

Quiz 2 Web Mit

This text provides an explanation of CGI and related techniques for people who want to provide their own information servers on the Web. It explains the value of CGI and how it works, and looks at the subtle details of programming. The accompanying CD-ROM The baby owls came out of their house, and they sat on the tree and waited. A big branch for Sarah, a small branch for Percy, and an old piece of ivy for Bill. When three baby owls awake one night to find their mother gone, they can't help but wonder where she is. Stunning illustrations from unique and striking perspectives capture the owls as they worry about their mother: What is she doing? When will she be back? What scary things move all around them? Not surprisingly, a joyous flapping and dancing and bouncing greets her return, lending a celebratory tone to the ending of this comforting tale. Never has the plight of young ones who miss their mother been so simply told or so beautifully rendered.

Designed for the introductory computer science subject at MIT, this book presents a unique conceptual introduction to programming that should make it required reading for every computer scientist. The authors' main concern is to give their readers command of the major techniques used to control the complexity of large software systems: building abstractions, establishing conventional interfaces, and establishing new descriptive languages. Structure and Interpretation of Computer Programs covers a wide range of material, from simple numerical programs, through symbol manipulation, logic programming, interpretation, and compilation. Main sections of the book are: Building Abstractions with Procedures; Building Abstractions with Data; Modularity, Objects, and State, Meta-Linguistic Abstraction; and Computing with Register Machines. Each chapter includes numerous exercises and programming projects. As a programming language, the book uses Scheme, a modern dialect of LISP, which incorporates block structure and lexical scoping. This book inaugurates the MIT Electrical Engineering and Computer Science series, copublished with McGraw Hill.

MIT App Inventor merupakan open-source web application yang disediakan oleh Google, yang dimantain oleh Massachusetts Institute of Technology (MIT) MIT App Inventor memiliki jenis pemrograman visual yang mudah dipahami sehingga memungkinkan semua orang termasuk anak-anak untuk membuat aplikasi yang bisa berjalan dan bekerja untuk smartphone maupun tablet. Orang yang baru mengetahui MIT App Inventor dapat membuat aplikasi sederhana yang hampir bisa digunakan hanya dalam waktu kurang dari 30 menit. Terlebih lagi pemrograman berbasis blok yang ada di MIT App Inventor memudahkan pembuatan aplikasi sehingga aplikasi bisa selesai dalam waktu yang terbilang cukup singkat daripada lingkungan pemrograman yang ada pada umumnya. Pada buku ini berisikan pengenalan MIT App Inventor beserta fitur dan tutorial contoh-contoh aplikasi yang dapat dibuat. Dengan mengikuti tutorial tersebut besar harapan dari penulis, pembaca dapat memahami cara menggunakan MIT App

Introduction to Cosmology

The Smart Enough City

A Portrait of the Artist as a Young Man

Ten Reasons We're Wrong About the World--and Why Things Are Better Than You Think

der europäische Computer-Führerschein ; das komplette Kursbuch für Microsoft Office 2007 nach Syllabus 5.0 ; DLGI-approbiertes Lernmaterial ECDL 5.0 ; CD, Prüfungsfragen, Praxisübungen]

Concepts, Methodologies, Tools, and Applications

A guide for educators to incorporate computational thinking—a set of cognitive skills applied to problem solving—into a broad range of subjects. Computational thinking—a set of mental and cognitive tools applied to problem solving—is a fundamental skill that all of us (and not just computer scientists) draw on. Educators have found that computational thinking enhances learning across a range of subjects and reinforces students' abilities in reading, writing, and arithmetic. This book offers a guide for incorporating computational thinking into middle school and high school classrooms, presenting a series of activities, projects, and tasks that employ a range of pedagogical practices and cross a variety of content areas. As students problem solve, communicate, persevere, work as a team, and learn from mistakes, they develop a concrete understanding of the abstract principles used in computer science to create code and other digital artifacts. The book guides students and teachers to integrate computer programming with visual art and geometry, generating abstract expressionist-style images; construct topological graphs that represent the relationships between characters in such literary works as Harry Potter and the Sorcerer's Stone and Romeo and Juliet; apply Newtonian physics to the creation of computer games; and locate, analyze, and present empirical data relevant to social and political issues. Finally, the book lists a variety of classroom resources, including the programming languages Scratch (free to all) and Codesters (free to teachers). An accompanying website contains the executable programs used in the book's activities.

