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The Survey of Best Practices in Developing Online Information Literacy Tutorials is a benchmarking report for online tutorial development, presenting a wealth of information on the practices involved in and the cost of developing online information literacy tutorials. The 285-page report also looks at how tutorials are marketed and accessed, and at popular access points such as Facebook, the library website and others, as well as how tutorials are used in for-credit classes and more ad-hoc use. The study looks at how tutorial designers are trained, and at how they inter-relate to non-library departments and other departments of the library. The study also looks at the use of tutorials of other colleges and vendor-produced tutorials, and at efforts to evaluate how students use tutorials, and how colleges should make decisions on what kinds of tutorials to produce and how to best produce them. The questionnaire for the report was largely developed by librarians at the University of Arizona libraries. Skill Level: Easy. Yarn : Dk. Hook: 3mm This is easy to follow TUTORIAL CROCHET PATTERN with written instructions in English (US terms) completed with detailed pictures and diagrams, 15 sheets. The 'list of used stitches' is translated in Dutch, UK English, and Italian, French and German crochet terms. American crochet terms, with tutorial pictures showing the stitches row by row made it so much easier to work with the pattern even for the beginner. If you know to crochet, make it! You will enjoy! ? You are not allowed to sell, copy, distribute or share my patterns (or the pictures within it) in any form. A plethora of free digital marketing courses and tutorial videos are at your fingertips. This book is a dream come true for ardent learners who want to learn and master digital marketing to the ultimate core. Back then when I started making digital marketing courses initially, no one supported me. Nobody taught me digital marketing - to be honest. I learnt it myself. It's my own hard work, hours of intensive research, and stuff that I actually learned by failing, failing again and executing new things that have helped me reach where I am today. Those failures finally have translated to success - thanks to god's grace. I want you to go through every single link to a video or course in this book. It will prove to be extremely useful to each one of you. Always remember that implementation is still the key. If you are able to implement the stuff taught, you will definitely be on the roadway to success as a digital marketer. The Gluten Free Spouse gives a detailed tutorial on gluten-free bread making with step by step pictures. This tutorial covers yeasted breads, soda breads, and recipe conversions with detailed descriptions of flours, leavening agents, and binders used in the creation of my gluten-free breads. This tutorial book is a collection of notes and sample codes written by the author while he was learning Java himself. Topics covered in the book include: Java language basics; execution environment; generic classes and parameterized type; generic methods and type argument inferences; enum types and constants; lambda expressions; annotation types and invocations; Java modules; execution threads and synchronization; memory management and garbage collection. Updated in 2022 (Version v8.21) with JDK 17 tutorials. For latest updates and free sample chapters, visit <https://www.herongyang.com/Java>. This book is a collection of notes and sample codes written by the author while he was learning Linux applications. Topics include using managing users and groups; managing files and directories; managing Apache Web server; managing MySQL server; developing Python and PHP scripts; using GCC C/C++ compilers; running graphical applications on GNOME desktop and X11 servers; running Conda - Environment and Package Manager. Updated in 2022 (Version v1.00) with minor updates. For latest updates and free sample chapters, visit <https://www.herongyang.com/Linux-Apps>. In this timely work, Gorr and Kurland address the development of a GIS to manage data relating to the transportation facilities and service commonly organized around various modes of travel for accurate and reliable data exchange. This book is a collection of notes and sample codes written by the author while he was learning Linux systems. Topics include using Cockpit Web portal for admin tasks; using network configuration and security firewall; managing users and groups; managing files and directories; managing NTFS, CIFS, EXT4, LBA, LVM file systems; installing CentOS systems; using SELinux (Security-Enhanced Linux) system; DNF/YUM software package manager; managing MySQL server; developing Python and PHP scripts; using GCC C/C++ compilers; managing vsftpd - Very Secure FTP daemon; managing Postfix and Dovecot servers for emails; managing directory service with OpenLDAP; running graphical applications on GNOME desktop and X11 servers; running Conda - Environment and Package Manager. Updated in 2022 (Version v5.40) with minor updates. For latest updates and free sample chapters, visit <https://www.herongyang.com/Linux>. MAXON CINEMA 4D R20 Studio: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D R20 Studio software for modelers, animators, and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D R20 Studio. