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KEY=MY - DEACON SCHMIDT

Web Design in a Nutshell

A Desktop Quick Reference

"O'Reilly Media, Inc." Details a variety of front-end technologies and techniques and reviews Web design fundamentals while explaining how to work with HTML, graphics, and multimedia and interactive applications.

Creative Workflow in Lightroom

The photographer's guide to managing, developing, and sharing your work

CRC Press Adobe's Lightroom has emerged as a must-have software due to its powerful editing tools and time saving organizational capabilities but how you establish a personalized, creative workflow that optimizes this technology, your time, and your art eludes most photographers. Jason Bradley, award-winning photographer and Lightroom pro, shares the answers to these questions in this practical and easy to follow guide that taps into the "how" and the "why" of a professional photographer's creative workflow in Lightroom. Bradley will show you how all workflows can be simplified into three steps: establishing, managing, and rendering the file, alongside stunning photographs and explanations from his own experiences. This book will not only teach you how to work within Lightroom but, ultimately, how to make Lightroom work for you.

Windows Netbooks

The Path to Low-Cost Computing

Apress Netbooks are lightweight, and easy to use. And best of all is the low price. Whether you already own a netbook or are considering purchasing one, the good news doesn't end there, however. Throw in some free open source and "cloud computing" software and you've got yourself a powerful little computer at a fraction of the cost of the bigger laptops and desktops. This book is all about finding the best netbook for your needs and then keeping the cost of netbook ownership down. You can choose to spend some of your savings on a few "must have" extras such as a CD/DVD burner and a nice carrying case or save even more money by installing some (or all) of the 100% free software covered in the chapters of this book. Windows Netbooks: The Path to Low-Cost Computing is your guide to pushing a netbook to its maximum potential and keeping spending to an absolute minimum. Learn how to protect your netbook with 100% free antivirus applications and then get to work with 100% free word processing, spreadsheet, email, calendar, and presentation applications. You'll find these and many more applications, along with helpful discussions on netbook hardware and maintenance, that will super-charge your netbook, your productivity, and your Internet time.

Head First Web Design

"O'Reilly Media, Inc." Whether you are building a personal blog or a corporate website, there is a lot more to web design than div's and CSS selectors, but what do you really need to know? With this book, you'll learn the secrets of designing effective, user-friendly sites, fro

My Digital Entertainment for Seniors (Covers movies, TV, music, books and more on your smartphone, tablet, or computer)

Que Publishing Learn On-Demand TV, DVRs, Music, Games, Books, and More! With My Digital Entertainment for Seniors, you'll discover easy ways to access and experience entertainment using today's technology, without getting confused or bogged down with techno-babble—and without spending a fortune. This easy-to-follow guide covers all aspects of entertainment—movies, TV shows, radio, music, newspapers and magazines, books, and more—whether you're using a computer, mobile device, or other technology. Specifically, you'll: Get acquainted with all forms of digital entertainment that are available in everyday life, including on-demand TV shows, movies, music and radio programming, podcasts, eBooks and audiobooks, digital editions of newspapers and magazines, YouTube videos, and interactive games. Discover the difference between streaming and downloading content from the Internet to your computer or mobile device. Learn what equipment you'll need and how to use this equipment, no matter how tech-savvy you are—or aren't. Find out how to watch, listen to, and read what you want, when you want it, on your TV, desktop computer, notebook computer, smartphone, tablet, eBook reader, or gaming console. Learn what types of entertainment are available to use on eBook readers, digital video recorders, digital music players, high-definition television sets, cable/satellite TV service providers, what types of entertainment are readily available via the Internet, and how to use your computer, smartphone or tablet as an entertainment device. Find ways to stay safe and protect yourself from identity theft or online crime when surfing the Internet, shopping online, playing games, doing online banking, and handling other Internet-related tasks.

Advanced Amateur Astronomy

Cambridge University Press This book, first published in 1997, is for telescope owners wanting to improve their skills and make observations of real and lasting scientific value.

