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Art with an iPhone

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Big Data Management and Analysis for Cyber Physical Systems

Sustainable Web Design In 20 Lessons
Astrophotography on the Go
Handbook On Big Data And Machine Learning In The Physical Sciences (In 2 Volumes)
Visual Basic 2010 Programmer's Reference
Sharing Digital Photos For Dummies, Pocket Edition
Delivering Digital Images
Visual Basic 2005 Programmer's Reference
Beginning GIMP
Foundation Game Design with HTML5 and JavaScript
Mommy Millionaire
Practical Load Balancing
Advanced Hybrid Information Processing
eBay Listings That Sell For Dummies
Pro HTML5 Games

Big Loda Image

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CARDENAS KIM

Adventures in Python Springer Nature

Design almost anything in 3D with SketchUp Whether you've dabbled in drawing in 3D or are interested in learning the basics of design, SketchUp For Dummies makes it fast and easy to learn the ropes of a powerful, user-friendly tool to bring your design ideas to life. From creating a basic 3D model to showing off your work via 3D print or animation, this all-access guide pulls back the curtain on using SketchUp to do anything from redesigning your house to mocking up the next great invention. With an emphasis on usability, SketchUp has found very wide success as

a tool even non-designers can use to make basic drawings. And now, thanks to the insight and expert tips from former SketchUp product director Aidan Chopra and co-author Rebecca Huehls, this easy-to-follow guide makes it more accessible than ever! Create buildings and components Alter the appearance of your model Tour your designs via SketchUp Get quick tips on troubleshooting If you're a designer with sketchy computer modeling skills, SketchUp For Dummies is the trusted reference you'll turn to again and again.

Intelligent Systems Design and Applications John Wiley & Sons

The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based

approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

Hyperspectral Indices and Image Classifications for Agriculture and Vegetation Getty Publications

The iPhone now has a camera that competes with most digital cameras; not only is it a phone, but it's now a serious contender in the world of photography. Professional photographers are using it everywhere! But the camera can also be one of the most overwhelming features. There are hundreds and hundreds of photo apps! How do you know which one will work best for you? This book looks at 30 photo apps you need, and shows you how to use them correctly. Taking a picture on the iPhone is easy; taking a professional picture on the iPhone takes some skill, and this book will teach you that—with the snarky voice that GadChick is known for, of course. To see other books by GadChicks, or to read the FREE (yes, Free!) online magazine, visit GadChick.com.

Learning to Understand Remote Sensing Images Apress
Providing programmers and developers of all skill levels with a comprehensive tutorial and reference to Visual Basic (VB) 2008, Microsoft MVP Rod Stephens presents a broad, solid understanding of essential topics on the latest version of VB. He explains the forms, controls, and other objects that VB furnishes for building applications in a modern windows environment. Plus, he examines the powerful development environment that makes

VB such a productive language, and he delves into the VB language itself to show you how to use it to perform an array of important development tasks. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.
The Dog Walker & Pet Sitter Bible "O'Reilly Media, Inc."
"Mommy Millionaire is an inspiring gift and roadmap to success for anyone who's ever had a dream." —Barbara De Angelis, Ph.D., #1 New York Times bestselling author of HOW DID I GET HERE
Real-world advice, secrets and lessons on how to make a million dollars from a mom who turned her kitchen table idea into a successful business while keeping her family and kids Job #1. MOMMY MILLIONAIRE will give you the tools you need to create your fortune, including: * How to develop and patent an idea while saving thousands * How to make a cold call * How to get on QVC * How to work a trade show * How to develop an "elevator pitch" * How to break down the doors of big retailers * Everything you need to know about manufacturing and distribution * How to raise capital from Angel Investors Crammed with detailed information designed to simplify the fundamentals of starting and running your own business, Mommy Millionaire is full of proven strategies for success, revealing rare insights and exclusive insider secrets nobody else will tell you about what it really takes to make a million dollars from your own home.

How to mod your XBOX 360 save game St. Martin's Press
High-quality images have an amazing power of attraction. Just add some stunning photos and graphics to your website or app and watch your user engagement and conversion numbers climb. It can be tricky, but with this practical guide, you'll master the many facets of delivering high performance images on the

internet—without adversely affecting site performance. You'll learn the nuts and bolts of color theory, image formats, storage and management, operations delivery, browser and application behavior, the responsive web, and many other topics. Ideal for developers, this book also provides useful tips, tricks, and practical theory for processing and displaying powerful images that won't slow down your online product. Explore digital image theory and the different formats available Dive into JPEGs, SVG and vector images, lossless compression, and other formats Use techniques for downloading and rendering images in a browser, and for loading images on mobile devices and cellular networks Examine specific rendering techniques, such as lazy loading, image processing, image consolidation, and responsive images Take responsive images to the next level by using content negotiation between browser and server with the Client Hints HTTP standard Learn how to operationalize your image workflow Contributors include Colin Bendell, Tim Kadlec, Yoav Weiss, Guy Podjarny, Nick Doyle, and Mike McCall from Akamai Technologies. *Kicking Butt with MIDP and MSA* Springer

