

Xml Driven Image Slideshow 1

Kai Michael Höver

Special Edition Using Macromedia Studio 8 Sean R. Nicholson, Kristin F. Henry, 2006
Macromedia Studio 8 users, look no further! Special Edition Using Macromedia Studio MX is the ultimate comprehensive reference book for users of Macromedia's suite of web design and development tools. Updated to include all new features of the new release, you will focus on the integration of the suite of software programs. This will assist you in enhancing your productivity by choosing the correct tool or combination of tools for each and every task you are out to complete. The book includes in-depth coverage of wireframing web sites and creating vector-based art with Freehand; creating and editing graphics with Fireworks; using Flash to create useful interfaces and exceptional animations; working with ActionScript; using ColdFusion to generate reports and serve as a back-end for dynamic web sites; building data-driven Web sites with Dreamweaver; and truly integrating the elements of the suite into a productive workflow. A series of exercises at the end of each chapter will provide you with experience in using each of the applications in tandem to create a web site.

Smashing jQuery Jake Rutter, 2011-01-13 From the world's most popular resource for web designers and developer's comes the ultimate guide to jQuery Begins with an exploration of fundamental jQuery concepts such as Document Object Model (DOM) scripting Explores writing Don't Repeat Yourself (DRY) to gain a comprehensive understanding of these imperative modern techniques and best practices Shows how jQuery enables the user to adhere to these modern best practices with ease The succeeding chapters discuss a specific part of jQuery development such as manipulating the DOM, working with Ajax, and adding slick animation effects through tutorial style learning approach that utilizes working examples to explore the concept The book caps off by

discussing popular ways of extending the core jQuery library with pugins and building web interfaces using jQuery UI

Object-Oriented ActionScript 3.0 Peter Elst,Sas Jacobs,2007-09-01 Object-Oriented ActionScript 3.0 teaches the theory and practice of object-oriented programming (OOP) with ActionScript 3.0. Assuming no serious programming experience, the authors take you through the complete development cycle of object-oriented Flash applications and services. This book demonstrates professional OOP skills and techniques that are completely transferable to other programming languages and technologies, including Inheritance, Polymorphism, managing classes, component development, consuming web services, and much more. It also includes cutting edge Flash-specific techniques such as ActionScript programming techniques, and animation and effects classes.

Advances in Web-Based Learning - ICWL 2005 Rynson W.H. Lau,Qing Li,Ronnie Cheung,Wenyin Liu,2005-07-18 With the rapid development of Web-based learning, a new set of learning - vironments including virtual classrooms, virtual laboratories and virtual u- versities are being developed. These new learning environments, however, also introduce new problems that need to be addressed. On the technical side, there is a need for the deployment of e?ective technologies on Web-based education. On the learning side, the cyber mode of learning is very di?erent from tra- tional classroom-based learning. On the management side, the establishment of a cyber university imposes very di?erent requirements for the set up. ICWL 2005, the 4th International Conference on Web-Based Learning, was held in Hong Kong, China from July 31 to August 3, 2005, as a continued - tempttoaddressmanyoftheabove- mentionedissues.Followingthegreatsuccess of ICWL 2002 (Hong Kong, China), ICWL 2003 (Australia), and ICWL 2004 (China), ICWL 2005 aimed at presenting progresson the technical,

pedagogical, as well as management issues of Web-based learning. The conference featured a comprehensive program, including a number of tutorials, two keynote talks, a main track containing regular as well as short paper presentations, and an application track. We received a total of 99 submissions from all over the world. The Program Committee selected 33 papers as regular papers for presentation in the main track, an acceptance rate of about 33%. Due to the high-quality submissions, the Committee decided to further accept 9 papers as short papers for presentation.

MindXpres: Conceptual and Technical Foundations for Next Generation Presentation Solutions Reinout Roels, 2019-05-27 Presentation tools such as PowerPoint were initially created to simulate physical slides and have inherited a lot of their limitations. In this dissertation we identify the shortcomings and unmet user needs in presentation software by means of literature study, observations, a survey and the programmatic analysis of over 12000 PowerPoint documents. The results indicate that user needs are slowly evolving while existing software has hardly changed over the last 30 years. We motivate the need to rethink the concept of a presentation and we provide conceptual and technical foundations that can enable interoperable and well-integrated solutions for the identified shortcomings. The resulting MindXpres platform consists of a new conceptual framework, content model, information system and presentation engine. We present MindXpres as a presentation platform that enables researchers and developers to build innovative presentation solutions that cannot be implemented in the existing tools. We further demonstrate the flexibility of the MindXpres platform by discussing a wide range of proof-of-concept plug-in solutions for the identified shortcomings and unmet user needs.