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D R20 Studio And then progresses to cover the advanced techniques. In this book, two projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. This book will help you unleash your creativity and transform your imagination into reality with ease. Salient Features: Consists of 13 Chapters and 2 Projects that are organized in a pedagogical sequence covering various aspects of modeling, sculpting texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring CINEMA 4D R20 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mapping Chapter 10: Compositing 3D objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index This book is a collection of notes and sample codes written by the author while he was learning JVM himself. Topics include JVM (Java Virtual Machine) Architecture and Components; Oracle JVM implementation - HotSpot; Eclipse JVM implementation - Eclipse OpenJ9; java.lang.Runtime - The JVM Instance class; Loading Native Libraries; java.lang.System - Representing Operating System; java.lang.ClassLoader - Loading class files; java.lang.Class - Class reflections; Runtime data areas, heap memory and Garbage Collection; Stack, Frame and Stack overflow; Multi-threading impacts on CPU and I/O; CDS (Class Data Sharing); Micro Benchmark tests on different types of operations. Updated in 2022 (Version v5.12) with HotSpot JVM 17. For latest updates and free sample chapters, visit <https://www.herongyang.com/JVM>. Autodesk Fusion 360: A Tutorial Approach Introduces the readers to Autodesk Fusion 360, the first 3D/CAD/CAM/CAE tool that connects the entire product development process in a single cloud-based platform where different design teams work together in hybrid environment and harness the power of the cloud when necessary as well as use local resources. The chapters in this book are arranged in pedagogical sequence that makes it very effective in learning the features and capabilities of the software. This book covers all important topics and concepts such as Part Design, Assembly Design, Drafting, Animation, Basics of Sheet Metal. Salient Features Book consisting of 10 chapters that are organized in a pedagogical sequence. Summarized content on the first page of the topics that are covered in the chapter. More than 40 real-world mechanical engineering problems used as tutorials and projects with step-by-step explanation. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Technical support by contacting techsupport@cadcim.com. Additional learning resources at '<https://allaboutcadcam.blogspot.com>'. Table of Contents Chapter 1: Introduction Chapter 2: Drawing Sketches for Solid Models Chapter 3: Adding Constraints and Dimensions to Sketches Chapter 4: Advance Modeling-I Chapter 5: Creating Reference Geometries Chapter 6: Advance Modeling-II Chapter 7: Assembling Components Chapter 8: Working with Drawing and Animation Workspace Chapter 9: Working with Sheet Metal Components Chapter 10: Managing and Collaborating on the Cloud Index Free Teaching and Learning Resources CAD/CAM Technologies provides the following free teaching and learning resources with this textbook: Technical support by contacting 'techsupport@cadcim.com' Part files used in tutorials, exercises*, and illustrations Instructor Guide with solution to all review questions and exercises* Additional learning resources at '<https://allaboutcadcam.blogspot.com>' and 'youtube.com/cadcimtech' (* For faculty only) MAXON CINEMA 4D R19 Studio: A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R19 Studio for modelers, animators, and motion graphic designers. The CINEMA 4D R19 book caters to the needs of both the novice and the advance users of CINEMA 4D R19. Keeping in view the varied requirements of users, the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph, XPresso, and 3D Compositing. Salient Features: Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Technical support by contacting 'techsupport@cadcim.com'. Additional learning resources available at 'cinema4dexperts.blogspot.com'. Table of Contents Chapter 1: Exploring MAXON CINEMA 4D R19 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mpping Chapter 10: Compositing in 3D Objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working

