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John P. Wilson

New Perspectives on Creating Web Pages with HTML Patrick Carey, 2003 This book contains 10 tutorials on HTML, including coverage of XHTML, programming with JavaScript, and cascading style sheets. It has extensive appendix coverage of tag references, special characters, HTML extended colour names, JavaScript and cascading style sheets. The CD in the back of the book includes extra documentation, graphics and software.

New Perspectives on Creating Web Pages with HTML and Dynamic HTML Patrick Carey, Mary Kemper, 2003 Part of the New Perspectives Series, this text teaches students how to create simple to complex Web sites using HTML, and Dynamic HTML. Students are asked to think critically in order to solve problems and complete Case Studies, which reinforces key concepts critical to creating Web pages.

New Perspectives on HTML and XHTML Patrick Carey, 2005 The 'new perspectives' series provides a critical thinking, problem solving approach to learning and applying computer skills in a real environment.

Creating Web Pages with HTML, XHTML, and XML Patrick Carey, 2006 This second edition from the New Perspectives series provides comprehensive, step-by-step instruction on coding Web pages from scratch using HTML, XHTML, and XML. Offering new case problems, tutorials, and a new appendix on Web accessibility and Section 508 compliance, this text keeps students up to date on the latest in coding Web pages.

Simultaneous Engineering U. Roy, John Usher, Hamid R. Parsaei, 1999-05-11 This book covers recent advances in simultaneous engineering and contemporary issues related to the development and implementation of successful systems. The scope of material includes recent research related to simultaneous engineering problem-solving architectures, organizational issues, tools and techniques of simultaneous engineering, design methods, and application of artificial intelligence and numeric tools.

Managing Software Requirements the Agile Way Fred Heath, 2020-08-14 Learn how to deliver software that meets your clients' needs with the help of a structured, end-to-end methodology for managing software requirements and building suitable systems Key Features Learn how to communicate with a project's stakeholders to elicit software requirements Deal every phase of the requirement life cycle with pragmatic methods and techniques Manage the software development process and deliver verified requirements using Scrum and Kanban Book Description Difficulty in accurately capturing and managing requirements is the most common cause of software project failure. Learning how to analyze and model requirements and produce specifications that are connected to working code is the single most fundamental step that you can take toward project success. This book focuses on a delineated and structured methodology that will help you analyze requirements and write comprehensive, verifiable specifications. You'll start by learning about the different entities in the requirements domain and how to discover them based on

customer input. You'll then explore tried-and-tested methods such as impact mapping and behavior-driven development (BDD), along with new techniques such as D3 and feature-first development. This book takes you through the process of modeling customer requirements as impact maps and writing them as executable specifications. You'll also understand how to organize and prioritize project tasks using Agile frameworks, such as Kanban and Scrum, and verify specifications against the delivered code. Finally, you'll see how to start implementing the requirements management methodology in a real-life scenario. By the end of this book, you'll be able to model and manage requirements to create executable specifications that will help you deliver successful software projects. What you will learn

Kick-start the requirements-gathering and analysis process in your first meeting with the client

Accurately define system behavior as features

Model and describe requirement entities using Impact Mapping and BDD

Create a feature-based product backlog and use it to drive software development

Write verification code to turn features into executable specifications

Deliver the right software and respond to change using either Scrum or Kanban

Choose appropriate software tools to provide transparency and traceability to your clients

Who this book is for

This book is for software engineers, business analysts, product managers, project managers, and software project stakeholders looking to learn a variety of techniques and methodologies for collating accurate software requirements. A fundamental understanding of the software

development life cycle (SDLC) is needed to get started with this book. Although not necessary, basic knowledge of the Agile philosophy and practices, such as Scrum, along with some programming experience will help you to get the most out of this book.

The Use of Data in School Counseling Trish Hatch, 2013-11-13 Reach ALL students and prove how critical your counseling program is! Data can make the difference for today's embattled school counseling programs, and this insightful book shows how to collect and manage it. Aligned with current research and the ASCA standards, this essential resource includes a complete set of user-friendly tools and templates for data collection, action-planning and reporting. Readers will learn how to: Develop a robust counseling curriculum that supports the Common Core Standards and drop-out prevention Replace "random acts of guidance" with intentional, well-timed interventions that are based on student needs Measure progress through pre- and post-assessments Deliver compelling reports that demonstrate your program's impact

Mastering HTML 4 Deborah S. Ray, Eric J. Ray, 1999 CD-ROM contains: sample code from text -- Java 2 SDK -- Netscape Communicator and Microsoft Internet Explorer -- evaluation copies of other software.

