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## Vance Gortman

Practical Subversion Garrett Rooney,2008-01-01 \* Gets right to what you need to know; Covers advanced topics not documented in other books. \* Eases transition from other Version Control systems. \* Explains how to integrate Subversion with common development tools; Shows you how to embed Subversion in your own programs. \* Rooney is one of the Subversion developers.

Web Development with Django Ben Shaw,Saurabh Badhwar,Andrew Bird,Bharath Chandra K S,Chris Guest,2021-02-25 Django is a popular Python-based framework for web application development. Like Python, Django is easy for beginners to learn and enables constant progress. This book will help aspiring web developers gain the skills to use Django to develop robust web apps.

**Uncracked Codes and Ciphers** Vance Gortman,2016-03-14 The greatest unsolved problems that are, or are thought to be, codes or ciphers.

*Practical Web Design* Philippe Hong,2018-04-30 Web design is the process of creating websites. It encompasses several different aspects, including webpage layout, content production, and graphic design. This book offers you everything you need to know for building your websites.

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**Web Standards** Leslie Sikos,2014-12-29 Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common web design problems, and gives you a deep understanding of web standards and how they can be implemented to improve your web sites. You will learn how to develop fully standards-compliant, mobile-friendly, and search engine-optimized web sites that are robust, fast, and easy to update while providing excellent user experience and interoperability. The book covers all major web standards for markup, style sheets, web typography, web syndication, semantic annotations,

and accessibility. This edition has been fully updated with the latest in web standards, including the finalized HTML5 vocabulary and the full list of CSS3 properties. Web Standards: Mastering HTML5, CSS3, and XML is also a comprehensive guide to current and future standards for the World Wide Web, demonstrating the implementation of new technologies to address the constantly growing user expectations. Web Standards: Mastering HTML5, CSS3, and XML presents step-by-step guides based on solid design principles and best practices, and shows the most common web development tools and web design frameworks. You will master HTML5 and its XML serialization, XHTML5, the new structuring and multimedia elements, the most important HTML5 APIs, and understand the standardization process of HTML 5.1, HTML 5.2, and future HTML5 versions.

**Windows 8 MVVM Patterns Revealed** Ashish Ghoda,2013-02-01 The Model-View-View-Model (MVVM) pattern is held in high regard by many developers as an excellent way of creating sophisticated modern applications. It's clear separation of presentation and business logic produces a clean implementation that promotes speed, scalability and code reuse in applications with a complex UI. These strengths have found it favor with WPF and Silverlight developers. It is now increasingly being employed for Windows 8 apps, a purpose to which it is ideally suited as this book will show. In this brief, information-rich, guide we will show you how MVVM works with both XAML (C#) and HTML5 (JavaScript) flavors of Windows 8. Beginning with a brief recap of MVVM concepts under .NET - to provide a common frame of reference - we will then delve into the details of how MVVM can best be implemented in Metro-style apps for Windows 8 and show a working application framework in each case.

**The World Book Encyclopedia** ,2002 An encyclopedia designed especially to meet the needs of elementary, junior high, and senior high school students.

**Service Worker Development Cookbook** Sean Amarasinghe,2016-09-01 Build highly available and performant native web applications that seamlessly integrate with third-party APIs About This Book Get straight into the action with step-by-step recipes that show you how to put Service Workers to work Find out what Service Workers can do for your app, then do it! Get the first in-depth look at this important new feature for web developers Who This Book Is For Web developers, mobile application developers, and software engineers with any level of knowledge can use this book. You should be familiar with JavaScript and HTML. What You Will Learn Display a custom offline page Cache critical resources for offline use Implement offline Google Analytics Get network responses offline Implement push notifications Improve performance of your app In Detail It would be nice to have web apps that work offline and send push notifications. This is now possible with Service Workers, which can add native-like functionality to your web apps without requiring a download. This book will get your mobile and web apps functioning without Internet connectivity, improve performance and network interaction in order to increase the level of availability, and show you how to build performant applications that seamlessly integrate with third-

party APIs. We'll show you how to add Service Worker functionality to web apps and sites, access offline content through basic and advanced techniques, and build powerful interactive system notifications. We'll also teach you about cache functionality and assets to provide immediate load even over narrow connections. We conclude by giving you various tips to improve app performance, including the background sync technique. By the end of this book, you'll know build high performing and faster web and mobile applications with Service Workers. Style and approach This book provides lots of task-oriented, practical, and inspiring ways to put Service Workers to work. Step-by-step instructions will guide you through every task.

