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In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. 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 Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse

Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335778 for access to all code examples from the book, as well as updates, and corrections as they become available.

Sams Teach Yourself Adobe® Photoshop® CS3 in 24 Hours 24 Proven One-hour Lessons Carla Rose Kate Binder You can master Photoshop® CS3 faster than you ever thought possible-even if you have no Photoshop or image editing experience at all! In just 24 hands-on, step-by-step lessons, this book will teach you all the core Photoshop skills you need to get great results-in digital photography, graphic design, painting, or anything else! By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do somethi.

Sams Teach Yourself Google AdWords in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons, you'll learn everything you need to use Google AdWords to find more customers, sell more of your products and services, and earn higher profits at lower cost! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English definitions explain new terms 10 minutes is all you need to learn how to... Identify goals, target markets, and demographics Create your AdWords account and publish your first test ads Write great

ads and continually improve your copy Schedule ads for the right times of day, days of the week, holidays, and seasons Master AdWords' tools for managing accounts, bids, keywords, and ads Choose, fine-tune, and optimize keywords Use AdWords to complement organic search engine optimization (SEO) campaigns Use geotargeting and other advanced techniques Profit from AdWords' suggestions–and know when to ignore them Utilize AdWords reporting to improve your ads' profitability Control spending, manage cash flow, and reduce costs without impacting results Troubleshoot your AdWords campaigns

This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

This book contains six studies on various national environmental policies and environment -oriented technology policy systems in Austria, Denmark, Germany, the Netherlands, Spain, and the United Kingdom, sandwiched between this introductory and a concluding chapter. These studies were conducted as part of the ENVINNO research project, "Towards an Integration of Environmental and Ecology-Oriented Technology Policy: Stimulus and Response in Environment Related Innovation Networks", which formed part of the Targeted Social and Economic Research (TSER) Programme of Directorate-General XII of the European Commission, now 1 Directorate-General for Research. We like to thank Mrs. Genevieve Zdrojewski of GD Directorate-General Research for her kind support of our research project. The project was carried out between 1998 and 2001 by research teams from the six countries. The co-ordinating institute was the Department of Environmental Economics and Management at the Vienna University of 2 Economics and Business Administration. At this place we want to mention all researchers involved in the ENVINNO project and we want to

thank them all for their contributions to this book and the project and for the good time we have had performing the project and meeting each other at regular intervals in Vienna (A), Enschede (NL), Berlin (D), and Sevilla (E). Department of Environmental Economics and Management at the Vienna University of Economics and Business Administration in Austria: • Univ. Prof. Dr. Uwe Schubert, • Mag. Judith Kock, • Mag. Jiirgen Mellitzer, 1 Under contract-number SOEI-CT98-110S. 2 The project website is http://www.wu-wien.ac.atiwwwu/institute/iuwIENVINNO. Provides lessons on using Movable Type to build, administer, and maintain a Web site.

Handbook of Statistics_29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography

An overview of the work of the inspection and advisory services as they relate to the LEAs and other involved parties such as the DfEE, OFSTED, schools and governing bodies.

Explores CSS tasks and discusses such topics as creating usable Web designs, controlling typography, and choosing appearance-enhancing colors and backgrounds.

From G.I. Joe to the X-Men nothing has fueled more hours of childhood fun that action figures, but the excitement of action figures also drives one of the largest growing areas in toy collecting. This pocket-sized guide with its 250+ stunning color photos and up-to--date values gives collectors a handy and reliable resource. This action-packed field guide: &break;&break;Offers collectors looking to buy or sell in the more than 110,000 online action figure auctions easy access to identification and value information &break;&break;Provides collectors with detailed color photos, identifying descriptions and history on some of the great action figure toys &break;&break;Allows experienced collectors to easily introduce their favorite hobby to would-be collectors &break;&break;Just like the action figures, there's nothing small about the details collectors will find in this reference.

Appropriate for all basic-to-intermediate level courses in Visual Basic 2008 programming. Created by world-renowned programming instructors Paul and Harvey Deitel, Visual Basic 2008 How to Program, Fourth Edition introduces all facets of the Visual Basic 2008 language hands-on, through hundreds of working programs. This book has been thoroughly updated to reflect the major innovations Microsoft has incorporated in Visual Basic 2008 and .NET 3.5; all discussions and sample code have been carefully audited against the newest Visual Basic language specification. The many new platform features covered in depth in this edition include: LINQ data queries, Windows Presentation Foundation (WPF), ASP.NET Ajax and the Microsoft Ajax Library, Silverlight-based rich Internet application development, and creating Web services with Windows Communication Foundation (WCF). New language features introduced in this edition: object anonymous types, object initializers, implicitly typed local variables and arrays, delegates, lambda expressions, and extension methods. Students begin by getting comfortable with the free Visual Basic Express 2008 IDE and basic VB syntax included on the CD. Next, they build their skills one step at a time, mastering control structures, classes, objects, methods, variables, arrays, and the core techniques of object-oriented programming. With this strong foundation in place, the Deitels introduce more sophisticated techniques, including inheritance, polymorphism, exception handling, strings, GUI's, data

structures, generics, and collections. Throughout, the authors show developers how to make the most of Microsoft's Visual Studio tools. A series of appendices provide essential programming reference material on topics ranging from number systems to the Visual Studio Debugger, UML 2 to Unicode and ASCII.

