

Sams Teach Yourself Bootstrap In 24 Hours

Go in 24 Hours, Sams Teach Yourself Bootstrap in 24 Hours, Sams Teach Yourself Sams Teach Yourself UML in 24 Hours Sams Teach Yourself Node.js in 24 Hours Sams Teach Yourself PHP in 24 Hours Bootstrap 4 Quick Start Web Publishing with HTML5 and CSS3 in One Hour a Day Storyboards: Motion In Art Java in 21 Days, Sams Teach Yourself (Covering Java 8) Sams Teach Yourself HTML and CSS in 24 Hours Mastering Bootstrap 4 Sams Teach Yourself Node.js in 24 Hours HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself ASP.NET MVC 5 with Bootstrap and Knockout.js Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day Sams Teach Yourself HTML, CSS, and JavaScript All in One Practical Bootstrap HTML, CSS and JavaScript All in One, Sams Teach Yourself Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours HTML and CSS Bootstrap Essentials AngularJS, JavaScript, and jQuery All in One, Sams Teach Yourself HTML, CSS, and JavaScript All in One Learn Java for Android Development PHP, MySQL and JavaScript All in One, Sams Teach Yourself Learning Web Design Responsive Web Design with jQuery Bootstrap 4 - Responsive Web Design PHP, MySQL & JavaScript All in One, Sams Teach Yourself Responsive Web Design in 24 Hours, Sams Teach Yourself Bootstrap Build a Website Now Learning Bootstrap 4 Godot Engine Game Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself JQuery and JavaScript in 24 Hours Sams Teach Yourself JavaScript in 24 Hours Sams Teach Yourself TCP/IP in 24 Hours Sams

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Teach Yourself JQuery Mobile in 24 Hours
Sams Teach Yourself FreeBSD in 24 Hours
Sams Teach Yourself Responsive Web Design in 24 Hours

Go in 24 Hours, Sams Teach Yourself

"Responsive Web Design with jQuery" follows a standard tutorial-based approach, covering various aspects of responsive web design by building a comprehensive website. "Responsive Web Design with jQuery" is aimed at web designers who are interested in building device-agnostic websites. You should have a grasp of standard HTML, CSS, and JavaScript development, and have a familiarity with graphic design. Some exposure to jQuery and HTML5 will be beneficial but isn't essential.

Bootstrap in 24 Hours, Sams Teach Yourself

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer

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and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. **BONUS:** Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the

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official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

Sams Teach Yourself UML in 24 Hours

In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application 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 the most common Node.js

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development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Sams Teach Yourself Node.js in 24 Hours

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard * *A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills. *Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. *Especially focused on HTML5

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features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: * *Understanding how HTML5 improves mobile development. *Detecting mobile devices and HTML5 support, and upgrading sites to support them. *Styling and building mobile pages with HTML5. *Using the canvas, typography, audio/video, and forms *Adding microformats, drag-and-drop, and other advanced features. *Designing efficient mobile apps. *Using advanced Web Application APIs and web storage. *Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks Q and As, Quizzes, and Exercises test their knowledge 'Did You Know?' tips offer insider advice 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

Sams Teach Yourself PHP in 24 Hours

Who This Book is For This book is written for those who need to build a website but

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do not know where to start. Whether it is for a school project, a business, or helping friends and family, this book can help you to get started. By the end of this book, you will be able to create a website that not only looks good, but also works well when viewed on both computers and mobile devices. You do not need any prior knowledge in programming to be able to follow the lessons in this book. It is written with the assumption that this is your first foray into web development. However, it does require that you know how to use a computer and how to use a text editor for basic editing, such as copying and pasting text. What You Can Expect from This Book Aimed at absolute beginners, you can expect the lessons to be delivered in a step-by-step fashion, with a lot of examples and illustrations. The book will avoid technical terms whenever possible, to keep things simple and easy to understand. The lessons will cover HTML, CSS and Bootstrap 4. All of the programming code used in the examples will be provided to you. To get the code, all you need to do is a simple copy and paste. If the examples use images, the image files will be provided as well. Every chapter is geared towards creating the building blocks that you will need to build your websites, such as navigation menu, buttons, forms and more. After all the lessons, you will be able to put together enough building blocks to create a decent website.

