Icons.htm

Michael Burton

Creating Mashups with Adobe Flex and AIR Chris Korhonen,David Hassoun,2008-04-01 Mashups are the integration of data from different sources to create one unified experience. Adobe's AIR (Adobe Integrated Runtime) platform is revolutionary in that it allows web developers to create applications using familiar technologies (such as Flex, Flash and HTML) but now they can deploy them on the desktop rather than having them locked to a web browser. This book covers mashups from a web designer and developer point of view, rather than a programmer. It covers everything from the basics and background of mashups to advanced functionality and integrating mashups with the desktop.

HTML, XHTML and CSS All-In-One For Dummies Andy Harris,2010-10-26 A complete and fully updated reference for these key Web technologies HTML, XHTML, and CSS are essential tools for creating dynamic Web sites. This friendly, all-in-one guide covers what programmers need to know about each of the technologies and how to use them together. Like the bestselling first edition, HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition makes it easy to grasp the fundamentals and start building effective Web pages. With new information about Web 2.0 and Ajax, it's the perfect reference as well. HTML, XHTML, and CSS are the key technologies for building dynamic Web pages This friendly, all-in-one guide explains each technology, shows how to use them together, and examines quality Web design and layout Six self-contained minibooks cover HTML, CSS, design and layout, client-side JavaScript, Ajax and server-side, and putting it all together Covers new Web development advancements including new technologies and changes to the standards Includes a CD with additional valuable Web development programs and a companion Web site featuring the code used in the book Web programmers and designers will find what they most need to know in HTML, XHTML, and CSS All-in-One For Dummies, 2nd Edition, helping them create the type of Web sites that today's market demands. CD-ROM and other supplementary materials are not included as part of eBook file. These materials will be made available for download upon purchase of the digital edition

Web Standards Leslie Sikos,2012-01-15 Web Standards: Mastering HTML5, CSS3, and XML provides solutions to the most common website problems, and gives you a deep understanding of web standards and how they can be applied to improve your website. You will learn how to create fully standards-compliant websites and provide search engine-optimized Web documents with faster download times, accurate rendering, correct appearance and layout, lower development cost, approved accessibility, backward and forward compatibility, and easy maintenance and content updating. The book covers all major Web standards, focusing on syntax, grammar, recommended annotations, and other standardization concerns. Web Standards: Mastering HTML5, CSS3, and XML is also a comprehensive guide to current and future standards for the World Wide Web. As a web developer, you'll have seen problems with inconsistent appearance and behavior of the same site in different browsers. Web standards can and should be used to completely eliminate these problems. Web Standards: Mastering HTML5, CSS3, and XML describes how you can make the most of web standards, through technology discussions as well as practical sample code that you can use for your own sites and web applications. It also provides a quick guide to standard website creation for Web developers. Learn techniques and best practices to achieve full standards compliance Write valid markup, styles, and news feeds from scratch or standardize websites by redesign Restrict markup to semantics and provide reliable layout

Another Brush with God Peter Pearson,2009-10-01 Step-by-step instructions for painting icons, from original drawings through finished product. This is the sequel to the authors previous work, A Brush with God, for advanced beginners, intermediate, and advanced iconographers. It presents greater detail and instructions for creating entirely new icons. One major feature of this book is the full-page sketches that artists can photocopy and use as the basis of their own icons, providing a unique and much-requested resource. Includes eight full-color plates of the author's original icons. Chapters and topics include: Introduction and contemporary reflections on iconography, spirituality, and technique. Highlighting folds on full-length figures, including black and white renderings of draped legs, arms, and torsos. Architectural and landscape renderings in Byzantine iconography, including background shadow and highlighting techniques, plus inverse perspective. Festal icons, involving multiple figures, landscapes, architecture, furniture, vegetation, and animals. Construction of heads, figures, and analysis of whole compositions, sacred geometry and proportion.