*Windows 8.1 Apps with XAML and C# Sams Teach Yourself in 24 Hours* Adam Nathan, 2014-05-26 Learn how to build great Windows Store apps! Figures and code appear as they do in Visual Studio. In just 24 sessions of one hour or less, Sams Teach Yourself Windows 8.1 Apps with XAML and C# in 24 Hours will help you build compelling apps for Windows 8.1 devices of all kinds. Using this book's straightforward approach, you'll learn to design and build apps, create flexible user interfaces, handle inputs, integrate controls, and more. Step by step, you'll discover how to leverage XAML's visual richness and the immense power of Windows 8.1. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through today's most common XAML and C# development tasks. Quizzes at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Create user interfaces that adapt to any device, from tablets to high-def TVs Handle input from touch, mouse, pen, and keyboard Manage the entire Windows 8.1 app lifecycle and all execution states Master powerful XAML controls for text, images, audio, video, and more Integrate vector graphics that scale perfectly to any size Apply rich animations Work with styles, templates, and visual states Exploit the Windows charms within your apps Take full advantage of data binding and contracts Read data from sensors and control external devices Provide dynamic updates via live tiles, notifications, and the lock screen Discover the many ways to monetize your Windows Store apps

*Pro Android Web Game Apps* Juriy Bura, Paul Coates, 2012-12-03 Dive into game development and create great multiplayer online games with Pro Android Web Game Apps. This hands-on guide covers both the theory and practice of browser game development for the Android platform. You'll use cutting-edge technologies to make game engines in your browser, establish real-time server communication, and create amazing gaming experiences with artificial intelligence and rich media. Bring your knowledge of HTML and JavaScript to the next level with Pro Android Web Game Apps. You are guided through exciting projects that give you firsthand experience with core game app development concepts. You'll start with a blank HTML page, and by the end of the book, have the skills needed to create a multiplayer online game with rich

graphics, sound, animation, and more—even if you have no previous games development or server-side experience.

*Sass and Compass in Action* Brandon Mathis, Wynn Netherland, Chris Eppstein, Nathan Weizenbaum, 2013-07-25 Summary  
Sass and Compass in Action is the definitive guide to stylesheet authoring using these two revolutionary tools. Written for both designers and developers, this book demonstrates the power of both Sass and Compass through a series of examples that address common pain points associated with traditional stylesheet authoring. The book begins with simple topics such as CSS resets and moves on to more involved topics such as grid frameworks and CSS3 vendor implementation differences. About this Book For 15 years, we've been using CSS to patiently paint the web by hand. No more! Sass and Compass add scripting and a library of components to standard CSS so you can simplify stylesheet authoring, automate tedious tasks, and add dynamic styling features to your pages. Think of Sass and Compass as power tools that allow you to paint with remarkable speed and precision. Sass and Compass in Action is a hands-on guide to stylesheet authoring using these two revolutionary tools. This practical book shows you how to eliminate common CSS pain points and concentrate on making your pages pop. You'll begin with simple topics like CSS resets and then progress to more substantial challenges like building a personal stylesheet framework to bundle and reuse your own approaches and opinions. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside CSS for desktop and mobile web apps Loaded with examples and reusable techniques Authors are Sass and Compass creators and core team members About the Authors Wynn Netherland is a full stack web developer who co hosts The Changelog Podcast. Chris Eppstein is the creator of Compass and a member of the Sass core team. Brandon Mathis is a passionate professional web designer with deep Sass skills. Nathan Weizenbaum is the creator and lead developer of Sass. Table of Contents PART 1: GETTING ACQUAINTED WITH SASS AND COMPASS Sass and Compass make stylesheets fun again Basic Sass syntax PART 2: USING SASS AND COMPASS IN PRACTICE CSS grids without the math Eliminate the mundane using Compass CSS3 with Compass PART 3: TUNING FOR PRODUCTION Spriting From prototype to production High-performance stylesheets PART 4: ADVANCED SASS AND COMPASS Scripting with Sass Creating and sharing a Compass extension