Bootstrap 4 Quick Start

Teach Yourself HTML, CSS, and JavaScript All in One combines these three

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fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Web Publishing with HTML5 and CSS3 in One Hour a Day

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development – from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to:

- Build web pages with HTML5 and CSS
- Use JavaScript to build dynamic, interactive web pages
- Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications
- Enhance interactivity with AJAX
- Leverage JavaScript libraries such as jQuery
- Work with cookies and user sessions
- Get user input with web-based forms
- Use basic SQL commands
- Interact with the MySQL database using PHP
- Write maintainable code and get started with version control
- Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be

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useful • Create a web-based discussion forum or calendar • Add a storefront and shopping cart to your site

Contents at a Glance

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4 Introducing JavaScript

5 Introducing PHP

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8 JavaScript Fundamentals: Functions, Objects, and Flow Control

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B Installing and Configuring MySQL

C Installing and Configuring Apache

D Installing and Configuring PHP

Storyboards: Motion In Art

Where To Download Sams Teach Yourself Bootstrap In 24 Hours

Learn to create great-looking responsive web sites with Bootstrap In just 24 lessons of one hour or less, Sams Teach Yourself Bootstrap in 24 Hours helps you use the free and open source Bootstrap framework to quickly build websites that automatically reflect each user's device and experience, without complex hand crafting. This book's straightforward, step-by-step approach shows you how to install Bootstrap and quickly build basic sites; extend them with styles, components, and JavaScript plug-ins, and even create sophisticated designs with advanced features. In just a few hours, you'll be using Bootstrap to bring responsive design to virtually any site. 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 the most common Bootstrap development tasks Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solution Learn how to... Download Bootstrap and integrate it into your project Quickly build your first Bootstrap site with the basic template Create beautiful and responsive site layouts with Bootstrap's built-in grids Display more interesting text with labels, badges, panels, and wells Style tables and forms so they're attractive, readable, and responsive Use images, media, and icons, including free Glyphicons Quickly create navigation and buttons, including dropdowns and search fields Add alignment, color, and visibility with Bootstrap's CSS utilities Extend your site with alerts, image carousels, and other JavaScript plugins Rapidly create appealing functional prototypes Customize Bootstrap with

Where To Download Sams Teach Yourself Bootstrap In 24 Hours

CSS, Less, and Sass Lighten Bootstrap downloads by stripping out unnecessary features Build accessible sites Create complex designs that don't look generic Who This Book is For Those who already have an understanding of the basics of HTML and CSS Having an understanding of JavaScript will make this book a bit easier to absorb, but it is not required because the basics of JavaScript are covered

Java in 21 Days, Sams Teach Yourself (Covering Java 8)

Learn to use one of the most popular CSS frameworks and build mobile-friendly web pages. Used for numerous websites and applications, Bootstrap is a key tool for modern web development. You will explore the grid system and then be introduced to the power of Bootstrap in practical projects. You'll make navigation bars, use themes and styling, create and manipulate cover pages, admin dashboards, forms, and modal dialogs. You'll learn to use Scrollspy and create tooltips and popovers. Today's web is responsive and Bootstrap continues to be at the forefront with web professionals. Learn by doing with Practical Bootstrap today. What You Will Learn Review how the grid system applies to Bootstrap Create stunning cover pages that encompass a large background image Build an admin dashboard page that changes its layout according to a device's display width Work with the modal HTML markup and its main parts Customize modal behavior by setting various options using JavaScript Integrate Bootstrap JavaScript libraries with your own HTML page Add scroll spying functionality to your long-content pages

Where To Download Sams Teach Yourself Bootstrap In 24 Hours

Adjust the offset and activation point of the scroll sections Who This Book Is For Anyone who wants to learn how to use Bootstrap. You should have knowledge of HTML, CSS and basic JavaScript.

Sams Teach Yourself HTML and CSS in 24 Hours

Learn from the newest, updated edition of the highly acclaimed introduction to HTML, Sams Teach Yourself HTML and CSS In 24 Hours. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages. You'll be able to study revisions that refine examples, as well as provide an enhanced integration with your web pages. You'll also gain a comprehensive understanding with new examples that match the current state of HTML. This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Chapters include: Understanding HTML and XHTML Creating Your Own Web Page Graphics Using Tables to Organize and Lay Out Your Pages Using Style Sheets for Page Layout Dynamic Web Pages

Mastering Bootstrap 4

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

Sams Teach Yourself Node.js in 24 Hours

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself

In just a short time, you can learn how to use PHP, MySQL, and JavaScript together to create dynamic, interactive websites and applications using three leading web development technologies. No previous programming experience is required. Using