Android User Interface Design Ian G. Clifton,2015-11-21 Build Android 6 Material Design Apps That Are Stunningly Attractive, Functional, and Intuitive As Android development has matured and grown increasingly competitive, developers have recognized the crucial importance of good design. With Material Design, Google introduced its most radical visual changes ever, and made effective design even more essential. Android 6 and the design support library continue to push mobile design forward. In Android User Interface Design, Second Edition, leading Android developer and user experience (UX) advocate Ian G. Clifton shows how to combine exceptional usability and outstanding visual appeal. Clifton helps you build apps that new users can succeed with instantly: apps that leverage users' previous experience previous experience, reflect platform conventions, and never test their patience. You won't need any design experience: Clifton walks you through the entire process, from wireframes and flowcharts to finished apps with polished animations and advanced compositing. You'll find hands-on case studies and extensive downloadable sample code, including complete finished apps. • Integrate Material Design into backward compatible Android 6 apps • Understand views, the building blocks of Android user interfaces • Make the most of wireframes and conceptual prototypes • Apply user-centered design throughout • Master the essentials of typography and iconography • Use custom themes and styles for consistent visuals • Handle inputs and scrolling • Create beautiful transition animations • Use advanced components like spans and image caches • Work with the canvas, color filters, shaders, and image compositing • Combine multiple views into efficient custom components • Customize views to meet unique drawing or interaction requirements • Maximize downloads by designing compelling app store assets Step by step, this guide bridges the gap between Android developers and designers, so you can collaborate on world-class app designs...or do it all yourself! "This well-presented, easy-to-grasp book gets to the heart of Android User Interface Design. Well worth the reading time!" --Dr. Adam Porter, University of Maryland, Fraunhofer Center for Experimental Software Engineering Ian's grasp of Android is fantastic, and this book is a great read for any developer or designer. I've personally worked on 30+ Android applications, and I was learning new tips with every chapter. --Cameron Banga, Lead Designer, 9magnets, LLC

Dart: Scalable Application Development Davy Mitchell,Sergey Akopkokhyants,Ivo Balbaert,2017-06-09 Master the art of designing web client and server with Google's bold and productive language – Dart About This Book Create robust applications with unit tests, documentation, and diagnostic logging Master the core Dart language, type system, and key development tools Connect to existing web services, process JSON, and create your own framework for the data display Use mixins, reflections, annotations, and other metadata programming techniques to create powerful app Who This Book Is For If you are familiar with web development and are looking to learn, or even just evaluate, Dart as a multipurpose language, this learning path is for you. No familiarity with the Dart language is assumed. For beginners, it will serve as a guide to rapidly accelerate from a novice level to the master level; for intermediate to advanced developers it will quickly fill in the gaps on Dart and can explore a range of application types and powerful packages that are demonstrated in a practical manner. What You Will Learn Handle form data and encryption Set up your Dart environment to achieve the highest productivity Run and debug the Dart server and web applications and compile them in JavaScript Work with PostgreSQL—an industry standard relational

database system Create robust applications with unit tests, documentation, and diagnostic logging Develop command-line applications, and explore the key data structures and libraries Detect and use HTML5 features that will help you deliver rich, cross-platform content Demonstrate the power of Polymer web components for binding data and structuring your web pages In Detail Designed to create next generation apps, Google's Dart offers a much more robust framework and also supersedes JavaScript in several aspects. Familiar yet innovative, compact yet scalable, it blows away the accumulated JavaScript legacy limitations. Dart was designed for great tool-ability and developer productivity, allowing you to create better application faster than before. Google chose it for their billion dollar advertising business and you have its power for your projects too. The first module will introduce you the Dart language starting from its conception to its current form, and where it headed is through engaging substantial practical projects. You will be taken through building typical applications and exploring the exciting new technologies of HTML5. The second module will show you how to add internalization support to your web applications and how i18n and i10n access can be embedded into your code to design applications that can be localized easily. You will be shown how to organize client-to-server communication and how different HTML5 features can be used in Dart. Finally, this module will show you how you can store data locally, break the storage limit, and prevent security issues in your web application. The third module is a pragmatic guide that will increase your expertise in writing all kinds of applications, including web apps, scripts, and server-side apps. It provides rich insights on how to extend your Dart programming skills. Altogether, this course provides you the power to create powerful applications with Dart, without worrying about your knowledge leading to you having to make compromises to the end product! This Learning Path has been curated from three Packt products: Dart By Example By Davy Mitchell Mastering Dart By Sergey Akopkokhyants Dart Cookbook By Ivo Balbaert Style and approach This is an enticing learning path that starts from the very basics to gradually pick up pace as the story unfolds. Each topic is explained with the help of recipes that solves a real-world problem involving hands-on work thus giving you a deep insight into the world of DART.