My Father's World

Celebrating the Life of Reuben G. Bullard

Wipf and Stock Publishers My Father's World is a memorial volume celebrating the life of Dr. Reuben G. Bullard and it focuses on the archaeology and history of the Mediterranean world. The essays in this volume are all written by former students of Dr. Bullard, and the diverse range of topics highlights his broad interests in geology, archaeology, and biblical studies. Bullard was a long time Professor of Geology and Archaeology at Cincinnati Christian University. He pioneered the field of Archaeological Geology in the 1960s at Tell Gezer.

Multimedia Foundations

Core Concepts for Digital Design

Taylor & Francis Key words, chapter highlights, and chapter summaries make it easy to identify core concepts of each chapter --

Linux Annoyances for Geeks

Getting the Most Flexible System in the World Just the Way You Want It

"O'Reilly Media, Inc." GNU/Linux is an immensely popular operating system that is both extremely stable and reliable. But it can also induce minor headaches at the most inopportune times, if you're not fully up to speed with its capabilities. A unique approach to running and administering Linux systems, Linux Annoyances for Geeks addresses the many poorly documented and under-appreciated topics that make the difference between a system you struggle with and a system you really enjoy. This book is for power users and system administrators who want to clear away barriers to using Linux for themselves and for less-trained users in their organizations. This book meticulously tells you how to get a stubborn wireless card to work under Linux, and reveals little-known sources for wireless drivers and information. It tells you how to add extra security to your systems, such as boot passwords, and how to use tools such as rescue disks to overcome overly zealous security measures in a pinch. In every area of desktop and server use, the book is chock full of advice based on hard-earned experience. Author Michael Jang has spent many hours trying out software in a wide range of environments and carefully documenting solutions for the most popular Linux distributions. (The book focuses on Red Hat/Fedora, SUSE, and Debian.) Many of the topics presented here are previously undocumented or are discussed only in obscure email archives. One of the valuable features of this book for system administrators and Linux proponents in general is the organization of step-by-step procedures that they

can customize for naive end-users at their sites. Jang has taken into account not only the needs of a sophisticated readership, but the needs of other people those readers may serve. Sometimes, a small thing for a user (such as being able to play a CD) or for an administrator (such as updating an organizations' systems from a central server) can make or break the adoption of Linux. This book helps you overcome the most common annoyances in deploying Linux, and trains you in the techniques that will help you overcome other problems you find along the way. In keeping with the spirit of the Annoyances series, the book adopts a sympathetic tone that will quickly win you over. Rather than blaming you for possessing limited Linux savvy, Linux Annoyances for Geeks takes you along for a fun-filled ride as you master the system together.

Master VISUALLY Microsoft Windows Vista

[John Wiley & Sons](#) "One picture is worth a thousand words." If you prefer instructions that show you how rather than tell you why, then this intermediate to advanced level reference is for you. Hundreds of succinctly captioned, step-by-step screen shots reveal how to accomplish more than 200 Windows Vista tasks, including: * Handling new, upgrade, or dual-boot installation * Using the new desktop and start menu * Creating toolbars and changing display settings * Managing the firewall and antivirus software * Installing CD and DVD burners * Working with the new productivity features * "Master It" sidebars answer questions and present shortcuts * High-resolution screen shots demonstrate each task * Succinct explanations walk you through step by step * Two-page lessons break big topics into bite-sized modules

Web Site Cookbook

Solutions & Examples for Building and Administering Your Web Site

[O'Reilly Media, Inc.](#) The total number of web pages today has been estimated at over 3 billion, spanning millions of individual websites. Not surprisingly, there is tremendous pressure on web developers and designers to remain current with the latest technologies. The Web Site Cookbook from O'Reilly covers all the essential skills that you need to create engaging, visitor-friendly websites. It helps you with the practical issues surrounding their inception, design, and maintenance. With recipes that teach both routine and advanced setup tasks, the book includes clear and professional instruction on a host of topics, including: registering domains ensuring that hostnames work managing the directory maintaining and troubleshooting a website site promotion visitor tracking implementing e-commerce systems linking with sales sites This handy guide also tackles the various elements of page design. It explains how to control a reader's eye flow, how to choose a template system, how to set up a color scheme, and more. Typical of O'Reilly's "Cookbook" series, the Web Site Cookbook is written in a straightforward format, featuring recipes that contain problem statements and solutions. A detailed explanation then follows each recipe to show you how and why the solution works. This question-solution-discussion format is a proven teaching method, as any fan of the "Cookbook" series can attest to. Regardless of your strong suit or your role in the creation and life of a website, you can benefit from the teachings found in the Web Site Cookbook. It's a must-have tool for advancing your skills and making better sites.