**Learning Apache OpenWhisk** Michele Sciabarrà, 2019-07-03 Serverless computing greatly simplifies software development. Your team can focus solely on your application while the cloud provider manages the servers you need. This practical guide shows you step-by-step how to build and deploy complex applications in a flexible multicloud, multilanguage environment using Apache OpenWhisk. You'll learn how this platform enables you to pursue a vendor-independent approach using preconfigured containers, microservices, and Kubernetes as your cloud operating system. Michele Sciabarrà demonstrates how to build a serverless application using classical design patterns and the programming language or languages that best fit your task. You'll start by building a simple serverless application hands-on before diving into the more complex aspects of the OpenWhisk platform. Examine how OpenWhisk's serverless architecture works, including the use of

packages, actions, sequences, triggers, rules, and feeds Learn how OpenWhisk compares to existing architectures, such as Java Enterprise Edition Manipulate OpenWhisk features using the command-line interface or a JavaScript API Design applications using common Gang of Four design patterns Use architectural design patterns such as model-view-controller to combine several OpenWhisk actions Learn how to test and debug your code in a serverless environment

Web Components in Action Benjamin Farrell,2019-08-15 Summary Web Components are a standardized way to build reusable custom elements for web pages and applications using HTML, CSS, and JavaScript. A Web Component is well-encapsulated, keeping its internal structure separate from other page elements so they don't collide with the rest of your code. In Web Components in Action you'll learn to design, build, and deploy reusable Web Components from scratch. Foreword by Gray Norton. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology The right UI can set your sites and web applications apart from the ordinary. Using the Web Components API, you can build Custom Elements and then add them to your pages with just a simple HTML tag. This standards-based design approach gives you complete control over the style and behavior of your components and makes them radically easier to build, share, and reuse between projects. About the Book Web Components in Action teaches you to build and use Web Components from the ground up. You'll start with simple components and component-based applications, using JavaScript, HTML, and CSS. Then, you'll customize them and apply best design practices to maximize reusability. Through hands-on projects, you'll learn to build production-ready Web Components for any project, including color pickers, advanced applications using 3D models, mixed reality, and machine learning. What's inside Creating reusable Custom Elements without a framework Using the Shadow DOM for ultimate component encapsulation Leveraging newer JS features to organize and reuse code Fallback strategies for using Web Components on older browsers About the Reader Written for web developers experienced with HTML, CSS, and JavaScript. About the Author Ben Farrell is a Senior Experience Developer at Adobe working on the Adobe Design Prototyping Team. Table of Contents PART 1 - FIRST STEPS The framework without a framework Your first Web Component Making your component reusable The component lifecycle Instrumenting a better web app through modules PART 2 - WAYS TO IMPROVE YOUR COMPONENT WORKFLOW Markup Managed Templating your content with HTML The Shadow DOM Shadow CSS Shadow CSS rough edges PART 3 - PUTTING YOUR COMPONENTS TOGETHER A real-world UI component Building and supporting older browsers Component testing Events and application data flow Hiding your complexities

Windows 8.1 Apps with XAML and C# Unleashed Adam Nathan,2013 Provides information on building touch-based applications for Windows 8.1 using C# and XAML.

