

Teach Yourself Gimp In 24 Hours Sams Teach Yourself In 24 Hours

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American Book Publishing Record - 2005

Sams Teach Yourself TCP/IP in 24 Hours - Joe Casad 1998
Learn how to deploy

TCP/IP networks with this proven format for getting up to speed quickly with a new technology. Readers will understand the essentials of TCP/IP and

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how to implement them on a multi-vendor network, from the basics of Open Systems and Protocols to more advanced topics like application integration.

Sams Teach Yourself Linux in 24 Hours - Bill Ball 1999

Aimed at first-time Linux installers, this book discusses topics such as how to log in, how to customize the environment, basic shell programming, how to read mail and send a reply, how to fax graphics and text, and how to file translation formats.

Sams Teach Yourself Red Hat Linux 9 in 24 Hours - Aron Hsiao 2003

This book covers all the most important topics for the reader who wants to get Red Hat Linux up and running and to become productive with the operating system as quickly as possible. The book covers topics such as installing, setting

up, and negotiating the new desktop environment.

Scratch 2.0 Sams Teach Yourself in 24 Hours -

Timothy L. Warner
2014-06-17

In Full Color! In just 24 sessions of one hour or less, learn how to make your own animations, games, simulations, and interactive stories with MIT Media Lab's amazingly easy Scratch 2.0! Using this book's straightforward, step-by-step approach, you'll walk through everything from joining the global Scratch community to adding audio/video and sensing the outside environment. You'll learn to write reliable, efficient code and take advantage of millions of Scratch programs shared online. Every hands-on lesson builds upon what you've already learned, fully preparing you to create inspired projects of your own! Step-by-

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step instructions carefully walk you through the most common Scratch 2.0 programming tasks. Quizzes at the end of each chapter help you test your knowledge. Challenges give you the opportunity to extend upon what you've learned in each chapter and flex your new-found programming skills. 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... Create your first project Master basic features including the Stage, Backdrops, Sprites, and Costumes Make things happen with Motion blocks Add sophisticated logic without complicated coding Use audio and video you capture with a

webcam or microphone Include your own drawings in your projects Sense what your game's players are doing and interact with them Write programs that respond to outside changes such as temperature and touch Test your projects to find and fix problems Document and publish projects so others can help you improve them "Remix" projects with online Scratch code and content Create games with multiple game screens and button controls Master skills you can use with even the most powerful programming languages Who Should Read This Book Brand new to programming: Welcome! You don't need any prior experience with programming in order to gain value from this book. Considering a career change: Perhaps you are a K-12, junior

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college, or university student who has perhaps a bit of past programming experience, and you are pondering a full-time career as a software developer. Learning Scratch serves as an excellent diagnostic to gauge your aptitude and interest in the subject matter. Just tinkering: Maybe you are a technology buff who always wondered what work went into developing a software project. You have no real career aspirations in programming--you just enjoy tinkering and having fun. If you find that you don't belong in any of the previous three classifications, then don't worry about it. Set your sights on learning as much as you can and, above all else, having fun, and you'll be fine!

**Sams Teach Yourself
Minecraft Mod
Development in 24 Hours**

- Jimmy Koene 2014
Provides step-by-step instructions for common Minecraft mod development tasks, including creating recipes, items, blocks, and entities; making custom pickaxes, shovels, and original tools; and generating entire worlds.

InfoWorld - 2000-08-07
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
Paint Shop Pro 6 Visual Insight - Ramona Pruitt 1999-10

The Pruitts zoom in on the most useful techniques of Paint Shop Pro and teach how to polish those techniques by touching up photos, sprucing up colors in images, and creating composites. A 16-page Color Studio illustrates color-related tasks and

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gives results of projects readers can create.

Teach Yourself

WordPerfect Office 2000 for Linux in 24 Hours -

Alan S. Golub 2000
Sams Teach Yourself
WordPerfect Office 2000
for Linux in 24 Hours

provides a greater understanding of and appreciation for Linux, and a working knowledge of each application in the office suite.

Newcomers will learn how to quickly maximize their use and enjoyment of Corel's full-featured office suite for Linux.

The British National Bibliography - Arthur James Wells 2003

UNIX Hints & Hacks - Kirk Waingrow 1999
Written by the lead UNIX administrator for Disney's Imagineering Studios, this book delivers one-of-a-kind information to intermediate and

experienced computer users. Waingrow explores creative ways of effectively applying technology in a variety of scenarios, combining new tricks with old UNIX commands.

REDHAT - 2001

Sams Teach Yourself Mac OS X in 24 Hours - John Ray 2002

Underneath the colorful interface of Mac OS X is a powerful, complicated operating system based on BSD Unix. And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it. In late Summer 2002 Apple is expected to release a new version of OS X -- code-named "Jaguar" -- that will add some end user features (like iChat), and that will improve OS X's stability. The second edition of Sams Teach

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Yourselves Mac OS X in 24 Hours helps new users to understand how the new OS (different from the traditional Mac OS, as well as Windows) functions, and how to use it successfully. The book also explores how to use the native OS X applications that ship with the product.

