

Autocad Civil 3d Api Developer S Guide

Advances in ComputersGit EssentialsThe Developer's Guide to DebuggingCrime and PlanningDocs for DevelopersCrime and PlanningEncyclopedia of Video GamesWeb Developer's Reference GuideMultimedia Developer's GuideInfoWorldThe Developer's Guide to DebuggingThe APDAllogPhotography and FocusSoftware EngineeringThe Photographic NewsWindows Developer's JournalMicro Focus COBOL Workbench for Application DeveloperMSDN MagazineOracle Developer Advanced Forms and ReportsThe Photographic Times Fran ois Dupire Thorsten Gr tker Derek J. Paulsen, Ph.D. Jared Bhatti Ph.D., Derek J. Paulsen Mark J. P. Wolf Joshua Johanan Paul J. Perry Thorsten Gr tker Richard H. Thayer William Crookes Clayton L. McNally Peter Koletzke Advances in Computers Git Essentials The Developer's Guide to Debugging Crime and Planning Docs for Developers Crime and Planning Encyclopedia of Video Games Web Developer's Reference Guide Multimedia Developer's Guide InfoWorld The Developer's Guide to Debugging The APDAllog Photography and Focus Software Engineering The Photographic News Windows Developer's Journal Micro Focus COBOL Workbench for Application Developer MSDN Magazine Oracle Developer Advanced Forms and Reports The Photographic Times *Fran ois Dupire Thorsten Gr tker Derek J. Paulsen, Ph.D. Jared Bhatti Ph.D., Derek J. Paulsen Mark J. P. Wolf Joshua Johanan Paul J. Perry Thorsten Gr tker Richard H. Thayer William Crookes Clayton L. McNally Peter Koletzke*

since its first volume in 1960 advances in computers has presented detailed coverage of innovations in computer hardware software theory design and applications it has also provided contributors with a medium in which they can explore their subjects in greater depth and breadth than journal articles usually allow as a result many articles have become standard references that continue to be of significant lasting value in this rapidly expanding field in depth surveys and tutorials on new computer technology well known authors and researchers in the field extensive bibliographies with most chapters many of the volumes are devoted to single themes or subfields of computer science

git essentials is a book for for all developers beginner to advanced and written to get you up to speed with the world s most popular version control system git has become synonymous with vcss and is expected to be in the wheelhouse of every developer as one of the most fundamental tools used to coordinate software development stop turning to google every time you need to commit some code create a feature branch or tag a release with this book you ll actually learn git instead of just memorize the commands we re all guilty of copy pasting git commands from the first result that shows up in google but the important question we re missing is is that really the right thing for our situation learning and understanding these commands will help you become a more productive member of your team this book assumes no prior experience with git it applies to any operating system and will work with any source files that can be version controlled it covers almost everything you need to know from why version control systems are considered fundamental tools to the basics of git to advanced operations and best practices contents introduction prerequisites source code management getting started the basics of git branching remote branching models advanced operations good bad practices conclusion

this book covers the full range of real world debugging tasks as well as basic and advanced source code debugging topics complete with small examples and exercises it can be a student s text or professional s reference

the form and layout of a built environment has a significant influence on crime by creating opportunities for it and in turn shaping community crime patterns effective urban planners and designers will consider crime when making planning and design decisions a co publication with the american planning association crime and

planning building socially sustainable communities presents a comprehensive discussion of the interconnections between urban planning criminal victimization and crime prevention an introduction into the main concerns at the intersection of criminology and community planning the book first provides an overview of crime patterns it then explores major issues within planning and their impact on crime critical topics discussed include connectivity mixed use developments land use and zoning transit oriented design and pedestrian trails greenways and parks the remaining chapters explore crime prevention theories crime prevention as a central component of sustainability how to incorporate social sustainability and planning guidelines into local planning decisions policy discussion of issues such as zoning how tools such as smart growth and form based codes relate to crime and crime prevention examples of how planning decisions can impact crime patterns in both a residential and retail setting and what has already worked in real world communities as communities continue to grapple with foreclosure sprawl and infill redevelopment a sound understanding of how the built environment impacts crime is of increasing importance this book provides planners with the tools and knowledge necessary to minimize the impact of crime on communities with the goal of creating socially sustainable communities

