

Web Warrior Guide To Design Technology

NEW PERSPECTIVES ON ADOBE FLASH PROFESSIONAL CS6 offers a critical-thinking approach to teaching multimedia. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

A new edition of this title is available, ISBN-10: 0672330164 ISBN-13: 9780672330162 The Object-Oriented Thought Process, Second Edition will lay the foundation in object-oriented concepts and then explain how various object technologies are used. Author Matt Weisfeld introduces object-oriented concepts, then covers abstraction, public and private classes, reusing code, and developing frameworks. Later chapters cover building objects that work with XML, databases, and distributed systems (including EJBs, .NET, Web Services and more). Throughout the book Matt uses UML, the standard language for modeling objects, to provide illustration and examples of each concept.

Field Programmable Gate Arrays (FPGAs) are devices that provide a fast, low-cost way for embedded system designers to customize products and deliver new versions with upgraded features, because they can handle very complicated functions, and be reconfigured an infinite number of times. In addition to introducing the various architectural features available in the latest generation of FPGAs, The Design Warrior's Guide to FPGAs also covers different design tools and flows. This book covers information ranging from schematic-driven entry, through traditional HDL/RTL-based simulation and logic synthesis, all the way up to the current state-of-the-art in pure C/C++ design capture and synthesis technology. Also discussed are specialist areas such as mixed hardware/software and DSP-based design flows, along with innovative new devices such as field programmable node arrays (FPNAs). Clive "Max" Maxfield is a bestselling author and engineer with a large following in the electronic design automation (EDA) and embedded systems industry. In this comprehensive book, he covers all the issues of interest to designers working with, or contemplating a move to, FPGAs in their product designs. While other books cover fragments of FPGA technology or applications this is the first to focus exclusively and comprehensively on FPGA use for embedded systems. First book to focus exclusively and comprehensively on FPGA use in embedded designs World-renowned best-selling author Will help engineers get familiar and succeed with this new technology by providing much-needed advice on choosing the right FPGA for any design project

The Basics of Computer Arithmetic Made Enjoyable and Accessible-with a Special Program Included for Hands-on Learning Packed with nuggets of information and tidbits of trivia, How Computers Do Math provides an incredibly fun and interesting introduction to the way in which computers perform their magic in general and math in particular.

This book offers a case-based, problem-solving approach to learning Macromedia Flash 8. Students will learn how to create rich interactive experiences for the Web, from banners and interactive menus to a complete Web site, using Flash.

Advanced Adobe Photoshop CS2 BASICS builds upon the foundation that students have gained from having taken a basic Photoshop class. Using this textbook, students will be able to explore and learn many of the advanced Photoshop skills not covered in most introductory textbooks. Students will be provided with a thorough but concise explanation of Photoshop tools and processes followed by step-by-step instructions that guide the students in learning new skills.

The Newnes Know It All Series takes the best of what our authors have written to create hard-working desk references that will be an engineer's first port of call for key information, design techniques and rules of thumb. Guaranteed not to gather dust on a shelf! Electrical engineers need to master a wide area of topics to excel. The Electrical Engineering Know It All covers every angle including Real-World Signals and Systems, Electromagnetics, and Power systems. A 360-degree view from our best-selling authors Topics include digital, analog, and power electronics, and electric circuits The ultimate hard-working desk reference; all the essential information, techniques and tricks of the trade in one volume

This text teaches students how to create Flash enhancements with Macromedia's popular Flash software, and includes extensive end-of-chapter material offering challenging projects and reinforcement exercises. No prior programming experience is required.

NEW PERSPECTIVES ON ADOBE FLASH PROFESSIONAL CS5, COMPREHENSIVE, International Edition offers a critical-thinking approach to teaching multimedia. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility.

New Perspectives Adobe Flash CS4 Comprehensive, International Edition offers a critical-thinking approach to teaching Adobe Flash CS4.

This entertaining and readable book provides a solid, comprehensive introduction to contemporary electronics. It's not a "how-to-do" electronics book, but rather an in-depth explanation of how today's integrated circuits work, how they are designed and manufactured, and how they are put together into powerful and sophisticated electronic systems. In addition to the technical details, it's packed with practical information of interest and use to engineers and support personnel in the electronics industry. It even tells how to pronounce the alphabet soup of acronyms that runs rampant in the industry. Written in conversational, fun style that has generated a strong following for the author and sales of over 14,000 copies for the first two editions The Third Edition is even bigger and better, with lots of new material, illustrations, and an expanded glossary Ideal for training incoming engineers and technicians, and for people in marketing or other related fields or anyone else who needs to familiarize themselves with electronics terms and technology

Now in its sixth edition, JAVASCRIPT guides beginning programmers through web application development using the JavaScript programming language. As with previous editions of the book, the authors introduce key web authoring techniques with a strong focus on industry application. New coverage includes developing for touchscreen and mobile devices, and using the jQuery library. A real-world project, similar to what students would encounter in a professional setting, is developed chapter by chapter. Because professional web development jobs often require programmers to add features to existing sites, each chapter project uses a professionally designed web site. After completing a course using this textbook, students will be able to use JavaScript to build professional quality, dynamic web sites. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook

version.