Linux Hardware Handbook - Roderick W. Smith 2000
"Linux Hardware Handbook" provides guidance to individuals on making purchasing and installation decisions concerning hardware for Linux computers. It provides general guidance and information on what types of products are known to work well at the time of writing.

Sams Teach Yourself StarOffice for Linux in 24 Hours - Nicholas Wells 1999
Preparing to use staroffice. Creating documents with

starWrite. Creating spreadsheets starcalc. Working with presentations. Using internet and scheduling features in starOffice.
Sams Teach Yourself Inkscape, Gimp and Blender in 24 Hours - Mairin Duffy Strode 2019-08-25

Sams Teach Yourself HTML and CSS in 24 Hours - Julie C. Meloni 2010
Twenty-four one-hour lessons explain the creation of Web pages using graphics, motion, interactivity, animation, tables and frames, sound, and video.

Sams Teach Yourself Red Hat Fedora 4 Linux All in One - Aron Hsiao 2005
Join an estimated 85% of the U.S. Linux market in using Red Hat's Linux distributions by learning it from a Fedora authority. "Sams Teach Yourself Red Hat Fedora 4 All in One" is

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a starter kit that will help you install, configure, and use Red Hat's Fedora 4 distribution and desktop applications. The easy-to-understand, step-by-step instructions will also show you how to: Use the OpenOffice.org productivity suite and other leading applications. Troubleshoot hardware issues and install new components. Set up a small Linux-based network to share files and resources. Also included is a DVD, which will provide you with the complete Fedora Core Linux distribution, OpenOffice.org desktop suite, and the leading applications for e-mail, Web browsing, and graphics. Find out how you can safely and reliably use Linux and Linux-based applications to accomplish your day-to-day work in the office and at home with

"Sams Teach Yourself Red Hat Fedora 4 All in One."

Sams Teach Yourself Shell Programming in 24 Hours - Sriranga

Veeraraghavan 2002

Learn how to develop powerful and robust shell scripts in order to get the most out of your Unix/Linux system. Sams Teach Yourself

FreeBSD in 24 Hours -

Michael Urban 2002

There currently no books on the market that offer to teach FreeBSD to a novice. This book will be very attractive to the rushed and impatient, as well as to those who simply have a desire to learn the benefits of FreeBSD when compared to other proprietary operating systems. The book covers the most beneficial uses of FreeBSD, as well as the information needed to install and configure the operating system.

This book will be the

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definitive tutorial reference for the growing FreeBSD market.

SAMS Teach Yourself GIMP in 24 Hours - Joshua Pruitt 1999

Rather than simply running down a list of GIMP's capabilities, this tutorial actually teaches graphic art techniques and Web media creation using GIMP. The CD-ROM contains the latest GIMP release and the GIMP Toolkit, GTK+.

Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours

- Jonathan Harbour 2012
In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any

WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how

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to avoid them. Learn how to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and acceleration Tweak gameplay to make your games more fun

Sams Teach Yourself

Movable Type in 24 Hours
- Molly E. Holzschlag
2004

In just 24 lessons of one hour or less, you will be able to implement an effective, inexpensive, and feature-rich system for building, administering, and maintaining Web sites using Movable Type publishing software. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of Movable Type from the ground up. Book jacket.

Sams Teach Yourself Linux-Mandrake in 24 Hours - Craig

Witherspoon 2000

A results oriented, step-by-step guide designed to help readers learn about the Linux-Mandrake distribution in a non-threatening environment. It gives a tour of the operating system and many of the

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applications that come with the distribution. After reading this book and working through the exercises, users should be able to install and configure the Linux-Mandrake distribution on a variety of machines and possess a good knowledge of Linux in general. It provides a coherent introduction to command line usage and good opportunities to gain experience with command line usage as a logical part of a productive work exercise. (Operating Systems)

Linux Programming

Unleashed - Kurt Wall 2001

Complete and comprehensive reference with in-depth coverage of the core topics. Learn how to program core systems and find out about such topics as interprocess communications, user interfaces, device

drives and X Windows system. Written by top Linux programming consultants Kurt Wall and Mark Watson and reviewed by Linux Journal writer and freelance developer, Michael Hamilton. Practical, tested examples of how to apply the best programming practices in the Linux environment.

Photoshop 6 Visual Insight - Ramona Pruitt 2001

Complemented by a variety of suggested real-world applications, a introductory guide to Photoshop 6 utilizes screenshots and instructional captions to explain how to utilize such features as paths, masks, layers, filters, and Web Graphics to create a variety of interesting visual effects.

