

Bootstrap In 24 Hours Sams Teach Yourself By Jennifer Kyrnin

Take full creative control of your web applications with Flask, the Python-based microframework. With this hands-on book, you'll learn Flask from the ground up by developing a complete social blogging application step-by-step. Author Miguel Grinberg walks you through the framework's core functionality, and shows you how to extend applications with advanced web techniques such as database migration and web service communication. Rather than impose development guidelines as other frameworks do, Flask leaves the business of extensions up to you. If you have Python experience, this book shows you how to take advantage of that creative freedom. Learn Flask's basic application structure and write an example app Work with must-have components—templates, databases, web forms, and email support Use packages and modules to structure a large application that scales Implement user authentication, roles, and profiles Build a blogging feature by reusing templates, paginating item lists, and working with rich text Use a Flask-based RESTful API to expose app functionality to smartphones, tablets, and other third-party clients Learn how to run unit tests and enhance application performance Explore options for deploying your web app to a production server

Discover how easy it is to design killer interfaces and responsive websites with the Bootstrap framework. This practical book gets you started building pages with Bootstrap's HTML/CSS-based tools and design templates right away. You'll also learn how to extend your app with interactive features, using its suite of jQuery plugins—often without writing a single line of code. Developed by Twitter and available free from GitHub, Bootstrap supports responsive design by dynamically adjusting your web page layout. With just a basic knowledge of HTML, CSS, and JavaScript, you can build apps that work equally well on desktop screens, smartphones, and tablets. This book shows you how. Become familiar with Bootstrap's file structure, grid systems, and container layouts Learn HTML elements for typography, code, tables, forms, buttons, images, and icons Design interfaces and other web elements, such as navigation, breadcrumbs, and custom modal windows Use jQuery plugins for features such as revolving slideshows, tabbable interfaces, and dropdown menus Modify everything from column count to typography colors with the LESS stylesheet language

Originally published in hardcover in 2014 by G.P. Putnam's Sons.

PHP and MySQL Web Development, Fifth Edition The definitive guide to building database-driven Web applications with PHP and MySQL PHP and MySQL are popular open-source technologies that are ideal for quickly developing database-driven Web applications. PHP is a powerful scripting language designed to enable developers to create highly featured Web applications quickly, and MySQL is a fast, reliable database that integrates well with PHP and is suited for dynamic Internet-based applications. PHP and MySQL Web Development shows how to use these tools together to produce

effective, interactive Web applications. It clearly describes the basics of the PHP language, explains how to set up and work with a MySQL database, and then shows how to use PHP to interact with the database and the server. This practical, hands-on book consistently focuses on real-world applications, even in the introductory chapters. The authors cover important aspects of security and authentication as they relate to building a real-world website and show you how to implement these aspects in PHP and MySQL. They also introduce you to the integration of front-end and back-end technologies by using JavaScript in your application development. The final part of this book describes how to approach real-world projects and takes the reader through the design, planning, and building of several projects, including: User authentication and personalization Web-based email Social media integration Shopping cart

The fifth edition of PHP and MySQL Web Development has been thoroughly updated, revised, and expanded to cover developments in PHP through versions 5.6 and 7, as well as features introduced in recent stable releases of MySQL. Free Access to Web Edition

Purchase of this book in any format, electronic or print, includes free access to the corresponding Web Edition, which provides several special features: The complete text of the book online Exercises and interactive quizzes to test your understanding of the material Bonus chapters not included in the print or e-book editions Updates and corrections as they become available The Web Edition can be viewed on all types of computers and mobile devices with any modern web browser that supports HTML5.

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Get introduced to front-end CSS frameworks using the latest version of Bootstrap. Through easy-to-follow instructions and examples, this book will prepare you to create powerful web applications using Bootstrap 4.5. This updated second

edition of *Introducing Bootstrap 4* builds your understanding of the basic rules of CSS, the SASS pre-compiler, Bootstrap, and how they work together. After learning to set up CSS on both Linux (Ubuntu) and Windows, you will discover how you can make use of templates and themes written for Bootstrap, and how to refine the user interface. You will also find out how you can utilize and activate components. Numerous screenshots and code snippets are provided to help explain and reinforce the concepts discussed in the book. CSS frameworks give front-end developers the capability to create responsible and adaptive web designs that are able to accommodate the various variations of modern browsers. Start front-end development using Bootstrap 4.5 with this book. What You Will Learn Explore the Bootstrap features required to create web applications Understand the basics of responsive web design using CSS 3 Install the SASS framework and understand how to use it Master practical aspects of using Bootstrap in real-life scenarios Who This Book Is For This book is intended for beginner-level web designers and developers interested in front-end development.