The release of MIDP 2.0 and the introduction of the new Mobile Service Architecture (MSA) are generating momentum for the Java ME platform. As more and more Java-enabled mobile devices become available and more service providers become open to third-party development, the demand for customized applications will grow dramatically. Now, there's a practical, realistic guide to building MIDP 2.0/MSA applications that are robust, responsive, maintainable, and fun. Long-time Java ME author Jonathan Knudsen offers real solutions for the complex challenges of coding efficiency, application design, and usability in constrained

mobile environments. Experienced Java developers will master MIDP 2.0 and MSA programming through clear, carefully designed examples. Downloadable code is available for both NetBeans Mobility Pack and the Sun Java Wireless Toolkit. Kicking Butt with MIDP and MSA 's wide-ranging content covers: Pushing MIDP's limits, and exploiting MSA's full power Using MIDlets, Forms, commands, core classes, and invocation Building effective mobile user interfaces Designing graphics with the Canvas, the Game API, SVG, and 3D Providing storage and resources: record stores, FileConnection, and PDA PIM Internationalizing mobile applications Networking via WMA, Bluetooth, Web services, and SIP Parsing XML documents Implementing audio and advanced multimedia Securing mobile applications with SATSA and the Payment API Building advanced location-based applications Designing applications for multiple devices Creating end-to-end mobile application architectures

Building Embedded Systems petsitterbible

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Photoshop Elements 4 One-on-one Packt Publishing Ltd

Build your next game on a bigger scale with Pro HTML5 Games. This book teaches you the essentials of advanced game programming in HTML5. You'll learn techniques that you can transfer to any area of HTML5 game development to make your own professional HTML5 games! Led by an expert game programmer, you'll build two complete games in HTML5: a strategy puzzle game based on the Box2d physics engine and in the style of Angry Birds and a real-time strategy (RTS) game

complete with units, buildings, path-finding, artificial intelligence, and multiplayer support. In the process, you'll learn how to do the following: Create realistic physics in your game by incorporating the Box2d physics engine Design large worlds with lots of characters and let users interact with them Use sprite sheets, panning, parallax scrolling, and sound effects to build a more polished game Incorporate pathfinding and steering to help characters navigate through your world Create challenging levels with intelligent enemies by using decision trees, state machines, and scripted events Add multiplayer in your games using Node.js and the WebSocket API This book will help you take your HTML5/JavaScript programming experience to the next level. It gives you the knowledge and skills you need to develop more complex, bolder games and become an HTML5 games pro.

Create Great iPhone Photos Michael Andersen

"The Dog Walker & Pet Sitter Bible is the best book ever written about how to create a professional pet service...period!" - Colleen Safford, Walk & Train New York In these times of economic turmoil, a business that requires low start-up costs, allows you to be your own boss, involves animals and quickly becomes profitable sounds great doesn't it? That's exactly the type of business The Dog Walker & Pet Sitter Bible details and the American pet industry is on fire! It's one of the fastest growing industries in the United States and working with animals is not only profitable but it's a career you can be proud of.

Developing Historical Thinkers Springer Science & Business Media

"If you're a climate-conscious but busy web developer wanting to green your practice, Sustainable Web Design in 20 Lessons by Michael Andersen is your ideal starting point. Your day-to-day

web development practice can be an impactful climate action: this book will help you make it so" - Ismael Velasco The internet is one of the biggest carbon dioxide polluters in this world. You might not be aware of it, but whenever you open an email, send a chat message, refresh your newsfeed, watch a movie or load a website, you cause pollution. Sustainable Web Design In 20 Lessons is for the web designer and the intermediate website owner. It will teach you what sustainable web design is and give you valuable tools you can use to make your website more sustainable. You will also get introduced to ethical design, which is the art of putting people before business. Together we can make the internet a better place for everyone. Book content: Lesson 1: Sustainable Web Design fundamentals. Lesson 2: Understand carbon footprints. Lesson 3: Green web hosting. Lesson 4: Content delivery networks. Lesson 5: Page-weight budgets. Lesson 6: Death of content. Lesson 7: Accessibility. Lesson 8: Minimalistic & lightweight design. Lesson 9: Dark/light mode & colors. Lesson 10: Image optimization. Lesson 11: Video optimization. Lesson 12: Font optimization. Lesson 13: HTML optimization. Lesson 14: CSS optimization. Lesson 15: JavaScript optimization. Lesson 16: React & Svelte optimization. Lesson 17: Trackers & HTTP requests. Lesson 18: Service workers & Caching. Lesson 19: APIs. Lesson 20: Emails and newsletters.