Illustrated Computer Concepts and Microsoft Office 365 & Office 2016

[Cengage Learning](#) Now readers can master the computer concepts and Microsoft Office 2016 skills perfect for success in the classroom or workforce with the latest ILLUSTRATED COMPUTER CONCEPTS AND MICROSOFT OFFICE 365 & OFFICE 2016. This all-in-one book makes it simple to become proficient in both today's computer concepts and the MS Office skills most needed for professional success. Key application skills are clearly demonstrated using the user-friendly two-page spread found throughout this and all books in the popular Illustrated Microsoft Office 2016 Series. Today's most up-to-date technology developments and concepts are clarified using the distinctive step-by-step approach and material from COMPUTER CONCEPTS ILLUSTRATED BRIEF. This edition highlights updated Office 365 content with a new module that addresses Productivity Apps. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

My Google Chromebook

[Que Publishing](#) My Google Chromebook brings together all the expert advice and easy, step-by-step know-how you'll need to make the most of your new Google Chromebook—in no time! Chromebooks are laptop computers that are entirely based on Google Chrome OS, cloud-based OS that is a radical departure from traditional Windows and Mac OSes. Because of its web-based nature, using a Chromebook and the Chrome OS is quite a bit different from using a traditional notebook PC and Microsoft Windows. To get the most use out of your new Chromebook, you need to become familiar with how cloud computing works - as well as all the ins and outs of your new Chromebook. You'll find all that and more here! This full-color, fully-illustrated book simplifies even the trickiest of tasks. You'll find step-by-step instructions with callouts to photos that show you exactly what to do. Coverage includes quickly setting up your Chromebook, logging in, and getting productive. You'll master Google's web-centric Chrome OS and you'll learn to reliably connect to the Internet via Wi-Fi, 3G, or even Ethernet. You'll also learn how to: · Monitor 3G usage to avoid costly overages · Manage files stored on the web or your own flash drives · Play and edit online media · Browse and search the Web · Discover great new Chrome extensions and Apps for fun, family, and social networking · Safely share your Chromebook with other users · Work with free or low-cost web-based productivity tools · Configure Chromebook for more security, privacy, performance, and battery life · Save time with built-in shortcuts · Troubleshoot and recover from problems

Mac OS X Panther in a Nutshell

[O'Reilly Media, Inc.](#) A guide to the operating system covers such topics as system preferences, using Finder and Dock, the FileVault system, Unix commands, and CVS.

Observing the Moon

The Modern Astronomer's Guide

[Cambridge University Press](#) Written by an experienced and well-known lunar observer, this is a hands-on primer for the aspiring observer of the Moon. Whether you are a novice or are already experienced in practical astronomy, you will find plenty in this book to help you raise your game to the next level and beyond. In this thoroughly updated second edition, the author provides extensive practical advice and sophisticated background knowledge of the Moon and of lunar observation. It incorporates the latest developments in lunar imaging techniques, including digital photography, CCD imaging and webcam observing, and essential advice on collimating all common types of telescope. Learn what scientists have discovered about our Moon, and what mysteries remain still to be solved. Find out how you can take part in the efforts to solve these mysteries, as well as enjoying the Moon's spectacular magnificence for yourself!

Enhanced Computer Concepts and Microsoft Office 2013 Illustrated

[Cengage Learning](#) Present the computer concepts and Microsoft Office 2013 skills perfect for your Introduction to Computing course with the latest ENHANCED COMPUTER CONCEPTS AND MICROSOFT OFFICE 2013 ILLUSTRATED. This all-in-one book makes the computer concepts and skills your students need to know easily accessible. Key application skills are clearly demonstrated using the user-friendly two-page spread found in the popular Microsoft Office 2013 Illustrated Introductory, First Course. Today's most up-to-date technology developments and concepts are clarified using the distinctive step-by-step approach from the Computer Concepts Illustrated Brief book. This edition highlights updated Office 365 content with Integrated Applications Projects and a Student Success Guide. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Hidden Power of Photoshop Elements 3

[John Wiley & Sons](#)

Digital Photography For Dummies

[John Wiley & Sons](#) Take the fast route to better pictures with this guide packed with the advice of expert photographer Julie Adair King. It doesn't matter if you're shooting with a basic point-and-shoot camera, a pro camera, or the camera on your phone, the insights in this book help you get better results. Start with applying basic composition rules while you use your camera's automatic setting then move on to take full control of focus, color, and exposure."--Page [4] of cover.