Finally, a comprehensive textbook from the Web Warrior series that covers both HTML and XHTML! Providing students with a tool that not only teaches the basics of HTML, but also prepares them for the eventual migration to XHTML, this book is perfect for the student who can utilize their core HTML skills to develop XHTML pages.

NEW PERSPECTIVES ON ADOBE FLASH PROFESSIONAL CS5, COMPREHENSIVE offers a critical-thinking approach to teaching multimedia. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Provides comprehensive coverage of the new Adobe Flash CS3 software. This text uses the New Perspectives real-life case-based, problem-solving approach to teaching this robust software. Students will learn how to create rich interactive experiences for the Web, from banners and interactive menus to a complete Web site with Flash CS3.

Field programmable gate arrays (FPGAs) are an increasingly popular technology for implementing digital signal processing (DSP) systems. By allowing designers to create circuit architectures developed for the specific applications, high levels of performance can be achieved for many DSP applications providing considerable improvements over conventional microprocessor and dedicated DSP processor solutions. The book addresses the key issue in this process specifically, the methods and tools needed for the design, optimization and implementation of DSP systems in programmable FPGA hardware. It presents a review of the leading-edge techniques in this field, analyzing advanced DSP-based design flows for both signal flow graph- (SFG-) based and dataflow-based implementation, system on chip (SoC) aspects, and future trends and challenges for FPGAs. The automation of the techniques for component architectural synthesis, computational models, and the reduction of energy consumption to help improve FPGA performance, are given in detail. Written from a system level design perspective and with a DSP focus, the authors present many practical application examples of complex DSP implementation, involving: high-performance computing e.g. matrix operations such as matrix multiplication; high-speed filtering including finite impulse response (FIR) filters and wave digital filters (WDFs); adaptive filtering e.g. recursive least squares (RLS) filtering; transforms such as the fast Fourier transform (FFT). FPGA-based Implementation of Signal Processing Systems is an important reference for practising engineers and researchers working on the design and development of DSP systems for radio, telecommunication, information, audio-visual and security applications. Senior level electrical and computer engineering graduates taking courses in signal processing or digital signal processing shall also find this volume of interest.

Equip current and future user-support professionals with the critical people skills and exceptional technical knowledge necessary to provide outstanding support with Beisse's A GUIDE TO COMPUTER USER SUPPORT FOR HELP DESK AND SUPPORT SPECIALISTS, 5E. This useful guide focuses on the informational resources and technical tools students need most to function effectively in a support position. Readers develop the skills to handle troubleshooting and problem solving, successfully communicate with clients, determine a client's specific needs, and train end-users, as well as handle budgeting and other management priorities. Clear, balanced coverage in this edition highlights the latest trends and developments, from Web and e-mail-based support to assistance with Windows 7 and cloud computing. Engaging special features, such as Tips and On the Web Pointers, provide important insights, while new Discussion Questions and Case Projects encourage active participation in the learning process. Leading professional software HelpSTAR and Microsoft Office Project Professional 2010 accompany Beisse's A GUIDE TO COMPUTER USER SUPPORT FOR HELP DESK AND SUPPORT SPECIALISTS, 5E to reinforce the knowledge and skills your students need for success in today's user-support positions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Designed for a first course in database technologies, this book completes the trilogy for the Web Warrior Guide To books (the other two titles cover Web Design Technologies and Web Programming). Using the Java platform, students are taught how to create data-driven Web sites while implementing the latest technologies such as relational databases, MySQL, XML and JSP. Theory is presented early on, but the emphasis in this book is placed on the detailed hands-on learning skills required to work with these technologies.

Students now have the ultimate Web design survey book! Flash, Photoshop, and Fireworks are explored to give students the edge in building dynamic Websites. This book is all you need!

As the first true academic textbook in the market to combine PHP with MySQL, The Web Warrior Guide to PHP Programming, by Don Gosselin covers one of the fastest growing technology combinations for developing interactive web sites.

CD-ROM contains: 30-day trial of Adobe Photoshop 7.0; 120-day trial of XMLSpy5; electronic instructor's manual; ExamView, Microsoft PowerPoint slides for each chapter; data files necessary for the Hands-on Projects and Case Projects; solutions to end-of-chapter Review Questions, Hands-on Projects and Case Projects.

