

# Projects For My First Mac 50 Projects To Try On Your New Mac

A project-based guide to help you create, package, and deploy desktop applications on multiple platforms using modern JavaScript frameworks

### Key Features

- Use your web development skills with JavaScript and Node.js to build desktop applications for macOS and Windows
- Develop desktop versions of popular mobile applications that are similar to Slack, Spotify, and more
- Design desktop apps with automatic updates and real-time analytics capabilities

### Book Description

The Electron framework allows you to use modern web technologies to build applications that share the same code across all operating systems and platforms. This also helps designers to easily transition from the web to the desktop. Electron Projects guides you through building cross-platform Electron apps with modern web technologies and JavaScript frameworks such as Angular, React.js, and Vue.js. You ' ll explore the process of configuring modern JavaScript frameworks and UI libraries, real-time analytics and automatic updates, and interactions with the operating system. You ' ll get hands-on with building a basic Electron app, before moving on to implement a Markdown Editor. In addition to this, you ' ll be able to experiment with major JavaScript frameworks such as Angular and Vue.js, discovering ways to integrate them with Electron apps for building cross-platform desktop apps. Later, you ' ll learn to build a screenshot snipping tool, a mini-game, and a music player, while also gaining insights into analytics, bug tracking, and licensing. You ' ll then get to grips with building a chat app, an eBook generator and finally a simple digital wallet app. By the end of this book, you ' ll have experience in building a variety of projects and project templates that will help you to apply your knowledge when creating your own cross-platform applications. What you will learn

### Initialize Node.js, Node Package Manager (NPM), and JavaScript to set up your app

### Integrate Phaser with Electron to build a simple 2D game

### Improve app quality by adding an error tracking system and crash reports

### Implement group chat features and event handling capabilities using Firebase

### Integrate a WordPress-like rich-text editor into your app

### Build Electron applications using a single codebase

### Who this book is for

This book is for JavaScript developers who want to explore the Electron framework for building desktop apps. Working knowledge of modern frontend JavaScript frameworks and Node.js is assumed. No prior knowledge of desktop development is required.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Overzicht van vooral de 20e-eeuwse Nederlandse typografie.

800x600 Step-by-step instructions with callouts to iMac images that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your iMac. Full-color, step-by-step tasks walk you through getting and keeping your iMac working just the way you want. The tasks include: Managing, arranging, and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email, instant messaging, and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up-to-date with friends and family via Twitter and Facebook Downloading and enjoying music, movies, books,

and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems

Using Visual Basic for Applications to Make PowerPoint Interactive

Build component-based user interfaces using Angular, 2nd Edition

Smarter Than Their Machines

Escape: The Project Trilogy

Avid Uncut

Goodness and Justice

**PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.**

**A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players, handheld devices, computers and video-on-demand systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.**

**One look at the App Store will show you just how hot iPhone games have become. Games make up more than 25 percent of all apps, and more than 70 percent of the apps in the App Store's Most Popular category. Surprised? Of course not! We've all filled our iPhones with games, and many of us hope to develop the next bestseller. This book is a collection of must-know information from master independent iPhone game developers. In it, you'll discover how some of the most innovative and creative game developers have made it to the pinnacle of game design and profitability. This book is loaded with practical tips for efficient development, and for creating compelling, addictive gaming experiences. And it's not all talk! It's supported with code examples that you can download and use to realize your own great ideas. This book's authors are responsible for some of the all-time most popular and talked-about games: Brian Greenstone developed Enigma and Cro-Mag Rally. Aaron Fothergill developed Flick Fishing. Mike Lee**

**developed Tap Tap Revolution, the most downloaded game in App Store history. Mike Kasprzak's Smiles was a finalist in the IGF 2009 Best Mobile Game competition. PJ Cabrera, Richard Zito, and Matthew Aitken (Quick Draw, Pole2Pole); Joachim Bondo (Deep Green); and Olivier Hennessy and Clayton Kane (Apache Lander) have received glowing reviews and accolades for their games. Pair iPhone Games Projects with Apress's best-selling Beginning iPhone Development: Exploring the iPhone SDK, and you'll have everything you need to create the next game to top the sales charts.**

