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Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition - Dina Di Giacomo 2019-03-01
Recently, technology and aging have been key research areas in human cognition. The Research Topic "Digital Skills and Life-long Learning: Digital Learning as a New Insight of Enhanced Learning by the Innovative Approach Joining Technology and Cognition" investigated technology's impact on cognitive and intellective processes, highlighting how intensively technology can change and/or enhance the cognitive functioning throughout one's lifespan. The aim of this Research Topic was to provide an outlook through multidisciplinary research and development while addressing the dynamic intersection of cognition, mind, and technology. Our scope was 1) to favor the cognitive technology debate, 2) to overcome the dichotomies of technology and psychology, 3) to emphasize the advances in knowledge and well-being. This Research Topic comprises review studies and original articles, focused on digital skills that enhance human potential. Transversal approaches and cross-sectorial analysis were encouraged, leading to investigation areas related to cognitive and mental processing—in educational, rehabilitation, clinical settings—across aging. Articles of high relevance to the Research Topic were submitted on the subjects of a) research in human performance and human factors, b) new research and technologies addressing the needs of a growing populace, and c) cognitive aging and cognitive rehabilitation research.

TouchDesigner Introduction to GLSL - Davide Santini 2020-09-17
In this book you will find three main sections: how to set up a convenient GLSL workflow in TouchDesigner, a guide on two dimensions drawing and realtime animations, how to generate and bring to life 3D particle systems. Completed with examples, images, code snippets, and project files, this easily accessible guide is the perfect coding companion for new users as well as for professionals, giving you new tools for confidently entering the shader world.

The Room of Lost Souls: A Diving Universe Novella - Kristine Kathryn Rusch 2013-04-01
Boss remembers the Room. It haunts her. Her mother died there. Now, a client wants her to go back. She wants Boss to help her uncover the Room's mysteries. But the truths she discovers might destroy everything Boss holds sacred. The Room of Lost Souls novella also appears in a slightly different form in the novel Diving into the Wreck. "The Room of Lost Souls," Special

Mention, UPC Award, 2007. Winner, Asimov's Readers Choice Award for Best Novella, 2008. The room of the title lurks at the heart of a mysterious space station built by an unknown intelligence; those unfortunate enough to venture into it disappear, die, or both. The station and the Room become an object of obsession and an almost religious devotion for those who search for the key to its mysteries. The characters in the story describe their quest as a pilgrimage: "something religious." It's got a fascinating air of menace... -SF Gospel

Programming Microsoft Visual Basic.Net - Francesco Balena 2002
Accelerate your productivity with Visual Basic® .NET—and quickly create powerful Win32® applications and high-performance, scalable applications for the Web—with this indispensable tutorial and reference. Building on the success of the author's popular programming book for Visual Basic 6.0, this new book teaches you the best practices for porting and reusing existing Visual Basic code in the .NET Framework as well as for exploiting the language's advanced new object-oriented capabilities. It covers the common language runtime (CLR), multithreaded programs, Windows® Forms applications, GDI+ graphic programming, Windows services, ADO.NET classes for database programs, ASP.NET Web Forms, and Web Services. It includes advanced optimization techniques and tips for leveraging the power of the Microsoft® Visual Studio® .NET environment. Topics covered include: Getting started with Visual Basic .NET Modules, variables, and error handling Object-oriented features, including inheritance Delegates and attributes Arrays, lists, and collections Files, directories, and streams Object serialization Regular expressions Threading Assemblies and AppDomains Reflection Windows Forms applications and GDI+ Windows Forms custom control creation Windows services ADO.NET XML ASP.NET Web Forms applications User controls and custom controls XML Web services CD+DVD INSIDE! CD-ROM features: A fully searchable electronic copy of PROGRAMMING MICROSOFT VISUAL BASIC 6.0 Sample applications written in Visual Basic .NET A Note Regarding the CD or DVD The print version of this book ships with a CD or DVD. For those customers purchasing one of the digital formats in which this book is available, we are pleased to offer the CD/DVD content as a free download via O'Reilly Media's Digital Distribution services. To download this content, please visit O'Reilly's web site, search for the title of this book to find its catalog page, and click on the link below the cover image (Examples, Companion Content, or Practice Files). Note that while we provide as much of the media content as we are able via free download, we are sometimes limited by licensing restrictions. Please direct any questions or concerns to booktech@oreilly.com.