with XPRESSO Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index his book is a collection of notes and sample codes written by the author while he was learning Android system. Topics include Installing of Android SDK R24 on Windows, Creating and running Android emulators, Developing First Android Application - HelloAndroid, Creating Android Project with 'android' Command, Building, Installing and Running the Debug Binary Package, Inspecting Android Application Package (APK) Files, Using Android Debug Bridge (adb) Tool, Copying files from and to Android device, Understanding Android File Systems, Using Android Java class libraries, Using 'adb logcat' Command for Debugging, Understanding Android application build process. Updated in 2021 (Version v3.03): minor updates. For latest updates and free sample chapters, visit <http://www.herongyang.com/Android>. This Python tutorial book is a collection of notes and sample codes written by the author while he was learning Python language himself. Topics include: installing Python environments on Windows, macOS and Linux computer; Python built-in data types; variables, operations, expressions and statements; user-defined functions; iterators, generators and list comprehensions; modules and packages; sys, os, and pathlib modules; Anaconda Python environment manager; NumPy, SciPy libraries. Updated in 2022 (Version v2.14) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/Python>. MAXON CINEMA 4D S24: A Tutorial Approach is a tutorial-based book and aims at harnessing the power of MAXON CINEMA 4D S24 for modelers, animators, and designers. The book caters to the needs of both the novice and the advance users of MAXON CINEMA 4D S24. Keeping in view the varied requirements of users, the book first introduces the basic features of CINEMA 4D S24 and then progresses to cover the advanced techniques. In this book, three projects based on the tools and concepts covered in the book have been added to enhance the knowledge of users. The third project will enable the users to learn about some major enhancements in Cinema 4D S24 such as the Asset Browser and the new placement tools in depth. Salient Features Consists of 13 Chapters and 3 Projects that are organized in a pedagogical sequence covering various aspects of modeling, sculpting texturing, lighting, rendering, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation Test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Table of Contents Chapter 1: Exploring CINEMA 4D S24 Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mapping Chapter 10: Compositing 3D objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13: Working with XPRESSO Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Project 3: Creating an Exterior Scene Index The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition. This book is a collection of tutorial notes and sample codes written by the author while he was learning JVM GC (Garbage Collection) processes. Topics include Java Garbage Collectors, STW (Stop-The-World), Serial Collector, Parallel Collector, Concurrent Collector, G1 Collector, GC Algorithms, Generational GC, Regional GC, Heap Memory Management, Young/New Generation, Tenured/Old Generation, Object Reference, Eden Space, Survivor Spaces, Minor GC, Major GC, Full GC, Performance Tuning, Throughput/Latency Performance, Heap Footprint. Updated in 2019 (Version 1.10) with Java 12. JUMP - START YOUR WRITING. Whether you start a project by jotting notes on paper; recording your thoughts on a voice recorder, or composing on the keyboard - whether you are a writer, a student, an employee or business owner; or just enjoy seeing your ideas in print: if you produce any volume of writing at all, you will appreciate the benefits of the TUTORIAL FOR FREE WRITER'S TOOL KIT. This unusual tutorial was not written to teach authors how to write. It was written for anyone who is dissatisfied with their "typing" ability or who simply wants to improve their efficiency to produce results when composing at their PC or Tablet using (r)Microsoft Operating Systems (r)Vista, (r)Windows 7, (r)Windows 8 or 8.1, (r)Windows RT, or (r)Windows 10. We will help you unlock some of the FREE Microsoft applications that are already part of your operating system: including (r)Windows Speech Recognition, as well as other productive Microsoft and FREE Non-Microsoft applications. We will provide you with a road map to help you avoid some of the potholes and detours that are encountered in learning to navigate these applications. You will expand your knowledge; learn new skills; and with practice you will become more productive while at the same time keeping your costs to a minimum. For many the cost of this tutorial; and possibly a microphone or headset for under \$20.00 - coupled with a sincere desire to learn will develop new skills enabling them step by step to produce quality documents with enhanced features by using virtually FREE applications introduced and expanded upon in the Writers' Tool Kit. Windows Speech Recognition currently supports Chinese (Traditional), Chinese (Simplified), English (U.S.), English (U.K.), French, German, Japanese and Spanish. This tutorial has not been translated into any of those languages. A multi lingual English speaker proficient in any of the above languages and skilled in using Microsoft Windows Speech Recognition and familiar with this tutorial would find it very helpful in assisting a speaker of another language in learning Windows Speech Recognition in their own language, and using the other tools in this tutorial . This book is a collection of tutorial examples on Ethereum and blockchain. Topics include Blockchain, Ethereum, Cryptocurrency, Mining, MetaMask, Wallet. Magento