**During his fifty-year career as a biologist at the University of Arizona, Joseph T. Bagnara investigated subjects he was passionate about, traveled abroad, made lasting friendships, and earned international recognition. Now retired, he leaves behind a legacy of discovery and knowledge. And yet, as in any life, there is unfinished business. Embark on a journey through time as Joe recounts his scientific and cultural adventures. Through his eyes you will witness the profound changes that occurred in academia following World War II. The road is winding, with many detours and a few promising trails abandoned. But these trails remain for future generations to rediscover and explore.**

**Billboard**

**Introducing Autodesk Maya 2016**

**Workflows, Tips, and Techniques from Hollywood Pros**

**Painter X Creativity**

**PC Mag**

**My MacBook (Yosemite Edition)**

*Covers Mavericks for iMac Step-by-step instructions with callouts to iMac photos that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your iMac. Full-color, step-by-step tasks walk you through getting and keeping your iMac working just the way you want. Tasks include:*

- *Managing, arranging, and tagging your files*
- *Staying on top of important events with Notification Center*
- *Creating and navigating virtual workspaces in Mission Control*
- *Opening and organizing apps with Launchpad*
- *Connecting to and accessing network resources*
- *Activating and using iCloud services*
- *Communicating online with email, instant messaging, and video*
- *Keeping appointments with Calendar and Reminders*
- *Planning trips and checking traffic with Maps*
- *Being social with Facebook and Twitter integration*
- *Downloading and enjoying music, movies, and more*
- *Buying, reading, and annotating eBooks*
- *Getting the latest and greatest software from the App Store and other sources*
- *Challenging your friends to games with Game Center*
- *Protecting and securing your system and data*
- *Expanding your system with peripheral devices*
- *Troubleshooting common system problems*

*The Rising is part two of the Steel series. Here we introduce a former black-ops sniper named Mac. He is hard core and one of the best at what he does. His work is secretive, elusive, and necessary. But he wanted out. Having escaped death many times, he now with his wife Dorothy who also is a former acquaintance of the Black-ops lifestyle. But here we find danger and intrigue as he battles to survive the forces bent on destroying him. Alongside Mac is a twin brother, a radical patriot preacher, a Jewish prophet, and an assortment of other people drawn from the pages of the mystery to which Mac was part of. The setting in current day America and the enemies are those who are in plain*

*sight. Events move forward and it looks like the whole nation is coming undone. The suspense, excitement, and the prophecies carry you to the climax. In the end, we find a beginning.*

*Mac OS X Leopard: Beyond the Manual is written for the sophisticated computer user who would find an introductory manual tedious. Features new to Leopard are emphasized, as are complex features that, though available in earlier versions of OS X, were not readily accessible. The narrative is fast-paced, concise, and respectful of the reader's familiarity with earlier versions of the program.*

*From Data to Decisions in Music Education Research provides a structured and hands-on approach to working with empirical data in the context of music education research. Using step-by-step tutorials with in-depth examples of music education data, this book draws upon concepts in data science and statistics to provide a comprehensive framework for working with a variety of data and solving data-driven problems. All of the skills presented here use the R programming language, a free, open-source statistical computing and graphics environment. Using R enables readers to refine their computational thinking abilities and data literacy skills while facilitating reproducibility, replication, and transparency of data analysis in the field. The book offers: A clear and comprehensive framework for thinking about data analysis processes in a music education context. An overview of common data structures and data types used in statistical programming and data analytics. Techniques for cleaning, preprocessing, manipulating, aggregating, and mining data in ways that facilitate organization and interpretation. Methods for summarizing and visualizing data to help identify structures, patterns, and trends within data sets. Detailed applications of descriptive, diagnostic, and predictive analytics processes. Step-by-step code for all concepts and analyses. Direct access to all data sets and R script files through the accompanying eResource. From Data to Decisions in Music Education Research offers a reference "cookbook" of code and programming recipes written with the graduate music education student in mind and breaks down data analysis processes and skills in an approachable fashion. It can be used across a wide range of graduate music education courses that rely on the application of empirical data analyses and will be useful to all music education scholars and professionals seeking to enhance their use of quantitative data.*

*InfoWorld*

*The Beautiful and the Damned*

*Mastering Angular Components*

*Unfinished Business*

*Autodesk Official Press*

*My iMac (covers OS X Mavericks)*

Create and organize writing projects with ease using Scrivener 3! Version 1.1.1, updated June 4, 2021 Compose a masterpiece with Literature & Latte's Scrivener. Whether you're writing science fiction, a historical novel, or a zombie travelogue, learn how Scrivener's powerful tools can take your work to the next level. Kirk McElhearn shows you how to collect notes, organize your work, arrange and rearrange sections, and more. Covers Mac, Windows, and iOS/iPadOS versions!