Der Klassiker erweitert mit neuen Workshops
Aus dem Inhalt: Designprinzipien Nähe, Ausrichtung, Wiederholung und Kontrast
Eine Geschäftsausstattung gestalten
Vom Briefpapier über Flyer, Webseiten bis zu Zeitungsanzeigen
Weitere Tipps & Tricks
Zur Gestaltung von Logos, Rechnungen und Inhaltsverzeichnissen
Gestalten mit Schrift
Kategorien und Kontraste

Blitz, the only comprehensive guide to IT quizzing in India, is tailor made for participants of TCS IT Wiz, Rural IT Quiz and various other IT/TECH Quizzes. Written by an avid IT quizzer and now a Quiz master himself, this book serves as a handy IT reference book for everyone, from tech savvy readers to ardent quizzers. Salient Features :
• Comprehensive coverage on history of computers and IT companies.
• Over 2800 Technology terms abbreviations and acronyms.
• 1000 Multiple Choice Questions-Indians in IT, Computer Games etc.
• Who Coined IT Terms, Happy Father’s day, Derivation of names etc.
About The Author
Raveesh Mayya K, who is currently pursuing his MBA at FMS, Delhi University, conceptualized and compiled this book at the age of 19. His brainchild, the Quizblog Portal (www.quizblog.in) has been appreciated and accepted really well by the Quizzing fraternity. He has worked as a IT Quiz Researcher Consultant with Greycaps India Pvt Ltd, led by Mr. Giri Balasubramaniam. He founded the Quotient Quiz Club while studying at PESIT (Bangalore) and ECN Quizzing Circuit while working at Cisco Systems. As a quizmaster, he has hosted many successful quizzes. He’s been the quizmaster at college events like the 12th Annual Intercollegiate Youth Festival, VTU 2010 (CIT, Gubbi), Praygan 1.0 (Chitkara University, Chandigarh) and corporate events like Adobe People Connect Quiz, Microsoft Dreamspark Yatra, Cisco Conncted Women Quiz etc.
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• Pre Internet Timeline

A substantial update of this award-winning and highly regarded cosmology textbook, for advanced undergraduates in physics and astronomy.

The Giver

Webseiten planen, gestalten und umsetzen

Mac OS X Support Essentials v10.6: A Guide to Supporting and Troubleshooting Mac OS X v10.6
Snow Leopard

Apple Training Series

Camtasia Studio 6 - Praxisworkshops

ECDL

This practical handbook is designed to help language teachers, teacher trainers, and students learn more about their options for using computer-assisted language learning (CALL) and develop an understanding of the theory and research supporting these options. The chapters in New Perspectives on CALL for Second Language Classrooms synthesize previous CALL theory and research and describe practical applications to both second and foreign language classrooms, including procedures for evaluating these applications. The implementation of CALL at the institutional level is also addressed, with attention to designing multimedia language laboratories and creating collaborative CALL-based projects between educational institutions. Although many chapters locate their descriptions of CALL activities and projects within the ESL/EFL setting, the principles and activities described are equally useful for other language settings. The book does not require prior knowledge of CALL, computers, or software. To assist readers, a glossary of CALL terms and an appendix of CALL Web sites are provided. The book also has its own accompanying Web site (http://www.erlbaum.com/callforL2classrooms) presenting chapter abstracts, author contact information, and regularly updated links to pedagogical, research, and teacher development sites. By integrating theoretical issues, research findings, and practical guidelines on different aspects of CALL, this book offers teachers multiple levels of resources for their own professional development, for needs-based creation of specific CALL activities, for curriculum design, and for implementation of institutional and inter-institutional CALL projects.

This book constitutes the refereed proceedings of the 11 workshops co-located with the 16th International Conference on Practical Applications of Agents and Multi-Agent Systems, PAAMS 2018, held in Toledo, Spain, in June 2018. The 47 full papers presented were carefully reviewed and selected from 72 submissions. The volume presents the papers that have been accepted for the following workshops: Workshop on Agents and Multi-agent Systems for AAL and e-HEALTH; Workshop on Agent based Applications for Air Transport; Workshop on Agent-based Artificial Markets Computational Economics; Workshop on Agent-Based Solutions for Manufacturing and Supply Chain; Workshop on MAS for Complex Networks and Social Computation; Workshop on Intelligent Systems and Context Information Fusion; Workshop on Multi-agent based Applications for Energy Markets, Smart Grids and Sustainable Energy Systems; Workshop on Multiagent System based Learning Environments; Workshop on Smart Cities and Intelligent Agents; Workshop on Swarm Intelligence and Swarm Robotics; Workshop on Multi-Agent Systems and Simulation.