Fundamentals of Computers

For Undergraduate Courses in Commerce and Management

[Pearson Education India](#) This meticulously organized book dwells on fundamentals that one must learn in order to pursue any venture in the computer field. This book has 13 chapters, each chapter covering basic as well as advanced concepts. Designed for undergraduate students of commerce and management as per the syllabus of different Indian universities, Fundamentals of Computers may also be used as a textual resource in training programmes offered by computer institutes and as a self-study guide by professionals who want to improve their proficiency with computers.

Troubleshooting Your PC For Dummies

[John Wiley & Sons](#) Provides information on PC maintenance and repair, covering such topics as system restore, using tech support, startup noises, a slow PC, finding lost files, Internet connections, changes in Windows Vista, Windows event logs, and computer shutdown.

My Microsoft Windows 7 PC

[Que Publishing](#) Presents a tutorial covering the features and functions of Windows 7, with information on such topics as organizing files and folders, using Internet Explorer, watching TV and movies, adding and viewing photographs, personalizing Windows, and networking.

Sad Macs, Bombs, and Other Disasters

And what to Do about Them

[Peachpit Press](#) A troubleshooting guide for Macintosh users, covering Mac OS 9 and the G4s, explains how to cope with frozen systems, error messages, and extension conflicts

Fix Your Own PC

[John Wiley & Sons](#) Explains how to upgrade and repair processors, memory, connections, drives, multimedia cards, and peripherals.

Android: Game Programming

[Packt Publishing Ltd](#) Extend your game development skills by harnessing the power of Android SDK About This Book Gain the knowledge to design and build highly interactive and amazing games for your phone and tablet from scratch Create games that run at super-smooth 60 frames per second with the help of these easy-to-follow projects Understand the internals of a game engine by building one and seeing the reasoning behind each of the components Who This Book Is For If you are completely new to Java, Android, or game programming, this book is for you. If you want to publish Android games for fun or for business and are not sure where to start, then this book will show you what to do, step by step, from the start. What You Will Learn Set up an efficient, professional game development environment in Android Studio Explore object-oriented programming (OOP) and design scalable, reliable, and well-written Java games or apps on almost any Android device Build simple to advanced game engines for different types of game, with cool features such as sprite sheet character animation and scrolling parallax backgrounds Implement basic and advanced collision detection mechanics Process multitouch screen input effectively and efficiently Implement a flexible and advanced game engine that uses OpenGL ES 2 to ensure fast, smooth frame rates Use animations and particle systems to provide a rich experience Create beautiful, responsive, and reusable UIs by taking advantage of the Android SDK Integrate Google Play Services to provide achievements and leaderboards to the players In Detail Gaming has historically been a strong driver of technology, whether we're talking about hardware or software performance, the variety of input methods, or graphics support, and the Android game platform is no different. Android is a mature, yet still growing, platform that many game developers have embraced as it provides tools, APIs, and services to help bootstrap Android projects and ensure their success, many of which are specially designed to help game developers. Since Android uses one of the most popular programming languages, Java, as the primary language to build apps of all types, you will start this course by first obtaining a solid grasp of the Java language and its foundation APIs. This will improve your chances of succeeding as an Android app developer. We will show you how to get your Android development environment set up and you will soon have your first working game. The course covers all the aspects of game development through various engrossing and insightful game projects. You will learn all about frame-by-frame animations and resource animations using a space shooter game, create beautiful and responsive menus and dialogs, and explore the different options to play sound effects and music in Android. You will also learn the basics of creating a particle system and will see how to use the Leonids library. By the end of the course, you will be able to configure and use Google Play Services on the developer console and port your game to the big screen. This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Learning Java by Building Android Games by John Horton Android Game Programming by Example by John Horton Mastering Android Game Development by Raul Portales Style and approach This course is a step-by-step guide where you will learn to build Android games from scratch. It takes a practical approach where each project is a game. It starts off with simple arcade games, and then gradually the complexity of the games keep on increasing as you uncover the new and advanced tools that Android offers.

