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Luc Perkins,Eric Redmond,Jim Wilson

Creating Web Pages For Dummies Bud E. Smith,Arthur Bebak,2007-01-23 Chances are, you're already a Web user and use the Internet on a regular basis. You've probably seen a few impressive Web sites and now you're inspired to create a Web page of your own, but you're not sure where to start. The answer is: right here! Creating Web Pages For Dummies guides you through the process of making your own Web pages without hassle or confusion. This straightforward book shows you just how easy it is to launch a site, specialize a page, making your site interactive, and much more! In no time you will become a pro in: Web publishing basics Geocities, Google page creator, and AOL Web publishing Using Flickr, creating blogs, and selling products on eBay HTML and other handy tools to "beef up" your site Writing and formatting Web text Creating and adding graphics for your site Adding links, animation, and multimedia Designing a great-looking, complete Web site Besides getting to know the ins and outs of building a Web page, this guide offers suggestions on Web publishing, ranging from testing out your Web site and advertising your site to legal permission and displaying borrowed content. This resourceful guide also includes Web lingo worth knowing and a quick guide to HTML tags, which points out some lesser known but nevertheless useful tags. Now in its 8th edition, Creating Web Pages For Dummies will help make your Web page stand out in the crowd!

Free Software, Free Society Richard Stallman,2002 Essay Collection covering the point where software, law and social justice meet.

Your Dream Life Starts Here Kristina Karlsson,2018-10-01 This book is filled with powerful ideas and simple proven tools that will help you transform your wishes into dreams, and then into an achievable one-page roadmap for creating your dream life – a life designed by you for you, and for your loved ones. Kristina Karlsson, the woman behind the inspiring global success story,

kikki.K, shares personal insights from her amazing journey, from humble beginnings on a small farm in Sweden to the 3am light bulb moment that led her to chase and achieve dreams that are now inspiring a worldwide community of dreamers. Filled with simple and practical magic – and inspiring stories and wisdom from people who've dared to dream big – this book will show you how to harness the power of dreaming to transform your life in small, simple steps. Featuring stories of: Dr Tererai Trent (Oprah Winfrey's all-time favourite guest), Arianna Huffington, Stella McCartney, Sir Richard Branson, Oprah Winfrey, Li Cunxin (author of Mao's Last Dancer), Alisa Camplin-Warner (winner of a remarkable Olympic gold medal), Michelle Obama, and others. Whether you want to get the most out of your personal life, career or business, the insights on dreaming and doing in this book may be your most important learnings this year. Your dream life awaits – start today!

HTML5 Game Development For Dummies Andy Harris,2013-04-08 Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich, interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community

activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

Professional Visual Studio 2017 Bruce Johnson,2017-10-18 Skip the basics and delve right into Visual Studio 2017 advanced features and tools Professional Visual Studio 2017 is the industry-favorite guide to getting the most out of Microsoft's primary programming technology. From touring the new UI to exploiting advanced functionality, this book is designed to help professional developers become more productive. A unique IDE-centric approach provides a clear path through the typical workflow while exploring the nooks and crannies that can make your job easier. Visual Studio 2017 includes a host of features aimed at improving developer productivity and UI, and this book covers them all with clear explanation, new figures, and expert insight. Whether you're new to VS or just upgrading, this all-inclusive guide is an essential resource to keep within arm's reach. Visual Studio 2017 fixes the crucial issues that kept professionals from adopting VS 2015, and includes new features and tools that streamline the developer's job. This book provides the straightforward answers you need so you can get up to speed quickly and get back to work. Master the core functionality of Visual Studio 2017 Dig into the tools that make writing code easier Tailor the environment to your workflow, not the other way around Work your way through configuration, debugging, building, deployment, customizing, and more Microsoft is changing their release cadence—it's only been about two years since the last release—so developers need to quickly get a handle on new tools and features if they hope to remain productive. The 2017 release is designed specifically to help you get more done, in less time, with greater accuracy and attention to detail. If you're ready to get acquainted, Professional Visual Studio 2017 is

your ideal guide.