SketchUp For Dummies MDPI

Share your favorite digital photos with family and friends Do you have a collection of great vacation shots just waiting to impress your friends? Or critical photos you must get to your business associates? This book shows you all the different options for sharing your photos with a few or a lot of people — quickly,

easily, and even for free! Open the book and find: Tips for e-mailing photos Insights on posting to photo-sharing sites and blogs Steps for getting the best results from a scanner How to create a photo slide show or video Digital picture frame advice

Visual Basic 2008 Programmer's Reference Apress

Develop the software and hardware you never think about. We're talking about the nitty-gritty behind the buttons on your microwave, inside your thermostat, inside the keyboard used to type this description, and even running the monitor on which you are reading it now. Such stuff is termed embedded systems, and this book shows how to design and develop embedded systems at a professional level. Because yes, many people quietly make a successful career doing just that. Building embedded systems can be both fun and intimidating. Putting together an embedded system requires skill sets from multiple engineering disciplines, from software and hardware in particular. Building Embedded Systems is a book about helping you do things in the right way from the beginning of your first project: Programmers who know software will learn what they need to know about hardware. Engineers with hardware knowledge likewise will learn about the software side. Whatever your background is, Building Embedded Systems is the perfect book to fill in any knowledge gaps and get you started in a career programming for everyday devices. Author Changyi Gu brings more than fifteen years of experience in working his way up the ladder in the field of embedded systems. He brings knowledge of numerous approaches to embedded systems design, including the System on Programmable Chips (SOPC) approach that is currently growing to dominate the field. His knowledge and experience make

Building Embedded Systems an excellent book for anyone wanting to enter the field, or even just to do some embedded programming as a side project. What You Will Learn Program embedded systems at the hardware level Learn current industry practices in firmware development Develop practical knowledge of embedded hardware options Create tight integration between software and hardware Practice a work flow leading to successful outcomes Build from transistor level to the system level Make sound choices between performance and cost Who This Book Is For Embedded-system engineers and intermediate electronics enthusiasts who are seeking tighter integration between software and hardware. Those who favor the System on a Programmable Chip (SOPC) approach will in particular benefit from this book. Students in both Electrical Engineering and Computer Science can also benefit from this book and the real-life industry practice it provides.

Conquering Big Data with High Performance Computing

BookCaps Study Guides

iPhone boasts a powerful and highly capable camera that is always at the ready, allowing you to document the people, places, and things that surround you. Kat Sloma teaches you how to harness natural light, both indoors and out, to create high-quality images—and then she details some of the amazing, inexpensive, and powerful apps that can be used to finesse every aspect of the image—from capture to output. You'll learn how to choose and use apps that mimic the controls offered on professional-level cameras to take control over focus and exposure. You'll also discover apps that boost your camera's resolution, improve stability, and more. Of course, you'll also

delve into the myriad apps on the market that will allow you to manipulate color and contrast, add special effects, and implement image-editing strategies that were once the exclusive domain of professional editing programs aimed at serious professional photographers and graphic designers.

Expressive Websites World Scientific

Polish your web development skills by working on real-world projects for different use-cases of full-stack web development

Key Features Understand how the different aspects of a MERN application come together through a series of practical projects

Set up frontend and backend projects that can be integrated and maintained together

Enhance your proficiency in building scalable and sustainable React projects

Purchase of the print or Kindle book includes a free PDF eBook

Book Description Understanding full-stack development is vital as companies aim to bridge the gap between frontend and backend development. Recent trends show deeper integration between the two, opening numerous possibilities for building real-world web applications, through server-side technologies like Node.js, Express, and MongoDB. Written by the author of Learning Redux and Learn React Hooks, and CEO of TouchLay, Modern Full-Stack React Projects will guide you through the entire process of advancing from a frontend developer to a full-stack developer. Starting with how to set up robust projects that can be maintained for a long time, you'll then progress toward developing a backend system and integrating it with the frontend. Throughout the book, you'll learn how to build, test, and deploy a blog application and a chat application. You'll also explore MongoDB, Express, React, Node.js (MERN) stack, best

practices for frontend and backend development, different full-stack architectures, unit and end-to-end testing, and deployment of full-stack web applications. Once you get to grips with the essential concepts, you'll progress to learn how to use Next.js, an enterprise-grade full-stack web framework for React. By the end, you'll be well-versed in the MERN stack and all set to create performant and scalable full-stack web applications. What you will learn

Implement a backend using Express and MongoDB, and unit-test it with Jest

Deploy full-stack web apps using Docker, set up CI/CD and end-to-end tests using Playwright

Add authentication using JSON Web Tokens (JWT)

Create a GraphQL backend and integrate it with a frontend using Apollo Client

Build a chat app based on event-driven architecture using Socket.IO

Facilitate Search Engine Optimization (SEO) and implement server-side rendering

Use Next.js, an enterprise-ready full-stack framework, with React Server Components and Server Actions

Who this book is for This book is for frontend developers, JavaScript engineers, and React developers who possess a solid understanding of JavaScript and React concepts. Specifically designed for those with limited experience in the development, creation, integration, and deployment of backend and full-stack systems, this book will equip you with the necessary skills to create high-quality web applications.