Made Easy - Comprehensive Guide to Magento Setup and Development is a free and easy to use Magento book. It gives you the fundamental background of Magento with two parts: Magento Overview and Magento Module Development. This e-book is the first volume with two parts: Magento Overview and Module Development. - Part 01. Magento Overview: The first part is an introduction to Magento (architecture, folder and data structure, configuration and naming). It provides you with a basic background of Magento to prepare for the next part. - Part 02. Module Development: This part has 14 lessons and focuses on many essential topics in Magento. They are module, menu, grid, form, layout and template, JavaScript and CSS, email, events and class override. This book is a collection of notes and sample codes written by the author while he was learning macOS. Topics include Macintosh OS history; macOS basic functionalities; storage file systems; reviewing resource usage on running processes; installing productivity and programming tools; installing Java and related tools; installing Apache Web server and MySQL database server; using Keychain Access to manage passwords and certificates. Updated in 2022 (Version v3.06) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/Mac>. The AutoCAD Electrical 2021: A Tutorial Approach is a tutorial-based book that introduces the readers to AutoCAD Electrical 2021 software, designed specifically for creating professional electrical control drawings. The book has a wide range of tutorials covering the tools and features of AutoCAD Electrical such as schematic drawings, panel drawings, parametric and nonparametric PLC modules, ladder diagrams, Circuit Builder, point-to-point wiring diagrams, report generation, creation of symbols, and so on. These tutorials will enable the users to create innovative electrical control drawings with ease. Moreover, the tutorials used ensure that the users can relate the information provided in this book with the practical industry designs. The chapters in this book are arranged in a pedagogical sequence that makes it very effective in learning the features and capabilities of the software. Salient Features - Consists of 13 chapters that are organized in a pedagogical sequence. - Brief coverage of AutoCAD Electrical 2021 concepts and techniques. - Tutorial approach to explain the concepts of AutoCAD Electrical 2021. - Step-by-step instructions to guide the users through the learning process. - More than 38 tutorials and one student project. - Additional information throughout the book in the form of notes and tips. - Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to AutoCAD Electrical 2021 Chapter 2: Working with Projects and Drawings (Enhanced) Chapter 3: Working with Wires Chapter 4: Creating Ladders (Enhanced) Chapter 5: Schematic Components (Enhanced) Chapter 6: Schematic Editing Chapter 7: Connectors, Point-To-Point Wiring Diagrams, and Circuits Chapter 8: Panel Layouts (Enhanced) Chapter 9: Schematic and Panel Reports Chapter 10: PLC Modules Chapter 11: Terminals (Enhanced) Chapter 12: Settings, Configuration, Templates, and Plotting Chapter 13: Creating Symbols Student Project Index About the Authors: CAD/CIM Technologies, Prof. Sham Tickoo of Purdue University Northwest, and the team of dedicated contributing authors at CAD/CIM Technologies are committed to bring you the best Textbooks, eBooks, and free teaching and learning resources on CAD/CAM/CAE, Computer Programming and Applications, GIS, Civil, Animation and Visual Effects, and related technologies. We strive to be the first and the best. That is our promise and our goal. Our team of authors consists of highly qualified and experienced Engineers who have a strong academic and industrial background. They understand the needs of the students, the faculty, and the challenges the students face when they start working in the industry. All our books have been structured in a way that facilitates teaching and learning, and also exposes students to real-world applications. The textbooks, apart from providing comprehensive study material, are well appreciated for the simplicity of content, clarity of style, and the in-depth coverage of the subject. This book is a collection of notes and sample codes written by the author while he was learning SOAP Web service. Topics include introduction of SOAP specifications; SOAP modules, features, and message structure; SOAP Message Exchange Patterns; Perl, PHP, and Java support of SOAP Web services; WS-Security, Username Token and X.509 Token; Signing and Encrypting SOAP messages; Using SoapUI for Web service testing. Updated in 2022 (Version v5.12) with minor updates. For latest updates and free sample chapters, visit <https://www.herongyang.com/Web-Services>. This tutorial book is a collection of notes and sample codes written by the author while he was testing free Web services available on the Internet. Topics include Introduction of SOAP and REST Web services; SoapUI Web Service Testing Tool; Web service examples: Get All Countries and Territories; Get Cities by Country; Get Latitudes and