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*A 34-week course for the classroom or at home. Step-by-step instructions for each of the 33 fun projects are provided, along with 1 day of practice after each lesson. Students learn Word, Excel, PowerPoint and Publisher using the 2016 versions. Brainball attempts to provide a foundation for doing inquiry as well as lesson plans to enact that process. A unique book-and-video package presented by Java guru Yakov Fain As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. The latest version includes numerous updates that both novice and experienced developers need to know. With this invaluable book-and-video package, Java authority Yakov Fain fully covers Java's new features as well as its language extensions, classes*

and class methods, and the Swing Application Framework. For each lesson that he discusses in the book, there is an accompanying instructional video to reinforce your learning experience. Lessons include: Introducing Java Eclipse IDE Object-Oriented Programming Class Methods Back to Java Basics Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Introducing the Graphic User Interface Event Handling in UI Introduction to Java Applets Developing a Tic-Tac-Toe Applet Developing a Ping-Pong Game Error Handling Introduction to Collections Introduction to Generics Working with Streams Java Serialization Network Programming Processing E-Mails with Java Introduction to Multi-Threading Digging Deeper into Concurrent Execution Working with Databases Using JDBC Swing with JTable Annotations and Reflection Remote Method Invocation Java EE 6 Overview Programming with Servlets JavaServer Pages Developing Web Applications with JSF Introducing JMS and MOM Introducing JNDI Introduction to Enterprise JavaBeans Introduction to the Java Persistence API Working with RESTful Web Services Introduction to Spring MVC Framework Introduction to Hibernate Framework Bringing JavaFX to the Mix Java Technical Interviews Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at [wrox.com](http://wrox.com) using a link provided in the interior of the e-book. Accessible, easy to read case-studies in real-world project management challenges, each case study contains a story of the problem followed by an examination of the solution presented in easy to understand language. *Get Programming: Learn to code with Python* teaches you the basics of computer programming using the Python language. In this exercise-driven book, you'll be doing something on nearly every page as you work through 38 compact lessons and 7 engaging capstone projects. By exploring the crystal-clear illustrations, exercises that check your understanding as you go, and tips for what to try next, you'll start thinking like a programmer in no time. This book works perfectly alongside our video course *Get Programming with Python in Motion*, available exclusively at [Manning.com](http://Manning.com): [www.manning.com/livevideo/get-programming-with-python-in-motion](http://www.manning.com/livevideo/get-programming-with-python-in-motion) Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. *What's Inside Programming* skills you can use in any language *Learn to code—no experience required* *Learn Python*, the language for beginners Dozens of exercises and examples help

you learn by doing About the Reader No prior programming experience needed. Table of Contents LEARNING HOW TO PROGRAM Lesson 1 - Why should you learn how to program? Lesson 2 - Basic principles of learning a programming language UNIT 1 - VARIABLES, TYPES, EXPRESSIONS, AND STATEMENTS Lesson 3 - Introducing Python: a programming language Lesson 4 - Variables and expressions: giving names and values to things Lesson 5 - Object types and statements of code 46 Lesson 6 - Capstone project: your first Python program-convert hours to minutes UNIT 2 - STRINGS, TUPLES, AND INTERACTING WITH THE USER Lesson 7 - Introducing string objects: sequences of characters Lesson 8 - Advanced string operations Lesson 9 - Simple error messages Lesson 10 - Tuple objects: sequences of any kind of object Lesson 11 - Interacting with the user Lesson 12 - Capstone project: name mashup UNIT 3 - MAKING DECISIONS IN YOUR PROGRAMS Lesson 13 - Introducing decisions in programs Lesson 14 - Making more-complicated decisions Lesson 15 - Capstone project: choose your own adventure UNIT 4 - REPEATING TASKS Lesson 16 - Repeating tasks with loops Lesson 17 - Customizing loops Lesson 18 - Repeating tasks while conditions hold Lesson 19 - Capstone project: Scrabble, Art Edition UNIT 5 - ORGANIZING YOUR CODE INTO REUSABLE BLOCKS Lesson 20 - Building programs to last Lesson 21 - Achieving modularity and abstraction with functions Lesson 22 - Advanced operations with functions Lesson 23 - Capstone project: analyze your friends UNIT 6 - WORKING WITH MUTABLE DATA TYPES Lesson 24 - Mutable and immutable objects Lesson 25 - Working with lists Lesson 26 - Advanced operations with lists Lesson 27 - Dictionaries as maps between objects Lesson 28 - Aliasing and copying lists and dictionaries Lesson 29 - Capstone project: document similarity UNIT 7 - MAKING YOUR OWN OBJECT TYPES BY USING OBJECT-ORIENTED PROGRAMMING Lesson 30 - Making your own object types Lesson 31 - Creating a class for an object type Lesson 32 - Working with your own object types Lesson 33 - Customizing classes Lesson 34 - Capstone project: card game UNIT 8 - USING LIBRARIES TO ENHANCE YOUR PROGRAMS Lesson 35 - Useful libraries Lesson 36 - Testing and debugging your programs Lesson 37 - A library for graphical user interfaces Lesson 38 - Capstone project: game of tag Appendix A - Answers to lesson exercises Appendix B - Python cheat sheet Appendix C - Interesting Python libraries The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC Classroom in a Book®, the best-selling series of hands-on software