Code Craft Pete Goodliffe,2007 A guide to writing computer code covers such topics as variable naming, presentation style, error handling, and security.

Learn Azure in a Month of Lunches, Second Edition Iain Foulds,2020-10-06 Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. Summary You can be incredibly productive with Azure without mastering every feature, function, and service. Learn Azure in a Month of Lunches, Second Edition gets you up and running quickly, teaching you the most important concepts and tasks in 21 practical bite-sized lessons. As you explore the examples, exercises, and labs, you'll pick up valuable skills immediately and take your first steps to Azure mastery! This fully revised new edition covers core changes to the Azure UI, new Azure features, Azure containers, and the upgraded Azure Kubernetes Service. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Microsoft Azure is vast and powerful, offering virtual servers, application templates, and prebuilt services for everything from data storage to AI. To navigate it all, you need a trustworthy guide. In this book, Microsoft engineer and Azure trainer Iain Foulds focuses on core skills for creating cloud-based applications. About the book Learn Azure in a Month of Lunches, Second Edition, is a tutorial on writing, deploying, and running applications in Azure. In it, you'll work through 21 short lessons that give you real-world experience. Each lesson includes a hands-on lab so you can try out and lock in your new skills. What's inside Understanding Azure beyond point-and-click Securing applications and data Automating your environment Azure services for machine learning, containers, and more About

the reader This book is for readers who can write and deploy simple web or client/server applications. About the author Iain Foulds is an engineer and senior content developer with Microsoft. Table of Contents PART 1 - AZURE CORE SERVICES 1 Before you begin 2 Creating a virtual machine 3 Azure Web Apps 4 Introduction to Azure Storage 5 Azure Networking basics PART 2 - HIGH AVAILABILITY AND SCALE 6 Azure Resource Manager 7 High availability and redundancy 8 Load-balancing applications 9 Applications that scale 10 Global databases with Cosmos DB 11 Managing network traffic and routing 12 Monitoring and troubleshooting PART 3 - SECURE BY DEFAULT 13 Backup, recovery, and replication 14 Data encryption 15 Securing information with Azure Key Vault 16 Azure Security Center and updates PART 4 - THE COOL STUFF 17 Machine learning and artificial intelligence 18 Azure Automation 19 Azure containers 20 Azure and the Internet of Things 21 Serverless computing

Web Scraping with Python Ryan Mitchell,2015-06-15 Learn web scraping and crawling techniques to access unlimited data from any web source in any format. With this practical guide, you'll learn how to use Python scripts and web APIs to gather and process data from thousands—or even millions—of web pages at once. Ideal for programmers, security professionals, and web administrators familiar with Python, this book not only teaches basic web scraping mechanics, but also delves into more advanced topics, such as analyzing raw data or using scrapers for frontend website testing. Code samples are available to help you understand the concepts in practice. Learn how to parse complicated HTML pages Traverse multiple pages and sites Get a general overview of APIs and how they work Learn several methods for storing the data you scrape Download, read, and extract data from documents Use tools and techniques to clean badly formatted data Read and write natural languages Crawl through forms and logins Understand how to scrape JavaScript Learn image processing and text recognition

Myths and Fictions Schlomo Biderman,Ben-Ami Scharfstein,1993 Myths and Fictions - the third in a series of books on comparative philosophy and religion - is a collection of original essays, none previously published, on the theory and the actuality of myths and fictions in the different cultures of the world. Through all the essays there runs the question of the relation of literal truth to truth conceived in other ways or dimensions. Taken as a whole, the book makes a serious attempt to get beyond the confines of any single culture and enter into the mythical imagination of the ancient Hindus, Chinese, Hebrews and Christians, and by this act of imagination to escape (in Italo Calvino's words) the limited perspective of the individual ego, not only to enter into selves like our own but to give speech to that which has no language...