Computers communicate differently than people. Coders write algorithms in different computer languages that give computers clear instructions on how to work. This book explores the first computer communications and how coding works. Readers will learn about binary, the 0s and 1s that make up the base of all computer programming, as well as how coders find problems and fix mistakes. Perfect for the young coding enthusiast and the beginner, this book uses simple infographics and language to present complex ideas in a captivating manner.

The only Apple-certified book on Mac OS X 10.5 Leopard, this comprehensive reference takes support technicians and ardent Mac users deep inside their operating systems, covering everything from networking technologies to system administration, customizing the operating system, command-line programming, and more. Keyed to the learning objectives of the AppleCertified Technical Coordinator certification exam, the lessons in this self-paced volume serve as a perfect supplement to Apple's own training class and a first-rate primer for computer support personnel who need to troubleshoot and optimize Mac OS X as part of their jobs. Self-quizzes and chapter tests reinforce the knowledge gained along the way.

Philip and Alex's Guide to Web Publishing

Sams Teach Yourself JQuery Mobile in 24 Hours

Design Reference

International Workshops of PAAMS 2018, Toledo, Spain, June 20–22, 2018, Proceedings

mit Video präsentieren, verkaufen, unterrichten

einfach programmieren mit HTML, CSS, JavaScript, PHP und ASP ; [Start ohne Vorwissen]

*The only Apple-certified book on Mac OS X Server, this comprehensive reference takes server administrators, support technicians, and ardent Mac users deep inside the server operating system, covering everything from installing and configuring Mac OS X Server to the fine points of networking technologies, service administration, customizing users and groups, command-line service equivalents, and more. Keyed to the learning objectives of the Apple Certified Technical Coordinator certification exam, the lessons in this self-paced volume serve as a perfect supplement to Apple's own training class, as well as a first-rate primer for computer support personnel who need to support and maintain Mac OS X Server as part of their jobs. Focused lessons take you step-by-step through practical,real-world tasks
Ample illustrations help you master techniques
fast Lesson goals and time estimates help you plan your time
Chapter reviews summarize what you've learned
About the Editor: Schoun Regan is CEO of I.T. Instruction (www.itinstruction.com) and leads its group of roving IT specialists, The Mac Trainers. Schoun routinely travels North America, training users on Mac OS X, Mac OS X Server, Windows integration, and image management and deployment. He organizes and speaks at the Mac OS X Pro conference sessions at Macworld Expo and various other conventions, educational institutions, and businesses.*

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.

"This comprehensive, six-volume collection addresses all aspects of online and distance learning, including information communication technologies applied to education, virtual classrooms, pedagogical systems, Web-based learning, library information systems, virtual universities, and more. It enables libraries to provide a foundational reference to meet the information needs of researchers, educators, practitioners, administrators, and other stakeholders in online and distance learning"--Provided by publisher.

The only Apple-certified book on Mac OS X v10.6, this revised best-seller will take you deep inside the latest big-cat operating system—covering everything from installation to automation, customizing the operating system, supporting applications, setting up peripherals, and more. Whether you're a support technician or simply an ardent Mac user, you'll quickly learn and master the new features in Mac OS X 10.6, including native support for Microsoft Exchange Server 2007. Following the learning objectives of the Apple Certified Support Professional exam, this self-paced book is a perfect guide for Apple's training and a first-rate primer for computer support personnel who need to troubleshoot and optimize Mac OS X as part of their jobs. Chapter review sections and quizzes summarize and reinforce acquired knowledge. The Apple Training Series serves as both a self-paced learning tool and the official curriculum for the Mac OS X and Mac OS X Server certification programs.

Structure and Interpretation of Computer Programs

Eulenspiegel

Catastrophe and Systemic Change: Learning from the Grenfell Tower Fire and Other Disasters

BLITZ-THE IT QUIZ BOOK

Playing with Religion in Digital Games

Historisches Lernen im World Wide Web: Suchen, flanieren oder forschen?