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard

- * A complete hands-on introduction to mobile HTML5 programming: helps developers master one of tomorrow's most valuable, 'in-demand' new skills.
- * Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7.
- * Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes:
- * Understanding how HTML5 improves mobile development.
- * Detecting mobile devices and HTML5 support, and upgrading sites to support them.
- * Styling and building mobile pages with HTML5.
- * Using the canvas, typography, audio/video, and forms
- * Adding microformats, drag-and-drop, and other advanced features.
- * Designing efficient mobile apps.
- * Using advanced Web Application APIs and web storage.
- * Integrating geolocation into mobile apps

Step-by-step instructions walk readers through key tasks... Q and As, Quizzes, and Exercises test their knowledge... 'Did You Know?' tips offer insider advice... 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

JavaScript is one of the easiest, most straightforward ways to enhance a website with interactivity. *Sams Teach Yourself JavaScript in 24 Hours, 4th Edition* serves as an easy-to-understand tutorial on both scripting basics and JavaScript

itself. The book is written in a clear and personable style with an extensive use of practical, complete examples. It also includes material on the latest developments in JavaScript and web scripting. You will learn how to use JavaScript to enhance web pages with interactive forms, objects, and cookies, as well as how to use JavaScript to work with games, animation, and multimedia.

Learn to create great-looking responsive web sites with Bootstrap In just 24 lessons of one hour or less, Sams Teach Yourself Bootstrap in 24 Hours helps you use the free and open source Bootstrap framework to quickly build websites that automatically reflect each user's device and experience, without complex hand crafting. This book's straightforward, step-by-step approach shows you how to install Bootstrap and quickly build basic sites; extend them with styles, components, and JavaScript plug-ins, and even create sophisticated designs with advanced features. In just a few hours, you'll be using Bootstrap to bring responsive design to virtually any site. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Bootstrap development tasks Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solution Learn how to... Download Bootstrap and integrate it into your project Quickly build your first Bootstrap site with the basic template Create beautiful and responsive site layouts with Bootstrap's built-in grids Display more interesting text with labels, badges, panels, and wells Style tables and forms so they're attractive, readable, and responsive Use images, media, and icons, including free Glyphicons Quickly create navigation and buttons, including dropdowns and search fields Add alignment, color, and visibility with Bootstrap's CSS utilities Extend your site with alerts, image carousels, and other JavaScript plugins Rapidly create appealing functional prototypes Customize Bootstrap with CSS, Less, and Sass Lighten Bootstrap downloads by stripping out unnecessary features Build accessible sites Create complex designs that don't look generic Who This Book is For Those who already have an understanding of the basics of HTML and CSS Having an understanding of JavaScript will make this book a bit easier to absorb, but it is not required because the basics of JavaScript are covered

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book,

someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability

Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

The jackknife and bootstrap are the most popular data-resampling methods used in statistical analysis. The resampling methods replace theoretical derivations required in applying traditional methods (such as substitution and linearization) in statistical analysis by repeatedly resampling the original data and making inferences from the resamples. Because of the availability of inexpensive and fast computing, these computer-intensive methods have caught on very rapidly in recent years and are particularly appreciated by applied statisticians. The primary aims of this book are (1) to provide a systematic introduction to the theory of the jackknife, the bootstrap, and other resampling methods developed in the last twenty years; (2) to provide a guide for applied statisticians: practitioners often use (or misuse) the resampling methods in situations where no theoretical confirmation has been made; and (3) to stimulate the use of the jackknife and bootstrap and further developments of the resampling methods. The theoretical properties of the jackknife and bootstrap methods are studied in this book in an asymptotic framework. Theorems are illustrated by examples. Finite sample properties of the jackknife and bootstrap are mostly investigated by examples and/or empirical simulation studies. In addition to the theory for the jackknife and bootstrap methods in problems with independent and identically distributed (Li.d.) data, we try to cover, as much as we can, the applications of the jackknife and bootstrap in various complicated non-Li.d. data problems.