Most real-world spectrum analysis problems involve the computation of the real-data discrete Fourier transform (DFT), a unitary transform that maps elements N of the linear space of real-valued N -tuples, R , to elements of its complex-valued N counterpart, C , and when carried out in hardware it is conventionally achieved via a real-from-complex strategy using a complex-data version of the fast Fourier transform (FFT), the generic name given to the class of fast algorithms used for the efficient computation of the DFT. Such algorithms are typically derived by exploiting the property of symmetry, whether it exists just in the transform kernel or, in certain circumstances, in the input data and/or output data as well. In order to make effective use of a complex-data FFT, however, via the chosen real-from-complex N strategy, the input data to the DFT must first be converted from elements of R to N elements of C . The reason for choosing the computational domain of real-data problems such as N as this to be C , rather than R , is due in part to the fact that computing equipment manufacturers have invested so heavily in producing digital signal processing (DSP) devices built around the design of the complex-data fast multiplier and accumulator (MAC), an arithmetic unit ideally suited to the implementation of the complex-data radix-2 butterfly, the computational unit used by the familiar class of recursive radix-2 FFT algorithms.

All data files necessary to complete chapter projects are conveniently located on this CD for students who do not have reliable internet access.

Take a static storefront Web page to a large graphic multimedia Web site with Dreamweaver 4.0. Readers start from the bottom and progress into developing more complex Web sites through hands-on projects and exercises. Unlike any other title, Dreamweaver 4.0 incorporates Fireworks to provide the user with an industrial triad of Web authoring, image editing, and Web site management. Individuals get a real-world prospective by evaluating E-commerce Web sites and build one complex site they can add to any Web portfolio.

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Object-Oriented Programming Using C++, Third Edition is designed to teach C++ programming, using object-oriented terminology from the start. As in previous editions, this text includes clear, thorough, but

not overwhelming program examples which are used to teach the syntax of the C++ language as well as sound programming principles. Expanding on early topics, this text provides extensive coverage to variable declaration and types and the three basic programming structures providing the option to learn topics at varying speeds based on the individual.

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." —Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

This book describes how a key signal/image processing algorithm--that of the fast Hartley transform (FHT) or, via a simple conversion routine between their outputs, of the real-data version of the ubiquitous fast Fourier transform (FFT)--might best be formulated to facilitate computationally-efficient solutions. The author discusses this for both 1-D (such as required, for example, for the spectrum analysis of audio signals) and m (such as required, for example, for the compression of noisy 2-D images or the watermarking of 3-D video signals) cases, but requiring few computing resources (i.e. low arithmetic/memory/power requirements, etc.). This is particularly relevant for those application areas, such as mobile communications, where the available silicon resources (as well as the battery-life) are expected to be limited. The aim of this monograph, where silicon-based computing technology and a resource-constrained environment is assumed and the data is real-valued in nature, has thus been to seek solutions that best match the actual problem needing to be solved.

Get past all the hype about PHP and dig into the real power of this language. This book explores the most useful features of PHP and how they can speed up the web development process, and explains why the most commonly used PHP elements are often misused or misapplied. You'll learn which parts add strength to object-oriented programming, and how to use certain features to integrate your application with databases. Written by a longtime member of the PHP community, PHP: The Good Parts is ideal for new PHP programmers, as well as web developers switching from other languages. Become familiar with PHP's basic syntax, variables, and datatypes Learn how to integrate the language with web pages Understand how to use strings, arrays, and PHP's built-in functions Discover the advantages of using PHP as an object-oriented language Explore how PHP interacts with databases, such as SQLite and MySQL Learn input- and output-handling best practices to prevent security breaches

All the design and development inspiration and direction a hardware engineer needs in one blockbuster book! Clive "Max" Maxfield renowned author, columnist, and editor of PL DesignLine has selected the very best FPGA design material from the Newnes portfolio and has compiled it into this volume. The result is a book covering the gamut of FPGA design from design fundamentals to optimized layout techniques with a strong pragmatic emphasis. In addition to specific design techniques and practices, this book also discusses various approaches to solving FPGA design problems and how to successfully apply theory to actual design tasks. The material has been selected for its timelessness as well as for its relevance to contemporary FPGA design issues. Contents Chapter 1 Alternative FPGA Architectures Chapter 2 Design Techniques, Rules, and Guidelines Chapter 3 A VHDL Primer: The Essentials Chapter 4 Modeling Memories Chapter 5 Introduction to Synchronous State Machine Design and Analysis Chapter 6 Embedded Processors Chapter 7 Digital Signal Processing Chapter 8 Basics of Embedded Audio Processing Chapter 9 Basics of Embedded Video and Image Processing Chapter 10 Programming Streaming FPGA Applications Using Block Diagrams In Simulink Chapter 11 Ladder and functional block programming Chapter 12 Timers *Hand-picked content selected by Clive "Max" Maxfield, character, luminary, columnist, and author *Proven best design practices for FPGA development, verification, and low-power *Case histories and design examples get you off and running on your current project