Pro SharePoint Solution Development Ed Hild, Susie Adams, 2007-09-14 Written by Microsoft's own consulting team, this is the premier example-driven book for developing Office-based

applications using SharePoint and .NET. It takes a practical problem/solution approach to common business challenges. You'll not only encounter interesting code samples, but also see how to combine these examples with the Microsoft collaboration platform's services. The book's solutions focus on using Visual Studio Tools for Office to build the user interface layer. In addition, solutions can interact with SharePoint as a service provider, taking advantage of SharePoint's many collaboration features.

Artificial Intelligence Applications and Innovations Lazaros Iliadis, Ilias Maglogiannis, Vassilis Plagianakos, 2018-05-21 This book constitutes the refereed proceedings of the 14th IFIP WG 12.5 International Conference on Artificial Intelligence Applications and Innovations, AIAI 2018, held in Rhodes, Greece, in May 2018. The 42 full papers and 12 short papers were carefully reviewed and selected from 88 submissions. They are organized in the following topical sections: social media, games, ontologies; deep learning; support vector machines; constraints; machine learning, regression, classification; neural networks; medical intelligence; recommender systems; optimization; learning, intelligence; heuristic approaches, cloud; fuzzy; and human and computer interaction, sound, video, processing.

Modelling Web-based Learning Ecosystems for Aggregation and Reuse Kai Michael Höver, 2015-04-28 In der E-Learning-Domäne bilden sowohl die Lernressourcen, Lehrende und Lernende als auch die stattfindenden Lernprozesse in ihrer Gesamtheit Lernökosysteme. Diese Dissertation untersucht die Modellierung von Lernökosystemen zur Unterstützung ihrer Aggregation und Wiederverwendung. Zur Erreichung dieses Ziels müssen Modelle von Lernökosystemen die Aggregierbarkeit, Austauschbarkeit, Interoperabilität und granulare Wiederverwendbarkeit ihrer Daten unterstützen. Auf Basis durchgeführter Nutzerstudien werden Konzepte digitaler Modelle von

Lernökosystemen, sogenannte LOOCs (Linked Open Online Courses), entwickelt. Dabei werden insbesondere Technologien des Semantic Webs sowie Linked-Data-Konzepte betrachtet. Die entwickelten ontologischen Modelle bilden die Basis für mehrere E-Learning-Applikationen, welche die Tragfähigkeit der Konzepte sowie eine hohe Nutzerakzeptanz zeigen. Ferner wird ein formales Interpretermodell für CSCL (Computer-Supported Collaborative Learning) Scripts zur Beschreibung von Lernprozessen, welches mit Hilfe von Abstract State Machines spezifiziert wurde, vorgestellt. In the e-learning domain, the learning resources, teachers and learners and the active learning processes in their entirety construct the learning ecosystems. This thesis examines the modelling of learning ecosystems to support their aggregation and reuse. To achieve this goal, learning ecosystem models must support aggregation, compatibility, interoperability and granular re-usability of their data. Through user studies, digital model concepts of learning ecosystems, i.e. so-called LOOCs (linked open online courses), were developed. In particular, Semantic Web technologies and Linked Data concepts are considered within the context. The developed ontological models form the basis for a number of e-learning applications that show the viability of the concepts as well as a high user acceptance. Further, a formal interpreter model for CSCL (Computer-Supported Collaborative Learning) Scripts for the description of learning processes specified by using Abstract State Machines is presented.

Pro SharePoint 2010 Solution Development Ed Hild, Chad Wach, 2010-08-04 This book takes a practical problem-solution approach to common business challenges. You'll not only encounter interesting code samples, but also see how to combine these examples with the Microsoft collaboration platform's services. The book's solutions focus on using Visual Studio 2008 and its built-in Office development tools to construct the user interface layer. And solutions can interact

with SharePoint as a service provider, taking advantage of SharePoint's many collaboration features like document repositories, collaboration sites, and search functions. This book is unique because it starts with challenges that end users deal with every day when using the Microsoft collaboration platform to support business processes. The solutions are presented as hypothetical business challenges of a fictional company. By presenting the examples in this context, author Ed Hild makes it easier to relate to the challenges and solution value. The goal of these examples is to build applications that apply the benefits of the Office desktop interface to the richness of SharePoint collaboration features. This book will help you develop real-world solutions to complex business problems and challenges.