Longitude of US City; Get Airport Code; Get Country by IP Address; Convert Temperature Unit; Convert Length Unit; Generate Bar Code Image; Calculate Mortgage Payment; Get Currency Exchange Rate; Get Stock Quote; Get the Current Time; Get Sun Rise/Set Time; Get Weather by US ZIP Code; Get Flickr Photos; Get Bitcoin block, transaction and wallet data; Search and retrieve chemical compounds. Updated in 2022 (Version v2.12) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/Free-Web-Service>. This tutorial book is a collection of notes and sample codes written by the author while he was learning PKI (Public Key Infrastructure) technologies himself. Topics include Root CA (Certificate Authorities); SSL (Secure Socket Layer), TLS (Transport Layer Security), and HTTPS (HyperText Transfer Protocol Secure) protocols; Server and client authentication processes; Communication data encryption; Using HTTPS with Chrome, Firefox, Edge and Internet Explorer; Managing certificates on Windows, iOS and Android systems; X.509 certificate format; Certificate store and management tools; Certificate validation chain; CSR (Certificate Signing Request); Digital signature on MS Word and OpenOffice documents; Get free personal certificate from Comodo. Not many villains can say they helped stop the zombie apocalypse, but Zayn Darkmore isn't your average villain. In his continuing quest to find the most fun he can, Zayn stepped up to stop a zombie plague before it could get started, and severely punished the perpetrator. Now, with his pets in tow, he returns to the elven capitol for some well-deserved rest and relaxation... Yeah, who are we kidding? There's more adventure to be had, especially when he gets a gift from

the Elven King...-----Author's Note: If you haven't guessed, there's going to be all kinds of nastiness in this story. Violence, language, racism, sexism, sex, gore, vore, and more! If you have triggers of any kind, this is your warning. If you're looking for a nice, heartwarming tale like Sword Art Online, keep looking. There will be 'good guys' as well, but this is a story where Might IS Right. However, if you've read Watchmen and Wanted, and like what you read (READ, not the movies!), then you just may find this story in your strike zone. And for f*ck's sake, this is just a story! Don't take this as an endorsement of any of the actions in this story.**This is an omnibus edition containing the second four volumes of Rules-Free VRMMO Life.** The eleven lessons in this tutorial introduce you to the design capabilities of Creo Parametric 6.0. The tutorial covers the major concepts and frequently used commands required to advance from a novice to an intermediate user level. Major topics include part and assembly creation, and creation of engineering drawings. Also illustrated are the major functions that make Creo Parametric a parametric solid modeler. Although the commands are presented in a click-by-click manner, an effort has been made, in addition to showing/illustrating the command usage, to explain why certain commands are being used and the relation of feature selection and construction to the overall part design philosophy. Simply knowing where commands can be found is only half the battle. As is pointed out numerous times in the text, creating useful and effective models of parts and assemblies requires advance planning and forethought. Moreover, since error recovery is an important skill, considerable time is spent exploring the created models. In fact, some errors are intentionally induced so that users will become comfortable with the “debugging” phase of model creation. At the end of each lesson is a short quiz reviewing the new topics covered in that chapter. Following the quiz are several simple "exercise" parts that can be created using new commands taught in that lesson. In addition to these an ongoing project throughout the book is also included. This project consists of several parts that are introduced with the early lessons and finally assembled at the end. Who this book is for This book has been written specifically with students in mind. Typically, students enter their first CAD course with a broad range of abilities both in spatial visualization and computer skills. The approach taken here is meant to allow accessibility to persons of all levels. These lessons, therefore, were written for new users with no previous experience with CAD, although some familiarity with computers is assumed. The tutorials in this textbook cover the following topics: Introduction to the program and its operation The features used in part creation Modeling utilities Creating engineering drawings Creating assemblies and assembly drawings This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: • Ownership and borrowing, lifetimes, and traits • Using Rust's memory safety guarantees to build fast, safe programs • Testing, error handling, and effective refactoring • Generics, smart pointers, multithreading, trait objects, and advanced pattern matching • Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies • How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. This book