training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the same lesson files that appear on the included DVD in addition to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to [www.peachpit.com/redeem](http://www.peachpit.com/redeem) and redeem the code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Connect, First Edition, is a fun, 4-level, multi-skills American English course especially written and designed for young adolescents. The comprehensive, interleaved Teacher's Edition 3 provides teaching support for Student's Book 3, which is an intermediate-level text for students aged 11–15. Teacher's Edition 3 provides step-by-step instructions to present, practice, and review all new language. It also features the audio scripts, optional exercises, and informative notes. The back of Teacher's Edition 3 contains a rich source of support materials, many of which are copiable. Ready to discover not just the how, but also the why behind some of the most powerful features in Premiere Pro? In Adobe Premiere Pro 2.0 Studio Techniques, author Jacob Rosenberg goes beyond conventional step-by-step instruction to give you a real-world perspective on editing with Premiere Pro. Using Jacob's film footage or your own, you'll learn to deliver professional-quality results. Whether you're looking for advice on editing, effects, titles, or working with audio, this easy-to-read guide will help you add more punch to your productions. – New features in Premiere Pro 2.0: Native HD support, native HDV editing, 24P/24PA support, DVD authoring from the timeline, expedited reviewing with Adobe Clip Notes—it's all here. Find out how Premiere Pro has been improved, what's been added, and how to use new features. – Working fundamentals: From capturing video to assembling your project to the new, panel-based user

interface, get an under-the-hood understanding of this powerful application. - Advanced techniques: Through hands-on lessons, learn the ins and outs of color correction, color matching, multiple-camera editing, dynamic photomontages, titling, audio and video effects, sound mixing, professional workflows for feature films and HD productions, and more. - Companion DVD: You'll find extra chapters and bonus reference material to read, video tutorials to watch, media files to use with the book's lessons, tryout versions of Adobe Premiere Pro 2.0 and Adobe Audition 2.0, and indispensable plug-ins to install. Jacob Rosenberg is a Los Angeles-based independent filmmaker who has directed nationally broadcast commercials, music videos for such groups as the Baha Men, and several short films. Recently, Jacob has worked as a post-production supervisor on a number of feature films that used high-definition video as their digital intermediate format. A current member of the Adobe Premiere development team, and the featured instructor for Premiere Pro on the highly acclaimed Total Training Instructional DVD series, Jacob continues to raise the bar by creating new workflows and educating others about them. From IBC in Amsterdam to NAB in Las Vegas, Jacob teaches classes around the world on using Premiere Pro and other Adobe products. "With this book and Adobe Premiere Pro, you'll have all the tools you need to create your own professional-quality movies and videos. Jacob shows you how to think like a filmmaker, get the job done, and understand the creative process from start to finish." -Steven Warner Director of Engineering, Adobe Systems Inc. "Jacob has tirelessly advanced the art of filmmaking with Premiere's ever-expanding functionality, and his book demonstrates the depth and breadth of his creative artistry and technical know-how." -Rob Legato Film director and Academy-Award-winning Visual Effects Supervisor for Titanic Provides information on using Microsoft Office 2008 with a Mac, covering the features and functions of Word, Entourage, Calendar, Excel, and PowerPoint. "[C]overs the basics of learning Adobe Premiere Pro CS6 and provides countless tips and techniques to help you become more productive with the program"--P. [4] of cover. Watch out, Final Cut Pro. For the first time in five years, Adobe Premiere Pro, Adobe's flagship digital video editing application, is once again available for both Macintosh and Windows users. This project-based book covers not just the basics of working with audio, creating transitions, and producing titles, but also all that's new in Premiere Pro:

the ability to build Blu-ray Disc, DVD, and Flash projects with Adobe Encore CS3 (now included with Premiere Pro CS3); Adobe OnLocation CS3, which lets on-the-road users record footage directly to their computer disk--removing the need to capture video to tape later. Readers will enjoy learning to create slow-motion effects with Time Remapping, and will get up to speed on Premiere's new editing tools. What's more, users can compress their finished video for delivery to the latest handheld devices, such as mobile phones, iPods, PSPs, smartphones, and more. Best of all, the book's accompanying DVD includes real footage that you can practice on. This updated 2nd edition will benefit all those interested in improving health care and health education. It seeks to respond to the challenge of the changing health care situation and clearly sets out a range of different methods that will enhance successful teaching and learning. Each teaching method is described in its own chapter and each chapter includes practical suggestions for implementation, as well as outlining advantages and disadvantages, questions and answers and a self-test feature. The text has been thoroughly revised to meet the requirements of outcomes-based education, and includes new chapters on narrative as a teaching method, values clarification and evaluation and assessment. Importantly, this edition strives to meet the HIV/AIDS health education needs. Almost every chapter provides a specific method for teaching and learning about particular aspects of this condition. This culturally-sensitive book assumes that English is being used as an additional language and that the reader may have no background in teaching and learning theory. It is rich in case studies and applications. incorporates traditionally held beliefs and is exceptionally practical in nature. This book will be a valuable resource for students, practitioners, and teachers alike. The teaching methods discussed in the text will be extremely useful for community health workers, health care assistants, nurses, social workers, medical doctors, teachers and agricultural extension officers. DVD-ROM contains PRPROJ files for each lesson and other files. Provides lessons on how to create movies using Final Cut Express from a Macintosh computer, covering such topics as editing, adding audio, special effects, and working with multiple tracks. A self-paced training workbook written by the product staff of Adobe Systems and used as the authorized training workbook in over 950 Adobe training programs in the U.S. The book contains over 20 in-depth lessons

that will help users tap into the new features and powerful functions of Adobe Premiere 2.0 and 2.5. The CD includes everything necessary to complete the 20 lessons. The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CS4 Adobe Premiere Pro CS4 Classroom in a Book contains 21 lessons. The book covers the basics of learning Adobe Premiere Pro and provides countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Learn to work with audio, create transitions, add effects, and produce titles, and then take it to the next level by creating efficiency in your editing projects and utilizing tools such as Adobe Dynamic Link, OnLocation™ CS4, and Encore® CS4. Learn to use the new Speech Search technology for speech transcription projects and how to work with the latest tapeless media in Premiere Pro. Best of all, includes footage and audio clips that you can practice with. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. This beginning programming guide takes the reader from know next to nothing about developing applications for the Haiku operating system to knowing the basics and having the

skills to go beyond the fundamentals. It begins with a traditional "Hello, world!" approach, moves through C programming, and expands into C++ and programming graphical applications for Haiku. Instead of attempting to be an exhaustive C/C++ programming book using Haiku, it focuses on application development using the C++ language. The Haiku operating system is a great platform for aspiring developers. Those who have struggled with learning application development under Linux, Microsoft Windows, or Macintosh will find writing programs under Haiku to be sensible and easy. The free Paladin integrated development environment for Haiku is used for examples in the book.