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a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials of full-stack web application development - from HTML, CSS, and JavaScript on the front end, to PHP scripting and MySQL databases on the server. Regardless of whether you run Linux, Windows, or MacOS, the book includes complete instructions to install all the software you need to set up a stable environment for learning, testing, and production. Step-by-step instructions carefully walk you through the most common web application development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to:

- * Build web pages with HTML5 and CSS
- * Use JavaScript to build dynamic, interactive web pages
- * Get PHP, MySQL, and JavaScript to work together to create modern, standards-compliant web applications
- * Enhance interactivity with AJAX
- * Leverage JavaScript libraries such as jQuery
- * Work with cookies and user sessions
- * Get user input with web-based forms
- * Use basic SQL commands
- * Interact with the MySQL database using PHP
- * Write maintainable code and get started with version control
- * Decide when frameworks such as Bootstrap, Foundation, React, Angular, and Laravel can be useful
- * Create a web-based discussion forum or calendar
- * Add a storefront and shopping cart to your site

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Understanding Dynamic Web Sites and HTML5 Applications 7 JavaScript Fundamentals: Variables, Strings, and Arrays 8 JavaScript Fundamentals: Functions, Objects, and Flow Control 9 Understanding JavaScript Event Handling 10 The Basics of Using jQuery PART III Taking Your Web Applications to the Next Level 11 AJAX: Getting Started with Remote Scripting 12 PHP Fundamentals: Variables, Strings, and Arrays 13 PHP Fundamentals: Functions, Objects, and Flow Control 14 Working with Cookies and User Sessions 15 Working with Web-Based Forms PART IV Integrating a Database into Your Applications 16 Understanding the Database Design Process 17 Learning Basic SQL Commands 18 Interacting with MySQL Using PHP PART V Getting Started with Application Development 19 Creating a Simple Discussion Forum 20 Creating an Online Storefront 21 Creating a Simple Calendar 22 Managing Web Applications PART VI Appendixes A Installation QuickStart with XAMPP B Installing and Configuring MySQL C Installing and Configuring Apache D Installing and Configuring PHP

ASP.NET MVC 5 with Bootstrap and Knockout.js

Unearth the potential of Bootstrap 4 to create highly responsive and beautiful websites using modern web techniques About This Book This book shows how to take advantage of the all new features introduced in Bootstrap Learn responsive web design and discover how to build mobile-ready websites with ease Find out how to extend the capabilities of Bootstrap with a huge range of tools and plugins,

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including jQuery, Do more with JavaScript and learn how to create an enhanced user experience Who This Book Is For If you want to learn to build enterprise-level websites efficiently with Bootstrap, this book is for you. You must have a basic and fundamental understanding of HTML, CSS, and JavaScript; however, there is no need to have prior Bootstrap experience. What You Will Learn Fire up Bootstrap and set up the required build tools to get started See how and when to use Flexbox with the Bootstrap layouts Find out how to make your websites responsive, keeping in mind Mobile First design Work with content such as tables and figures Play around with the huge variety of components that Bootstrap offers Extend your build using plugins developed from JavaScript Use Sass to customize your existing themes In Detail Bootstrap, the most popular front-end framework built to design elegant, powerful, and responsive interfaces for professional-level web pages has undergone a major overhaul. Bootstrap 4 introduces a wide range of new features that make front-end web design even simpler and exciting. In this gentle and comprehensive book, we'll teach you everything that you need to know to start building websites with Bootstrap 4 in a practical way. You'll learn about build tools such as Node, Grunt, and many others. You'll also discover the principles of mobile-first design in order to ensure your pages can fit any screen size and meet the responsive requirements. Learn to play with Bootstrap's grid system and base CSS to ensure your designs are robust and that your development process is speedy and efficient. Then, you'll find out how you can extend your current build with some cool JavaScript Plugins, and throw in some Sass to spice things up and

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customize your themes. This book will make sure you're geared up and ready to build amazingly beautiful and responsive websites in a jiffy. Style and approach With the help of several real-world examples and code, this book will teach you to build a full-featured responsive website in Bootstrap, which is mobile-ready.

