith,2012-11-12 Your deadline just got moved up. Your artist has never worked with Flash before. Your inner programmer is telling you that no OOP is a big Oops! Any Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: www.flashgamebook.com gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

⏺ Linux: Powerful Server Administration Uday R. Sawant,Oliver Pelz,Jonathan Hobson,William Leemans,2017-04-27 Get hands-on recipes to make the most of Ubuntu Server, CentOS 7 Linux Server and RHEL 7 Server About This Book Get Linux servers up and running in seconds, In-depth guide to explore new features and solutions in server administration Maintain performance and security of your server solution by deploying expert configuration advice Who This Book Is For This Learning Path is intended for system administrators with a basic understanding of Linux operating systems and written with the novice-to-intermediate Linux user in mind. To get the most of this Learning Path, you should have a working knowledge of basic system administration and management tools. What You Will Learn Set up high performance, scalable, and fault-tolerant back ends with web and database servers Facilitate team communication with a real-time

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In a world defined by information and interconnectivity, the enchanting power of words has acquired unparalleled significance. Their ability to kindle emotions, provoke contemplation, and ignite transformative change is actually awe-inspiring. Enter the realm of "Html Xml Video Gallery White As2 1," a mesmerizing literary masterpiece penned by a distinguished author, guiding readers on a profound journey to unravel the secrets and potential hidden within every word. In this critique, we shall delve to the book is central themes, examine its distinctive writing style, and assess its profound affect the souls of its readers.

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Html Xml Video Gallery White As2 1 Introduction

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