The Photoshop Book for Digital Photographers

[New Riders Pub](#) Provides tips and techniques to correct, edit, sharpen, retouch, and display photographs using Photoshop.

PC Annoyances

How to Fix the Most Annoying Things about Your Personal Computer

"O'Reilly Media, Inc." Describes how to fix glitches found on a PC, covering such topics as email, Microsoft Windows, the Internet, Microsoft Office, hardware, and music and video.

Mac OS X in a Nutshell

"O'Reilly Media, Inc." Complete overview of Mac OS Jaguar (Mac OS X 10.2) including basic system and network administration features, hundreds of tips and tricks, with an overview of Mac OS X's Unix text editors and CVS.

Web Bloopers

60 Common Web Design Mistakes, and How to Avoid Them

[Morgan Kaufmann](#) The dot.com crash of 2000 was a wake-up call, and told us that the Web has far to go before achieving the acceptance predicted for it in '95. A large part of what is missing is quality; a primary component of the missing quality is usability. The Web is not nearly as easy to use as it needs to be for the average person to rely on it for everyday information, commerce, and entertainment. In response to strong feedback from readers of GUI BLOOPERS calling for a book devoted exclusively to Web design bloopers, Jeff Johnson calls attention to the most frequently occurring and annoying design bloopers from real web sites he has worked on or researched. Not just a critique of these bloopers and their sites, this book shows how to correct or avoid the blooper and gives a detailed analysis of each design problem. Hear Jeff Johnson's interview podcast on software and website usability at the University of Canterbury (25 min.) Discusses in detail 60 of the most common and critical web design mistakes, along with the solutions, challenges, and tradeoffs associated with them. Covers important subject areas such as: content, task-support, navigation, forms, searches, writing, link appearance, and graphic design and layout. Organized and formatted based on the results of its own usability test performed by web designers themselves. Features its own web site (www.web-bloopers.com)with new and emerging web design no-no's (because new bloopers are born every day) along with a much requested printable blooper checklist for web designers and developers to use.

Mobile ASP.NET MVC 5

[Apress](#) Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You'll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. What you'll learn Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. Learn tips and tricks for dealing with browser incompatibilities and targeting older devices. Benefit from the author's experience as he guides you through a full range of modern mobile web strategy. Who this book is for This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. Thorough knowledge of ASP.NET MVC is not at all required but some is assumed. This book also assumes a little knowledge of HTML, CSS and JavaScript. You do not need any prior experience in mobile development. Table of ContentsChapter 1: The Basics of Responsive Web Design Chapter 2: CSS Layout Bootcamp Chapter 3: Flexible Layouts Chapter 4: Flexible Navigation Chapter 5: Flexible Content Chapter 6: Display Modes, View Engines and Html Helpers Chapter 7: Device and Feature Detection Chapter 8: Mobile Performance Chapter 9: Native APIs, HTML5 and CSS3 on Mobile Today Chapter 10: Programming for Touch Chapter 11: Advanced Touch Programming Chapter 12: Useful Libraries for Mobile

Adobe Dreamweaver CS6: Complete

[Cengage Learning](#) ADOBE DREAMWEAVER CS6: COMPLETE, 1E follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS6 software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Adobe Dreamweaver CS6: Introductory

Cengage Learning *ADOBE DREAMWEAVER CS6: INTRODUCTORY, 1E* follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS6 software. The pedagogy of this text has been enhanced to reflect the learning styles of today's students. Readers will easily follow along with the chapters in the text to gain valuable software skills to build their own exciting and dynamic Web sites and develop Internet applications. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

The Secrets of My App Success

Beacon Hill Apps "The Secrets of my App Success" is widely known as the Bible of app development for Non-Programmers.

HT START A HOMEBASED WEB DESIGN 4ED

Rowman & Littlefield Everything you need to know to run a profitable Web design business from your home.

