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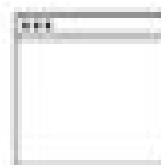
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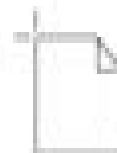
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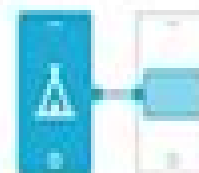
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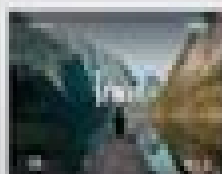


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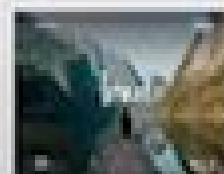
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Mastering C# - A Comprehensive Guide Américo Moreira, *Mastering C A Comprehensive Guide* is a comprehensive book that aims to provide readers with a thorough understanding of the C programming language. The book begins with an introduction to C including its history and key features. It then guides readers through setting up their C development environment and writing their first C program. The book covers various topics such as variables and data types, control flow, arrays and collections, methods and functions, object-oriented programming, exception handling, file handling, working with databases, multithreading, advanced topics, and debugging and testing. Each chapter delves into the topic in detail, providing clear explanations and practical examples to help readers grasp the concepts effectively. Whether you are a beginner looking to learn C from scratch or an experienced programmer seeking to enhance your skills, *Mastering C A Comprehensive Guide* is a valuable resource that will equip you with the knowledge and skills needed to become proficient in C programming.

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This book provides a broad introduction to search engines by integrating five different perspectives on Web search and search engines that are usually dealt with separately: the technical perspective, the user perspective, the internet-based research perspective, the economic perspective, and the societal perspective. After a general introduction to the topic, two foundational chapters present how search tools can cover the Web's content and how search engines achieve this by crawling and processing the found documents. The next chapter on user behavior covers how people phrase their search queries and interact with search engines. This knowledge builds the foundation for describing how results are ranked and presented. The following three chapters then deal with the economic side of search engines: i.e. Google and the search engine market, search engine optimization (SEO), and the intermingling of organic and sponsored search results. Next, the chapter on search skills

presents techniques for improving searches through advanced search interfaces and commands Following that the Deep Web and how its content can be accessed is explained The two subsequent chapters cover ways to improve the quality of search results while the next chapter describes how to access the Deep Web Last but not least the following chapter deals with the societal role of search engines before the final chapter concludes the book with an outlook on the future of Web search With this book students and professionals in disciplines like computer science online marketing or library and information science will learn how search engines work what their main shortcomings are at present and what prospects there are for their further development The different views presented will help them to understand not only the basic technologies but also the implications the current implementations have concerning economic exploitation and societal impact **Instant Adobe**

Story Starter Christopher Tilford,2013-01-01 If you re keen to get started writing your own scripts then you should be able to pick up this essential guide and get creative right away No prior experience is required as this is open to all skill levels If you ve always wanted to write scripts for a variety of different creative mediums like film and television but are unsure of what the industry is looking for when it comes to formatting requirements then this book is for you **The PC and Gadget**

Help Desk Mark Edward Soper,2014-08-27 Annotation Everyone uses consumer technology and everyone has problems with it Don t get frustrated and don t waste time or money on tech support calls Solve the problem yourself with the one book that makes it easy The PC and Gadget Help Desk *How to Start a Home-based Graphic Design Business* Jim Smith,2013-12-17

This book will include all the information you need to get started at home with your own graphic design business To expand the focus of this subject matter we plan on including information on designing blogs apps and the like to take this book a step ahead of the competition **Hello Scratch!** Melissa Ford,2017-10-31 Summary Hello Scratch is a how to book that helps

parents and kids work together to learn programming skills by creating new versions of old retro style arcade games with Scratch Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Can 8 year olds write computer programs You bet they can In Scratch young coders use colorful blocks and a rich graphical environment to create programs They can easily explore ideas like input and output looping branching and conditionals Scratch is a kid friendly language created by MIT that is a safe and fun way to begin thinking like a programmer without the complexity of a traditional programming language About the Book Hello Scratch guides young readers through five exciting games to help them take their first steps in programming They ll experiment with key ideas about how a computer program works and enjoy the satisfaction of immediate success These carefully designed projects give readers plenty of room to explore by imagining tinkering and personalizing as they learn What s Inside Learn by experimentation Learn to think like a programmer Build five exciting retro style games Visualize the organization of a program About the Readers Written for kids 8 14 Perfect for independent learning or working with a parent or teacher About the Authors Kids know how kids learn Sadie and Gabriel Ford 12 year old twins and a formidable art and coding team wrote this book with

editing help from their mother author Melissa Ford Table of Contents PART 1 SETTING UP THE ARCADE Getting to know your way around Scratch Becoming familiar with the Art Editor Meeting Scratch s key blocks through important coding concepts PART 2 TURNING ON THE MACHINES Designing a two player ball and paddle game Using conditionals to build a two player ball and paddle game PART 3 CODING AND PLAYING GAMES Designing a fixed shooter Using conditionals to build your fixed shooter Designing a one player ball and paddle game Using variables to build your one player ball and paddle game Designing a simple platformer Using X and Y coordinates to make a simple platformer Making a single screen platformer Using arrays and simulating gravity in a single screen platformer Becoming a game maker