In just 24 sessions of one hour or less, learn how to build powerful, easy-to-maintain websites with Drupal—fast! Using this book's straightforward, step-by-step approach, you'll master every skill you'll need, from organizing sites and using Drupal's design themes to setting up search, polls, forums, and security. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-

world success! Step-by-step instructions carefully walk you through the most common Drupal tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Jesse Feiler provides consulting services to small businesses and non-profits through his company, North Country Consulting (northcountryconsulting.com). His recent books include FileMaker Pro 10 In Depth, The Bento Book, How to Do Everything with Web 2.0 Mashups, and iWork '09 For Dummies®. Register your book at informit.com/register for convenient access to all sample project source code, as well as updates and corrections as they become available. Learn how to... Make the most of Drupal, whether you're building business, non-profit, or personal sites Download, install, and configure open source Drupal 6 and 7, and make sure it's working properly Plan and organize your sites so they are easy to manage—and friendly to both users and search engines Customize sites with Drupal's extensive library of optional open source modules Create barebone sites and home pages automatically Add text, images, links, and other essential site features Master Drupal's powerful Content Construction Kit (CCK) Incorporate new types of content, ranging from articles to e-commerce products Secure Drupal sites by managing users, permissions, roles, and user profiles Categorize and tag content, and implement full-text search Promote user involvement with polls, comments, forums, RSS feed aggregation, blogs, and newsletters Automate and simplify site management with Triggers, Actions, and Rules

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation... the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. BONUS: Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let

Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

Whether you're new to web writing, or you're a professional writer looking to deepen your skills, this book is for you. You'll learn how to write web copy that addresses your readers' needs and supports your business goals. Learn from real-world examples and interviews with people who put these ideas into action every day: Kristina Halvorson of Brain Traffic, Tiffani Jones Brown of Pinterest, Randy J. Hunt of Etsy, Gabrielle Blair of Design Mom, Mandy Brown of Editorially, Sarah Richards of GOV.UK, and more. Topics include:

- Write marketing copy, interface flows, blog posts, legal policies, and emails
- Develop behind-the-scenes documents like mission statements, survey questions, and project briefs
- Find your voice and adapt your tone for the situation
- Build trust and foster relationships with readers
- Make a simple style guide

"Writing is a skill that will hugely benefit anyone's career, and luckily, it's a skill that anyone can learn. Nicely Said is a wonderful guide to writing clearly and concisely for the audience you're trying to reach. Whether you're a professional or just getting started, you'll find a ton to steal from here." (—Austin Kleon, author of *Steal Like An Artist* and *Show Your Work!* "Between them, Kate and Nicole have written for many of the web's most valuable and respected companies. Their commitment to clarity and kindness is the result of their experience, and it makes them extraordinary teachers." - Erin Kissane, author of *The Elements of Content Strategy*)

Full Color! In just 24 sessions of one hour or less, *Sams Teach Yourself 3ds Max in 24 Hours* will help you master Autodesk 3ds Max 2014 and use it to create outstanding 3D content for games, video, film, and motion graphics. Using this book's straightforward, step-by-step approach, you'll master powerful 3ds Max tools for modeling, animation, rendering, compositing, and more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common 3ds Max tasks. "Try It Yourself" guided mini tutorials offer quick hands-on experience with 3ds Max's key tools. Quizzes and exercises test your knowledge. Notes, tips, and cautions offer extra information and alert you to possible problems. Learn how to... Quickly get comfortable with the 3ds Max 2014 interface Create, move, and modify 3D objects Edit and tweak the elements of any object Start modeling hard-surface and organic objects Work with materials and textures Explore and create animation Illuminate scenes with lighting Use cameras to control a scene's point of view Render 3D creations for production Rig and skin objects, making them easier to animate Learn the 12 essential principles of character animation Create devastating dynamic simulations Add visual effects, cloth, hair, and fur Automate repetitive tasks with MAXScript Create a professional-quality showcase The accompanying DVD/website contain how-to videos for dozens of key 3ds Max 2014 tasks, extensive sample art and models, and additional bonus content.

Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to... Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to

style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.

In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from

the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to... Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes, events, buffers, and streams · Create and publish a Node.js module

Award-winning cookery writer and anti-poverty campaigner Jack Monroe is back with *Cooking on a Bootstrap*: a creative and accessible cookbook packed with affordable, delicious recipes, most of which are vegetarian. Winner of the Observer Food Monthly Best Food Personality Readers' Award 2018. Jack Monroe is a campaigner, food writer and activist, her first cookbook *A Girl Called Jack*, was a runaway bestseller. The sequel *Cooking on a Bootstrap* makes budget food fun and delicious, with 118 incredible recipes including Fluffy Berry Pancakes, Self-Love Stew, Marmite Mac 'n' Cheese and Hot Sardines with Herby Sauce. Chapters include Bread, Breakfasts, A Bag of Pasta and a Packet of Rice, Spuds and Eat More Veg. There are vegan, sweet and

what Jack calls 'contraband' dishes here, as well as nifty money-saving tips. With her trademark humour and wit, Jack shows us that affordable, authentic and creative recipes aren't just for those with fancy gadgets or premium ingredients. Initially launching this book as a very limited black and white edition on Kickstarter, Jack reached the funding target in just one day. This beautiful edition contains illustrations and original full-colour photographs to really make your mouth water.

"This reference guide will help you find the code necessary to build common components, see a list of all the CSS classes, and get the color values in RGB and hexadecimal format"--Back cover.

An Introduction to Statistical Learning provides an accessible overview of the field of statistical learning, an essential toolset for making sense of the vast and complex data sets that have emerged in fields ranging from biology to finance to marketing to astrophysics in the past twenty years. This book presents some of the most important modeling and prediction techniques, along with relevant applications. Topics include linear regression, classification, resampling methods, shrinkage approaches, tree-based methods, support vector machines, clustering, and more. Color graphics and real-world examples are used to illustrate the methods presented. Since the goal of this textbook is to facilitate the use of these statistical learning techniques by practitioners in science, industry, and other fields, each chapter contains a tutorial on implementing the analyses and methods presented in R, an extremely popular open source statistical software platform. Two of the authors co-wrote *The Elements of Statistical Learning* (Hastie, Tibshirani and Friedman, 2nd edition 2009), a popular reference book for statistics and machine learning researchers. An Introduction to Statistical Learning covers many of the same topics, but at a level accessible to a much broader audience. This book is targeted at statisticians and non-statisticians alike who wish to use cutting-edge statistical learning techniques to analyze their data. The text assumes only a previous course in linear regression and no knowledge of matrix algebra.

Each book provides the basic information that a motivated self-learner needs to study a particular computer subject. Original. Who This Book is For This book is written for those who need to build a website but do not know where to start. Whether it is for a school project, a business, or helping friends and family, this book can help you to get started. By the end of this book, you will be able to create a website that not only looks good, but also works well when viewed on both computers and mobile devices. You do not need any prior knowledge in programming to be able to follow the lessons in this book. It is written with the assumption that this is your first foray into web development. However, it does require that you know how to use a computer and how to use a text editor for basic editing, such as copying and pasting text. What You Can Expect from This Book Aimed at absolute beginners, you can expect the lessons to be delivered in a step-by-step fashion, with a lot of examples and illustrations. The book will avoid technical terms whenever possible, to keep things simple and easy to understand. The lessons will cover HTML, CSS and Bootstrap 4. All of the programming code used in the examples will be provided to you. To get the code, all you need to do is a simple copy and paste. If the examples use images, the image files will be provided as well. Every chapter is geared towards creating the building blocks that you will

need to build your websites, such as navigation menu, buttons, forms and more. After all the lessons, you will be able to put together enough building blocks to create a decent website.