is a collection of tutorial notes and sample codes written by the author while he was learning XSL-FO (Extensible Stylesheet Language - Formatting Objects) himself. Topics include: Introduction to XSL, XSL-FO, and Apache FOP; XSL concepts: Area Model, Inline Stacking and Block Stacking; Page layouts: simple-page-master and page-sequence-master; Page regions: region-body, region-before, region-after, region-start and region-end; Formatting objects: Block-Level and Inline-Level Objects; Adding Graphics from Files and SVG Elements; Managing DPI Resolution; Building Tables of Rows and Columns; Managing Lists of Items and Floating Blocks; Adding External and Internal Hyperlinks; Building Table of Contents; Adding Page Headers and Footers; Managing Fonts: Generic Fonts; Adobe Base-14 Fonts; Embedding Fonts. Updated in 2022 (Version v2.21) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/XSL-FO>. Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results Build yourself a state-of-the-art website. It's incredibly easy...and it won't cost you a dime! You need a website. But you don't need the hassles that usually go with building one or the expense of hiring someone else to do it. Here's your solution: Build a Website for Free! You'll learn how you can use new Web 2.0 technologies to create a site that's impressive and effective. And here's the best part: You'll do it all with software and tools that won't cost you a dime! Plan, organize, and design a site that really works, using tools you can find for free Discover the simple secrets of writing pages people want to read Adapt your site for easy viewing on mobile devices Use video on your site—and get someone else to pay for hosting it Add an easy-to-update blog and start building your own web community Quickly and easily handle “nuts and bolts” tasks, from getting your site name to uploading your content Get your site picked up by Google, Yahoo!, and other search engines The AutoCAD Electrical 2022: A Tutorial Approach is a tutorial-based book that introduces the readers to AutoCAD Electrical 2022 software, designed specifically for creating professional electrical control drawings. The book has a wide range of tutorials covering the tools and features of AutoCAD Electrical such as schematic drawings, panel drawings, parametric and nonparametric PLC modules, ladder diagrams, Circuit Builder, point-to-point wiring diagrams, report generation, creation of symbols, and so on. These tutorials will enable the users to create innovative electrical control drawings with ease. Moreover, the tutorials used ensure that the users can relate the information provided in this book with the practical industry designs. The chapters in this book are arranged in a pedagogical sequence that makes it very effective in learning the features and capabilities of the software. To enhance the knowledge of users, in this edition, the author has added some new tutorials on concepts such as Customizing the Templates and Title block as well as on tools such as Show Wire Sequence and Insert Wblocked Circuit. This PHP tutorial book is a collection of notes and sample codes written by the author while he was learning PHP himself. Topics include PHP script syntax; data types, variables, array, expressions, statements and functions; Web server integration; HTTP requests and controlling HTTP responses; sessions, cookies, and file uploads/downloads; MySQL database server access; files, directories, and ZIP archives; parsing HTML Documents; processing image files; SOAP extension; managing non-ASCII characters; classes and objects; using PHP on Windows, macOS and Linux; executing external programs on operating system. Updated in 2022 (Version v5.16) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/PHP>. ANSYS Workbench 2019 R2: A Tutorial Approach book introduces the readers to ANSYS Workbench 2019, one of the world's leading, widely distributed, and popular commercial CAE packages. It is used across the globe in various industries such as aerospace, automotive, manufacturing, nuclear, electronics, biomedical, and so on. ANSYS provides simulation solutions that enable designers to simulate design performance. This book covers various simulation streams of ANSYS such as Static Structural, Modal, Steady-State, and Transient Thermal analyses. Structured in pedagogical sequence for effective and easy learning, the content in this textbook will help FEA analysts in quickly understanding the capability and usage of tools of ANSYS Workbench. Salient Features: Book consisting of 11 chapters that are organized in a pedagogical sequence Summarized content on the first page of the topics that are covered in the chapter More than 10 real-world mechanical engineering problems used as tutorials Additional information throughout the book in the form of notes & tips Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to FEA Chapter 2: Introduction to ANSYS Workbench Chapter 3: Part Modeling - I Chapter 4: Part Modeling -II Chapter 5: Part Modeling - III Chapter 6: Defining Material Properties Chapter 7: Generating Mesh - I Chapter 8: Generating Mesh – II