InfoWorld

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Beginning Android 4 Games Development

Apress *Beginning Android 4 Games Development* offers everything you need to join the ranks of successful Android game developers. You'll start with game design fundamentals and programming basics, and then progress toward creating your own basic game engine and playable game that works on Android 4.0 and earlier devices. This will give you everything you need to branch out and write your own Android games. The potential user base and the wide array of available high-performance devices makes Android an attractive target for aspiring game developers. Do you have an awesome idea for the next break-through mobile gaming title? *Beginning Android 4 Games Development* will help you kick-start your project. The book will guide you through the process of making several example games for the Android platform, and involves a wide range of topics: The fundamentals of Android game development targeting Android 1.5-4.0+ devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform

Photoshop Elements 8 After the Shoot

John Wiley & Sons A handy, full-color reference for using Photoshop Elements 8 while on the go Photoshop Elements combines an easy-to-use set of features and enhancements with image editing power in an affordable program. The newest version—Photoshop Elements 8—features more online integration with products like the new Flash-based Web galleries. Featuring a convenient trim size that goes where you go, this portable guide is essential reading for Elements users and especially suited if you are a mobile user who wants to edit and post your digital photographs while on the go. Serves as a portable reference for effectively using the tools and features of Photoshop Elements 8 Offers a firm understanding of how to organize, correct, restore, and display digital photos and scanned images using Photoshop Elements 8 Appeals to anyone who needs to edit and post digital photos Presents numbered steps and helpful examples to walk you through the most common Photoshop Elements 8 tasks Provides examples and inspiration for using your digital images in print or online Photoshop Elements 8 After the Shoot is the perfect guide if you are looking for a clear, concise, and portable guide to Photoshop Elements.

New Perspectives on Computer Concepts 2016, Introductory

Cengage Learning Take your students beyond the basics with the award-winning *NEW PERSPECTIVES ON COMPUTER CONCEPTS*. Designed to get all students up-to-speed on essential computer literacy skills, this market leading text goes deeper, providing students with the technical and practical information they need for academic and career success. *NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016* incorporates significant technology trends that affect computing and everyday life; such as concerns for data security, personal privacy, online safety, controversy over digital rights management, interest in open source software and portable applications, and more. In addition, coverage of Microsoft Windows 8 and Office 2013 will introduce your students to the exciting new features of Microsoft's next generation of software. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

New Perspectives Computer Concepts 2016 Enhanced, Comprehensive

Cengage Learning Readers gain a full understanding of today's digital world with the cohesive framework and logical organization found only in *NEW PERSPECTIVES ON COMPUTER CONCEPTS 2016, ENHANCED, COMPREHENSIVE*. This dynamic book provides the latest updates on emerging technology with engaging learning features, informative visuals and hands-on activities proven to increase learning effectiveness. An insightful introduction highlights today's digital evolution, while coverage of social media and online security examines concepts behind today's technology challenges and trends. Readers explore the principles underlying the wide scope of digital devices in use today with the book's unique focus on the connectivity that pervades modern life. This Enhanced Edition includes a new hands-on programming chapter that lets even readers with no prior coding experience learn to program with instant success using Python™. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

Microsoft Office 2013: Essential

Cengage Learning Introduce your students to the latest that Microsoft Office has to offer with the new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With Microsoft Office 2013, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. In this text you'll find features that are specifically designed to engage students, improve retention, and prepare them for future success. Our trademark step-by-step, screen-by-screen approach now encourages students to expand their understanding of Microsoft Office 2013 software through experimentation, critical thought, and personalization. With these enhancements and more, the Shelly Cashman Series continues to deliver the most effective educational materials for you and your students. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.

Enhanced Microsoft Office 2013: Introductory

Cengage Learning Introduce your students to the new generation of Microsoft Office with the new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With Office 2013, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students In *Microsoft Office 2007: Introductory Concepts and Techniques, Premium Video Edition* you'll find exciting videos, which correlate to the Table of Contents and mirror the step-by-step pedagogy of the Microsoft Office 2013 text to reinforce the skills taught in each chapter. **Important Notice:** Media content referenced within the product description or the product text may not be available in the ebook version.