Scrivener is a powerful tool for managing long-form writing projects—like novels and screenplays—and *Take Control of Scrivener 3* gives you all the details you need to know to harness its potential. In this book, best-selling author Kirk McElhearn walks you through setting up, organizing, writing, formatting, revising, and compiling a Scrivener project, whether you're working on a Mac, a Windows PC, or in iOS/iPadOS. Using this extensive guide, you'll be able to:

- Meet Scrivener: Learn about the Scrivener philosophy and its basic layout
- Start your project: Pick a template and add existing materials to your project
- Brainstorm and organize: Discover three different ways to work with your material using the Binder, Corkboard, and Outliner.
- Set up your writing environment and avoid distractions: Choose default fonts and colors, opt for Script Mode if you're writing a script or screenplay, and simplify your workspace by hiding interface elements by using Composition Mode or Full Screen Mode.
- Make the most of key features: Learn how to work with styles; use annotations and comments; add footnotes and endnotes; view more than one file at once; use collections to view selected items in the Binder; store bookmarks and project notes; and share and synchronize your project with others.
- Go further with Scrivener: Get the details on special features like Scrivenings View (write in sections, but view as a single document) and Snapshots (allows you to make and view periodic backups of your text).
- Revise and edit your work: Learn how to find and replace text, and work with revisions.
- Use Scrivener in iOS and iPadOS: Sync your projects to iOS/iPadOS and work on an iPhone or iPad.
- Print and export: Understand the process of preparing your project to be printed, and what's involved in compiling it so that it can be exported in a different format.

Kirk also highlights the many changes to Scrivener since the last version (see the *What's New* section below), including updates to the interface, styles, outlining and metadata capabilities, and improved searching and writing features. In addition, he explains brand-new features in Scrivener 3, including Bookmarks (lets you store references to other sections of your project), Linguistic Focus (Mac only—highlights specific elements such as dialog, adverbs, or adjectives), Section types (such as Chapter Text and Scene), and Copyholders (allows you to view three or four documents at once).

This time the Team & Board are stretched to their max when they take on a project that tries to prevent a war. Projects take the clandestine anti-terrorist group to countries and islands around the world. Blue Jay & Bean sort of bend the 'no activity on U.S. soil directive' when they perform a little favor for their old boss CIA and deal with an Al-Qaida situation in New York City.

Presents step-by-step instructions to the features and functions of the MacBook, covering such topics as desktop space, connecting to a network, managing content, and appointments, sharing devices, setting up iCloud, hardware, and security.

We build infrastructure and everything else for a purpose, which enables a service activity, or capability. All infrastructure has a purpose. When we protect against harm, it is the purpose that we are protecting. When we know how to protect a purpose, we know what we require of our infrastructure and can incorporate our

protection approach and measures directly into the design. When protection is inherent to the design of a system, it is inherent to the service, activity, or capability. This more closely reflects how people behave and is more efficient than imposing security measures on system design. Protection and resilience go hand in hand, the same foundation in risk analysis. When we understand this relationship, we can forecast protection requirements over the life of the capability and design accordingly. We can protect against the unknown by focusing on how failure affects the operations that we can control. Join Marianne as she builds on her developing understanding of infrastructure risk and resilience, and explores the protection and security of assets and capabilities, encounters diverse perspectives, and learns the meaning of social licence. The threats she faces are not only project-based and must deal with real-world challenges from colleagues and clients. Through her journey, we learn the value of evidence-based planning, focusing on those aspects that we can control, and spending the time to really understand why, as much as what is being protected. Before the Storm builds on the principles and concepts introduced in After the Flood. It is a clear and engaging exploration of protection planning for students, industry practitioners, or anyone interested in infrastructure, business continuity, security integration, and emergency and risk management.