Chapter 9: Static Structural Analysis Chapter 10: Modal Analysis Chapter 11: Thermal Analysis Index MAXON CINEMA 4D R18 Studio: A Tutorial Approach book aims at harnessing the power of MAXON CINEMA 4D R18 Studio for modelers, animators, and motion graphic designers. The CINEMA 4D R18 book caters to the needs of both the novice and the advance users of CINEMA 4D R18. Keeping in view the varied requirements of users, the CINEMA 4D book first introduces the basic features and then progresses to cover the advanced techniques such as MoGraph, XPresso, and 3D Compositing. This book features two projects based on the tools and concepts covered in the book. In this edition of the CINEMA 4D R18 book, new tutorials and exercises have been added to enhance the knowledge of the users. Salient Features: Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence covering various aspects of modeling, texturing, lighting, and animation. The author has followed the tutorial approach to explain various concepts of modeling, texturing, lighting, and animation. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test and Review Questions are given at the end of each chapter so that the users can assess their knowledge. Table of Contents: Chapter 1: Exploring MAXON CINEMA 4D R18 Studio Interface Chapter 2: Working with Splines Chapter 3: Introduction to Polygon Modeling Chapter 4: Sculpting Chapter 5: Texturing Chapter 6: Lighting Chapter 7: Rigging Chapter 8: Animation Chapter 9: Introduction to UV Mpping Chapter 10: Compositing in 3D Objects Chapter 11: Rendering Chapter 12: MoGraph Chapter 13:

Working with XPresso Project 1: Creating an Indoor Scene Project 2: Texturing an Indoor Scene Index This tutorial book is a collection of notes and sample codes written by the author while he was testing free Web services available on the Internet. Topics include Introduction of SOAP and REST Web services; SoapUI Web Service Testing Tool; Web service examples: Get All Countries and Territories; Get Cities by Country; Get Latitudes and Longitude of US City; Get Airport Code; Get Country by IP Address; Convert Temperature Unit; Convert Length Unit; Generate Bar Code Image; Calculate Mortgage Payment; Get Currency Exchange Rate; Get Stock Quote; Get the Current Time; Get Sun Rise/Set Time; Get Weather by US ZIP Code; Get Flickr Photos; Get Bitcoin block, transaction and wallet data; Search and retrieve chemical compounds. Updated in 2022 (Version v2.12) with minor changes. For latest updates and free sample chapters, visit <https://www.herongyang.com/Free-Web-Service>. The objective of this book is to give an insight into Android programming based on practical App projects. The Apps have different core focuses and hence one can extend and develop them further based on his/her Android knowledge. Thanks to active programming, the users will be quickly acquainted with the work environment and will learn how to solve problems in Android step-by-step. Android Studio, which is a completely new development environment, will be used for programming. Android For Beginners. Developing Apps Using Android Studio android studio live tutorial android studio tutorial offline android studio tutorial offline android studio tutorial android studio live tutorial android studio source code future sms android app future themes for android mobile future launcher android future themes for android mobile future themes for android mobile android future future launcher android future sms android app future themes for android mobile java 7 for android mobile java android app java browser for android java android compiler java to android converter code java android java compiler for android offline java android developer java for android free download java android emulator java editor in android mobile java editor for android java eclipse for android java para android en español java plugin for android java software for android java games for android java for android java emulator for android java android games java script android gratuit java script per android gratis java para android gratis java per android gratis java android ide java jdk for android mobile java jdk para android java android kostenlos learn android java java editor in android mobile java for android mobile java jdk for android mobile java 7 for android mobile notepad++ for android java java na android java support on android java on android java compiler for android offline java games on android java plugin for android java player for android java for android phone java per android java para android java runtime for android java android studio java software for android java support on android javascript android java script android français java android tutorial java to android converter java for android tablet java to android java android app java android tutorial java android games java android compiler java android studio THE NEW EDITION OF THE BOOK, COMPLETELY UP-TO-DATE (FOR ANYLOGIC 8.3.2) IS AVAILABLE HERE: <https://www.amazon.com/AnyLogic-Three-Days-Simulation-Modeling-ebook/dp/B07FYP8Y3C>

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