Build responsive, dynamic, and mobile-first applications on the web with Bootstrap 4 Key Features Master the art of creating highly intuitive and responsive web interfaces with Bootstrap 4 Combine the power of Bootstrap and popular front-end JavaScript frameworks such as Angular and React to build cutting-edge web apps Infuse your web pages with life and movement using Bootstrap jQuery plugins Book Description Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web interfaces. This book will help you use and adapt Bootstrap to produce enticing websites that fit your needs. You will build a customized Bootstrap website from scratch, using various approaches to customize the framework with increasing levels of skill. You will get to grips with Bootstrap's key features and quickly discover various ways in which Bootstrap can help you develop web interfaces. Then take a walk through the fundamental features, such as its grid system, global styles, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, utilize Bootstrap's various navigation components, use forms, and style different types of content. Among other things, you will also tour the anatomy of a Bootstrap plugin, create your own custom components, and extend Bootstrap using jQuery. You will also understand what utility classes Bootstrap 4 has to offer, and how you can use them effectively to speed up the development of your website. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and will be able to build highly customizable and optimized web interfaces. What you will learn Create a professional Bootstrap-based website from scratch without using third-party templates Leverage Bootstrap's powerful grid system Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Improve your website's overall user experience with headers and footers Infuse your web pages using Bootstrap jQuery plugins and create your own Bootstrap plugins Learn what utility classes Bootstrap 4 has to offer, how they are implemented, and the best way to use them. Create more advanced web interfaces by leveraging the power of accordions, dropdowns, and list groups. Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives Who this book is for This book targets readers who wish to leverage Bootstrap 4 to create responsive web applications. Basic knowledge of web development concepts and web technologies such as HTML, CSS, and JavaScript is required.

In just 24 sessions of one hour or less, you'll learn how to build complete, professional-quality web solutions with ASP.NET 4 and Microsoft Visual Web Developer 2010. Using this book's straightforward, step-by-step approach, you'll

master the entire process, from site design through data collection, user management through debugging and deployment. Scott Mitchell, editor of top ASP.NET resource site 4GuysFromRolla.com, shows how to use the newest ASP.NET 4 enhancements and make the most of free tools like ASP.NET Ajax and Microsoft SQL Server 2008 Express Edition. Each lesson builds on what you've already learned, giving you a strong, practical foundation for success! Step-by-step instructions carefully walk you through the most common ASP.NET 4 development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way, Did You Know?, and Watch Out! boxes point out shortcuts and solutions. Learn how to... Get started fast with ASP.NET 4 and Visual Web Developer 2010 Use Visual Web Developer 2010 to quickly build professional-quality ASP.NET websites Design, create, and test ASP.NET web pages Collect, process, and validate input from your site's visitors Build a website that supports user accounts Create web pages that access, display, and edit database data using Microsoft SQL Server 2008 Express Edition Define site maps to provide efficient, easy navigation Use master pages to build more consistent and well-designed sites Create more responsive and interactive web pages with ASP.NET Ajax Host, upload, deploy, and update production web sites Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with

Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

According to recent press reports, everyone is developing Web Services, but many are still in the exploratory phase - learning what's involved and how to achieve ROI. This book is designed to give a working introduction to Web Services to help decision-makers prepare for the implementation in their companies. It demystifies the topic by providing a beginning level explanation of what this technology is, what it means to businesses, where to apply it, and how to make it work. Using numerous simple examples, the book explains the core concepts of Web Services: SOAP, UDDI, and WSDL, as well as tools and related concepts that will help create the "big picture" in readers' minds.

Learn to use one of the most popular CSS frameworks and build mobile-friendly web pages. Used for numerous websites and applications, Bootstrap is a key tool for modern web development. You will explore the grid system and then be introduced to the power of Bootstrap in practical projects. You'll make navigation bars, use themes and styling, create and manipulate cover pages, admin dashboards, forms, and modal dialogs. You'll learn to use Scrollspy and create tooltips and popovers. Today's web is responsive and Bootstrap continues to be at the forefront with web professionals.

Learn by doing with Practical Bootstrap today. What You Will Learn Review how the grid system applies to Bootstrap Create stunning cover pages that encompass a large background image Build an admin dashboard page that changes its layout according to a device's display width Work with the modal HTML markup and its main parts Customize modal behavior by setting various options using JavaScript Integrate Bootstrap JavaScript libraries with your own HTML page Add scroll spying functionality to your long-content pages Adjust the offset and activation point of the scroll sections Who This Book Is For Anyone who wants to learn how to use Bootstrap. You should have knowledge of HTML, CSS and basic JavaScript.