Powerful PowerPoint for Educators

Electron Projects

PICAXE Microcontroller Projects for the Evil Genius

Tips & Tools for Geeking Your Ride

Digital Artist's handbook

A Consequentialist Moral Theory

**This timely book helps educators unleash the interactive potential of PowerPoint to build their own multimedia material that perfectly matches the needs of their students. \* Tips for modifying included examples into classroom projects \* Updated material includes advanced scripting techniques, new figures, and new interactive features of PowerPoint \* Numerous quizzes and tests to reinforce skills \* A selection of commonly-used templates are provided**

**The Essential Guide to Effectively Managing Developers So You Can Deliver Better Software—Now Extensively Updated “Lichty and Mantle have assembled a guide that will help you hire, motivate, and mentor a software development team that functions at the highest level. Their rules of thumb and coaching advice form a great blueprint for new and experienced software engineering managers alike.”**  
–Tom Conrad, CTO, Pandora “Reading this book’s nuggets felt like the sort of guidance that I would get from a trusted mentor. A mentor who I not only trusted, but one who trusted me to take the wisdom, understand its limits, and apply it correctly.” –Mike Fauzy, CTO, FauzyLogic Today, many software projects continue to run catastrophically over schedule and budget, and still don’t deliver what customers want. Some organizations conclude that software development can’t be managed well. But it can—and it starts with people. In their extensively updated **Managing the Unmanageable, Second Edition, Mickey W. Mantle and Ron Lichty**

**show how to hire and develop programmers, onboard new hires quickly and successfully, and build and nurture highly effective and productive teams. Drawing on over 80 years of combined industry experience, the authors share Rules of Thumb, Nuggets of Wisdom, checklists, and other Tools for successfully leading programmers and teams, whether they're co-located or dispersed worldwide. This edition adds extensive new Agile coverage, new approaches to recruitment and onboarding, expanded coverage of handling problem employees, and much more. Whether you're new to software management or you've done it for years, you'll find indispensable advice for handling your challenges and delivering outstanding software. Find, recruit, and hire the right programmers, when you need them Manage programmers as the individuals they are Motivate software people and teams to accomplish truly great feats Create a successful development subculture that can thrive even in a toxic company culture Master the arts of managing down and managing up Embrace your role as a manager who empowers self-directed agile teams to thrive and succeed Register your book for convenient access to downloads, updates, and/or corrections as they become available. See inside book for details. Get up to speed on the engine that powers Safari and Google Chrome What do the web browsers on iPhone, iPad, Android, Blackberry, Kindle, and Nokia have in common with Google Chrome and Apple Safari? WebKit powers them all. This guide shows you how to create web sites and mobile web apps using WebKit. Learn to use all the developer tools, the latest web standards, and WebKit's unique styles and functions to create appealing, interactive sites for mobile and desktop display. Explores how WebKit supports HTML5 and CSS3, providing a large toolkit for creating faster and better mobile web sites Explains how to create web pages for both mobile and desktop display using WebKit Covers acquiring and installing the developer tools, building web pages, debugging and deploying them, and taking advantage of WebKit functions to create faster, more appealing, and more interactive sites With mobile devices proliferating at a rapid rate, there's never been a better time to learn all about the engine that powers the leading mobile browser. WebKit For Dummies teaches you to create web pages that make the most of everything WebKit has to offer.**

**In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends. Build over 9 cross-platform desktop applications from scratch**

**The Rising**

**Mac OS X Leopard**

**Beyond the Manual**

**iPad and iPhone Video**

**Managing the Unmanageable**

**Mac OS X Leopard Beyond the Manual Apress**

**Mac looks down at Sarah, her blood-streaked hair smears her**

features as he tries to move it away from her face. He has done this; his creation, his damnation. The Company forced him to work, forced him to kill, forced him to lose everything that made him who he was and who he wanted to become. All is lost as he remains on the run. Trying to stay one step ahead of the Director, Mac fights against one thought: Is it his destruction that the Director seeks, or the world? The Director's top sniffer dog Colleen is hot on the trail of Mac's great race through the countryside, slowly catching up to him, slowly reaching out to grab him by the collar and drag him back to the company to complete his masterpiece. Will she catch him before he has a chance to play his final hand?