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lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CS6. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, authoring DVDs, and much more. This completely revised CS6 edition covers new features, including the Warp Stabilizer effect for stabilizing uneven, shaky footage. Powerful new trimming techniques are explored in detail and an entire chapter covers the new expanded multicamera editing features. The new interface in Adobe Premiere Pro 6 offers many new capabilities to the editor who needs quick results and this book covers the workflows required to get the job done. Best of all, the companion DVD includes lesson files so readers can work step-by-step along with the book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: If you experience any issues accessing the files on the DVD please contact [ask@peachpit.com](mailto:ask@peachpit.com) to receive a link to the online file downloads Provides exercises and tips to teach the techniques of using Adobe Premiere Pro CS3. A new religion curriculum from the team that brought you The Story of the World. A self-paced visual guide to learning Crystal Reports, this workbook for beginners has easy-to-understand, step-by-step instructions and screen shots to show users how to complete the design technique. A 34-week course for the classroom or at home teaching kids computer programming by making fun games using the Scratch programming language. Weekly projects and quizzes are provided. The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks,

offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Adobe Premiere Pro interface, this completely revised CC (2014 release) edition covers new features, including “scratch” track recording, Master Clip effects, and masking and tracking visual effects. Access to all of the project files used in the book’s lessons are included with purchase of the book. Print editions come bundled with a DVD containing the lesson files, and students who purchase an eBook edition receive a code that lets them download the lesson files from their account page on peachpit.com. Both print and eBook users also get access to downloadable updates that cover new features that Adobe releases for Creative Cloud members.

“The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.”

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for beginners or professionals seeking training or preparing for certification in Autodesk's Inventor 3D mechanical design software. With instruction provided by experts who helped create the software, the book thoroughly covers Inventor principles and fundamentals, including 3D parametric part and assembly design, digital prototyping, and the creation of production-ready drawings. In eye-popping full color, the book includes pages of screen shots, step-by-step instruction, and real-world examples that both instruct and inspire. Takes you under the hood of Inventor 2010, Autodesk's 3D mechanical design software; this book is an Autodesk Official Training Guide Offers Autodesk's own, proven Inventor techniques, workflows, and content tailored to those developing their skills as well as professionals preparing for Inventor certification Teaches 3D parametric part and assembly design, digital prototyping, annotation, dimensioning, and drawing standards Demonstrates best practices for grouping parts into assemblies-then editing, manipulating, and creating drawings Illustrates in full-color with real-world designs, examples, and screen shots Learn Autodesk Inventor 2010 and prepare for Inventor certification with this in-depth guide. A comprehensive tutorial to maximizing the power and sophistication of Adobe Premiere. Designed and tested in Adobe's classrooms, this book/CD-ROM package contains 20 tutorial lessons that cover the latest tools and techniques of Adobe Premiere. CD-ROM includes sample lessons and projects. Machine learning is not just for professors. Weka is a top machine learning platform that provides an easy-to-use graphical interface and state-of-the-art algorithms. In this Ebook, learn exactly how to get started with applied machine learning using the Weka platform. Sure, you can use Flash MX 2004 without being a master programmer, but as any Flash developer worth his or her salt will tell you, you're not tapping all of its power unless you're taking advantage of its scripting language "ActionScript 2.0" which offers a more robust programming model and better object-oriented programming support than ever before. Here to take the fear factor out of learning it are Flash veterans and best-selling authors Derek Franklin and Jobe Makar, who demonstrate that scripting is an instinctual process you already know by translating real-life activities into ActionScript scripts. In these pages, you'll find methodologies and techniques for building over 40 real-life Flash ActionScript projects, including sample games, --- applications, Web sites,

and more. New in this edition are coverage of ActionScript 2.0, Web services, Components, Printing, Video, and more. On the companion CD, you'll find all the project files and images you need to complete each project. Go beyond the mechanics of Final Cut Express 4--learn how to edit with it! More than a button-pushing manual--this workshop give you firsthand experience with the art and technique of editing. You develop a working knowledge with nineteen tutorials that cover each and every essential, including: \* setting up your system and understanding the interface \* ingesting and organizing your material including drive-based and disc-based camera data \* slicing, dicing, and organizing clips \* editing to build and trim a sequence of shots \* adding transitions \* using sound to refine your edit \* titling with FCE and Photoshop \* animating images to create engaging scenes \* adding special effects filters \* compositing to enhance your projects \* outputting your material The downloadable resources contain project media, demo software, and free plug-ins for your use. Supporting English Language Learners in Math Class, Grades K-2 explores geometry, number sense, data analysis, algebra, and word problems. Lessons in this book guide teachers in developing students' proficiency in English while also developing their mathematical understanding. Includes index.

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