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Nolan Hester

HTML Publishing on the Internet for Windows Brent D. Heslop, Larry Budnick, 1995 Publishing on the Internet introduces the foundation of the World Wide Web--Hypertext Markup Language (HTML)--and puts this impressive tool into the hands of new users. In a presentation highlighted by numerous examples and templates, Heslop takes users step-by-step through creating a Home Page, along with tips on layout and nonlinear organization. CD contains tools for publishing documents on the Internet. 150 illus.

e-World 8 Anshu Kumar, Shweta Malik,

Library Evaluation Danny P. Wallace, Connie J. Van Fleet, 2001-01-15 Bringing together library and information science faculty and practicing library managers, this work combines some of the most exciting concepts and methodologies of library evaluation with the practical experiences of those working in the field. A variety of approaches (e.g., focus groups, TQM) are thoroughly described, then illustrated with actual case studies. These cases can serve as inspiration and models to library managers and other individuals responsible for evaluation, as well as to those who aspire to library management positions.

The Comprehensive Guide to VBScript Richard Mansfield, 1997 A complete description to the VBScript language, this guide contains more than 150 entries covering every feature and command in VBScript. Each entry includes a description, command syntax, variables, uses and cautions, and references. The book also explains common Internet programming concepts and acronyms.

E-commerce Construction Kit, Webshop, 2001

E-Retailing Eleonora Pantano, Bang Nguyen, Charles Dennis, Sabine Gerlach, Bill Merrilees, 2004-08-26 Most experts agree that the advent of internet retailing has transformed the marketplace, but until now students of the subject have had to search far and wide for comprehensive up-to-date analyses of the new business landscape. Coverage of the recent dot-com boom and bust obscured the fact that e-retailing is now firmly established in global business, promising growth rates that will continue to rise globally. This much-needed book provides readers with a guide to the implementation and operation of a successful e-retailing business, and has been written for students, entrepreneurs and researchers at all levels. By identifying and explaining the underlying principles of e-retailing and its relationship with conventional retail methods, this research-based book leads readers through this exciting and emerging subject. Throughout, case studies are explored, including: Ipod Nike Amazon e-Bay McDonald's Nokia. With accessibly written features such as key learning points, questions, think points and further reading, e-Retailing is core reading for anyone using, studying or researching the internet or e-retailing.

Hands-On Network Programming with C Lewis Van Winkle, 2019-05-13 A comprehensive guide to programming with network sockets, implementing internet protocols, designing IoT devices, and much more with C Key Features Apply your C and C++ programming skills to build powerful network applications Get to grips with a variety of network protocols that allow you to load web pages, send emails, and do much more Write portable network code for Windows, Linux, and macOS Book Description Network programming enables processes to communicate with each other over a computer network, but it is a complex task that requires programming with multiple libraries and protocols. With its support for third-party libraries and structured documentation, C is an ideal language to write network programs. Complete with step-by-step explanations of essential concepts and practical examples, this C network programming book begins with the fundamentals of Internet Protocol, TCP, and UDP. You'll explore client-server and peer-to-peer models for information sharing and connectivity with remote computers. The book will also cover HTTP and HTTPS for communicating between your browser and website, and delve into hostname resolution with DNS, which is crucial to the functioning of the modern web. As you advance, you'll gain insights into asynchronous socket programming and streams, and explore debugging and error handling. Finally, you'll study network monitoring and implement security best practices. By the end of this book, you'll have experience of working with client-server applications and be able to implement new network programs in C. The code in this book is compatible with the older C99 version as well as the latest C18 and C++17 standards. You'll work with robust, reliable, and secure code that is portable across operating systems, including Winsock sockets for Windows and POSIX sockets for Linux and macOS. What you will learn Uncover cross-platform socket programming APIs Implement techniques for supporting IPv4 and IPv6 Understand how TCP and UDP connections work over IP Discover how hostname resolution and DNS work Interface with web APIs using HTTP and HTTPS Explore Simple Mail Transfer Protocol (SMTP) for electronic mail transmission Apply network programming to the Internet of Things (IoT) Who this book is for If you're a developer or a system administrator who wants to get started with network programming, this book is for you. Basic knowledge of C programming is assumed.

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Dreamweaver MX Bible Joseph Lowery, 2002-08-22 * The latest edition of the bestseller on Macromedia's market-leading Web development tool -- now deeper and more useful than ever! * Fully revised to cover all the new features of this hot web design tool for active, database-driven Web page development! * The definitive, 100% complete handbook and reference for Macromedia Dreamweaver X. * Written by Macromedia insider, Web design expert,

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