Learn Web Development with Python Fabrizio Romano,Gaston C. Hillar,Arun Ravindran,2018-12-21 A comprehensive guide to Python programming for web development using the most popular Python web framework - Django Key FeaturesLearn the fundamentals of programming with Python and building web appsBuild web applications from scratch with DjangoCreate real-world RESTful web services with the latest Django frameworkBook Description If you want to develop complete Python web apps with Django, this Learning Path is for you. It will walk you through Python programming techniques and guide you in implementing them when creating 4 professional Django projects, teaching you how to solve common problems and develop RESTful web services with Django and Python. You will learn how to build a blog application, a social image bookmarking website, an online shop, and an e-learning platform. Learn Web Development with Python will get you started with Python programming techniques, show you how to enhance your applications with AJAX, create RESTful APIs, and set up a production environment for your Django projects. Last but not least, you'll learn the best practices for creating real-world

applications. By the end of this Learning Path, you will have a full understanding of how Django works and how to use it to build web applications from scratch. This Learning Path includes content from the following Packt products: Learn Python Programming by Fabrizio RomanoDjango RESTful Web Services by Gastón C. HillarDjango Design Patterns and Best Practices by Arun RavindranWhat you will learnExplore the fundamentals of Python programming with interactive projectsGrasp essential coding concepts along with the basics of data structures and control flowDevelop RESTful APIs from scratch with Django and the Django REST FrameworkCreate automated tests for RESTful web servicesDebug, test, and profile RESTful web services with Django and the Django REST FrameworkUse Django with other technologies such as Redis and CeleryWho this book is for If you have little experience in coding or Python and want to learn how to build full-fledged web apps, this Learning Path is for you. No prior experience with RESTful web services, Python, or Django is required, but basic Python programming experience is needed to understand the concepts covered.

Python All-in-One For Dummies John C. Shovic,Alan Simpson,2024-03-07 Everything you need to know to get into Python coding, with 7 books in one Python All-in-One For Dummies is your one-stop source for answers to all your Python questions. From creating apps to building complex web sites to sorting big data, Python provides a way to get the work done. This book is great as a starting point for those new to coding, and it also makes a perfect reference for experienced coders looking for more than the basics. Apply your Python skills to data analysis, learn to write AI-assisted code using GitHub CoPilot, and discover many more exciting uses for this top programming language. Get started coding in Python—even if you're new to computer programming Reference all the essentials and the latest updates, so your code is air-tight Learn how Python can be a solution for large-scale projects and big datasets Accelerate your

career path with this comprehensive guide to learning Python Experienced and would-be coders alike will love this easy-to-follow guide to learning and applying Python.

Seven Databases in Seven Weeks Luc Perkins,Eric Redmond,Jim Wilson,2018-04-05 Data is getting bigger and more complex by the day, and so are your choices in handling it. Explore some of the most cutting-edge databases available - from a traditional relational database to newer NoSQL approaches - and make informed decisions about challenging data storage problems. This is the only comprehensive guide to the world of NoSQL databases, with in-depth practical and conceptual introductions to seven different technologies: Redis, Neo4J, CouchDB, MongoDB, HBase, Postgres, and DynamoDB. This second edition includes a new chapter on DynamoDB and updated content for each chapter. While relational databases such as MySQL remain as relevant as ever, the alternative, NoSQL paradigm has opened up new horizons in performance and scalability and changed the way we approach data-centric problems. This book presents the essential concepts behind each database alongside hands-on examples that make each technology come alive. With each database, tackle a real-world problem that highlights the concepts and features that make it shine. Along the way, explore five database models - relational, key/value, columnar, document, and graph - from the perspective of challenges faced by real applications. Learn how MongoDB and CouchDB are strikingly different, make your applications faster with Redis and more connected with Neo4J, build a cluster of HBase servers using cloud services such as Amazon's Elastic MapReduce, and more. This new edition brings a brand new chapter on DynamoDB, updated code samples and exercises, and a more up-to-date account of each database's feature set. Whether you're a programmer building the next big thing, a data scientist seeking solutions to thorny problems, or a technology enthusiast venturing into new territory, you will find something to

inspire you in this book. What You Need: You'll need a *nix shell (Mac OS or Linux preferred, Windows users will need Cygwin), Java 6 (or greater), and Ruby 1.8.7 (or greater). Each chapter will list the downloads required for that database.