**IOS 7 Programming Cookbook** Vandad Nahavandipoor,2013-10-14 Overcome the vexing issues you're likely to face when creating apps for the iPhone, iPad, or iPod touch. With new and thoroughly revised recipes in this updated cookbook,

you'll quickly learn the steps necessary to work with the iOS 7 SDK—including ways to store and protect data, send and receive notifications, enhance and animate graphics, manage files and folders, and take advantage of UI Dynamics.

**Storytelling with Data** Cole Nussbaumer Knaflic, 2015-10-09 Don't simply show your data—tell a story with it! Storytelling with Data teaches you the fundamentals of data visualization and how to communicate effectively with data. You'll discover the power of storytelling and the way to make data a pivotal point in your story. The lessons in this illuminative text are grounded in theory, but made accessible through numerous real-world examples—ready for immediate application to your next graph or presentation. Storytelling is not an inherent skill, especially when it comes to data visualization, and the tools at our disposal don't make it any easier. This book demonstrates how to go beyond conventional tools to reach the root of your data, and how to use your data to create an engaging, informative, compelling story. Specifically, you'll learn how to: Understand the importance of context and audience Determine the appropriate type of graph for your situation Recognize and eliminate the clutter clouding your information Direct your audience's attention to the most important parts of your data Think like a designer and utilize concepts of design in data visualization Leverage the power of storytelling to help your message resonate with your audience Together, the lessons in this book will help you turn your data into high impact visual stories that stick with your audience. Rid your world of ineffective graphs, one exploding 3D pie chart at a time. There is a story in your data—Storytelling with Data will give you the skills and power to tell it!

Universal Windows Apps with XAML and C# Unleashed Adam Nathan, 2015 With Microsoft new Universal Windows Apps tools, it's easy to share code between Windows 8.1 and Windows Phone 8.1 XAML apps. Now, developers can deliver beautiful end user experiences on all new Windows devices, with radically less cost and development effort. This means they can painlessly extend their conventional PC development work to fast-growing tablet and smartphone markets. In Universal Windows Apps with XAML and C# Unleashed, the world's #1 XAML expert shows Windows developers how to do all this, and more. Just as he did in previous best-sellers like Windows Presentation Foundation Unleashed and Windows 8 Apps with XAML and C# Unleashed, Adam Nathan delivers comprehensive coverage, accessible explanations, and plenty of outstanding full-color code samples. Drawing on his unsurpassed experience with modern Windows mobile development, Nathan shows how to build the apps you want to build -- not just the apps Microsoft's SDK makes easy. You'll learn how to unify your Visual Studio code bases for assets ranging from user controls to styles, graphics, and animation. You'll even learn how to unify your monetization, delivering apps and in-app purchases on both Windows and Windows Phone through a single purchase.

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Mastering Front-End Web Development (HTML, Bootstrap, CSS, SEO, Cordova, SVG, ECMAScript, JavaScript, WebGL, Web Design and many more.) Chong Lip Phang, 2020-11-20 As opposed to back-end web development which deals with servers, front-end web development focuses on the end users' interactions with a website on a browser. A skillful front-end

web developer knows more than just the basics of HTML, CSS and JavaScript. Going beyond the major web-based languages, this book represents an attempt to compile all the knowledge needed to become a professional front-end web developer. The reader will be introduced to more than 200 web extensions, frameworks, tools, and libraries, along with a complete illustration of all Web APIs known to the world today. Overview: Chapter 1: Development Environments Chapter 2: HTML 5.2 Chapter 3: Bootstrap 5 Chapter 4: CSS 3 Chapter 5: SEO Chapter 6: Cordova Chapter 7: SVG Chapter 8: ECMAScript 2020 / ES11 Chapter 9: HTML DOM Chapter 10: Advanced Web APIs Chapter 11: jQuery 3.5 Chapter 12: Extensions and Tools Chapter 13: Canvas Chapter 14: WebGL \*\* special note: this book partially overlaps with two books by the same author: 1) Web Coding Bible (18 Books in 1) 2) An Effective Guide to Modern JavaScript (ECMAScript 2017 / ES8)

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