Learn how to create multi-column layout, navigation bar, carousel, progress bar, popover, form validation and more. Find out how to easily customize Bootstrap to fit your style. Learn by example: all examples are fully tested and downloadable. You can reuse them on your own project. Build a responsive website from scratch - step by step. See the end result here: <http://bit.ly/p-crsl> Why This Book One of the big challenges in web development is maintaining the site's compatibility across devices and their various display sizes, from desktop computers to tablets and mobile phones. The last thing we want is to have a website that looks good on a desktop but is painful to navigate on a small display, or looks great on a

small screen but appears oddly tiny in the center of a large screen. Ideally the site should have the ability to automatically reorganize itself to provide the optimal viewing experience, in accordance with the size of the display. In short, we want our website to be responsive. This is where Bootstrap 3 comes in handy. It makes building responsive websites easier and quicker. Aimed at absolute beginners, this book will not require you to have any experience in HTML, CSS or JQuery. You will learn as you go along. It explains the subject matter in a step by step fashion, with plenty of examples and screenshots to illustrate the points. All examples are downloadable. You can download, tweak and reuse them on your own project. You will not have to retype everything. Who Should NOT Buy This Book If you are able to learn on your own by perusing the online documentation provided by Bootstrap, you do not need this book. Before you open your wallet, check out Bootstrap's official site and give it a go. What you will get from this book This book will guide you in transforming a simple HTML page into a responsive one. It will demonstrate how to use Bootstrap's grid system to create a multi-column layout. It will also guide you in creating a navigation bar, different types of menus (with or without dropdowns), buttons, icons, modal and tables. The book will also cover forms and form validations, where you will create a Sign Up page with some validation procedures to examine the data entered and display a warning when appropriate. Needless to say, this book will be incomplete without a lesson on customizing Bootstrap to fit your own style. The book will cover light customization that will illustrate how you can change fonts, colors and background images to make the page your own. Light customization however is good only for minimal changes in the design. To tweak the design further, you will be better off using LESS. Therefore one chapter will be dedicated to demonstrate the customization using LESS. Towards the end of the book, we will throw in some more Bootstrap components that can increase your site's appeal. You will learn about Carousel, Affix, Scrollspy, Tooltip, Popover, Collapse and Progress Bar. Not only you will learn how to display them, you will also utilize some of the controls to make them work. As the last lesson, you will learn how to show or hide certain parts of the page depending on the size of the screen. For the absolute beginners, quick introductions to CSS, LESS and compiling LESS are provided in the appendices. If you are looking for a step by step guide to responsive web development using Bootstrap, you may want to give this book a try.

Using Apache Cordova 4, you can leverage native technologies and web standards to quickly build cross-platform apps for most mobile devices. You can deliver a high-end user experience where it matters, while radically simplifying code maintenance and reuse. Apache Cordova 4 Programming is the most concise, accessible introduction to this remarkable technology. In this essential guide, expert mobile developer John Wargo quickly gets you up to speed with all the essentials, from installation, configuration, and tools, to building plugins and using Cordova's powerful APIs. Wargo helps you make the most of Cordova 4's major enhancements, while offering practical guidance for all versions, including Adobe PhoneGap. Full chapters are dedicated to five major mobile platforms: Android, iOS, Windows Phone, Firefox OS, and Ubuntu. Using rich, relevant examples, Wargo guides you through both the anatomy of a Cordova app and its entire lifecycle, including

cross-platform testing and debugging. Throughout, he illuminates Cordova development best practices, streamlining your development process and helping you write high-quality apps right from the start. Topics include Installing and configuring Cordova's development environment Working with the Cordova command line interfaces Creating Cordova plugins, using Plugman and the PhoneGap CLI Cordova's support for Firefox OS and Ubuntu devices Automation (Grunt and Gulp) and Cordova CLI hooks Microsoft's hybrid toolkit for Visual Studio Third-party tools, such as AppGyver, GapDebug, THyM, and more Beautifying Cordova apps with third-party HTML frameworks, such as Bootstrap, OpenUI5, Ionic, and Onsen UI Running, testing, and debugging Cordova apps on each major mobile platform Access the full code examples at cordova4programming.com, where you'll also find updates reflecting Cordova's continuing evolution. This book is an ideal companion to Wargo's authoritative collection of Apache Cordova code recipes for each Cordova API, *Apache Cordova API Cookbook* (Addison-Wesley, 2015).