Explains how to use the free simplified version of ColdFusion Server to create dynamic, data-driven Web sites using intelligent server-side conditions, logical processing, guest books, counters, and shopping carts.

A guide to the business presentation software explains how to combine text, animation, video, photographs, sound effects, and narration into a professional-looking presentation.

One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool.

'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in--depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

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

Sams Teach Yourself Tumblr® in 10 Minutes offers straightfor-ward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use Tumblr to create a blog for sharing tweets, links, text, media, email, anything! Each compact lesson zeroes in on essential tech-niques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cau-tions help you avoid common pitfalls Notes provide additional in-formation 10 minutes is all you need to learn how to... Create and run a personal blog incredibly easily! Personalize your tumblog with themes and a custom domain name Post text, links, photos, media, and more Add comments to your tumblog Save and share your tweets from Twitter on Tumblr Feed your tumblog content to your Facebook page Post from your cellphone, iPhone, or iPad Find tumblogs you like, and quote or repost their content Extend tumblogs with Goodies and Third-Party Apps

This book is about HCI research in an industrial research setting. It is based on the experiences of two researchers at the IBM T. J. Watson Research Center. Over the last two decades, Drs. John and Clare-Marie Karat have conducted HCI research to create inno-vative usable technology for users across a variety of domains. We begin the book by introducing the reader to the context of in-dustrial research as well as a set of common themes or guidelines to consider in conducting HCI research in practice. Then case study examples of HCI approaches to the design and evaluation of usable solutions for people are presented and discussed in three domain areas: - item Conversational speech technologies, - item Personalization in eCommerce, and - item Security and privacy policy management technologies In each of the case studies, the authors illustrate and discuss examples of HCI approaches to de-sign and evaluation that worked well and those that did not. They discuss what was learned over time about different HCI methods in practice, and changes that were made to the HCI tools used over time. The Karats discuss trade-offs and issues related to time, resources, and money and the value derived from different HCI methods in practice. These decisions are ones that need to be made regularly in the industrial sector. Similarities and differ-ences with the types of decisions made in this regard in academia will be discussed. The authors then use the context of the three case studies in the three research domains to draw insights and conclusions about the themes that were introduced in the begin-ning of the book. The Karats conclude with their perspective about the future of HCI industrial research. Table of Contents: Introduc-tion: Themes and Structure of the Book / Case Study 1: Conversa-tional Speech Technologies: Automatic Speech Recognition (ASR) / Case Study 2: Personalization in eCommerce / Case Study 3: Se-curity and Privacy Policy Management Technologies / Insights and Conclusions / The Future of Industrial HCI Research

Introduces the latest version of the database program and pro-vides lessons on how to create, update, and modify databases

Anomalous epigenetic patterns touch many areas of study includ-ing biomedical, scientific, and industrial. With perspectives from international experts, this resource offers an all-inclusive overview of epigenetics, which bridge DNA information and func-tion by regulating gene expression without modifying the DNA se-quence itself. Epigenetics, in its

Third Edition: Thoroughly Updated and Expanded, with Extensive New Coverage! In just 24 sessions of one hour or less, you'll mas-ter the entire SAP project lifecycle, from planning through imple-mentation and system administration through day-to-day opera-tions. Using this book's straightforward, step-by-step approach, you'll gain a strong real-world foundation in both the technology and business essentials of today's SAP products and application-s—from the ground up. Step-by-step instructions walk you through the most common questions, issues, and tasks you'll en-counter with SAP. Case study-based exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way. Watch Out! cautions warn about potential problems. Learn how to... Understand SAP's newest products for enterprises and small-to-midsize businesses, and choose the right solutions for your company Discover how SAP integrates with Web services and service-oriented architecture Develop an efficient roadmap for deploying SAP in your environment Plan your SAP implementa-tion from business, functional, technical, and project management perspectives Leverage NetWeaver 7.0 features to streamline de-velopment and integration, and reduce cost Walk through a step-by-step SAP technical installation Master basic SAP system admin-istration and operations Perform essential tasks such as logon, session management, and printing Build SAP queries and reports Prepare for SAP upgrades and enhancements Develop your own personal career as an SAP professional Register your book at infor-mit.com/title/9780137142842 for convenient access to updates and corrections as they become available.

Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 stan-dard and libraries, it now emphasizes platform-independent C pro-gramming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ide-al for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and per-formance in modern mobile and gaming apps. Friendly and acces-sible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality tech-niques. Each lesson is designed to be completed in hour or less, in-troducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple pro-grams on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and pro-gram control Using core language features, including numeric ar-rays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Stor-ing Information: Variables and Constants 4 The Pieces of a C Pro-gram: Statements, Expressions, and Operators 5 Packaging Code

in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Discusses how to choose the correct database, how to design a database, how to organize data, how to query and update data, how to create reports, and how to build applications that use databases.

The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

Readers will learn the fundamentals of SQL quickly through the use of countless examples depicting all the major components of SQL. Using step-by-step instructions, real-world examples, and expert advice, the authors show how to improve productivity and take skills to new heights.

More than ever, Christians are bombarded with tough faith questions from their pluralistic friends and neighbors. Many of these emerge as "anti-truth claims" and slogans we are all familiar with: • Why not just look out for yourself? • Do what you want--just as long as you don't hurt anyone • Miracles violate the laws of nature • Aren't people born gay? Paul Copan has been answering questions like these for many years. In When God Goes to Starbucks, he offers readers solid and caring Christian responses to these and many other concerns that are being discussed in Starbucks, shopping malls, youth groups, and schools. Each chapter provides succinct answers and points for countering the cultural questions believers are faced with today.

Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.

Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short, the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry.

Create action-packed 3D games with the Microsoft XNA Framework.

Practitioners often say: 'We need to do something differently but are not sure what to do or how to do it' and 'Scientists explain complexity but don't tell you what to do in practical terms'. This book has been written to offer solutions for these practitioners - to provide an Approach for 'putting complexity to work'. Practice is, de facto, determined by changing contexts. In a specific instance, what needs doing will depend on the circumstances, and cannot be bounded or decided in advance. But when most auditors, donors or managers demand tangible, target-driven results within a fixed time frame, how can practitioners convince them that working with the open principles of complexity will lead to more successful and sustainable solutions? This book is not 'yet another' complexity book. What it offers is an in-depth, systemat-

ic, Framework that practitioners can use to focus on the dynamic phenomena already active in their working context, to be able to shape and influence these phenomena 'on the fly'. The authors present six case studies, including the UK Fuel Crisis (2000) and the 2010 Gulf of Mexico Oil Spill. Their Approach reveals a clear understanding of the stresses and strains that were felt throughout the crises and how these might have been handled differently had an appreciation of the underlying complexity been part of standard practice. Drawn from their own experiences and those of other practitioners, and to bridge the gap between theory, experience and practice, the authors have produced a clear and erudite 'bible' for realising the inherent benefits of 'putting complexity to work'.

Teaches how to write games using Direct3D, discussing such topics as how to create and manage Direct3D objects, how to program animation sequences, how to add sound effects, and how to program a role-playing game.

This book/DVD bundle represents a $30 savings versus the cost of buying them separately. It consists of the book Sams Teach Yourself Ajax, JavaScript, and PHP All in One and the video course Sams Teach Yourself JavaScript and Ajax: Video Learning Starter Kit. The Video Learning Starter Kit provides four hours of video training and lessons, along with all the source files and software the beginner needs to create and run the examples. Each 10-minute video lesson uses the same step-by-step learning structure that has proven so effective in all Sams Teach Yourself books - as well as the same clear and concise style, practical hands-on examples, and self-paced learning approach. The book combines the hottest web development technologies into one clearly written, step-by-step tutorial, packaged with an easy-to-use CD packed with all the software tools, libraries and source files a reader needs to develop their own applications. By the end of this book/video the user will understand how these technologies work, and more importantly, how they work together to create dynamic web applications. After working through the book's and video's lessons the reader will be able to confidently create basic, but professional-looking Ajax applications to enhance and improve any web site

In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV

running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. 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 Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bff-media.com. Learn how to... n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and

remote devices n Bring it all together to build a complete Google TV app, from start to finish
The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each 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 iPad development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting 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. Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's

email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store
Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories.
The friendly, tutorial style of Sams Teach Yourself E-Commerce Programming with ASP in 21 Days empowers you to create your own online stores quickly and easily. Using online-proven methods, Stephen Walther, an expert e-commerce developer, provides you with an understanding of online commerce applications, then guides you through the use of VBScript and ASP's built-in objects, enabling you to create your own dynamic, database-driven e-commerce solutions. This book does not stop at just creating the online store. The author teaches you to create order tracking systems, manage advertising, create store reports, personalize the shopping experience and much more.

Sams Teach Yourself Routing in 24 Hours presents routing fundamentals in 24 easy to follow lessons that build upon the previous lessons. Each of these lessons can stand alone as a tutorial on a particular routing concept, thereby adding greater value to the book. In addition to these "easy to follow" lessons, this book is full of useful notes, tips, and cautions from the author's extensive experience that will prove invaluable to anyone who wants to learn routing as quickly as possible. The reader will also benefit from the exercises (each one based on an actual experience the author has encountered) at the end of each chapter.