A New History of the Humanities - Rens Bod 2013
Offers the first overarching history of the humanities from Antiquity to the present.

Visual Basic 6 Secrets - Harold Davis 1998
Learn the behind-the-scenes tricks and techniques that will take your Visual Basic skills to the next level of programming excellence. Davis provides all the secrets readers need to create sophisticated, robust, full-featured, commercial quality Visual Basic applications.

Microsoft Dynamics NAV 2015 Professional Reporting - Steven Renders 2015-09-18
Discover tips and trick for Dynamics NAV report building About This Book Create and customize reports in Dynamics NAV 2015 using RDLC, Word, Power BI, and Reporting Services Work with different elements in the toolbox such as tablix, which can be used as a List, Table, or Matrix and understand the differences between them and when to use which This book is a pragmatic guide with clear instructions and real-world examples to teach you about the reporting capabilities of Dynamics NAV 2015 Who This Book Is For If you are a consultant, developer, customer, user, or just interested in the reporting capabilities of Dynamics NAV, then this book is for you. Basic knowledge of Dynamics NAV will be helpful. What You Will Learn Understand why reports are designed in a specific way and then apply this knowledge to your advantage Develop document reports using different techniques Apply filtering and sorting, and create groups Use RDLC to visualize information Visualize information, KPIs, and trends using expressions, Gauges, Charts, Data bars, Indicators, and Spark lines Create and optimize your dataset for RDLC and for Word

layouts Use Power BI with Dynamics NAV to bring your data to life Build Reporting Services reports on top of Dynamics NAV In Detail Microsoft Dynamics NAV is a multi-lingual, multi-currency business management solution that organizations use to manage their accounts, supply chain, sales, payroll, and HR. It is an ERP tool for organizations that is fast to implement, easy to configure, and simple to use. It is widely used because simplicity is a part of its development, product design, usability, and implementation. This book will help you to master, analyze, and deliver the most challenging reporting requirements in Dynamics NAV 2015. The book starts by explaining report development and it's different phases such as data model, layout, and testing you go through. It introduces you to RDLC and the different controls in the toolbox, such as the Tablix, in its many forms. You will learn to use expressions to make your layout dynamic and to overcome typical problems. Moving on, the book will teach you to visualize data and be able to understand and read a report as it is intended. You will also learn to use Microsoft Word to create a layout for a report. With Power BI and Power Pivot, Power View, and Power Map, you will learn how easy and powerful it is to bring your data to life, so you can spot trends and perform in depth analysis of your business. Reporting Services is also explained as another way that you can apply the knowledge you have about RDLC to build RDL layouts outside of Dynamics NAV. By the end, you will create different types of charts so you can visualize key performance indicators inside the Dynamics NAV application. Style and approach This book is an essential guide in to understanding what is involved in creating reports in Dynamics NAV and its reporting capabilities.

Java 1.1 - Patrick Naughton 1998
Two leading authors bring their reputations to this hands-on, authoritative reference work on Java. Completely updated and expanded, this second edition covers new technologies such as Java Beans, updated AWT Class information, Java Database Connectivity API, and RMI/CORBA integration.

Museum Object Lessons for the Digital Age - Haidy Geismar 2018-05-14
Museum Object Lessons for the Digital Age explores the nature of digital objects in museums, asking us to question our assumptions about the material, social and political foundations of digital practices. Through four wide-ranging chapters, each focused on a single object – a box, pen, effigy and cloak – this short, accessible book explores the legacies of earlier museum practices of collection, older forms of media (from dioramas to photography), and theories of how knowledge is produced in museums on a wide range of digital projects. Swooping from Ethnographic to Decorative Arts Collections, from the Google Art Project to bespoke digital experiments, Haidy Geismar explores the object lessons contained in digital form and asks what they can tell us about both the past and the future. Drawing on the author's extensive experience working with collections across the world, Geismar argues for an understanding of digital media as material, rather than immaterial, and advocates for a more nuanced, ethnographic and historicised view of museum digitisation projects than those usually adopted in the celebratory accounts of new media in museums. By locating the digital as part of a longer history of material engagements, transformations and processes of translation, this book broadens our understanding of the reality effects that digital technologies create, and of how digital media can be mobilised in different parts of the world to very different effects.