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day

Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to Fully implement the HTML5 and CSS3 standards Work with text and

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create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

Sams Teach Yourself HTML, CSS, and JavaScript All in One

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A full-color introduction to the basics of HTML and CSS from the publishers of Wrox! Every day, more and more people want to learn some HTML and CSS. Joining the professional web designers and programmers are new audiences who need to know a little bit of code at work (update a content management system or e-commerce store) and those who want to make their personal blogs more attractive. Many books teaching HTML and CSS are dry and only written for those who want to become programmers, which is why this book takes an entirely new approach. Introduces HTML and CSS in a way that makes them accessible to everyone—hobbyists, students, and professionals—and it's full-color throughout Utilizes information graphics and lifestyle photography to explain the topics in a simple way that is engaging Boasts a unique structure that allows you to progress through the chapters from beginning to end or just dip into topics of particular interest at your leisure This educational book is one that you will enjoy picking up, reading, then referring back to. It will make you wish other technical topics were presented in such a simple, attractive and engaging way! This book is also available as part of a set in hardcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781119038634; and in softcover - Web Design with HTML, CSS, JavaScript and jQuery, 9781118907443.

Practical Bootstrap

Use the powerful features of Bootstrap to create responsive and appealing web

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pages About This Book Learn where and how to use Bootstrap in your new web projects Design and develop mobile first web portals that support all devices A step-by-step guide with easy-to-follow practical exercises to develop device friendly websites Who This Book Is For If you are a web developer who designs and develops websites and pages using HTML, CSS, and JavaScript, but have very little familiarity with Bootstrap, this is the book for you. Previous experience with HTML, CSS and JavaScript will be helpful, while knowledge of jQuery would be an extra advantage. What You Will Learn Understand the internal architecture and structure of Bootstrap Download and configure Bootstrap in your web project Get to grips with the usage of Bootstrap CSS and components Build and compile Bootstrap from source code Work with the JavaScript objects offered by Bootstrap and the CSS pre-processors Customize and extend Bootstrap to suit your requirements In Detail As the number of people using mobile devices to access the internet grows every moment, websites are no longer built just for desktop machines. The mobile first philosophy demands that sites are fully compatible with all the available, and predicted future mobile devices. Bootstrap allows and easily enables you to design and develop your own websites congenial to all devices, including e-readers, tablets, and so on. This book will familiarize you with all the features, functionalities, and architectural knowledge of the Bootstrap platform, enabling you to develop mobile friendly websites. You will begin by discovering the mobile first philosophy and what Bootstrap is. You will learn about Bootstrap's architecture and components, and how to use Bootstrap using LESS. You will create responsive

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layouts using Bootstrap CSS and work with the packaged components that come along with Bootstrap. You will proceed to explore the various JavaScript components and add-ons offered by Bootstrap. Finally, you will learn how to customize Bootstrap easily to match your project-specific requirements, compile and build your Bootstrap code, and extend Bootstrap with different extensions to create more advanced websites. By the end of this book, you will be able to build, compile, and customize your own Bootstrap system to create mobile friendly websites. Style and approach This book is a fast-paced guide to getting started with Bootstrap. Each chapter contains elaborate, practical examples demonstrating the application of various Bootstrap components.

HTML, CSS and JavaScript All in One, Sams Teach Yourself

Sams Teach Yourself Web Publishing with HTML and CSS in One Hour a Day, Sixth Edition is the latest edition of the original worldwide bestseller. The entire book has been thoroughly revised and refined to include new detailed coverage of HTML5, the next major revision of the core language of the World Wide Web, HTML. Work on the HTML5 specification is still ongoing, but parts of HTML5 are already being implemented in new versions of Microsoft Internet Explorer, Mozilla Firefox, Safari and Opera.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours

Presents lessons on how to build server-side applications using the Node.js platform.

HTML and CSS

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Bootstrap Essentials

Bring dynamic server-side web content and responsive web design together to build websites that work and display well on any resolution, desktop or mobile. With this practical book, you'll learn how by combining the ASP.NET MVC server-side language, the Bootstrap front-end framework, and Knockout.js—the JavaScript implementation of the Model-View-ViewModel pattern. Author Jamie Munro introduces these and other related technologies by having you work with sophisticated web forms. At the end of the book, experienced and aspiring web

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developers alike will learn how to build a complete shopping cart that demonstrates how these technologies interact with each other in a sleek, dynamic, and responsive web application. Build well-organized, easy-to-maintain web applications by letting ASP.NET MVC 5, Bootstrap, and Knockout.js do the heavy lifting Use ASP.NET MVC 5 to build server-side web applications, interact with a database, and dynamically render HTML Create responsive views with Bootstrap that render on a variety of modern devices; you may never code with CSS again Add Knockout.js to enhance responsive web design with snappy client-side interactions driven by your server-side web application

AngularJS, JavaScript, and jQuery All in One, Sams Teach Yourself

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. Sams Teach Yourself JavaScript in 24 Hours, 4th Edition serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

HTML, CSS, and JavaScript All in One

Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original.

