

Windows Powershell In 24 Hours Sams Teach Yourself

Sams Teach Yourself Beginning Programming in 24 Hours Sams Teach Yourself Computer Basics in 24 Hours Sams Teach Yourself Java in 24 Hours Sams Teach Yourself Network Troubleshooting in 24 Hours Sams Teach Yourself Extreme Programming in 24 Hours Sams Teach Yourself PHP, MySQL and Apache in 24 Hours Sams Teach Yourself Mod Development for Minecraft in 24 Hours Sams Teach Yourself Java 2 in 24 Hours Sams Teach Yourself JavaScript in 24 Hours Sams Teach Yourself ADO .NET in 24 Hours Sams Teach Yourself JavaScript in 24 Hours Maya in 24 Hours, Sams Teach Yourself Sams Teach Yourself Microsoft Windows XP in 24 Hours Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Sams Teach Yourself SVG in 24 Hours Sams Teach Yourself Adobe Premiere 6.5 in 24 Hours Sams Teach Yourself Microsoft Office Access 2003 in 24 Hours Sams Teach Yourself Adobe Photoshop 7 in 24 Hours Sams Teach Yourself Mac OS X Lion App Development in 24 Hours Sams Teach Yourself Microsoft Office Excel 2003 in 24 Hours Greg M. Perry Jill T. Freeze Rogers Cadenhead Jonathan Feldman Stewart Baird Julie C. Meloni Jimmy Koene Rogers Cadenhead Phil Ballard Jason Lefebvre Michael Moncur Kenny Roy Greg M. Perry Rogers Cadenhead Micah Laaker Jeff Sengstack Alison Balter Carla Rose Kevin Hoffman Trudi Reisner

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sams teach yourself beginning programming in 24 hours second edition explains the basics of programming in the successful 24 hours format the book begins with the absolute basics of programming why program what tools to use how does a program tell the computer what to do it teaches readers how to program the computer and then moves on by exploring the some most popular programming languages in use the author starts by

introducing the reader to the basic language and finishes with basic programming techniques for java c and others

designed to be an all in one solution this book helps users to get up and running on their computers and learn the pre loaded software applications this third edition has been revised and updated to include coverage of new pc hardware and software

offers an updated tutorial for beginners explaining how to use java to create desktop and programs applications and web services

covers topics including black box troubleshooting strategies documentation cable modems wireless infrastructure enterprise routers and lag problems

provides information about the new lightweight software development methodology

meloni combines coverage of these three popular open source development tools into one easy to understand book and it comes with one easy to use starter kit cd for windows or linux the book teaches the reader to install configure and set up the php scripting language the mysql database system and the apache server

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 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

cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple java programs and applets it starts out at a lower level than sams teach yourself java in 21 days and takes things at a slower pace focusing on key programming concepts and essential java basics

learn javascript in 24 hours covers javascript 1.8 ajax and jquery in just 24 lessons of one hour or less you can learn how to create dynamic interactive pages with the popular and ubiquitous javascript web programming language using a straightforward step by step approach each lesson in this book clearly and carefully walks you through basic concepts and techniques and helps you learn the essentials of javascript programming from the ground up learn how to use javascript to build dynamic interactive pages debug scripts create scripts that work in all browsers work with html5 and css3 leverage the popular jquery library control css with simple javascripts add ajax effects to your web pages script animations and music step by step instructions carefully walk you through the most common javascript programming tasks quizzes at end of every chapter help you build and test your knowledge interactive online exercises let you practice what you learn at the codecademy web site with no downloads or installation needed sams publishing has teamed up with codecademy the online place where anyone can learn and teach coding to provide readers of sams teach yourself javascript in 24 hours with an exclusive area on the codecademy web site where you can supplement what you've learned in this book with some fun fully interactive exercises and projects after reading a lesson in the book you can roll up your sleeves and get some hands on coding experience at codecademy.com tracks teachyourself

in 24 easy lessons learn the new object model to retrieve and work with data from multiple sources

javascript is one of the easiest most straightforward ways to enhance a website with interactivity sams teach yourself javascript in 24 hours 4th edition serves as an easy to understand tutorial on both scripting basics and javascript itself the book is written in a clear and personable style with an extensive use of practical complete examples it also includes material on the latest developments in javascript and web scripting you will learn how to use javascript to enhance web pages with interactive forms objects and cookies as well as how to use javascript to work with games animation and multimedia

in just 24 sessions of one hour or less sams teach yourself maya in 24 hours will help you master autodesk maya 2014 and use it to create outstanding 3d graphics and animations using this book's straightforward step by step approach you'll master powerful maya 2014 tools for modeling texturing rigging animating lighting rendering and more 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 maya tasks quizzes and exercises test your knowledge of key maya 2014 tools at the end of each hour notes present interesting information related to the discussion tips offer advice or show you easier ways to perform tasks learn how to get comfortable with autodesk maya 2014's complex interface quickly access the maya 2014 tools you need for any task efficiently manage your assets and files model with polygonal geometry and nurbs curves surfaces unfold uvs and apply textures create node networks in the hypershade model highly realistic characters utilize relationships and make nodes work together rig your objects and characters for animation add animated movement to your scenes create and adjust cameras build diverse shapes with blendshapes animate using dynamics and simulations script and automate common tasks improve realism with particles hair cloth effects and more correctly light your scenes render your final imagery work effectively with film

manage your projects and scene workflows more efficiently on the dvd the accompanying dvd contains how to videos for dozens of key maya 2014 tasks extensive sample art and models and additional bonus content

a tutorial demonstration of the updated operating system covers installation configuration desktop activation internet connectivity system maintenance peripherals e mail software and remote computing

sams teach yourself java in 24 hours seventh edition covers java 8 and android development in just 24 lessons of one hour or less you can learn the fundamentals of java programming in this book s straightforward step by step approach each lesson builds on everything that s come before helping readers learn java s core features and techniques from the ground up friendly accessible and conversational this book offers a practical grounding in the language without ever becoming overwhelming or intimidating full color figures and clear instructions visually show you how to program with java popular author rogers cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even an android app in java learn how to set up your java programming environment write your first working program in just minutes control program decisions and behavior store and work with information build straightforward user interfaces create interactive web programs use threading to build more responsive programs read and write files and xml data master best practices for object oriented programming create flexible interoperable web services with jax ws use java to create an android app expand your skills with closures the powerful new capability introduced in java 8 contents at a glance part i getting started 1 becoming a programmer 2 writing your first program 3 vacationing in java 4 understanding how java programs work part ii learning the basics of programming 5 storing and changing information in a program 6 using strings to communicate 7 using conditional tests to make decisions 8 repeating an action with loops part iii working with information in new ways 9 storing information with arrays 10 creating your first object 11 describing what your object is like 12 making the most of existing objects part iv programming a graphical user interface 13 building a simple user interface 14 laying out a user interface 15 responding to user input 16 building a complex user interface part v moving into advanced topics 17 storing objects in data structures 18 handling errors in a program 19 creating a threaded program 20 using inner classes and closures 21 reading and writing files 22 creating services with jax ws 23 creating java2d graphics 24 writing android apps appendixes a using the netbeans integrated development environment b where to go from here java resources c this book s website d setting up an android development environment

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