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Flash CS5.5: The Missing Manual Chris Grover,2011-06-22 A guide to Flash CS5 covers the basics of animation ways to create movement between images adding audio and video creating reusable elements and testing and publishing Web sites

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The Essential Guide to Open Source Flash Development John Grden,Patrick Mineault,Aral Balkan,Marc Hughes,Tom Arnold,Chris Allen,Nicolas Cannasse,Ralph Hauwert,2008-09-02 Explore the world of open source Flash and discover which tools are available Learn how to identify which tool you need and how to best fit it into your workflow Step by step walk throughs guide you through development with the most popular open source Flash tools Written by the project leads and open source Flash aficionados The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows You will walk away with an understanding of what tools will best suit your current

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efficiently in the program that can be tapped for a workflow that keeps artists productive and sane This book takes an approach to creating assets in Photoshop that both beginners and intermediates will find refreshing Where other books focus on Photoshop lessons or on the basics of drawing Photoshop for Games gives you many hands on lessons for developing artwork that can be adapted for many purposes Full of inspiring projects readers will find examples from comic realistic graphic styles and more Downloadable project files and videos accompany some of the tutorials so that readers can dive deeper on topics Whether they are developing games for consoles mobile devices or the Web game artists from all backgrounds will learn the best practices to game art creation in Photoshop

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Jerron Smith, AGI Creative Team, 2012-11-30 You have a personal tutor in the Digital Classroom If you want expert instruction that fits into your schedule the Digital Classroom series delivers Expert instructors guide you through 11 lessons helping you learn essential Premiere Pro CS6 skills at your own speed Full color step by step instructions in the book are enhanced with video tutorials at the companion Web site digitalclassroombooks.com With this Digital Classroom training package you have your own private instructor showing you the easiest way to learn Premiere Pro CS6 Import video audio and still images and edit them together on the Timeline Add transitions and effects to your video to make your projects more engaging and appealing Automatically stabilize shaky footage with the Warp Stabilizer Animate layered Photoshop files to create onscreen graphics Create text and titles using the built in Premiere Pro Titler Use Adobe Encore to author your projects to disk or for web distribution Note Video tutorials and other supplementary materials are not included as part of the e book file but are available for download after purchase Instructions are located in the Starting Up section

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Translation

Solutions for Legal Documents Nataliia Pavliuk, Anna Kurashyna, 2025-08-19 This textbook covers legal translation themes by types of legal documents. The three parts of the book are devoted to the translation of legislative documents, contracts, and court documentation. This textbook uses a new approach to train students of legal translation which can be used to teach translation from English to any other language. This approach combines legal and linguistic perspectives of the study of legal documents and includes machine translation and artificial intelligence AI tools and corpus methods. The book instigates a profound understanding of the functions, structure, and linguistic characteristics of document types. Examples of translation from English to Italian, German, Ukrainian, and Polish with analysis will help students compare different translations and suggest their own translation of the same examples into their target language TL. The book also provides exercises to develop translation skills within the legal domain, focusing on developing students' research skills, their ability to substantiate the choice of target language terminology, identify translators' false friends, cope with the issues of syntax and morphology, and apply various translation strategies and techniques. The exercises also include a comparative analysis of post-editing of machine translation and AI-generated translations with their own translations.

Materiality and Popular Culture Anna Malinowska, Karolina Lebek, 2016-08-12 This book critically approaches contemporary meanings of materiality and discusses ways in which we understand experience and engage with objects through popular culture in our private, social, and professional lives. Appropriating Arjun Appadurai's famous phrase, the social life of things, with which he inspired scholars to take material culture more seriously and as a result treat it as an important and revealing area of cultural studies, the book explores the relationship between material culture and popular practices and points to the impact they have exerted on our co-existence with material worlds in the conditions of late modernity.

Dreamweaver CS5 for Windows and Macintosh Tom Negrino, Dori Smith, 2010-06-04 With the release of Adobe Creative Suite CS5, Dreamweaver solidifies its role as the de facto tool of choice for anyone designing for the Web. Adobe Dreamweaver CS5 for Windows and Macintosh Visual QuickStart Guide uses a combination of task-based instruction and strong visuals to teach beginning and intermediate users how to create design and publish powerful, innovative Web sites with Dreamweaver. Leading technology authors Tom Negrino and Dori Smith take you step by step through the new features in Adobe Dreamweaver CS5 with completely revised chapters on critical tools like styling pages with CSS and adding user interactivity with JavaScript dynamic elements. You'll also learn to take advantage of Dreamweaver's new ability to build and modify sites that use popular content management systems such as WordPress, Joomla, and Drupal. If you're new to Dreamweaver and web design, you'll learn to create your first Web site, add text style and layout, page content, manage styles, work with links, incorporate images, media, tables, forms, and frames, design site navigation, and so much more. If you're an experienced user, you'll find this a convenient reference to the new features of Dreamweaver CS5. Note from the publisher: FREE Adobe Dreamweaver CS5.5 updates are available for this title. Simply register your product at www.peachpit.com, register, and you will receive the updates when they become available.

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