In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. 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 Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate

*your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at [informit.com/title/9780672335778](http://informit.com/title/9780672335778) for access to all code examples from the book, as well as updates, and corrections as they become available.*

*Fleetwood Mac was a triumph from the beginning—their first album was the UK's bestselling album of 1968. After some low points—when founder Peter Green left, some fans felt that the band continuing was sacrilege—Lindsey Buckingham and Stevie Nicks joined, and the band's 1977 album Rumours became one of history's immortals, a true classic that remained in the charts for years and public affection forever. In the press, the ethereal Californian Stevie Nicks, the tormented rocker Lindsey Buckingham, the dignified English rose Christine McVie, the blunt-speaking John McVie, and the loquacious Mick Fleetwood have all regularly been astoundingly candid. This collection of interviews across the entirety of Fleetwood Mac's career features articles from such celebrated publications as Crawdaddy, New Musical Express, Circus, Creem, Mojo, Goldmine, Classic Rock, Blender, and Elle, as well as interviews that have never previously appeared in print. In it, readers will learn the Fleetwood Mac story from the band members' own mouths, and experience it contemporaneously rather than through hindsight.*

*Dutch Type*

*A Portrait of the New India*

*Rules, Tools, and Insights for Managing Software People and Teams*

*End of Tour*

*Fleetwood Mac on Fleetwood Mac*

Start modeling right away with this hands-on guide to learning Autodesk Maya 2016. Introducing Autodesk Maya 2016 is the official guide to the most popular and complex 3D application on the market. Building from the ground up, this book combines straightforward text with practical examples that make it easy to absorb the basics and start designing and animating your own digital models and scenes. The tutorials offer realistic challenges and clear explanations, laid out in fun, step-by-step lessons that help you gain confidence and learn by doing. You'll delve into CG and 3D core concepts and production workflows, then get right to work designing an animation of the solar system as you learn the interface and basic tools. As your modeling skills grow, you'll build a steam locomotive, a starfish, a table lamp, and much more as you learn to rig your model for animation, create fabric motion with nCloth, and add the lighting and effects that bring your scenes to life. The companion website features downloadable project files that help you see how the pros do it, and the book includes real-world examples from talented users who were beginners just like you. Master the Maya 2016 interface, menus, and plug-ins. Begin building simple animations right away. Explore modeling, rendering, animation, and cloth motion. Add lighting, rendering, dynamics, simulations, and effects. If you want to work like the pros, Introducing Autodesk Maya 2016 is the perfect primer for getting started.

This book follows a former NYPD Housing cop, nicknamed Batman, as he gives the reader a graphic and authentic look at the wicked world of narcotics operations during his days patrolling some of America's meanest streets and high crime housing projects-- making undercover drug buys, combating vicious drug gangs and fighting violent criminals in order to keep honest citizens safe – before being betrayed by the corruption within his own department and thrown into a jail cell. Thron was a rising star in the NYC Housing PD during the era of the war on drugs in Upper Manhattan, conducting top secret undercover operations, squeezing snitches for information, and arresting criminals. Then in a split second, his career came crashing down during a buy and bust operation gone awry, becoming victim to the city's brutal police politics. Finding himself behind bars and betrayed by the job he loved and bled for, Thron switches gears to give a brutally honest portrait of a street cop serving his

sentence among the criminals he once arrested in the New York penal system.

Smarter Than Their Machines: Oral Histories of the Pioneers of Interactive Computing is based on oral histories archived at the Charles Babbage Institute, University of Minnesota. Included are the oral histories of some key pioneers of the computer industry selected by John that led to interactive computing, such as Richard Bloch, Gene Amdahl, Herbert W. Robinson, Sam Wyly, J.C.R. Licklider, Ivan Sutherland, Larry Roberts, Robert Kahn, Marvin Minsky, Michael Dertouzos, and Joseph Traub, as well as his own. John has woven them together via introductions that is, in essence, a personal walk down the computer industry road. John had the unique advantage of having been part of, or witness to, much of the history contained in these oral histories beginning as a co-op student at Arthur D. Little, Inc., in the 1950's.