Java - Walter J. Savitch 2004
Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing

libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.

Python for Everybody - Charles R. Severance 2016-04-09
Python for Everybody is designed to introduce students to programming and software development through the lens of exploring data. You can think of the Python programming language as your tool to solve data problems that are beyond the capability of a spreadsheet.Python is an easy to use and easy to learn programming language that is freely available on Macintosh, Windows, or Linux computers. So once you learn Python you can use it for the rest of your career without needing to purchase any software.This book uses the Python 3 language. The earlier Python 2 version of this book is titled "Python for Informatics: Exploring Information".There are free downloadable electronic copies of this book in various formats and supporting materials for the book at www.pythonlearn.com. The course materials are available to you under a Creative Commons License so you can adapt them to teach your own Python course.

Postproduction - Nicolas Bourriaud 2005-01-01
The French writer Nicolas Bourriaud discusses how, since the early nineties, an ever increasing number of artworks have been created on the basis of preexisting works; more and more artists interpret, reproduce, re-exhibit, or use works made by others or available cultural products. This art of postproduction seems to respond to the proliferating chaos of global culture in the information age, which is characterized by an increase in the supply of works and the art worlds annexation of forms ignored or disdained until now. First published in 2002, this 2nd edition contains a new foreword where the author reflects on how the art of postproduction developed over the last couple of years.Nicolas Bourriaud is the co-director of the Palais de Tokyo in Paris. His

previous books include Lère tertiaire (Flammarion), Ésthétique relationnelle (Presses du réel), and Formes de vie (Denoël).

The Principles of Beautiful Web Design - Jason Beaird 2010-11-28
This second edition of The Principles of Beautiful Web Design is the ideal book for people who can build websites, but are seeking the skills and knowledge to visually enhance their sites. This book will teach you how to: Understand the process of what makes "good design," from discovery through to implementation Use color effectively, develop color schemes, and create a palette Create pleasing layouts using grids, the rule of thirds, and symmetry Employ textures: lines, points, shapes, volumes, and depth Apply typography to make ordinary designs look great Choose, edit, and position effective imagery And lots more... This revised, easy-to-follow guide is illustrated with beautiful, full-color examples, and leads readers through the process of creating great designs from start to finish. It also features: Updated information about grid-based design How to design for mobile resolutions Information about the future of web fonts including @font-face Common user-interface patterns and resources

Essentials of Marketing Communications - Jim Blythe 2006
Essentials of Marketing Communications 3rd edition gives students a concise overview of the strategic and tactical decision-making processes involved in marketing communications. It also links the current theories of marketing communications to consumer behaviour issues as well as explaining how marketing communications works in the real world. The text is ideal for those studying marketing communications for the first time.

The 2020 Yearbook of the Digital Ethics Lab - Josh Cowls 2021-11-19
This annual edited volume presents an overview of cutting-edge research areas within digital ethics as defined by the Digital Ethics Lab of the University of Oxford. It identifies new challenges and opportunities of influence in setting the research agenda in the field. The 2020 edition of the yearbook presents research on the following topics: governing digital health, visualising governance, the digital afterlife, the possibility of an AI winter, the limits of design theory in

philosophy, cyberwarfare, ethics of online behaviour change, governance of AI, trust in AI, and Emotional Self-Awareness as a Digital Literacy. This book appeals to students, researchers and professionals in the field.

Streaming Systems - Tyler Akidau 2018-07-16 Streaming data is a big deal in big data these days. As more and more businesses seek to tame the massive unbounded data sets that pervade our world, streaming systems have finally reached a level of maturity sufficient for mainstream adoption. With this practical guide, data engineers, data scientists, and developers will learn how to work with streaming data in a conceptual and platform-agnostic way. Expanded from Tyler Akidau's popular blog posts "Streaming 101" and "Streaming 102", this book takes you from an introductory level to a nuanced understanding of the what, where, when, and how of processing real-time data streams. You'll also dive deep into watermarks and exactly-once processing with co-authors Slava Chernyak and Reuven Lax. You'll explore: How streaming and batch data processing patterns compare The core principles and concepts behind robust out-of-order data processing How watermarks track progress and completeness in infinite datasets How exactly-once data processing techniques ensure correctness How the concepts of streams and tables form the foundations of both batch and streaming data processing The practical motivations behind a powerful persistent state mechanism, driven by a real-world example How time-varying relations provide a link between stream processing and the world of SQL and relational algebra