Learn Java for Android Development

Unearth the potential of Bootstrap with step-by-step guidance. About This Book An applied guide exploring web application development with Bootstrap 4 Learn responsive web design and discover how to build mobile-ready websites with ease Become an expert in Bootstrap framework, and speed up frontend development and prototyping through real-life examples Who This Book Is For If you're a web developer with little or no knowledge of Bootstrap, then this course is for you. The course offers support for version 4 of Bootstrap; however, it will offer support for version 3 as well. So, you will be ready for whatever comes your way. Prior knowledge of HTML, CSS, and JavaScript is expected. What You Will Learn Discover how to use Bootstrap's components and elements, and customize them for your own projects Understand the framework's usage in the best way with the recommended development patterns Use Sass to customize your existing themes Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Customize the behavior and features of Bootstrap's

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jQuery Plugins extensively Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Work with content, such as tables and figures In Detail Bootstrap framework's ease-of-use (along with its cross-browser compatibility, support for mobile user interfaces, and responsive web design capabilities) makes it an essential building block for any modern web application. With the first module, plunge into the Bootstrap frontend framework with the help of examples that will illustrate the use of each element and component in a proper way. You will get a better understanding of what is happening and where you want to reach. Also, you will gain confidence with the framework and develop some very common examples using Bootstrap. All these examples are explained step by step and in depth. The second module is a comprehensive tutorial; we'll teach you everything that you need to know to start building websites with Bootstrap 4 in a practical way. You'll learn about build tools such as Node, Grunt, and many others. You'll also discover the principles of mobile-first design in order to ensure that your pages can fit any screen size and meet responsive requirements. Learn Bootstrap's grid system and base CSS to ensure that your designs are robust and that your development process is speedy and efficient. Right from the first chapter of the third module, you'll delve into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web interfaces. Once you reach the final pages of this book, you should have mastered the framework's ins and outs, and should be building highly

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customizable and optimized web interfaces. The course will enable you to rapidly build elegant, powerful, and responsive interfaces for professional-level web pages using Bootstrap 4. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Bootstrap by Example – by Silvio Moreto Learning Bootstrap 4, Second Edition – by Matt Lambert Mastering Bootstrap 4 – by Benjamin Jakobus and Jason Marah Style and approach This course will help you unearth the potential of Bootstrap and will provide a step-by-step guide on how to create beautiful websites and model web applications.

PHP, MySQL and JavaScript All in One, Sams Teach Yourself

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

Learning Web Design

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new

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Java 8. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, Sams Teach Yourself Java in 21 Days offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

Responsive Web Design with jQuery

Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.

Bootstrap 4 - Responsive Web Design

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS

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and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

PHP, MySQL & JavaScript All in One, Sams Teach Yourself

Where To Download Sams Teach Yourself Bootstrap In 24 Hours

Think of all the things you could do in 24 hours. Go sightseeing. Read a book. Learn PHP. Sams Teach Yourself PHP in 24 Hours is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and how to apply that knowledge to create dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. Sams Teach Yourself PHP in 24 Hours is a quick and easy way to learn how to create interactive websites for your end user.

Responsive Web Design in 24 Hours, Sams Teach Yourself

Learn responsive web design (RWD) with HTML5, CSS3 & JavaScript in just 24 one-hour lessons Sams Teach Yourself Responsive Web Design in 24 Hours helps you create websites that work equally well on everything from smartphones and tablets to multi-screen monitors. This book's straightforward, step-by-step approach shows how to use HTML, CSS, and JavaScript to build the responsive sites today's users and clients want. In just a few hours, you'll be building layouts, sites, forms, and web apps that automatically adapt to virtually any device. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Learn how to... Create effective and reliable responsive designs

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with CSS3, HTML5, and JavaScript Use progressive enhancement to consistently provide the right content while making the most of each device and browser Establish breakpoints and write CSS media queries to respond appropriately to each user agent Choose the right layout and wireframing approach for your site Use web fonts to control typography and choose sizes that look good on any device Master three ways to make tables responsive Build responsive forms using the latest HTML5 tags and attributes Implement responsive navigation patterns that users understand intuitively Test for responsiveness and performance Use Responsive Design + Server Side Components (RESS) to optimize performance