Getting MEAN with Mongo, Express, Angular, and Node Simon Holmes,clive harber,2019-04-22 Summary Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. This edition was completely revised and updated to cover MongoDB 4, Express 4, Angular 7, Node 11, and the latest mainstream release of JavaScript ES2015. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Juggling languages mid-application can radically slow down a full-stack web project. The MEAN stack—MongoDB, Express, Angular, and Node—uses JavaScript end to end, maximizing developer productivity and minimizing context switching. And you'll love the results! MEAN apps are fast, powerful, and beautiful. About the Book Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. Practical from the very beginning, the book helps you create a static site in Express and Node. Expanding on that solid foundation, you'll integrate a MongoDB database, build an API, and add an authentication system. Along the way, you'll get countless pro tips for building dynamic and responsive data-driven web applications! What's inside MongoDB 4, Express 4, Angular 7, and Node.js 11 MEAN stack architecture Mobile-ready web apps Best practices for efficiency and reusability About the Reader Readers should be comfortable with standard web application designs and ES2015-style JavaScript. About the Author Simon Holmes and Clive Harber are full-stack developers with decades of experience in JavaScript and other leading-edge web technologies. Table of Contents PART 1 - SETTING THE BASELINE Introducing full-stack development Designing a MEAN stack architecture PART 2 - BUILDING A

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Angular 6 for Enterprise-Ready Web Applications Doguhan Uluca,2018-05-31 If you have been burnt by unreliable JavaScript frameworks before, you will be amazed by the maturity of the Angular platform. If you find it difficult to start new projects and pick the right tools and frameworks, frequently run into bugs, or find yourself lost in a sea of terms such as containers, Kanban, and Continuous Integration, then ...

Social Media Is Bullshit B. J. Mendelson,2012-09-04 A provocative look at social media that dispels the hype and tells you all you need to know about using the Web to expand your business If you listen to the pundits, Internet gurus, marketing consultants, and even the mainstream media, you could think social media was the second coming. When it comes to business, they declare that it's revolutionizing advertising, PR, customer relations—everything. And they all agree: it is here to stay. In this lively, insightful guide, journalist and social critic B.J. Mendelson skillfully debunks the myths of social media. He illustrates how the notion of social media first came to prominence, why it has become such a powerful presence in the marketing field, and who stands to benefit each time it's touted in the press. He shows you why all the Facebook friends and Twitter followers in the world mean nothing to you and your business without old-fashioned,

real-world connections. He examines popular tales of social media success, and reveals some unsettling truths behind the surface. And he tells you how to best harness the potential of the Internet—without spending a fortune in the process. Social media is bullshit. This book gives the knowledge and tools you really need to connect with customers and grow your brand.

ASP.NET Core in Action, Second Edition Andrew Lock,2021-03-18 ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Summary Fully updated to ASP.NET 5.0, ASP.NET Core in Action, Second Edition is a hands-on primer to building cross-platform web applications with your C# and .NET skills. Even if you've never worked with ASP.NET you'll start creating productive cross-platform web apps fast. And don't worry about late-breaking changes to ASP.NET Core. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Build full-stack web applications that run anywhere. Developers love ASP.NET Core for its libraries and pre-built components that maximize productivity. Version 5.0 offers new features for server-side apps, as well as background services for cross-platform development. About the book ASP.NET Core in Action, Second Edition is a comprehensive guide to creating web applications with ASP.NET Core 5.0. Go from basic HTTP concepts to advanced framework customization. Illustrations and annotated code make learning visual and easy. Master logins, dependency injection, security, and more. This updated edition covers the latest features, including Razor Pages and the new hosting paradigm. What's inside Developing apps for Windows and non-Windows servers Configuring applications Building custom components Logging, testing, and security About the reader For intermediate C# developers. About the author Andrew Lock is a Microsoft MVP who has worked with ASP.NET Core since before its first release.