Original. (
[HTML, CSS and JavaScript All in One, Sams Teach](#)

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Yourself - Julie C.
Meloni 2014-09-29

In just a short time, you can learn how to use HTML5, Cascading Style Sheets (CSS3), and JavaScript together to design, create, and maintain world-class websites. Using a straightforward, step-by-step approach, each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web development tasks. Practical, hands-on examples show you how to

apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant. Format text for maximum clarity and readability. Create links to other pages and to other sites. Add graphics, color, and visual pizzazz to your web pages. Work with transparent images and background graphics. Design your site's layout and typography using CSS. Get user input with web-based forms. Use JavaScript to build dynamic, interactive web pages. Add AJAX effects to your web pages. Leverage JavaScript libraries such as jQuery. Make your site easy to maintain and update as it grows. Contents at a Glance. Part I Getting Started on the Web. 1 Understanding How the Web Works. 2 Structuring

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an HTML Document 3
 Understanding Cascading
 Style Sheets 4
 Understanding JavaScript
 5 Validating and
 Debugging Your Code Part
 II Building Blocks of
 Practical Web Design 6
 Working with Fonts, Text
 Blocks, Lists, and
 Tables 7 Using External
 and Internal Links 8
 Working with Colors,
 Images, and Multimedia
 Part III Advanced Web
 Page Design with CSS 9
 Working with Margins,
 Padding, Alignment, and
 Floating 10
 Understanding the CSS
 Box Model and
 Positioning 11 Using CSS
 to Do More with Lists,
 Text, and Navigation 12
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 Layouts Part IV Getting
 Started with Dynamic
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 HTML5 Applications 14
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 15 Working with the
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 (DOM) 16 Using
 JavaScript Variables,
 Strings, and Arrays 17
 Using JavaScript
 Functions and Objects 18
 Controlling Flow with
 Conditions and Loops 19
 Responding to Events 20
 Using Windows Part V
 Advanced JavaScript
 Programming 21
 JavaScript Best
 Practices 22 Using
 Third-Party JavaScript
 Libraries and Frameworks
 23 A Closer Look at
 jQuery 24 First Steps
 Toward Creating Rich
 Interactions with jQuery
 UI 25 AJAX: Remote
 Scripting Part VI
 Advanced Website
 Functionality and
 Management 26 Working
 with Web-Based Forms 27
 Organizing and Managing
 a Website
*HTML and CSS in 24
 Hours, Sams Teach
 Yourself* - Julie C.
 Meloni 2013-11-27
 Learn HTML5 and CSS3 in
 24 one-hour lessons!
 Sams Teach Yourself HTML

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

or her web pages be among those that appear on the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and

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readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1

Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3

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Transforms, Transitions,
and Animations PART IV:
Advanced Web Site
Functionality and
Management 20 Creating
Print-Friendly Web Pages
21 Understanding Dynamic
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with Web-Based Forms 23
Organizing and Managing
a Web Site 24 Helping
People Find Your Web
Pages
*Sams Teach Yourself Mod
Development for
Minecraft in 24 Hours -
Jimmy Koene 2014-09-12
In Full Color! In just
24 sessions of one hour
or less, Sams Teach
Yourself Minecraft® Mod
Development in 24 Hours
will help you transform
Minecraft® into anything
you can imagine--and
share your vision with
millions of players
worldwide! You'll learn
all the mod development
skills you need as you
walk through a complete
step-by-step project,
complete with a mob, new*

tools, new armor, food,
ores, and much more.
Every lesson builds on
what you've already
learned, giving you a
rock-solid foundation
for building any mod and
creating any world!
Step-by-step
instructions carefully
walk you through the
most common Minecraft®
mod 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... Set up the
environment where you'll
write your mod Create
the basics for your mod
with the Forge API
Establish a framework
that makes it easier to
build complex mods Work

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with recipes and other small modifications Create multiple recipes, items, blocks, and entities at once Cook up food items that heal your players Make custom pickaxes, shovels, and completely original tools Use Tile Entities to create complex and unique mods Create interesting custom armor for players Generate entire worlds, including ores and plants Design and generate new structures with MCEdit Understand Entities and create Entity Models with Techne Code mobs with a custom Entity Model Manufacture Throwables Edit Minecraft® functionality without breaking other mods Structure, package, and release your mod Master Java programming techniques you can use far beyond Minecraft® This book was not created by and is not endorsed by Notch

Development AB Corporation/Mojang Synergies AB Corporation.
Sams Teach Yourself HTML, CSS, and JavaScript All in One - Julie C. Meloni 2011-11-21
Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie

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Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni

covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

Unity Game Development in 24 Hours, Sams Teach Yourself - Ben Tristem
2015-11-16

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device

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deployment techniques. 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 Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