Learning Theory and Online Technologies offers a powerful overview of the current state of online learning, the foundations of its historical roots and growth, and a framework for distinguishing between the major approaches to online learning. It addresses pedagogy (how to design an effective online environment for learning), evaluation (how to know that students are learning), and history (how past research can guide successful online teaching and learning outcomes). An ideal textbook for undergraduate Education and Communication programs as well as Educational Technology Masters, Ph.D., and Certificate programs, Learning Theory and Online Technologies provides a synthesis of the key advances in online education learning theory and the key frameworks of research, and clearly links theory and research to successful learning practice. This revised second edition updates data on digital media adoption globally, adds a new chapter on connectivism as a learning theory, and updates the chapter on online collaborative learning, renaming the theory as collaborativism and considering the challenges that arise with the growth of artificial intelligence.

First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

When we are online, we learn about history in very specific ways - the characteristics of networked media heavily influence the content and structure of historical narratives. What is the potential of the internet for researching, learning and teaching history? What are the risks? What are the didactical requirements for presenting history online? Astrid Schwabe's empirical research draws on both media studies and the didactics of history. Grounded in didactical research and media theory, Schwabe develops a concept for a virtual history museum. This concept forms the basis for the implementation of the didactical history website www.vimu.info. An empiric evaluation of the website and its users gives unique insights into people's history learning online. Based on these results, Schwabe develops a theory of online history reception and user types. The study is in the field of Geschichtskultur, that is learning and teaching history outside of academic institutions.

The Grenfell Tower tragedy was the worst residential fire in London since World War II. It killed seventy-two people in the richest borough of one of the wealthiest countries in the world. Like other catastrophic events before it and since, it has the power to bring about lasting change. But will it? The historical evidence is weighed against lessons being learned in a meaningful or enduring way. In an attempt to understand why, despite enormous efforts, we persistently fail to learn from catastrophic events, this book uses the details of the Grenfell fire as a case study to consider why we don't learn and what it would take to enable real systemic change. The book explores the myths, the key challenges and the conditions that inhibit learning, and it identifies opportunities to positively disrupt the status quo. It offers an accessible model for systemic change, not as a definitive solution but rather as a framework to evoke reflection, enquiry and proper debate. Catastrophe and Systemic Change is a must-read book for a wide range of readers including those interested in change management, leadership, policy-making, law, housing, construction and public safety.

Fachdidaktisch-mediale Konzeption, praktische Umsetzung und empirische Evaluation der regionalhistorischen Website Vimu.info

Artificial Intelligence

A Streetcar Named Desire

Das PC-Handbuch

Introduction to Linear Algebra

CGI Programming on the World Wide Web

Thomas Hardy (2nd June 1840 [?] 11th January 1928) was an English novelist and poet. He was influenced by Romanticism and it has been reflected in his novels and poetry. He was criticised by the victorian society on the issue of the declining status of rural people in Britain. He was basically a poet. Initially he started writing poems. But he gained fame after his novels, such as [?] Far from the Madding Crowd, The Mayor of Caster bridge, Tess of the d[Urbervilles and Jude the Obscure. Two of his novels, [?]Tess of the d[Urbervilles[?] and [?]Far from the Madding Crowd, were listed in top 50 on the BBC survey- The Big Road.The story of [?]Tess of the d[Urbervilles[?] revolves around a 16 year old very simple girl, named Tess Durbeyfield, who is the eldest daughter of John and Joan Durbeyfield. Since the family suffers acute financial crisis, so they approach the d[Urbervilles family who are holding huge land and having lot of money. There Tess meets Alec d[Urberville, who finds himself attracted to Tess. When Tess started working as a caretaker of Alec[?]s blind mother[?]s poultry farm, Alec gets an opportunity to rape her. After that there are many ups and down in Tess[?] life. She meets Mr. Crick for another job. She also meets one more fellow Angel Clare, who is a travelling farmer[?]s apprentice. They marry each other. But after knowing her story, again there is a turn in Tess[?] life. How she manages all such situation, how she meets all the financial aspects, lot of things happen with Tess. Even Alec and Angel both start searching for Tess. So, the story has become very interesting, full of climax. How Tess meets Alec or Angel? Whether she gets involved with any of these two again? There are so many presumptions. Readers will surely enjoy the story, full of suspense and never expected ups & downs in the life of all the characters. At last, how Angel helps Tess and her family is the climax. Go ahead and must grab the book.A must read book for self development and how to be a good leader.