Practical CSS3 Chris Mills,2013 This book teaches how to use CSS3 to build cool, responsive user interface features that are feasible for use in real-world projects today. Readers will appreciate the author's approachable style and will catch on quickly with this easy-to-follow, practical guide. Well known and respected CSS3 expert Chris Mills devotes much of the book to creating fallbacks for older browsers, so that the content will still be accessible and usable. Each chapter begins with a quick reference sheet with all the syntax, fallbacks, backward compatibility, and browser support (including mobile). The author clearly explains what the CSS features do and why they are useful. Then he demonstrates a simple design that illustrates usage, followed by more complex variations. The chapter then covers appropriate fallbacks/shivs for older browser support and problems that currently exist for that feature. Topics include CSS3 typography, bling boxes, navigation buttons, animated effects using CSS3, using CSS3 to implement icons, CSS3 layout chops, adaptive layouts and responsive design, fluid layouts and percentages, and styling media. The book's companion website offers a PDF of each chapter's cheat sheet, as well as sample code used in the book, available for free download and updated regularly.

Processing for Android Andrés Colubri,2017-11-02 Learn how to use the Processing programming language and environment to create Android applications with ease. This book covers the basics of the Processing language, allowing users to effectively program interactive graphics in 2D and 3D. It also details the application of these techniques to different types of Android devices (smartphones, tablets, wearables and smartwatches). Processing for Android walks you through the steps of taking an initial idea to a final app. With this book, you will be able to write engaging apps with interactive visuals driven by motion and location information obtained from the device's sensors; including health data from the wearer, like step count and heart rate. An advantage of Processing for Android over more complex programming environments is the ability for users to focus on the interactions and visual output of their code rather than in the implementation details of the Android platform. This book goes through a comprehensive series of hand-on projects, ranging from simple sketches to more complex projects involving sensors and integration with larger apps. It also covers important aspects such as exporting your Processing projects as signed apps are ready to upload to the Google Play store and be share with the world! What You'll Learn Write apps and live wallpapers for smartphones and tablets Design and implement interactive watch faces Create Virtual Reality experiences for Cardboard devices Integrate Processing sketches into larger apps and Android Studio Export projects as completed apps ready to distribute through Google Play Store Who This Book Is For Artists, designers, students, researchers, and hobbyists who are not necessarily Android experts, but are looking to write mobile apps that make creative use of interactive graphics, sensor data, and virtual reality.

Programming Windows Store Apps with HTML, CSS, and JavaScript Kraig Brockschmidt,2014-07-18 Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) http://aka.ms/611111pdf Download the EPUB file (71.2 MB) http://aka.ms/611111epub Download the Mobi for Kindle file (113 MB) http://aka.ms/611111mobi Download Companion Files (132 MB) http://aka.ms/611111files

MasteringTM Red Hat® Enterprise Linux® 3 Michael Jang,2006-02-20 Your Complete Guide to the World's Leading Linux Enterprise Distribution Red Hat Enterprise Linux 3 is emerging as the corporate Linux standard. One of the first books to focus on this robust product, Mastering Red Hat Enterprise Linux 3 gives you the practical information you need to install, configure, and network Linux on a large number of computers. For experienced administrators, this book uniquely features detailed coverage of Apache, TUX, Samba, NFS, vsFTP, Squid, SSH, DNS, DHCP, iptables, CUPS, sendmail, Postfix, NIS, LDAP, MySQL, system administration command line and GUI tools and utilities for each phase of the management process. It also helps you configure the GUI for enterprise workstations. Topics include: Installing Linux on a standalone system, over a network, and automatically on multiple computers Navigating the command line interface Administering users and groups securely Managing packages with the RPM GUI tool Configuring and troubleshooting the boot process Upgrading and recompiling kernels Backing up your system with RAID Understanding basic TCP/IP networking Managing Linux on your LAN Securing Linux firewalls Ensuring secure remote access Installing, configuring, and testing DNS, DHCP, CUPS, sendmail and Postfix mail servers Configuring and troubleshooting FTP, NFS, Samba, Apache, TUX, and Squid Effectively using Linux authentication services--NIS and LDAP Using Red Hat GUI administrative tools appropriately Setting up MySQL for databases Managing X servers and X clients Working with GNOME and KDE

Rapidly Prototyping Interfaces with InDesign Carla Viviana Coleman,2018-04-17 Rapidly Prototyping Interfaces with InDesign guides readers to learn to create a wide range of interfaces, from mobile to desktop. With InDesign, interface prototyping takes minutes instead of days. This book is code-free and entirely hands-on with InDesign tools. This book acts as a guide for how to prototype user interfaces with InDesign, using diagrams, illustrations, and screen shots. This illustrated book concerns the creation and prototyping of eBooks, eMagazines, websites, desktop apps and movile apps. InDesign is an important tool for rapid prototyping, as no coding is involved.