Eventually, he would become a pioneer in his own right by creating the computer industry's first successful software products company (Cullinane Corporation). However, an added benefit of reading these oral histories is that they contain important messages for our leaders of today, at all levels, including that government, industry, and academia can accomplish great things when working together in an effective way. This is how the computer industry was created, which then led to the Internet, both totally unanticipated just 75 years ago.

Covers MacBook, MacBook Pro, and MacBook Air Step-by-step instructions with callouts to MacBook photos that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your MacBook. Full-color, step-by-step tasks walk you through getting and keeping your MacBook working just the way you want. Tasks include:

- Managing, arranging, and tagging your files
- Staying on top of important events with Notification Center
- Creating and navigating virtual workspaces in Mission Control
- Opening and organizing apps with Launchpad
- Connecting to and accessing network resources
- Activating and using iCloud services
- Communicating online with email, instant messaging, and video
- Keeping appointments with Calendar and Reminders
- Planning trips and checking traffic with Maps
- Being social with Facebook and Twitter integration
- Downloading and enjoying music, movies, and more
- Buying,

reading, and annotating iBooks • Getting the latest and greatest software from the App Store and other sources • Challenging your friends to games with Game Center • Protecting and securing your system and data • Expanding your system with peripheral devices • Troubleshooting common system problems

The Secret History of Mac Gaming

Surgeons of Terror II

My IMac

iPhone Games Projects

Exploring Protection Planning and Security Integration

Sams Teach Yourself Core Data for Mac and IOS in 24 Hours

WHIP UP SOME FIENDISHLY FUN PICAXE MICROCONTROLLER DEVICES "Ron has worked hard to explain how the PICAXE system operates through simple examples, and I'm sure his easy-to-read style will help many people progress with their PICAXE projects." --From the Foreword by Clive Seager, Revolution Education Ltd. This wickedly inventive guide shows you how to program, build, and debug a variety of PICAXE microcontroller projects. PICAXE Microcontroller Projects for the Evil Genius gets you started with programming and I/O interfacing right away, and then shows you how to develop a master processor circuit. From "Hello, World!" to "Hail, Octavius!" All the projects in Part I can be accomplished using either an M or M2 class PICAXE processor, and Part II adds 20X2-based master processor projects to the mix. Part III culminates in the creation of Octavius--a sophisticated robotics experimentation platform featuring a 40X2 master processor and eight breadboard stations which allow you to develop intelligent peripherals to augment Octavius' functioning. The only limit is your imagination! PICAXE Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful photos and illustrations Allows you to customize each project for your purposes Offers all the programs in the book free for download Removes the frustration factor--all required parts are listed, along with sources Build these and other devious devices: Simple mini-stereo jack adapter USBS-PA3 PICAXE programming adapter Power supply Three-state digital logic probe 20X2 master processor circuit TV-R input module 8-bit parallel 16X2 LCD board Serialized 16X2 LCD Serialized 4X4 matrix keypad SPI 4-digit LED display Countdown timer Programmable, multi-function peripheral device and operating system Octavius--advanced robotics experimentation platform L298 dual DC motor controller board Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

The Angular framework has embraced a mature UI component architecture. It's a powerful tool for developing scalable application interfaces. The simple design of Angular components helps in building large component-based applications. This book covers a holistic way of thinking about UI development and explores the power of the

components.

A Globe and Mail Best Books of the Year 2011 Title Siddhartha Deb grew up in a remote town in the northeastern hills of India and made his way to the United States via a fellowship at Columbia. Six years after leaving home, he returned as an undercover reporter for The Guardian, working at a call center in Delhi in 2004, a time when globalization was fast proceeding and Thomas L. Friedman declared the world flat. Deb's experience interviewing the call-center staff led him to undertake this book and travel throughout the subcontinent. *The Beautiful and the Damned* examines India's many contradictions through various individual and extraordinary perspectives. With lyrical and commanding prose, Deb introduces the reader to an unforgettable group of Indians, including a Gatsby-like mogul in Delhi whose hobby is producing big-budget gangster films that no one sees; a wiry, dusty farmer named Gopeti whose village is plagued by suicides and was the epicenter of a riot; and a sad-eyed waitress named Esther who has set aside her dual degrees in biochemistry and botany to serve Coca-Cola to arms dealers at an upscale hotel called Shangri La. Like no other writer, Deb humanizes the post-globalization experience—its advantages, failures, and absurdities. India is a country where you take a nap and someone has stolen your job, where you buy a BMW but still have to idle for cows crossing your path. A personal, narrative work of journalism and cultural analysis in the same vein as Adrian Nicole LeBlanc's *Random Family* and V. S. Naipaul's India series, *The Beautiful and the Damned* is an important and incisive new work. *The Beautiful and the Damned* is a Publishers Weekly Best Nonfiction title for 2011.