Flash MX 2004 ActionScript Bible Robert Reinhardt,Joey Lott,2004-04-28 Provides in-depth information to the more than one million Flash developers who want to take their animations to the next level using sophisticated interaction and data-driven content Flash ActionScript is an object-oriented scripting language used with Flash that allows the designer to control a movie in non-linear fashion, create sophisticated interactivity, control elements on the stage, collect and track input from the movie viewer, and exchange and manipulate data from external sources The most comprehensive Flash ActionScript guide available, cowritten by Robert Reinhardt, coauthor of Macromedia Flash MX 2004 Bible (0-7645-4303-2) Published to coincide with the release of Flash X, the newest version of this widely used Web development tool

PowerPoint For Dummies, Office 2021 Edition Doug Lowe,2021-11-08 Make PowerPoint the most “power”ful weapon in your Office arsenal and captivate your audience Presentations are your opportunity to stand out from the crowd, impress your colleagues, and be the smartest person in the room. And upping your PowerPoint game is the key to making your next talk one to remember. But

where do you start? Luckily, the trusted For Dummies series is here to help you put the umph back in your PowerPoint decks, one compelling slide at a time. Don't worry if you're completely new to PowerPoint, or even Microsoft Office in general. PowerPoint For Dummies, Office 2021 Edition quickly gets you up to speed on the basics of this world-famous presentation software, starting with understanding and using the interface. You'll learn to create a new presentation from scratch, leverage free templates to accelerate the making of your next slide deck, and even import data from other applications. Already know the fundamentals? Then skip straight to the sizzle with step-by-step instructions on integrating charts and graphics into your next presentation. Knock your audience's socks off with attention-grabbing videos, special effects that make it impossible to look away, and seamless slide transitions. Organized for easy and fast reference, this practical guide walks you through the strategies and techniques you'll need to: Keep your presentation audiences engaged from the first slide to the very last Collaborate with team members and colleagues, and share your presentation with others Take advantage of all the latest features in the newest version of PowerPoint that will help you drive your deck past the finish line Your next presentation is your chance to deliver your best ideas with power, dynamism, and enthusiasm. Get the tools you need to engage your audience in PowerPoint For Dummies, Office 2021 Edition. You'll soon discover that creating a slide deck, whether it's your first or your fiftieth, can be fun, easy, and exciting.

Object-Oriented and Internet-Based Technologies Mathias Weske, Peter Liggesmeyer, 2004-12-07 Based on the Net. ObjectDays tradition of bringing together researchers from academia and industry on the one hand and system architects, developers, and users from industry and administration on the other hand, this year's conference took an international research perspective, so that we see the first volume of Net. ObjectDays main conference proceedings published in the Springer Lecture Notes in

Computer Science series. This volume consists of 16 papers carefully selected in a rigorous reviewing process by an international program committee; to provide a concise overview, these papers are briefly described. In the Languages and Models session, Beate Ritterbach proposes a new language element for object-oriented programming languages that supports arbitrary value types. In her contribution Support for Value Types in an Object-Oriented Programming Language she describes the corresponding keywords, syntax, and consistency checks, thereby giving an impression of the look and feel of value types from an application programmer's perspective. Walter Binder and Jarle Hulaas look at portable CPU accounting and control in Java, which is based on program transformation techniques. In their paper Self-accounting as Principle for Portable CPU Control in Java periodically the threads of an application component aggregate the information of their respective CPU consumption within a shared account; scheduling functions make sure applications do not exceed their allowed CPU share.

Social Media Tools and Platforms in Learning Environments Bebo White, Irwin King, Philip Tsang, 2011-09-20 Online social media have transformed the face of human interaction in the 21st century. Wikis, blogs, online groups and forums, podcasts, virtual worlds, and social tagging are but a few of the applications enabling innovative behaviors that support acquisition, access, manipulation, retrieval, and visualization of information. It is, therefore, no surprise that educational practitioners and theorists have begun to explore how social media can be harnessed to describe and implement new paradigms for communication, learning, and education. The editors' goal in publishing this book was to identify original research on the application of online social media and related technologies in education as well as emerging applications in Web technologies that could provide and shape future educational platforms. The selected contributions deal with questions such

as how social media can truly enrich and enhance learning and teaching experiences in ways not otherwise possible; how learning can be integrated in a distributed and ubiquitous social computing environment; or what theories, paradigms, and models are applicable for the support of social computing in education. Researchers in education or educational software will find interesting and sometimes provocative chapters on paradigms and methodologies, virtual and mobile learning spaces, and assessment and social factors. Practitioners in these fields will benefit from an additional section devoted to case studies and first experience reports.

1st Global Conference on Biomedical Engineering & 9th Asian-Pacific Conference on Medical and Biological Engineering Fong-Chin Su, Shyh-Hau Wang, Ming-Long Yeh, 2014-09-23 This volume presents the proceedings of the 9th Asian-Pacific Conference on Medical and Biological Engineering (APCMBE 2014). The proceedings address a broad spectrum of topics from Bioengineering and Biomedicine, like Biomaterials, Artificial Organs, Tissue Engineering, Nanobiotechnology and Nanomedicine, Biomedical Imaging, Bio MEMS, Biosignal Processing, Digital Medicine, BME Education. It helps medical and biological engineering professionals to interact and exchange their ideas and experiences.