In-vehicle Display Icons and Other Information Elements: Literature Review Cher Carney,1998

Mary in Our Life Nicholas Joseph Santoro,2011-08-12 Mary In Our Life: An Atlas of the Names and Titles of Mary, The Mother of Jesus, and Their Place in Marian Devotion presents the 1,969 names, titles, and appellations used to identify the Blessed Virgin Mary over the centuries in terms of their history and related events. Within these titles and their history can be seen the official and private attitudes and prejudices of the times; government pressures, conflicts, and interdictions; internal problems within the Catholic Church; and startling examples of dedication, devotion,

and piety. Taken together, Marian titles are a real-life story of the Catholic faith.

Creating Blogs with Jekyll Vikram Dhillon,2016-06-13 Learn to create your own blog using the Jekyll static site generator. You'll start with a simple template, add new features to it, automate any maintenance, attach social sharing, and begin writing. By the end of Creating Blogs with Jekyll, you will be able to create custom blogs with Jekyll, update the content with ease, and reach out to your readers with minimal effort. Because you've built your blog yourself, you'll know exactly how each component works, and you won't be dependent on an admin panel to maintain it. Creating Blogs with Jekyll equips you with the knowledge to create an elegantly designed blog and scale it to capture more readers. Recapture the magic of writing by creating great content and use an easy workflow in Jekyll to maintain it for blogging. Do new things and write about them in style with Jekyll. Takes you through building a fully functional blog from scratch using Jekyll Provides a fun way to work on a side-project and integrate cutting edge web technologies Teaches you how to update and maintain your awesome blog Jekyll is a simple, secure and very low maintenance blog engine that converts naturally written content in markdown into a beautiful and minimal blog. It allows you to focus on content creation and expressing yourself instead of spending all your time updating the plugins and maintaining the database. Jekyll does not rely on a database as a backend so your blog will be far more secure and reliable than any traditional blogging engines such as WordPress. We live in a day and age where short attention spans make it very difficult to expose a reader to interesting content. What better way to capture a reader's attention and retain viewers by captivating them by your own unique style and taste? Jekyll allows the content to shine with minimal distractions and a greater focus on the content and easy sharing of the content. What You'll Learn Choose a base theme appropriate for your style and development Integrate various web technologies that will work well together and enhance your blog Automate social sharing components and comments workflow Make adjustments to themes, views and styles of blog posts Update any of the modular components of the blog and integrate new technologies Implement Jekyll and deploying static websites for future projects Who This Book Is For The developer who is ready to move beyond the complexities of maintaining a content management system by creating their own unique blog in their own style. It's for the project manager tired of spending all their time editing their blog on the admin panel and updating the content management system. Creating Blogs with Jekyll is an excellent choice for new developers to start blogging because of the simplicity of Jekyll's theming layer and writing workflow. It's an excellent choice for the web developer wanting to build their blog from scratch and expand their knowledge of higher level web technologies.

JavaScript Step by Step Steve Suehring,2013-06-15 Your hands-on guide to JavaScript fundamentals Expand your expertise—and teach yourself the fundamentals of JavaScript. If you have previous programming experience but are new to JavaScript, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Work with JavaScript syntax, variables, and data types Master techniques for building cross-browser programs Speed up and simplify app development with jQuery Quickly retrieve data from a server using AJAX requests Adapt your app for mobile devices with jQuery Mobile Build Windows 8 apps using HTML, CSS, and JavaScript

A Framework for Model-Driven Scientific Workflow Engineering Guido Scherp,2013-11-06 Scientific workflows are one important means in the context of data-intensive science for reliable and efficient scientific data processing in distributed computing infrastructures such as Grids. A common trend is to adapt existing and established business workflow technologies instead of developing own technologies from scratch. This thesis provides a model-driven approach for scientific workflow engineering, in which domain-specific languages (DSLs) tailored for a certain scientific domain are used for scientific workflow modeling, and automated mapping techniques for technical execution are developed and evaluated. The Business Process Model and Notation (BPMN) is thereby used at the domain-specific layer and the Web Services Business Process Execution Language (BPEL) at the technical layer. The implementation uses the Eclipse Modeling Framework (EMf) and is evaluated in three application scenarios.