Get hands-on with the newest version of Dreamweaver - Macromedia® Dreamweaver® MX 2004! Users create robust Web sites using the database features of Dreamweaver MX 2004 and explore the e-commerce capabilities of the WA PayPal eCommerce Toolkit. Students use these tools to turn the static pages of La Bonne Cuisine - a fictional online catering company ? into a powerful, interactive Web site. Develop and maintain your own exciting Web pages using Application Development with Macromedia® Dreamweaver® MX 2004, using ASP.NET!

This overview of the programming languages and tools used to develop dynamic, data-driven, interactive applications is designed for the beginning programmer. It covers the most powerful, useful programming languages and tools clearly and completely.

How can you make it easier for people to find your website? And how can you convert casual visitors into active users? SEO Warrior shows you how it's done through a collection of tried and true techniques, hacks, and best practices. Learn the nuts and bolts of search engine optimization (SEO) theory, the importance of keyword strategy, and how to avoid and remedy search engine traps. You'll also learn about search engine marketing (SEM) practices, such as Google AdWords, and how you can use social networking to increase your visibility. Ideal for web developers, savvy marketers, webmasters, and anyone else interested in SEO, this book serves not only as an SEO tutorial, but also as a reference for implementing effective SEO techniques. Create compelling sites with SEO that can stand the test of time Optimize your site for Google, Yahoo!, Microsoft's Bing, as well as search engines used in different parts of the world Conduct keyword research to find the best terms to reach your audience--and the related terms they'll respond to Learn what makes search engines tick by utilizing custom scripts Analyze your site to see how it measures up to the competition

This is the definitive guide to designing and building warrior robots like those seen on BattleBots, Robotica, and Robot Wars. It walks robot enthusiasts of all ages step-by-step through the design and building process, enabling them to create any number of customized warrior robots. With a strong emphasis on safety, chapters include designing a robot, choosing materials, radio control systems, electric motors, robot batteries, motor speed controllers, gasoline engines, and drive trains. Clear instructions are accompanied by photos, line drawings, and detailed diagrams throughout. A color section showcases a variety of glorious fighting machines. For beginners, there is machine shop 101 and robot physics, and, of course, chapters on weaponry that include spinner robots, thwackbots, cutting blade robots, lifters, and chameleon robots. When the bot of their dreams is built, suggestions on where to compete and game-day strategies and tactics help readers take the next step. An extensive resource section lists parts suppliers, pertinent Web sites, a radio frequency chart, and a glossary.

This book discusses Moore finite state machines (FSMs) implemented with field programmable gate arrays (FPGAs) including look-up table (LUT) elements and embedded memory blocks (EMBs). To minimize the number of LUTs in FSM logic circuits, the authors propose replacing a state register with a state counter. They also put forward an approach allowing linear chains of states to be created, which simplifies the system of input memory functions and, therefore, decreases the number of LUTs in the resulting FSM circuit. The authors combine this approach with using EMBs to implement the system of output functions (microoperations). This allows a significant decrease in the number of LUTs, as well as eliminating a lot of interconnections in the FSM logic circuit. As a rule, it also reduces the area occupied by the circuit and diminishes the resulting power dissipation. This book is an interesting and valuable resource for students and postgraduates in the area of computer science, as well as for designers of digital systems that included complex control units

Joel Sklar has written the definitive text for Web site design, PRINCIPLES OF WEB DESIGN, Sixth Edition guiding your students through the entire Web site creation process, while developing and enhancing your HTML, CSS, and visual design skills along the way. Now updated to include the latest Web design technologies and trends, this Sixth Edition features all-new sections on HTML5, CSS3, CSS page layouts, and enhanced navigation as well as technical updates and new screen shots throughout. Beginning with the Web design environment and the principles of sound Web design, your students will continue to planning site layout and navigation, and progress to Web typography, colors and images, working with CSS, and more. Armed with a priceless understanding and plenty of hands-on activities, students will gain a solid foundation of designing successful, standards-based Web sites that are portable across different operating systems, browsers, and Web devices. Companion site available at no additional cost www.joelsklar.com/pwd5. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

New Perspectives Adobe Flash CS4 Comprehensive offers a critical-thinking approach to teaching Adobe Flash CS4. This text explains and reinforces Flash CS4 concepts through the New Perspectives' signature case-based, problem-solving pedagogy. Students will learn how to create rich, interactive experiences for the Web, ranging from simple looping banners to 3D Rich Internet applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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