Sams Teach Yourself Android Game Programming in 24 Hours - Jonathan S. Harbour 2012-11-15
In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for Android
4. Using a straightforward, step-by-step approach, you'll

gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You'll learn to use the Android SDK and open source software to design and build fast, highly playable games for the newest Android smartphones and tablets. 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 Android game programming tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch

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Out! cautions alert you to possible problems and give you advice on how to avoid them. Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master's in Information Systems Management. His portfolio site at <http://www.jharbour.com> includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight–The Lost Colony (<http://www.starflightgame.com>). Learn how to... Install and configure the free development tools, including the Android 4 SDK, Java Development Kit, and Eclipse (or NetBeans)

Use the Android graphics system to bring your game characters to life Load and manage bitmaps, and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer, gyroscope, compass, light detector, and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object-oriented programming techniques using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate

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realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written

Sams Teach Yourself C in 24 Hours - Tony Zhang 2000

Sams Teach Yourself C in 24 Hours, Second Edition, shows you how to program in C in an easy-to-understand format. C is a powerful and flexible language used for a wide range of projects. You begin with learning the basics to write a first program and then move on to arrays, pointers, disk input/output, and functions. This book will allow you to understand data types, loops, and strings to make your programs work for you. You'll also work with arrays, structures, and unions to expand your programming skills, use pointers to access and

retrieve data elements, develop programs that process mathematical equations, functions, and variables, and explore memory management techniques.

Unity 2018 Game Development in 24 Hours,

Sams Teach Yourself - Mike Geig 2018-05-01

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2018 game engine at the heart of Ori and the Blind Forest, Firewatch, Monument Valley, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid

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foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and Tips point out shortcuts and solutions Learn how to... Get up and running fast with the Unity 2018 game engine and editor Work efficiently with Unity's graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity's terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable, reusable game objects with prefabs Implement easy, intuitive game user interfaces Control

players through built-in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity's Animation and new Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi-touch displays Build engaging 2D games with Unity's 2D tools and Tilemap Apply the "finishing touches" and deploy your games PHP and MySQL Web Development - Luke Welling 2003 A new, updated and revised edition of the best-selling #1 book on any open source programming topic. FreeBSD Unleashed - Brian Tiemann 2001 This book teaches the reader everything he/she needs to know in order to use FreeBSD to its full potential. It will show individuals how to

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use the same FreeBSD power that Yahoo!, the Internet Movie Database, and many other high profile internet sites depend on. Whether someone needs an enterprise class server, a small business server, or a dependable workstation, this book can be a very economical and powerful solution to your needs.

Sams Teach Yourself iPhone Application Development in 24 Hours

- John Ray 2009-10-15
&>A clear, easy-to-understand tutorial for developers who want to write software for today's hottest market: iPhone, iPod touch, and App Store! The start-to-finish, hands-on introduction to iPhone programming for every developer, regardless of experience Introduces the iPhone development environment and teaches every essential Objective-C concept with

fully-documented, carefully-explained code A complete tutorial package: step-by-step instructions, examples, Q and As, quizzes, exercises, tips, shortcuts, and more iPhone is the world's hottest application market: more than 500,000 developers have downloaded Apple's iPhone software development kit in just one year. Now there's a friendly, accessible guide to iPhone development for every programmer, regardless of experience. In just 24 lessons of one hour or less, Sams Teach Yourself iPhone Application Development in 24 Hours will help beginning iPhone and mobile developers gain true mastery, so you can construct virtually any iPhone application. Each lesson builds on everything that's come before, helping you

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learn all they need to know without ever becoming overwhelmed. Coverage includes: preparing for iPhone development; navigating the development environment; mastering Objective-C and the MVC paradigm; using widgets and webviews; implementing multiple views; reading and writing data; building user interfaces; generating graphics; playing media; using maps; networking; using the touch interface; sensing motion; pushing application updates; debugging; optimization; distributing software via the App Store; and more. By the time you are finished you'll be comfortable enough to write real-world apps that sell.

Sams Teach Yourself UNIX System Administration in 21 Days - Joan Ray 1999

In just 21 days, users can go to beginner or

intermediate to the capability level of performing more advanced system administrator functions. The book covers the workshop configuration for all major flavors of UNIX and fills the void other books leave by being too narrowly focused.

SuSe Linux Unleashed - Bill Ball 2000

Provides information that SuSE Linux users want and need and can only find by hunting through multiple documents on the Internet, and also covers the most important topics to the intermediate/advanced user on installation and management of SuSE systems. CD-ROMs include SuSE Linux 6.1, Linux Power Tools, and a host of Linux development tools.

Sams Teach Yourself Emacs in 24 Hours - Jesper Pedersen 1999

This guide aims to

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simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs.

The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.