Python for Informatics - Charles Severance 2013-09-02 This book is designed to introduce students to programming and computational thinking through the lens of exploring data. You can think of Python as your tool to solve problems that are far beyond the capability of a spreadsheet. It is an easy-to-use and easy-to learn programming language that is freely available on Windows, Macintosh , and Linux computers. There are free downloadable copies of this book in various electronic formats and a self-paced free online course where you can explore the course materials. All the supporting materials for the book are available under open and remixable licenses. This book is designed to teach people to program even if they have no prior experience.

Fundamentals Of Data Structures In C(Pul) - Horowitz Ellis Sahni Sartaj & Anderson-Freed Susan 2008 The classic data structure textbook provides a comprehensive and technically rigorous introduction to data structures such as arrays, stacks, queues, linked lists, trees and graphs, and techniques such as sorting hashing that form the basis of all software. In addition, it presents advanced of specialized data structures such as priority queues, efficient binary search trees, multiway search trees and digital search structures. The book now discusses topics such as weight biased leftist trees, pairing heaps, symmetric min-max heaps, interval heaps, top-down splay trees, B+ trees and suffix trees. Red-black trees have been made more accessible. The section on multiway tries has been significantly expanded and several trie variations and their application to Interner packet forwarding have been disused.

Droog Design - Droog Design 1998 Recente, vernieuwende ontwerpen voor meubels en interieur-objecten van jonge Nederlandse vormgevers, samengebracht onder de noemer 'Droog Design'.

An Engineer's Alphabet - Henry Petroski 2011-10-10 Written by America's most famous engineering storyteller and educator, this abecedarium is one engineer's selection of thoughts, quotations, anecdotes, facts, trivia and arcana relating to the practice, history, culture and traditions of his profession. The entries reflect decades of reading, writing, talking and thinking about engineers and engineering, and range from brief essays to lists of great engineering achievements. This work is organized alphabetically and more like a dictionary than an encyclopedia. It is not intended to be read from first page to last, but rather to be dipped into, here and there, as the mood strikes the reader. In time, it is hoped, this book should become the source to which readers go first when they encounter a vague or obscure reference to the softer side of engineering.

Getting Started with Arduino - Massimo Banzi

2011-09-13
Presents an introduction to the open-source electronics prototyping platform.

BPMN Method and Style - Bruce Silver 2009 Creating business process models that can be shared effectively across the business - and between business and IT - demands more than a digest of BPMN shapes and symbols. It requires a step-by-step methodology for going from a blank page to a complete process diagram. It also requires consistent application of a modeling style, so that the modeler's meaning is clear from the diagram itself. Author Bruce Silver explains not only the meaning and proper usage of the entire BPMN 2.0 palette, but calls out the working subset that you really need to know. He also reveals the hidden assumptions of core concepts left unexplained in the spec, the key to BPMN's deeper meaning. The book addresses BPMN at three levels, with primary focus on the first two. Level 1, or descriptive BPMN, uses a basic working set of shapes and symbols to meet the needs of business users doing process mapping. Level 2, or analytical BPMN, is aimed at business analysts and architects. It takes advantage of BPMN's expressiveness for detailing event and exception handling, key to analyzing and improving process performance and quality. Level 3, or executable BPMN, is brand new in BPMN 2.0. Here the XML underneath the diagram shapes becomes an executable design can be deployed to a process engine to automate the process. The method and style detailed in the book aligns these three levels, facilitating business-IT collaboration throughout the process lifecycle. Inside the book you'll find discussions, illustrated with over 100 examples, about: The questions BPMN asks, and does not ask The meaning of basic concepts like starting and completing, sending and receiving, waiting and listening Subprocesses and hierarchical modeling style The five basic steps in creating Level 1 models Event and exception-handling patterns Branching and merging patterns Level 2 modeling method Elements of BPMN style: element usage and diagram composition