Book Description: Gilbert Strang's textbooks have changed the entire approach to learning linear algebra -- away from abstract vector spaces to specific examples of the four fundamental subspaces: the column space and nullspace of A and A'. Introduction to Linear Algebra, Fourth Edition includes challenge problems to complement the review problems that have been highly praised in previous editions. The basic course is followed by seven applications: differential equations, engineering, graph theory, statistics, Fourier methods and the FFT, linear programming, and computer graphics. Thousands of teachers in colleges and universities and now high schools are using this book, which truly explains this crucial subject.

Why technology is not an end in itself, and how cities can be “smart enough,” using technology to promote democracy and equity. Smart cities, where technology is used to solve every problem, are hailed as futuristic urban utopias. We are promised that apps, algorithms, and artificial intelligence will relieve congestion, restore democracy, prevent crime, and improve public services. In The Smart Enough City, Ben Green warns against seeing the city only through the lens of technology; taking an exclusively technical view of urban life will lead to cities that appear smart but under the surface are rife with injustice and inequality. He proposes instead that cities strive to be “smart enough”: to embrace technology as a powerful tool when used in conjunction with other forms of social change—but not to value technology as an end in itself. In a technology-centric smart city, self-driving cars have the run of downtown and force out pedestrians, civic engagement is limited to requesting services through an app, police use algorithms to justify and perpetuate racist practices, and governments and private companies surveil public space to control behavior. Green describes smart city efforts gone wrong but also smart enough alternatives, attainable with the help of technology but not reducible to technology: a livable city, a democratic city, a just city, a responsible city, and an innovative city. By recognizing the complexity of urban life rather than merely seeing the city as something to optimize, these Smart Enough Cities successfully incorporate technology into a holistic vision of justice and equity.

Thrilling new discoveries in science and technology are announced almost daily. Cutting-Edge Science and Technology keeps readers at the forefront of new research. Artificial Intelligencecovers a wide variety of topics in the emerging field of machine learning, including facial identification, voice recognition, video games, driverless cars, and robot helpers. High-impact photos and explanatory graphics and charts bring scientific concepts to life. Features include essential facts, a glossary, selected bibliography, websites, source notes, and an index. Aligned to Common Core Standards and correlated to state standards. Essential Library is an imprint of Abdo Publishing, a division of ABDO.

Classroom Connect Newsletter

Quantum Computation and Quantum Information

An Integrative Approach for Middle and High School Learning

Online and Distance Learning: Concepts, Methodologies, Tools, and Applications
Jetzt lerne ich Dreamweaver MX 2004

Learning Theory and Online Technologies

The operational amplifier ("op amp") is the most versatile and widely used type of analog IC, used in audio and voltage amplifiers, signal conditioners, signal converters, oscillators, and analog computing systems. Almost every electronic device uses at least one op amp. This book is Texas Instruments' complete professional-level tutorial and reference to operational amplifier theory and applications. Among the topics covered are basic op amp physics (including reviews of current and voltage division, Thevenin's theorem, and transistor models), idealized op amp operation and configuration, feedback theory and methods, single and dual supply operation, understanding op amp parameters, minimizing noise in op amp circuits, and practical applications such as instrumentation amplifiers, signal conditioning, oscillators, active filters, load and level conversions, and analog computing. There is also extensive coverage of circuit construction techniques, including circuit board design, grounding, input and output isolation, using decoupling capacitors, and frequency characteristics of passive components. The material in this book is applicable to all op amp ICs from all manufacturers, not just TI. Unlike textbook treatments of op amp theory that tend to focus on idealized op amp models and configuration, this title uses idealized models only when necessary to explain op amp theory. The bulk of this book is on real-world op amps and their applications; considerations such as thermal effects, circuit noise, circuit buffering, selection of appropriate op amps for a given application, and unexpected effects in passive components are all discussed in detail. *Published in conjunction with Texas Instruments *A single volume, professional-level guide to op amp theory and applications *Covers circuit board layout techniques for manufacturing op amp circuits.