The iPhone Photographer John Wiley & Sons

The complete beginner's guide to Python, for young people who want to start today

Adventures in Python is designed for 11-to 15-year olds who want to teach themselves Python programming, but don't know where to start. Even if you have no programming experience at all, this easy to follow format and clear, simple

instruction will get you up and running quickly. The book walks you through nine projects that teach you the fundamentals of programming in general, and Python in particular, gradually building your skills until you have the confidence and ability to tackle your own projects. Video clips accompany each chapter to provide even more detailed explanation of important concepts, so you feel supported every step of the way. Python is one of the top programming languages worldwide, with an install base in the millions. It's a favourite language at Google, YouTube, the BBC, and Spotify, and is the primary programming language for the Raspberry Pi. As an open-source language, Python is freely downloadable, with extensive libraries readily available, making it an ideal entry into programming for the beginner. *Adventures in Python* helps you get started, giving you the foundation you need to follow your curiosity. Start learning Python at its most basic level. Learn where to acquire Python and how to set it up. Understand Python syntax and interpretation for module programming. Develop the skills that apply to any programming language. Python programming skills are invaluable, and developing proficiency gives you a head start in learning other languages like C++, Objective-C, and Java. When learning feels like fun, you won't ever want to stop – so get started today with *Adventures in Python*.

[Modern Full-Stack React Projects](#) Apress

Foundation Game Design with HTML5 and JavaScript teaches you everything you need to know about how to make video games. If you've never done any programming before and don't know where to start, this book will show you how to make games from start to finish. You'll learn all the latest programming

technologies (HTML5, CSS, and JavaScript) to create your games. All written in a fun and friendly style with open-ended projects that encourage you to build your own original games. *Foundation Game Design with HTML5 and JavaScript* starts by showing you how you can use basic programming to create logic games, adventure games, and create interactive game graphics. Design a game character, learn to control it with the keyboard, mouse, or touch screen interface, and then learn how to use collision detection to build an interactive game world. You'll learn to make maze games, platform jumping games, and fast paced action games that cover all the popular genres of 2D gaming. Create intelligent enemies, use realistic physics, sound effects and music, and learn how to animate game characters. Whether you're creating games for the web or mobile devices, everything you need to get started on a career as a game designer is right here. Focused and friendly introduction to making games with HTML5. Essential programming and graphic design techniques for building games, with each chapter gently building on the skills of preceding chapters. Detailed case studies demonstrating techniques that can be used for making games in a wide variety of genres.

[High Performance Images](#) "O'Reilly Media, Inc."

The four-volume set LNCS 3043-3046 constitutes the refereed proceedings of the International Conference on Computational Science and its Applications, ICCSA 2004, held in Assisi, Italy in May 2004. The four volumes present a total of 460 revised reviewed papers selected from numerous submissions. The proceedings spans the whole range of computational science from foundational issues in computer science and mathematics to

advanced applications in virtually all sciences making use of computational techniques. The four volumes give a unique account of recent results in the area.

InfoWorld Springer

This two-volume set constitutes the post-conference proceedings of the 6th EAI International Conference on Advanced Hybrid Information Processing, ADHIP 2022, held in Changsha, China, in September 29-30, 2022. The 109 full papers presented were selected from 276 submissions and focus on theory and application of hybrid information processing technology for smarter and more effective research and application. The theme of ADHIP 2022 was Hybrid Information Processing in Meta World. The papers are named in topical sections as follows: Information Extracting and Processing in Digital World; Education Based methods in Learning and Teaching; Various Systems for Digital World.

Art with an iPhone CRC Press

This 5-volume HCII-DUXU 2023 book set constitutes the refereed proceedings of the 12th International Conference on Design, User Experience, and Usability, DUXU 2023, held as part of the 24th International Conference, HCI International 2023, which took place in Copenhagen, Denmark, in July 2023. A total of 1578 papers and 396 posters have been accepted for publication in the HCII 2023 proceedings from a total of 7472 submissions. The papers included in this volume set were organized in topical sections as follows: Part I: Design methods, tools and practices; emotional and persuasive design; Part II: Design case studies; and creativity and design education; Part III: Evaluation methods and techniques; and usability, user experience and technology acceptance studies; Part IV: Designing learning experiences; and chatbots, conversational agents and robots: design and user experience; Part V: DUXU for cultural heritage; and DUXU for health and wellbeing.