Bash Guide for Beginners (Second Edition) - Machtelt Garrels 2010 The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

Suzanne Syz - Suzanne Syz 2013-03-18 "Born in Zurich and educated in Paris, jewelry designer Suzanne Syz moved to New York City in the 1980s where she encountered legendary artists Andy Warhol, Jean-Michel Basquiat, Julian Schnabel, Francesco Clemente, and Jeff Koons. Her relationships with these creative spirits greatly influenced her impressive contemporary art collection, and acted as a catalyst for her unique jewelry designs. Frustrated that she couldn't find the jewelry she wanted, Syz began crafting her own pieces in the mid-1990s. Today, the Geneva-based designer boasts a client list including the likes of Elizabeth Taylor, Princess Glora von Thurn und Taxis, the Archduchess Francesca von Habsburg-Thyssen, and Michelle Yeoh. Inspired by nature, childhood fairy tales, art, and her extensive travels, her one-of-a-kind creations are infused with an unparalleled sense of whimsy, joy, and magic"--Publisher's web site.

Visual C++ 6 For Dummies - Michael Hyman 1998-09-08 Learn C++ the fun and easy way! Three good reasons to learn C++: It's available for DOS, Windows, OS/2, Mac OS, and nearly every other operating system out there, making it one of the most portable languages around. C++ is very powerful. It's used to create products such as Excel and Access, and it's used in MIS departments and consultants to create mission critical applications for business and government. And, it's one of the most popular languages in the world. But, before you master C++, you need to get a handle on Visual C++, a set of powerful development tools for writing C++ programs. Visual C++ 6 For Dummies is your complete guide to the Visual C++ environment and C++ programming. It gets you up and running with the code, confidence and

cunning you need to start programming powerful utilities, cool games, or multimedia masterpieces. In no time you'll: • Master the Visual C++ development environment, libraries, wizards, editors, compilers, and debugger • Develop reliable code using object-oriented programming • Unravel the mysteries of variables, statements, and pointers • Add class and inheritance to your programs • Use streams and exception handling • Manage complex projects using the visual project show • Debug programs and correct syntax errors Visual C++ 6 For Dummies covers all the bases of with clear, accessible instructions, sample programs and lots of source code. Ideal for complete newcomers to C++ and experienced C++ programmers alike, it's divided in three sections: • A quick-guide to Visual C++—covers the main features of the programming environment, tools, and utilities • A practical overview of C++ programming fundamentals—walks you through the development of several C++ programs • A practical introduction to object-oriented programming—a great primer for beginners and experienced C++ programmers And as if all that weren't enough, you also get online access to download all of the code files from the book. Visual C++ 6 For Dummies gives you everything you need to master Visual C++ and harness the power and portability of C++ today!

Elements of Software Science - Maurice Howard Halstead 1977
Book Designed for Computer Professional Linguists, Psychologists, & Mathematicians. Summarizes the Research in Field of Human/Machine Interaction.

Conditional Design: Workbook - Andrew Blauvelt 2013
Conditional design is a design method formulated by the graphic designers Luca Maurer, Jonathan Puckey, Roel Wouters and the artist Edo Paulus, in which conditions and rules of play are drawn up that invite cooperation within a 'regulated' process towards an unpredictable design or result.

Java - Harvey M. Deitel 1999
Completely revised and updated to cover the new features in the 1.2 release of Java, this book is a comprehensive look at learning how to program in Java. The book covers all facets of the Java language, including object-orientation, multithreading, exception-handling, the new event model, the graphics capabilities of the new Abstract Windows Toolkit, and the new APIs.

Principles of Marketing - Gary M. Armstrong 2018
An introduction to marketing concepts, strategies and practices with a balance of depth of coverage and ease of learning. Principles of Marketing keeps pace with a rapidly changing field, focussing on the ways brands create and capture consumer value. Practical content and linkage are at the heart of this edition. Real local and international examples bring ideas to life and new feature 'linking the concepts' helps students test and consolidate understanding as they go. The latest edition enhances understanding with a unique learning design including revised, integrative concept maps at the start of each chapter, end-of-chapter features summarising ideas and themes, a mix of mini and major case studies to illuminate concepts, and critical thinking exercises for applying skills.