CONTENTS AT A GLANCE PART I: INTRODUCTION TO RESPONSIVE WEB DESIGN HOUR 1: What Is Responsive Web Design? • History of Responsive Web Design • Why We Need Responsive Web Design HOUR 2 : Alternatives to Responsive Web Design • Table-Based Layouts • CSS Layouts • Detection Scripts HOUR 3: The Growth of Mobile • Basic Cell Phones • Smartphones • Tablets • Retina Devices • Why Responsive Design Is Important HOUR 4 : Progressive Enhancement • What Is Progressive Enhancement? • How to Use Progressive Enhancement on a • Website • Benefits of Progressive Enhancement HOUR 5 : HTML for Responsive Web Design • Using HTML5 • Clean Code • Don't Forget Semantic Elements • Validating Your HTML HOUR 6: Basic CSS • How to Write CSS Rules • Embedded and External Style Sheets • Styling Fonts and Colors • Creating a Layout with CSS • Understanding Cascading and Specificity HOUR 7: Unobtrusive JavaScript • What Is Unobtrusive JavaScript? • How to Implement Unobtrusive JavaScript PART II: BUILDING A

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RESPONSIVE WEBSITE HOUR 8: Planning a Responsive Website • Should You Make Your Website Responsive? • How to Plan for a Responsive Website HOUR 9: Mobile First • Why Design for Mobile First? • What Makes a Site Mobile Friendly? • What About Mobile Only? HOUR 10: CSS Media Queries • What Is a Media Query? • Media Query Expressions HOUR 11: Breakpoints • What Is a Breakpoint? • How to Define Breakpoints in CSS • Optimal Breakpoints HOUR 12: Layout • What Is Web Layout? • Types of Layouts • Columns in Layout HOUR 13 : Navigation • Why Responsive Navigation Is Important • What Makes Navigation Mobile Friendly? • Basic RWD Navigation Patterns HOUR 14: Responsive Fonts and Typography • Using Web Fonts • Sizing Typography • Relative Versus Absolute Font Sizes • New CSS3 Measurement Units HOUR 15: Creating and Using Images in RWD • Making Images Responsive • Improving Download Speeds • Building and Using Retina-Ready Images HOUR 16: Videos and Other Media in RWD • How to Make Videos Responsive • Making YouTube Videos Responsive HOUR 17: Tables in Responsive Web Design • Tables on Small Devices • Can Tables Be Responsive? • Where Do Layout Tables Fit in RWD? HOUR 18 : Responsive Web Forms • HTML5 Forms • Making Web Forms Usable • Creating Responsive Forms HOUR 19 : Testing Responsive Websites • Testing in Your Browser • Testing in a Device for All Your Breakpoints • How to Test When You Don't Have the Devices HOUR 20 : Problems with Responsive Web Design • Responsive Designs Can Be Slow • RWD Can Make More Work for Designers • Not All Customers Like Responsive Sites • RWD May Break Advertising PART III: IMPROVING RESPONSIVE DESIGN HOUR 21: Tools for

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Creating Responsive Web Designs • Planning and Designing Your RWD Site • HTML Element and CSS Tools • Web Editors for Building Responsive Web Pages HOUR 22 : Device and Feature Detection • Why Use Detection Scripts • Modernizr • WURFL HOUR 23: Using RESS with RWD • What Is RESS? • Benefits of Using RESS • Getting Started with RESS • When to Use RESS HOUR 24: RWD Best Practices • Give Everyone the Best Experience • Use the Best Breakpoints You Can • Be Flexible and Think Small • Don't Forget the Content • Manage Costs

Bootstrap

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

Build a Website Now

In just 24 sessions of one hour or less, this guide will help you create great 2D and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributor walk you through

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building three complete games, offering advanced techniques you won't find anywhere else. 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 the most common Godot engine programming tasks and techniques Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts, solutions, and problems to avoid Learn how to... · Install Godot, create projects, and use the visual editor · Master the scene system, and organize games with Scene Trees · Create 2D graphics, 3D graphics, and animations · Use basic and advanced scripting to perform many game tasks · Process player input from any source · Control game flow, configurations, and resources · Maximize realism with Godot's physics and particle systems · Make the most of 3D shaders, materials, lighting, and shadows · Control effects and post-processing · Build richer, more sophisticated game universes with viewports · Develop networked games, from concepts to communication and input · Export games to the devices you've targeted · Integrate native code, third-party APIs, and engine extensions (bonus chapter)

Learning Bootstrap 4

Discover how easy it is to design killer interfaces and responsive websites with the Bootstrap framework. This practical book gets you started building pages with