MCSE ISA Server 2000 Exam Prep Kim Simmons, Kimberly Simmons, Masaru Ryumae, 2001 This key title prepares IT pros for the MCSE ISA exam. The book covers basic proxy and firewall protections for a network, and moves the reader through a total understanding of the services.

Environmental Applications of Digital Terrain Modeling John P.

Wilson, 2018-02-15 A digital elevation model (DEM) is a digital representation of ground surface topography or terrain. It is also widely known as a digital terrain model (DTM). A DEM can be represented as a raster (a grid of squares) or as a vector based triangular irregular network (TIN). DEMs are commonly built using remote sensing techniques, but they may also be built from land surveying. DEMs are used often in geographic information systems, and are the most common basis for digitally-produced relief maps. The terrain surface can be described as comprising of two different elements; random and systematic. The random (stochastic) elements are the continuous surfaces with continuously varying relief. It would take an endless number of points to describe exactly the random terrain shapes, but these can be described in practice with a network of point. It is usual to use a network that creates sloping triangles or regular quadrants. This book examines how the methods and data sources used to generate DEMs and calculate land surface parameters have changed over the past 25 years. The primary goal is to describe the state-of-the-art for a typical digital terrain modeling workflow that starts with data capture, continues with data preprocessing and DEM generation, and concludes with the calculation of one or more primary and secondary land surface parameters. Taken as a whole, this book covers the basic theory behind the methods, the instrumentation, analysis and interpretation that are embedded in the modern digital terrain modeling workflow, the strengths and

weaknesses of the various methods that the terrain analyst must choose among, typical applications of the results emanating from these terrain modeling workflows, and future directions. This book is intended for researchers and practitioners who wish to use DEMs, land surface parameters, land surface objects and landforms in environmental projects. The book will also be valuable as a reference text for environmental scientists who are specialists in related fields and wish to integrate these kinds of digital terrain workflows and outputs into their own specialized work environments.

Professional Adobe Flex 2 Rich Tretola, Simon Barber, Renaun Erickson, 2007-05-04 Wrox's Professional Flex 2 is one of the first guides to Adobe's (Macromedia's) new web application development platform. Flex experts Simon Barber, Rich Tretola and John Bennett share their experience with Flex 2, and teach readers how to leverage the platform to build rich internet applications. Professional Flex 2 relies heavily on practical examples, making this a hands-on guide that will get readers up and running with Flex 2 quickly. Topics include: Building applications with Flex Builder Flex programming model Using Actionscript 3.0 Developing applications in MXML Creating UIs with Flex controls and containers Data access and interconnectivity Creating custom flex components Charting Testing, debugging and deploying Flex applications and more

Advanced Object Oriented Programming with Visual FoxPro 6.0 Marcus Egger, Markus Egger, 1999 Looking for that perfect book that combines the

proper amounts of OOP theory and real-world practical wisdom, all from the Visual FoxPro point of view? Look no further. You know how to create your own base classes, and you know that VFP doesn't support multiple inheritance. But you're looking for a guiding hand to take you to the next step. Covers multi-tiered architecture, OO design patterns, object metrics, and a whole section on OO requirements, modeling, and design, including the UML.

DNA and Social Networking Debbie Kennett, 2011-10-21 The first decade of the new millennium has been an exciting time for the family historian. The increasing availability of online resources has transformed the genealogical research process. DNA testing and the new generation of social networking websites have developed in parallel and are becoming increasingly useful tools. DNA testing can now be used to prove or disprove genealogical connections and will put you in touch with your genetic cousins around the world. It can also take you back beyond the paper trail into your pre-surname history. Social networking tools can help you to find and stay in touch with friends and relatives, and provide new ways to share and collaborate with other researchers. This book looks at all the latest advances in DNA testing from the Y-chromosome tests used in surname projects through to the latest autosomal DNA tests. Debbie Kennett explores the use of new social media, including Facebook, Twitter, blogs and wikis, along with more traditional networking methods. DNA and Social Networking is an indispensable guide to the use of twenty-first-century technology in family history research.