Living in a "perfect" world without social ills, a boy approaches the time when he will receive a life assignment from the Elders, but his selection leads him to a mysterious man known as the Giver, who reveals the dark secrets behind the utopian facade. Trainingsbuch zu allen 7 Modulen des europäischen Computer-Führerscheins EDCL auf der Basis von Windows Vista, Office 2007 und Outlook 2007. Der Inhalt wurde an den aktuellen Lehrplan, Syllabus 5.0 angepasst.

INSTANT NEW YORK TIMES BESTSELLER "One of the most important books I've ever read—an indispensable guide to thinking clearly about the world." - Bill Gates "Hans Rosling tells the story of 'the secret silent miracle of human progress' as only he can. But Factfulness does much more than that. It also explains why progress is so often secret and silent and teaches readers how to see it clearly." —Melinda Gates "Factfulness by Hans Rosling, an outstanding international public health expert, is a hopeful book about the potential for human progress when we work off facts rather than our inherent biases." - Former U.S. President Barack Obama Factfulness: The stress-reducing habit of only carrying opinions for which you have strong supporting facts. When asked simple questions about global trends—what percentage of the world's population live in poverty; why the world's population is increasing; how many girls finish school—we systematically get the answers wrong. So wrong that a chimpanzee choosing answers at random will consistently outguess teachers, journalists, Nobel laureates, and investment bankers. In Factfulness, Professor of International Health and global TED phenomenon Hans Rosling, together with his two long-time collaborators, Anna and Ola, offers a radical new explanation of why this happens. They reveal the ten instincts that distort our perspective—from our tendency to divide the world into two camps (usually some version of us and them) to the way we consume media (where fear rules) to how we perceive progress (believing that most things are getting worse). Our problem is that we don't know what we don't know, and even our guesses are informed by unconscious and predictable biases. It turns out that the world, for all its imperfections, is in a much better state than we might think. That doesn't mean there aren't real concerns. But when we worry about everything all the time instead of embracing a worldview based on facts, we can lose our ability to focus on the things that threaten us most. Inspiring and revelatory, filled with lively anecdotes and moving stories, Factfulness is an urgent and essential book that will change the way you see the world and empower you to respond to the crises and opportunities of the future. --- "This book is my last battle in my life-long mission to fight devastating ignorance...Previously I armed myself with huge data sets, eye-opening software, an energetic learning style and a Swedish bayonet for sword-swallowing. It wasn't enough. But I hope this book will be." Hans Rosling, February 2017.

App Inventor 2

New Perspectives on CALL for Second Language Classrooms

Berkreatifitas Dengan MIT App Inventor
 sehen und können

Computer Programs and Coding

Shaman, paragon, God-mode: modern video games are heavily coded with religious undertones. From the Shinto-inspired Japanese video game Okami to the internationally popular The Legend of Zelda and Halo, many video games rely on religious themes and symbols to drive the narrative and frame the storyline. Playing with Religion in Digital Games explores the increasingly complex relationship between gaming and global religious practices. For example, how does religion help organize the communities in MMORPGs such as World of Warcraft? What role has censorship played in localizing games like Actraiser in the western world? How do evangelical Christians react to violence, gore, and sexuality in some of the most popular games such as Mass Effect or Grand Theft Auto? With contributions by scholars and gamers from all over the world, this collection offers a unique perspective to the intersections of religion and the virtual world.

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Web guru Philip Greenspun offers a comprehensive look at Web publishing with techniques and examples gleaned from his experiences in developing over 70 Web services. He has added fresh ideas and insights to this thoroughly revised guide, including new chapters on electronic commerce and static site development, more material on building systems to foster community and collaboration, and new examples and case studies. Cover Title

Mit dem Buch sollen Leser dazu befähigt werden, ein Webprojekt einschließlich Sitearchitektur, kreativer Entwurfsphase, Navigations- und Screendesign mit (X)HTML und CSS umzusetzen. Ziel des Autors ist es, die Andersartigkeit des Gestaltens für elektronische Medien bewusst zu machen und Wege zu optimalen Entwürfen für dieses Medium aufzuzeigen. Ein Fachbuch für Studierende und Auszubildende der gestalterischen Berufe und für all diejenigen, die einfache bis komplexe Webdesign-Aufgaben eigenständig bewältigen müssen.

Create Your Own Android Apps

Putting Technology in Its Place to Reclaim Our Urban Future

Factfulness

Teaching Computational Thinking

die überraschend einfachen Gesetze guten Designs ; [der Klassiker erweitert mit neuen Workshops]

Internet