Advances in Web-Based Learning -- ICWL 2003 Wanlei Zhou, Paul Nicholson, Brian Corbitt, Joseph Fong, 2003-08-04 The 2 International Conference on Web-Based Learning (ICWL 2003) took place in Melbourne, Australia. ICWL 2003 followed the tradition of the successful ICWL 2002 held in Hong Kong and aimed at providing an in-depth study of the technical and pedagogical issues, as well as incorporating management issues of Web-based learning. Additionally, there was a focus on issues of interest to the learner, offering the optimal Web based learning environment to achieve high academic results. - akin University organized this conference in conjunction with the Hong Kong

WebSociety, to provide a forum which gathered educators, researchers, technologists and implementers of Web-based learning from around the world to discuss, collaborate and advance all relevant issues pertaining to this area of research. The main focus of ICWL 2003 was on the most critical areas of Web-based learning, in particular, Web-based learning environments, virtual universities, pedagogical issues related to Web-based learning, multimedia-based e-learning, interactive e-learning systems, intelligence in on-line education, e-learning solutions, CSCL, and authoring tools for e-learning. In total, the conference received 118 papers from researchers and practitioners from 13 countries. Each paper was reviewed by at least three internationally renowned referees. Papers were rigorously examined and selected based on their originality, significance, correctness, relevance, and clarity of presentation. Among the high-quality submissions, 50 papers were accepted and included in the proceedings. Later, the proceedings editors will recommend that some high-quality papers from the conference be published in a special issue of an international journal.

Foundation Flash CS4 for Designers Tom Green, David Stiller, 2010-02-21 If you're a Flash designer looking for a solid overview of Flash CS4, this book is for you. Through the use of solid and practical exercises, you will soon master the fundamentals of this fourth edition of the Adobe Flash authoring tool. Using a series of carefully developed tutorials, you will be led from basic Flash CS4 techniques to the point where you can create animations, MP3 players, and customized Flash video players in no time. Each chapter focuses on a major aspect of Flash, and then lets you take the reins in a Your Turn exercise to create something amazing with what you've learned. This book focuses on the core skill set you need to feel at home with Flash CS4, and also introduces you to some of the biggest names in today's Flash community through interviews and actual How To examples, so you can learn from the masters. You will start by studying the Flash CS4 interface, and while you're at it,

you'll be guided toward mastery of the fundamentals, such as movie clips, text, and graphics, which will lead you into some of the more fascinating aspects of Flash, including audio, video, animation, and 3D transformations. By the time you finish, you will have created an MP3 player and a Flash video player, been introduced to the basics of ActionScript 3.0, learned how to combine Flash with XML, styled Flash text with CSS, created animated scenes, and worked your way through a host of additional projects. All of these exercises are designed to give you the knowledge necessary to master Flash CS4 from the ground up. If you're already a seasoned Flash designer, this book will get you up to speed with the fourth version in relatively short order. This book covers all of the new Flash CS4 features, such as the new animation and 3D tools, the new Adobe Media Encoder, and a pair of the coolest new additions to the tools panel: a spray brush tool and a deco tool. You can discover more about this book, download source code, and more at the book's companion website: www.foundationflashcs4.com.

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/unload 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.

Statistical Language and Speech Processing Carlos Martín-Vide, Matthew Purver, Senja Pollak, 2019-09-27 This book constitutes the proceedings of the 7th International Conference on Statistical Language and Speech Processing, SLSP 2019, held in Ljubljana, Slovenia, in October 2019. The 25 full papers presented together with one invited paper in this volume were carefully reviewed and selected from 48 submissions. They were organized in topical sections named: Dialogue and Spoken Language Understanding; Language Analysis and Generation; Speech Analysis and Synthesis; Speech Recognition; Text Analysis and Classification.

Computers Supported Education Gennaro Costagliola, James Uhomuibhi, Susan Zvacek, Bruce M. McLaren, 2017-08-02 This book constitutes the thoroughly refereed proceedings of the 8th International Conference on Computer Supported Education, CSEDU 2016, held in Rome, Italy, in April 2016. The 29 revised full papers were carefully reviewed and selected from 164 submissions. The papers deal with the following topics: new educational environments, best practices and case studies of innovative technology-based learning strategies, institutional policies on computer-supported education including open and distance education.

Ubiquity Arie Hasman, 2006 Talks about the ubiquitous computing that helps us to identify ways of managing care that promises to be considerably easier in letting patients maintain their good health while enjoying their life in their usual social setting, rather than having to spend much time at

costly, dedicated healthcare facilities.

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