Android App Development For Dummies Michael Burton,2015-02-23 The updated edition of the bestselling guide to Android appdevelopment If you have ambitions to build an Android app, this hands-onguide gives you everything you need to dig into the developmentprocess and turn your great idea into a reality! In this newedition of Android App Development For Dummies, you'll findeasy-to-follow access to the latest programming techniques thattake advantage of the new features of the Android operating system.Plus, two programs are provided: a simple program to get youstarted and an intermediate program that uses more advanced aspectsof the Android platform. Android mobile devices currently account for nearly 80% ofmobile phone market share worldwide, making it the best platform toreach the widest possible audience. With the help of this friendlyguide, developers of all stripes will quickly find out how toinstall the tools they need, design a good user interface, graspthe design differences between phone and tablet applications,handle user input, avoid common pitfalls, and turn a meh app intoone that garners applause. Create seriously cool apps for the latest Android smartphonesand tablets Adapt your existing apps for use on an Android device Start working with programs and tools to create Androidapps Publish your apps to the Google Play Store Whether you're a new or veteran programmer, Android AppDevelopment For Dummies will have you up and running with theins and outs of the Android platform in no time.

Trends in State Courts 2020 Charles Campbell,John Holtzclaw,2020-07-14 Trends in State Courts is an annual, peer-reviewed publication that highlights innovative practices in critical areas that are of interest to courts, and often serves as a guide for developing new initiatives and programs and supporting policy decisions. This year's Trends looks at leading during a pandemic, virtual remote interpreting, online dispute resolution, case management systems, new data systems for drug treatment courts, legal icons as a plain language tool, family justice initiative, the impact of labeling youth sexual offenders, parental alienation, divorces among senior citizens, state court collaboration across systems, what happens when a judge's personal opinion collides with the law, building trust, and racial justice.

HTML and the Art of Authoring for the World Wide Web Bebo White,1996-04-30 HTML and the Art of Authoring For the World Wide Web is devoted to teaching the Web user how to generate good hypertext. `As a result of (this) rapid uncontrolled growth, the Web community may be facing a `hypertext crisis'. Thousands of hastily written or ill conceived documents may soon be presented to readers poorly formatted or unusable... .' (From the Preface.) `The clear and practical ways in which HTML and the Art of Authoring For the World Wide Web sets forth the principles of the Web, the operation of its servers and browsers, and its publishing concept is commendable. It will be an indispensable guide to the Web author as well as the sophisticated user.' (From the Foreword by Robert Cailliau.) `Despite its user friendliness, the Web has, by its own virtue, a default that makes it difficult for people to know where to begin: there is no starting point to the Web. Bebo White's HTML and the Art of Authoring For the World Wide Web will fill this gap immediately, as it provides a clear, introductory and sequential description of the fundamental concepts that lie underneath the Web. It describes HTML as an SGML application, explains the relationship between HTML and SGML, and gives a complete description of all the structure that HTML provides.' (From the Foreword by Eric van Herwijnen.)

The Business of iPhone and iPad App Development Dave Wooldridge,Michael Schneider,2011-08-18 The phenomenal success of the iPhone, iPad and the iPod touch has ushered in a "gold rush" for developers, but with well over 300,000 apps in the highly competitive App Store, it has become increasingly difficult for new apps to stand out in the crowd. Achieving consumer

awareness and sales longevity for your iOS app requires a lot of organization and some strategic planning. Updated and expanded for iOS 4, this bestselling book will show you how to incorporate marketing and business savvy into every aspect of the design and development process, giving your app the best possible chance of succeeding in the App Store. The Business of iPhone and iPad App Development was written by experienced developers with business backgrounds, taking you step-by-step through cost effective marketing techniques that have proven successful for professional iOS app creators—perfect for independent developers on shoestring budgets. No prior business knowledge is required. This is the book you wish you had read before you launched your first app!

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