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Ultimate Game Design: Building Game Worlds Tom Meigs,2003-06-09 Build games with techniques and insights from a pro.

Stripes -- and Java Web Development is Fun Again Frederic Daoud,Tim Fennell,2008 Tired of complicated Java web frameworks that just get in your way? Stripes is a lightweight, practical framework that lets you write lean and mean code without a bunch of XML configuration files. Stripes is designed to do a lot of the common work for you, while being flexible enough to adapt to your requirements. This book will show you how to use Stripes to its full potential, so that you can easily develop professional, full-featured web applications. As a bonus, you'll also get expert advice from the creator of Stripes, Tim Fennell.As a Java developer, you want to leverage your knowledge and the

wealth of Java libraries and tools. But when it comes to web development, many frameworks seem over-engineered and too complex. They have a steep learning curve, and it's just too difficult to get them to do exactly what you need because of their closed-box design.Stripes brings simplicity back to Java web development. You'll be up and running in minutes, and can go a long way with just a few simple concepts. You'll spend your time developing your application, not maintaining gobs of configuration. Because Stripes is very transparent, you will understand exactly what is going on from request to response.The popularity of Stripes keeps increasing because of its clean design and extensibility. With this complete tutorial and reference, you can master Stripes and take advantage of its productivity in web application development. You'll tailor the framework to your requirements, not the other way around!This book is packed with explanations and examples so that you learn practical problem-solving techniques. You'll be able to wrap your head around the framework and fully understand how Stripes works. When a client requests a feature, you'll answer yes with confidence because you're using a framework that lets you get the results that you need without getting in your way. Because of its open design, Stripes lets you easily integrate your favorite tools: tag libraries, AJAX frameworks, ORM solutions, dependency injectors, and more.

PeopleSoft Developer's Guide for PeopleTools & PeopleCode Judi Doolittle,2008-12-15 Oracle is placing its enterprise application strategy at the center of its future growth Oracle PeopleSoft will be phasing out its current reports product soon, and all reports will need to be rewritten in XML Publisher

Bad Programming Practices 101 Karl Beecher,2018-02-08 This book takes a humorous slant on the programming practice manual by reversing the usual approach: under the pretence of teaching you how to become the world's worst programmer who generally causes chaos, the book teaches you how to avoid the

kind of bad habits that introduce bugs or cause code contributions to be rejected. Why be a code monkey when you can be a chaos monkey? OK, so you want to become a terrible programmer. You want to write code that gets vigorously rejected in review. You look forward to reading feedback plastered in comments like WTF???. Even better, you fantasize about your bug-ridden changes sneaking through and causing untold chaos in the codebase. You want to build a reputation as someone who writes creaky, messy, error-prone garbage that frustrates your colleagues. Bad Programming Practices 101 will help you achieve that goal a whole lot quicker by teaching you an array of bad habits that will allow you to cause maximum chaos. Alternatively, you could use this book to identify those bad habits and learn to avoid them. The bad practices are organized into topics that form the basis of programming (layout, variables, loops, modules, and so on). It's been remarked that to become a good programmer, you must first write 10,000 lines of bad code to get it all out of your system. This book is aimed at programmers who have so far written only a small portion of that. By learning about poor programming habits, you will learn good practices. In addition, you will find out the motivation behind each practice, so you can learn why it is considered good and not simply get a list of rules. What You'll Learn Become a better coder by learning how (not) to program Choose your tools wisely Think of programming as problem solving Discover the consequences of a program's appearance and overall structure Explain poor use of variables in programs Avoid bad habits and common mistakes when using conditionals and loops See how poor error-handling makes for unstable programs Sidestep bad practices related specifically to object-oriented programming Mitigate the effects of ineffectual and inadequate bug location and testing Who This Book Is For Those who have some practical programming knowledge (can program in at least one programming language), but little or no professional experience, which they would like to quickly build

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