learn to integrate programming with good documentation this book teaches you the craft of documentation for each step in the software development lifecycle from understanding your users needs to publishing measuring and maintaining useful developer documentation well documented projects save time for both developers on the project and users of the software projects without adequate documentation suffer from poor developer productivity project scalability user adoption and accessibility in short bad documentation kills projects docs for developers demystifies the process of creating great developer documentation following a team of software developers as they work to launch a new product at each step along the way you learn through examples templates and principles how to create measure and maintain documentation tools you can adapt to the needs of your own organization what you ll learn create friction logs and perform user research to understand your users frustrations research draft and write different kinds of documentation including readmes api documentation tutorials conceptual content and release notes publish and maintain documentation alongside regular code releases measure the success of the content you create through analytics and user feedback organize larger sets of documentation to help users find the right information at the right time who this book is for ideal for software developers who need to create documentation alongside code or for technical writers developer advocates product managers and other technical roles that create and contribute to documentation for their products and services

the form and layout of a built environment has a significant influence on crime by creating opportunities for it and in turn shaping community crime patterns effective urban planners and designers will consider crime when making planning and design decisions a co publication with the american planning association crime and planning

now in its second edition the encyclopedia of video games the culture technology and art of gaming is the definitive go to resource for anyone interested in the diverse and expanding video game industry this three volume encyclopedia covers all things video games including the games themselves the companies that make them and the people who play them written by scholars who are exceptionally knowledgeable in the field of video game studies it notes genres institutions important concepts theoretical concerns and more and is the most comprehensive encyclopedia of video games of its kind covering video games throughout all periods of their existence and geographically around the world this is the second edition of encyclopedia of video games the culture technology and art of gaming originally published in 2012 all of the entries have been revised to accommodate changes in the industry and an additional volume has been added to address the recent developments advances and changes that have occurred in this ever evolving field this set is a vital resource for scholars and video game aficionados alike

a one stop guide to the essentials of web development including popular frameworks such as jquery bootstrap

angularjs and node js about this book understand the essential elements of html css and javascript including how and when to use them walk through three of the best and most popular web development frameworks jquery bootstrap and angularjs references for any function you will need in your day to day web development who this book is for this book is perfect for beginners but more advanced web developers will also benefit laid out so you can refer to as much or as little as you need to with this book you can exhaustively explore essential concepts for modern web developers what you will learn explore detailed explanations of all the major html elements and attributes illustrated with examples take a deep dive into css properties and functions and master their usage find clear concise descriptions of javascript syntax and expressions recognize various javascript design patterns and learn the basics of javascript object orientated programming implement the latest ecmascript 6 for client side scripting in your web applications discover new ways to develop your website s front end quickly and easily using bootstrap write javascript extensibly using jquery javascript s feature rich library delve into the key node js modules used in javascript server side programming access angularjs s important modules controllers directives and services quickly in detail this comprehensive reference guide takes you through each topic in web development and highlights the most popular and important elements of each area starting with html you will learn key elements and attributes and how they relate to each other next you will explore css pseudo classes and pseudo elements followed by css properties and functions this will introduce you to many powerful and new selectors you will then move on to javascript this section will not just introduce functions but will provide you with an entire reference for the language and paradigms you will discover more about three of the most popular frameworks today bootstrap which builds on css jquery which builds on javascript and angularjs which also builds on javascript finally you will take a walk through node js which is a server side framework that allows you to write programs in javascript style and approach this book is an easy to follow comprehensive reference guide each topic function or element is listed methodically along with parameters return values and descriptions examples are also included to help you put the concepts to use quickly in the real world

a tutorial directed toward windows programmers who want to learn how to take advantage of the multimedia features built into windows 3 1 the book covers graphics sound and animation plus it teaches the reader how to turn a windows application into a multimedia application the code examples in the book are carefully designed to develop a library or toolkit of functions which readers can then use with their own programs

infoworld is targeted to senior it professionals content is segmented into channels and topic centers infoworld also celebrates people companies and projects

the developer s guide to debugging is a book for both professional software developers seeking to broaden their skills and students that want to learn the tricks of the trade from the ground up with small inlined examples and exercises at the end of each chapter it is well suited to accompany a cs course or lecture at the same time it can be used as a reference used to address problems as the need arises this book goes beyond the level of simple source code debugging scenarios in addition it covers the most frequent real world problems from the areas of program linking memory access parallel processing and performance analysis

a tutorial describing software engineering in europe through existing papers and reports from technical organizations the primary goals of the tutorial are to show that software engineering is being done in europe how it is being done and how it will be done in the future the areas in which euro

this is a guide to using the forms and reports of oracle developer the book s instructional methodology should enable the reader to build simple applications in under an hour and complex applications in a day or two

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