CodeNotes for Java Gregory Brill, 2002-01-23 CodeNotes provides the most succinct, accurate, and speedy way for a developer to ramp up on a new technology or language. Unlike other programming books, CodeNotes drills down to the core aspects of a technology, focusing on the key elements needed in order to understand it quickly and implement it immediately. It is a unique resource for developers, filling the gap between comprehensive manuals and pocket references. CodeNotes for Java: Intermediate and Advanced Language Features will introduce the reader with a grasp of basic Java to advanced object oriented design techniques, collections, I/O, multi-threaded applications, internationalization and more. Experienced Java programmers will also benefit from the numerous examples, tips and tricks and design notes that explain why these Java features are fundamentally important to every development effort. This edition of CodeNotes includes: -A global overview of a technology and explanation of what problems it can be used to solve -Real-world examples -How and Why, and Bugs and Caveats sections that provide hints, tricks, workarounds, and tips on what should be taken advantage of or avoided -Design Notes illustrating many of the common use patterns for Java programs -Instructions and classroom-style tutorials throughout from expert trainers and software developers Visit www.codenotes.com for updates, source code templates, access to message boards, and discussion of specific problems with CodeNotes authors and other developers. Every CodeNotes title is written and reviewed by a team of

commercial software developers and technology experts. See About the Authors at the beginning of the book for more information.

Information Technology for Energy Managers Barney L. Capehart, 2003-11-07
Covering the basic concepts and principles of Information Technology (IT), this book gives energy managers the knowledge they need to supervise the IT work of a consultant or a vendor. The book provides the necessary information for the energy manager to successfully purchase, install, and operate complex, Web-based energy information and control systems. Filled with comprehensive information, this book addresses the most significant concepts and principles that the typical energy or facility manager might need with emphasis on computer networking, use of facility operation databases, and sharing data using the Web and the TCP/IP communications protocol.

Bioinformatics for Geneticists Michael R. Barnes, Ian C. Gray, 2003-07-01
This timely book illustrates the value of bioinformatics, not simply as a set of tools but rather as a science increasingly essential to navigate and manage the host of information generated by genomics and the availability of completely sequenced genomes. Bioinformatics can be used at all stages of genetics research: to improve study design, to assist in candidate gene identification, to aid data interpretation and management and to shed light on the molecular pathology of disease-causing mutations. Written specifically for geneticists, this book explains the relevance of bioinformatics showing how it may be used to enhance genetic data mining and markedly improve

genetic analysis.

Adobe Business Catalyst Tommi West, John Ulliman, 2011-09-29 Adobe Business Catalyst is a hosted application for building and managing online businesses. Using this unified platform and without back-end coding, Web designers can build everything from amazing Websites to powerful online stores, beautiful brochure-ware sites to mini-sites. To work in BC, designers use Dreamweaver (CS4 or later) with the free Business Catalyst extension installed. The cost of hosting a site with BC ranges from a few dollars a month and up, depending on the size of the site and the level of traffic, and the designer can pass on the cost to their client. This is the first official book on using BC. In this comprehensive, hands-on, step-by-step guide, the reader will learn how to set up eCommerce on the hosted solution. As they work through the chapters, the readers can also follow along with the video tutorials linked in from AdobeTV (tv.adobe.com). This book covers how to set up a new site, work with web pages, organize the site hierarchy, upload assets via FTP, configure modules, and customize their appearance. It includes best practices to set up site navigation, forums, password-protected areas and web forms. By the end, the reader will have their own working online business. Once it is live, the designer or the client can use the robust reporting interface in Business Catalyst to review metrics and run custom reports in the customer database. By analyzing the data, the online store can be optimized to improve sales revenue and increase customer adoption.

Economics-Driven Software Architecture Ivan Mistrik, Rami Bahsoon, Rick Kazman, Yuanyuan Zhang, 2014-06-03 Economics-driven Software Architecture presents a guide for engineers and architects who need to understand the economic impact of architecture design decisions: the long term and strategic viability, cost-effectiveness, and sustainability of applications and systems. Economics-driven software development can increase quality, productivity, and profitability, but comprehensive knowledge is needed to understand the architectural challenges involved in dealing with the development of large, architecturally challenging systems in an economic way. This book covers how to apply economic considerations during the software architecting activities of a project. Architecture-centric approaches to development and systematic evolution, where managing complexity, cost reduction, risk mitigation, evolvability, strategic planning and long-term value creation are among the major drivers for adopting such approaches. It assists the objective assessment of the lifetime costs and benefits of evolving systems, and the identification of legacy situations, where architecture or a component is indispensable but can no longer be evolved to meet changing needs at economic cost. Such consideration will form the scientific foundation for reasoning about the economics of nonfunctional requirements in the context of architectures and architecting. Familiarizes readers with essential considerations in economic-informed and value-driven software design and analysis Introduces techniques for making value-based

software architecting decisions Provides readers a better understanding of the methods of economics-driven architecting

VoIP: Voice Over Internet Protocol Architecture and Features ,

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