Learn how to build dynamic web applications with Express, a key component of the Node/JavaScript development stack. In this hands-on guide, author Ethan Brown teaches you the fundamentals through the development of a fictional application that exposes a public website and a RESTful API. You'll also learn web architecture best practices to help you build single-page, multi-page, and hybrid web apps with Express. Express strikes a balance between a robust framework and no framework at all, allowing you a free hand in your architecture choices. With this book, frontend and backend engineers familiar with JavaScript will discover new ways of looking at web development. Create webpage templating system for rendering dynamic data Dive into request and response objects, middleware, and URL routing Simulate a production environment for testing and development Focus on persistence with document databases, particularly MongoDB Make your resources available to other programs with RESTful APIs Build secure apps with authentication, authorization, and HTTPS Integrate with social media, geolocation, and other third-party services Implement a plan for launching and maintaining your app Learn critical debugging skills This book covers Express 4.0.

Discover New Methods for Dealing with High-Dimensional Data A sparse statistical model has only a small number of nonzero parameters or weights; therefore, it is much easier to estimate and interpret than a dense model. *Statistical Learning with Sparsity: The Lasso and Generalizations* presents methods that exploit sparsity to help recover the underlying signal in a set of data. Top experts in this rapidly evolving field, the authors describe the lasso for linear regression and a simple coordinate descent algorithm for its computation. They discuss the application of l_1 penalties to generalized linear models and support vector machines, cover generalized penalties such as the elastic net and group lasso, and review numerical methods for optimization. They also present statistical inference methods for fitted (lasso) models, including the bootstrap, Bayesian methods, and recently developed approaches. In addition, the book examines matrix decomposition, sparse multivariate analysis, graphical models, and compressed sensing. It concludes with a survey of theoretical results for the lasso. In this age of big data, the number of features measured on a person or object can be large and might be larger than the number of observations. This book shows how the sparsity assumption allows us to tackle these problems and extract useful and reproducible patterns from big datasets. Data analysts, computer scientists, and theorists will appreciate this thorough and up-to-date treatment of sparse statistical modeling.

Learn from the newest, updated edition of the highly acclaimed introduction to HTML, *Sams Teach Yourself HTML and CSS In 24 Hours*. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages. You'll be able to study revisions that refine examples, as well as provide an enhanced integration with your web pages. You'll also gain a

comprehensive understanding with new examples that match the current state of HTML. This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Chapters include: Understanding HTML and XHTML Creating Your Own Web Page Graphics Using Tables to Organize and Lay Out Your Pages Using Style Sheets for Page Layout Dynamic Web Pages

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars offer advice or teach an easier way to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to... Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

In just 24 sessions of one hour or less, this guide will help you create great 2D and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributor walk you through building three complete games, offering advanced techniques you won't find anywhere else. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Godot engine programming tasks and techniques Practical, hands-on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts, solutions, and problems to avoid Learn how to... · Install Godot, create projects, and use the visual editor · Master the scene system, and organize games with Scene Trees · Create 2D graphics, 3D graphics, and animations · Use basic and advanced scripting to perform many game tasks · Process player input from any source · Control game flow, configurations, and resources · Maximize realism with Godot's physics and particle systems · Make the most of 3D shaders, materials,

lighting, and shadows · Control effects and post-processing · Build richer, more sophisticated game universes with viewports · Develop networked games, from concepts to communication and input · Export games to the devices you've targeted · Integrate native code, third-party APIs, and engine extensions (bonus chapter)

Bootstrap is a HTML5, CSS and JavaScript framework that enjoys 72% of the market share. It is used to create mobile-first responsive websites quickly and easily. Bootstrap 5 is the newest version of this framework. Leaving behind jQuery for a more integrated web languages model Bootstrap 5 will drive a new generation of websites.No matter what your goal, this eBook will get you working with and understanding how Bootstrap 5 works. No matter what your goal, curiosity, career building, developing a business website. This eBook will give you the understanding you need to take existing HTML5 skills and use them with the world's most popular web framework.

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

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