Good Science - Charis Thompson 2013-12-20
An examination of a decade and a half of political controversy, ethical debate, and scientific progress in stem cell research. After a decade and a half, human pluripotent stem cell research has been normalized. There may be no consensus on the status of the embryo—only a tacit agreement to disagree—but the debate now takes place in a context in which human stem cell research and related technologies already exist. In this book, Charis Thompson investigates the evolution of the controversy over human pluripotent stem cell research in the United States and proposes a new ethical approach for "good science." Thompson traces political, ethical, and scientific developments that came together in what she characterizes as a "procurial" framing of innovation, based on concern with procurement of pluripotent cells and cell lines, a pro-cures mandate, and a proliferation of bio-curatorial practices. Thompson describes what she calls the "ethical choreography" that allowed research to go on as the controversy continued. The intense ethical attention led to some important discoveries as scientists attempted to "invent around" ethical roadblocks. Some ethical concerns were highly legible; but others were hard to raise in the

dominant procurial framing that allowed government funding for the practice of stem cell research to proceed despite controversy. Thompson broadens the debate to include such related topics as animal and human research subjecthood and altruism. Looking at fifteen years of stem cell debate and discoveries, Thompson argues that good science and good ethics are mutually reinforcing, rather than antithetical, in contemporary biomedicine.

Formafantasma - Studio Formafantasma 2014 According to the Museum, "This retrospective will focus not only on objects and installations but also on the creative process and mental world of Studio Formafantasma. The title of the exhibition refers to alchemy: the transformation of everyday raw materials into precious goods. Andrea Trimarchi and Simone Farresin do something similar as designers. An extensive research and work process results in products and installations that raise questions about the role of industry, globalisation and sustainability."

Word for Windows 95 - Joyce J. Nielsen 1995 A short reference that visually presents the most essential Word for Windows 95 tasks along with the most efficient way to accomplish each of those tasks. Coded by task category that is organized alphabetically, the reference makes it easy to locate information. Tasks are also listed alphabetically within common topic areas.

Think Python - Allen B. Downey 2015-12-02 If you want to learn how to program, working with Python is an excellent way to start. This hands-on guide takes you through the language a step at a time, beginning with basic programming concepts before moving on to functions, recursion, data structures, and object-oriented design. This second edition and its supporting code have been updated for Python 3. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Python is ideal for students at the high school or college level, as well as self-learners, home-schooled students, and professionals who need to learn programming basics. Beginners just getting their feet wet will learn how to start with Python in a browser. Start with the basics, including language syntax and semantics Get a clear definition of each programming concept Learn about values, variables, statements, functions, and data structures in a logical

progression Discover how to work with files and databases Understand objects, methods, and object-oriented programming Use debugging techniques to fix syntax, runtime, and semantic errors Explore interface design, data structures, and GUI-based programs through case studies

Visual Studio 2019 In Depth - Du Preez Ockert J. 2019-09-20 Step-by-step guide to all the tools and extensions in the Visual Studio 2019 IDEKey featuresa-Create and use custom IDE extensionsa- Find, download, and use the best IDE extensions for web, mobile, Azure, and Windowsa- Enhance programming experience and time with debugging toolsa- Enhance coding capabilities with coding toolsa- Test projects proactivelya-Create powerful web, mobile, and Azure solutions for the real worldDescriptionThis book peeks into every corner of the Visual Studio IDE and will help you get started with the latest 2019 version. Right from installation, you'll discover new features within the tool and the optimal way to use the features you may already know. You'll learn, for example, how to extend Visual Studio with your own customizations, so that you can make it perform the way you want. You will then explore everything about NuGet package, test applications using Live Unit Testing, and learn how to make code templates using the T4 code generation tool. You'll get to grips with the richer JavaScript IntelliSense, which will help you focus more on coding. Moving on, you'll learn to work with the dedicated workloads for data storage and data science. You will also review the more advanced architecture tools concealed within the IDE and finally create cloud-first applications powered by Microsoft Azure using the built-in suite of Azure tools.What will you learnBy the end of the book, you will be able to tackle any solution for any platform head-on. You will create real-world solutions from start to finish. By using the tools and extensions outlined in this book, you will be able to code better and faster, debug better, share your code with more peers, test your code better, and install or publish your apps quicker and without issues.Who this book is forThe book is intended for any .NET developer. You can be a seasoned developer or a newbie just starting out. This book will play a pivotal role in presenting all the tools you need to become a better