The Macintosh challenged games to be more than child's play and quick reflexes. It made human-computer interaction friendly, inviting, and intuitive. Mac gaming led to much that is now taken for granted by PC gamers and spawned some of the biggest franchises in video game history. It allowed anyone to create games and playful software with ease, and gave indie developers a home for their products. It welcomed strange ideas and encouraged experimentation. It fostered passionate and creative communities who inspired and challenged developers to do better and to follow the Mac mantra "think different". Drawing on archive material and interviews with key figures from the era — and featuring new material from Craig Fryar, Apple's first Mac games evangelist and the co-creator of hit game *Spectre* — *The Secret History of Mac Gaming* is the story of those communities and the game developers who survived and thrived in an ecosystem that was serially ignored by the outside world. It's a book about people who followed their hearts first and market trends second, showing how clever, quirky, and downright wonderful video games could be.

Take Control of Scrivener 3

Film, Edit, and Share the Apple Way

Oral Histories of Pioneers in Interactive Computing

Interviews and Encounters

From Data to Decisions in Music Education Research

Reproducible Research with R and RStudio

Leverage the full power of Avid Media Composer with this essential guide from an Avid guru. Master timesaving tricks and techniques that utilize the latest Media Composer features and state-of-the-art workflows. Learn the secrets of the postproduction professionals from box office blockbusters like

Harry Potter, I am Legend, Dark Shadows, Men in Black II, Charlie 's Angels, 42, and The Last of the Mohicans, as well as primetime hits like SMASH, Big Bang Theory, Weeds, The Mindy Project, and MythBusters. In Avid Uncut, Steve Hullfish taps into the expertise of the world 's top editors to share in-depth, behind-the-scenes secrets and best practices that will boost your editing and color correction skills to the next level. Five distinct sections cover: Pre-post, including discussion of metadata, prepping ScriptSync, decomposing, and more Settings, with tips on keyboard optimization, bin settings, and import/export settings Off-line workflows on trimming, multicam editing, using Phrasefind, audio, and stereoscopic 3D Effects, such as 3rd party plugins, 3D warp effects, and Animatte On-line workflows for efficiently and beautifully finishing your work, including step-by-step tutorials for RED and ARRI Alexa workflows Also featured are extensive tips dedicated to helping FCP editors switch over to Avid, as well as a companion website ([www.routledge.com/cw/hullfish](http://www.routledge.com/cw/hullfish)) loaded with video tutorials of the techniques discussed in the book and project files, including RED and ARRI Alexa footage, that turn Avid Uncut into an invaluable, hands-on workshop!

In Goodness and Justice, which was originally published in 2006, Joseph Mendola develops a unified moral theory that defends the hedonism of classical utilitarianism, while evading utilitarianism's familiar difficulties by adopting two modifications. His theory incorporates a developed form of consequentialism. When, as is common, someone is engaged in conflicting group acts, it requires that one perform one's role in that group act that is most beneficent. The theory also holds that overall value is distribution-sensitive, ceding maximum weight to the well-being of the worst-off sections of sentient lives. It is properly congruent with commonsense intuition and required by the true metaphysics of value, by the unconstituted natural good found in our world.

Praise for previous editions: "Gandrud has written a great outline of how a fully reproducible research project should look from start to finish, with brief explanations of each tool that he uses along the way... Advanced undergraduate students in mathematics, statistics, and similar fields as well as students just beginning their graduate studies would benefit the most from reading this book. Many more experienced R users or second-year graduate students might find themselves thinking, ' I wish I 'd read this book at the start of my studies, when I was first learning R! ' ...This book could be used as the main text for a class on reproducible research ..." (The American Statistician) Reproducible Research with R and R Studio, Third Edition brings together the skills and tools needed for doing and presenting computational research. Using straightforward examples, the book takes you through an entire reproducible research workflow. This practical workflow enables you to gather and analyze data as well as dynamically present results in print and on the web.