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Bootstrap's HTML/CSS-based tools and design templates right away. You'll also learn how to extend your app with interactive features, using its suite of jQuery plugins—often without writing a single line of code. Developed by Twitter and available free from GitHub, Bootstrap supports responsive design by dynamically adjusting your web page layout. With just a basic knowledge of HTML, CSS, and JavaScript, you can build apps that work equally well on desktop screens, smartphones, and tablets. This book shows you how. Become familiar with Bootstrap's file structure, grid systems, and container layouts Learn HTML elements for typography, code, tables, forms, buttons, images, and icons Design interfaces and other web elements, such as navigation, breadcrumbs, and custom modal windows Use jQuery plugins for features such as revolving slideshows, tabbable interfaces, and dropdown menus Modify everything from column count to typography colors with the LESS stylesheet language

Godot Engine Game Development in 24 Hours, Sams Teach Yourself

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying

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powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. 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 the most common Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server"

Learn how to...

- Get productive quickly with Go development tools and web servers
- Master core features, including strings, functions, structs, and methods
- Work with types, variables, functions, and control structures
- Make the most of Go's arrays, slices, and maps
- Write powerful concurrent software with Goroutines and channels
- Handle program errors smoothly
- Promote code reuse with packages
- Master Go's unique idioms for highly effective coding
- Use regular expressions and time/date functions
- Test and benchmark Go code
- Write basic command-line programs, HTTP servers, and HTTP clients
- Efficiently move Go code into production
- Build basic TCP chat servers and JSON APIs

Register your book at informit.com/register for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

Sams Teach Yourself JQuery and JavaScript in 24 Hours

Learn how to build beautiful and highly customizable web interfaces by leveraging the power of Bootstrap 4 About This Book Adapt and customize Bootstrap to produce enticing websites that fit your needs Explore Bootstrap's grid system, helper classes, and responsive utilities Extend Bootstrap with jQuery plugins and learn how to create your own custom plugins Who This Book Is For This book targets intermediate-level front-end web-developers. The book is not intended to be an introduction to web development. As such, the book assumes that readers have a firm grasp on the basic concepts behind web-development, as well as essential HTML, JavaScript and CSS skills. What You Will Learn Create a professional Bootstrap-based website from scratch without using third-party templates Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Infuse your web pages with life and movement using Bootstrap jQuery plugins Customize the behavior and features of Bootstrap's jQuery Plugins extensively Optimize your Bootstrap-based project before deployment Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives or React components In Detail Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web-interfaces. Right

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from the first chapter, dive into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web-interfaces. Then take walk through the fundamental features, such as its grid system, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, use forms, style different types of content and utilize Bootstrap's various navigation components. Among other things, you will also tour the anatomy of a Bootstrap plugin, creating your own custom components and extending Bootstrap using jQuery. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and be able to build highly customizable and optimized web interfaces. Style and approach This comprehensive step-by-step guide walks you through building a complete website using Bootstrap 4. Each chapter is accompanied by source code and screenshots, and focuses on a distinct set of lessons that are illustrated within the context of a demo project.

Sams Teach Yourself JavaScript in 24 Hours

Among the most useful tools in the production of any TV show or film is the storyboard, which is the visual blueprint of a project before it is shot. The director's vision is illustrated in the manner of a comic strip and handed on to the crew for

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purposes of budgeting, design, and communication. Storyboards: Motion in Art 3/e is an in depth look at the production and business of storyboards. Using exercises, real-life examples of working in the entertainment industry, interviews with people in the industry, and sample storyboard drawing, this book will teach you how to : * Develop and Improve your boards * Work with directors * Develop your resume and your portfolio * Market your talent * Create and improve a storyboard using computers Packed full of practical industry information and examples, this book will help the reader improve their skills to either land their first assignment or advance their career.

Sams Teach Yourself TCP/IP in 24 Hours

Learn AngularJS, JavaScript and jQuery Web Application Development In just a short time, you can learn the basics of the JavaScript language, jQuery library, and AngularJS framework - and find out how to use them to build well-designed, reusable components for web applications. Sams Teach Yourself AngularJS, JavaScript, and jQuery All in One assumes absolutely no previous knowledge of JavaScript or jQuery. The authors begin by helping students gain the relevant JavaScript skills they need, introducing JavaScript in a way specifically designed for modern AngularJS web development. Each short, easy lesson builds on all that's come before, teaching new concepts and techniques from the ground up, through practical examples and hands-on problem solving. As you complete the lessons in