developer.Table of contents1. Getting started with Visual Studio2. Digging in the Visual Studio IDE3. IntelliSense4. Language & coding changes in C#5. What's new in .Net core6. Built-in tools7. Debugging tools8. Testing tools9. ASP.NET tools10. Mobile tools11. Azure tools12. IDE extensions13. ASP.NET extensions14. Mobile extensions15. Azure DevOps extensionsAbout the authorOckert du Preez is a self-taught developer who started learning programming since the days of QBasic. He has written several articles over the years detailing his programming quests and adventures. .NET is his second love, just after his wife and kid. He has always been an avid supporter of .NET since the beginning, and is an expert in VB and C#.He was given the Microsoft Most Valuable Professional Award for .NET (2008-2017). He has worked as a moderator and an article reviewer and currently writes articles for CodeGuru, Developer.com, DevX, and the Database journal.His blog: https://www.codeguru.com/member.php/Hannes+DuPreez/

Getting Started with Processing.py - Allison Parrish 2016-05-11
Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

The Design of Everyday Life - Elizabeth Shove 2007-01-01
How do common household items such as basic plastic house wares or high-tech digital cameras transform our daily lives? This title considers this question, from the design of products through to their use in the home. It looks at how everyday objects, ranging from screwdrivers to photo management software, are used on a practical level.

Nowtopia - Chris Carlsson 2008
The future is now! Practical rebels reshape our assumptions about science, technology, and human potential.

Educational Robotics in the Makers Era - Dimitris Alimisis 2017-03-13
This book includes papers presented at the International Conference "Educational Robotics 2016 (EDUROBOTICS)", Athens, November 25, 2016. The papers build on constructivist and constructionist pedagogy and cover a variety of topics, including teacher education, design of educational robotics activities, didactical models, assessment methods, theater robotics, programming & making electronics with Snap4Arduino, the Duckietown project, robotics driven by tangible programming, Lego Mindstorms combined with App Inventor, the Orbital Education Platform, Anthropomorphic Robots and Human Meaning Makers in Education, and more. It provides researchers interested in educational robotics with the latest advances in the field with a focus on science, technology, engineering, arts and mathematics (STEAM) education. At the same time it offers teachers and educators from primary to secondary and tertiary education insights into how educational robotics can trigger the development of technological interest and 21st century skills in STEAM education (creative thinking, team working, problem solving).

Audio Branding - Kai Bronner 2009
Audio branding â?? also known as sound branding or sonic branding â?? describes brand communication through sound, using brand sound elements like an audio logo, a brand song, or a brand voice. So far, time and money have been spent mostly on visual branding. Sound hasn't been heavily treated as a brand element that needs to be designed. The emergence of new media and devices with built-in audio delivery â?? such as podcasts, audiobooks, and smartphones â?? expands the opportunities for audio branding. This also increases the risks of causing noise pollution and a sonic mess. Consequently, the use of sound in brand communication demands careful attention. The articles in this book deal with functions of sound, the basics and principles of brand communication and audio branding, multi-sensory aspects of brand communication, and legal matters concerning soundmarks. In case studies on projects with international brands, leading experts provide insight into what audio branding actually means in practice. This

compilation is based on the German publication Audio-Branding, that was released in 2007.

Mathematics for Physics - Michael Stone 2009-07-09

An engagingly-written account of mathematical tools and ideas, this book provides a graduate-level introduction to the mathematics used in research in physics. The first half of the book focuses on the traditional mathematical methods of physics – differential and integral equations, Fourier series and the calculus of variations. The second half contains an introduction to more advanced subjects, including differential geometry, topology and complex variables. The authors' exposition avoids excess rigor whilst explaining subtle but important points often glossed over in more elementary texts. The topics are illustrated at every stage by carefully chosen examples, exercises and problems drawn from realistic physics settings. These make it useful both as a textbook in advanced courses and for self-study. Password-protected solutions to the exercises are available to instructors at www.cambridge.org/9780521854030.