Supplementary materials and example are available on the author 's website. New to the Third Edition Updated package recommendations, examples, URLs, and removed technologies no longer in regular use. More advanced R Markdown (and less LaTeX) in discussions of markup languages and examples. Stronger focus on reproducible working directory tools. Updated

discussion of cloud storage services and persistent reproducible material citation. Added discussion of Jupyter notebooks and reproducible practices in industry. Examples of data manipulation with Tidyverse tibbles (in addition to standard data frames) and `pivot_longer()` and `pivot_wider()` functions for pivoting data. Features Incorporates the most important advances that have been developed since the editions were published Describes a complete reproducible research workflow, from data gathering to the presentation of results Shows how to automatically generate tables and figures using R Includes instructions on formatting a presentation document via markup languages Discusses cloud storage and versioning services, particularly Github Explains how to use Unix-like shell programs for working with large research projects

Empower your artistry in the digital environment This unique Painter book addresses both creative and technical proficiency, helping you step ahead in today's world of photography, art, multimedia, and design. This lavishly illustrated guide speaks directly to all visual artists and shows you how to combine traditional and state-of-the-art media to capture the essence of your vision. Fully updated for Corel Painter X and the newest range of Wacom graphics tablets, progressive, well-structured tutorials from beginner to advanced level, case studies, and examples of art will inspire your imagination at every stage. Let world-renowned Painter master Jeremy Sutton guide you step-by-step in how to experiment with creative ideas and techniques that you can adapt to your own style. New time-saving tips, workflow strategies, and keyboard short cuts allow you to quickly transform your work with Corel Painter X's outstanding natural-media tools. From expressive paintings to evocative collage portraits, oil impressionism, live portrait paintings, and painterly effects for video, television, and the Web, you get the best techniques through... \*Clear explanations with colorful screen grabs and inspiring artworks that lead you through the sophisticated and creative Painter tools \*Practical, hands-on tutorials, and project illustrations that show you every step in image development, including multimedia artist techniques \*Downloadable resources are packed with unique custom brushes, tutorial images, and additional art materials not supplied with Painter X Included on the resource CD: \*48 extra brushes including many unique custom brushes not supplied with Painter \*38 custom color sets \*Jeremy's SupaDoopa custom palettes to help speed up your workflow \*Collection of Jeremy's favorite Image Hose nozzles, paper textures, and patterns to greatly enhance the variety and richness of art materials available at your fingertips \*Gain instant access to Jeremy's interface customization and optimize your creativity with unique custom workspaces, new to Painter X \*4 QuickTime movies including a studio tour, artwork commentary, and details on Wacom tablets \*Have fun practicing with 28 tutorial images!

Before the Storm

A Biologist in the Latter Half of the 20th Century

Digital Photo Projects For Dummies

Car PC Hacks

My iMac (Yosemite Edition)

WebKit For Dummies

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

*For anyone who has ever used an iPhone or iPad, you know there is a powerful video camera inside that can shoot phenomenal HD video and is incredibly easy to use . But simply shooting video is only one step to visualizing and digitizing your creative efforts. In iPad and iPhone Video, bestselling author Jeff Carlson shows you how to best harness the powers of these remarkable devices. Jeff explores all the steps to shooting great video in a variety of scenarios, from outdoor sunny arenas to dark concert venues. He'll explain everything you need to know about editing the results in order to tell your story better and to give polish with attention to color, light, audio, and more. Once you're happy with the results, he'll give you the step-by-step details for sharing the video via YouTube and Vimeo and give you best practices for keeping friends, family, and other audiences in the loop. With over 300 million iPads and iPhones sold, consumers around the world already own the most versatile filmmaking tool ever made... they just don't know it yet! This book will help them understand and unlock the potential packed into every one of these devices.*

*Data Analytics and the General Linear Model Using R*

*Computerworld*

*My MacBook (covers OS X Mavericks on MacBook, MacBook Pro, and MacBook Air)*