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this book, you'll gain a practical understanding of how to provide rich user interactions in your web pages, adding dynamic code that allows web pages to instantly react to mouse clicks and finger swipes, and interact with back-end services to store and retrieve data from the web server. Learn how to: Create powerful, highly interactive single-page web applications Leverage AngularJS's innovative MVC approach to web development Use JavaScript in modern frameworks Implement JavaScript, jQuery, and AngularJS together in web pages Dynamically modify page elements in the browser Use browser events to interact with the user directly Implement client-side services that interact with web servers Integrate rich user interface components, including zoomable images and expandable lists Enhance user experience by creating AngularJS templates with built-in directives Bind user interface elements and events to the data model to add flexibility and support more robust interactivity Define custom AngularJS directives to extend HTML's capabilities Build dynamic browser views to provide richer user interaction Create custom services you can integrate into many AngularJS applications Develop a well-structured code base that's easy to reuse and maintain

Contents at a Glance

Part I: An Introduction to AngularJS, jQuery, and JavaScript Development

- 1 Introduction to Dynamic Web Programming
- 2 Debugging JavaScript in Web Pages
- 3 Understanding Dynamic Web Page Anatomy
- 4 Adding CSS/CSS3 Styles to Allow Dynamic Design and Layout
- 5 Jumping into jQuery and JavaScript Syntax
- 6 Understanding and Using JavaScript Objects

Part II: Implementing jQuery and JavaScript in Web Pages

- 7 Accessing DOM Elements

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Using JavaScript and jQuery Objects 8 Navigating and Manipulating jQuery Objects and DOM Elements with jQuery 9 Applying JavaScript and jQuery Events for Richly Interactive Web Pages 10 Dynamically Accessing and Manipulating Web Pages with JavaScript and jQuery 11 Working with Window, Browser, and Other Non-Web Page Elements Part III: Building Richly Interactive Web Pages with jQuery 12 Enhancing User Interaction Through jQuery Animation and Other Special Effects 13 Interacting with Web Forms in jQuery and JavaScript 14 Creating Advanced Web Page Elements in jQuery 15 Accessing Server-Side Data via JavaScript and jQuery AJAX Requests Part IV: Utilizing jQuery UI 16 Introducing jQuery UI 17 Using jQuery UI Effects 18 Advanced Interactions With jQuery UI Interaction Widgets 19 Using jQuery UI Widgets to Add Rich Interactions to Web Pages Part V: Building Web Applications with AngularJS 20 Getting Started with AngularJS 21 Understanding AngularJS Application Dynamics 22 Implementing the Scope as a Data Model 23 Using AngularJS Templates to Create Views 24 Implementing Directives in AngularJS Views 25 Creating Your Own Custom Directives to Extend HTML 26 Using Events to Interact with Data in the Model 27 Implementing AngularJS Services in Web Applications 28 Creating Your Own Custom AngularJS Services 29 Creating Rich Web Application Components the AngularJS Way

Sams Teach Yourself JQuery Mobile in 24 Hours

In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP.

Where To Download Sams Teach Yourself Bootstrap In 24 Hours

Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the

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Sams Teach Yourself FreeBSD in 24 Hours

In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to Build your own web page and get it online in an instant. Format text for maximum clarity and readability. Create links to other pages and to other sites. Add graphics, color, and visual pizzazz to your web pages. Work with transparent images and background graphics. Design your site's layout and typography using CSS. Get user input with web-based forms. Use JavaScript to build dynamic, interactive web pages.

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Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery
Make your site easy to maintain and update as it grows Contents at a Glance Part I
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Sams Teach Yourself Responsive Web Design in 24 Hours

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Android development is hot, and many programmers are interested in joining the fun. However, because this technology is based on Java, you should first obtain a solid grasp of the Java language and its foundational APIs to improve your chances of succeeding as an Android app developer. After all, you will be busy learning the architecture of an Android app, the various Android-specific APIs, and Android-specific tools. If you do not already know Java fundamentals, you will probably end up with a massive headache from also having to quickly cram those fundamentals into your knowledge base. *Learn Java for Android Development, Second Edition* teaches programmers of any skill level the essential Java language and foundational Java API skills that must be learned to improve the programmer's chances of succeeding as an Android app developer. Each of the book's 14 chapters provides an exercise section that gives you the opportunity to reinforce your understanding of the chapter's material. Answers to the book's more than 500 exercises are provided in an appendix. A second appendix provides a significant game-oriented Java application, which you can convert into an Android app. Once you complete this book, you should be ready to dive into beginning Android app development. Maybe, start that journey with Apress' *Beginning Android*.

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