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LPI Linux Certification in a Nutshell "O'Reilly Media, Inc."

If you're preparing for the new CompTIA 2006 certification in A+, or the current Network+ and Security+ certifications, you'll find this book invaluable. It provides all the information you need to get ready for these exams, including the four new A+ exams -- the required Essentials exam and three elective exams that pertain to your area of specialization. As with other O'Reilly Nutshell books for certification exams, A+, Network+ and Security+ in a Nutshell follows a proven style and approach. It reviews all of the topics needed to master each exam in a remarkably concise format, with required knowledge boiled down to the core. Instead of plowing through 500 to 700 pages to prepare for each exam, this book covers each one in approximately 150 pages. And because the objectives for the three elective A+ exams are redundant, and the book covers them in one section. The exams covered include: A+ Essentials: Required for A+ 2006 certification EXAM 220-602: For the A+ IT Technician specialization EXAM 220-603: For the A+ Remote Support Technician specialization EXAM 220-604: For the A+ IT Depot specialization EXAM N10-003: For Network+ Certification EXAM SYO-101: For Security+ Certification Each exam is covered in three parts: Exam Overview, Study Guide and Prep and Practice. Plenty of detailed tables and screen shots are included, along with study notes and practice questions. Once you have completed the exams successfully, you will find this all-in-one book to be a valuable reference to core administration and security skills.

AppleScript in a Nutshell John Wiley & Sons

LPI Linux Certification in a Nutshell, Second Edition is an invaluable resource for determining what you need to practice to pass the Linux Professional Institute exams. This book will help you determine when you're ready to take the exams, which are technically challenging and designed to reflect the skills that administrators need in real working environments. As more corporations adopt Linux as the networking backbone for their IT systems, the demand for certified technicians will become even greater. Passing the LPI exams will broaden your career options because the LPI is the most widely known and respected Linux certification program in the world. Linux Journal recognized the LPI as the best Training and Certification Program. The exams were developed by the Linux Professional Institute, an international, volunteer-driven organization with affiliates in a dozen countries. The core LPI exams cover two levels. Level 1 tests a basic knowledge of Linux installation, configuration, and command-line skills. Level 2 goes into much more depth regarding system troubleshooting and network services such as email and

the Web. The second edition of LPI Linux Certification in a Nutshell is a thoroughly researched reference to these exams. The book is divided into four parts, one for each of the LPI exams. Each part features not only a summary of the core skills you need, but sample exercises and test questions, along with helpful hints to let you focus your energies. Major topics include: GNU and Unix commands Linux installation and package management Devices, filesystems, and kernel configuration Text editing, processing, and printing The X Window System Networking fundamentals and troubleshooting Security, including intrusion detection, SSH, Kerberos, and more DNS, DHCP, file sharing, and other networking infrastructure Email, FTP, and Web services Praise for the first edition: "Although O'Reilly's Nutshell series are intended as 'Desktop Reference' manuals, I have to recommend this one as a good all-round read; not only as a primer for LPI certification, but as an excellent introductory text on GNU/Linux. In all, this is a valuable addition to O'Reilly's already packed stable of Linux titles and I look forward to more from the author." --First Monday

Web Design in a Nutshell "O'Reilly Media, Inc."

Work, play, connect, and share with the ultimate tour to macOS 'X' macOS 'X' For Dummies is the ultimate tour guide to the Mac operating system, written by Bob "Dr. Mac" LeVitus himself! Whether you're upgrading your trusty old MacBook or venturing into new territory for the very first time, this easy-to-use guide will get you up and running quickly. It's all here: navigation, preferences, file management, networking, music and movies, and so much more. From the absolute basics to advanced techniques, this book shows you everything you need to know to turn your Mac into an extension of your brain. Concerned about security? Need to troubleshoot an issue? Want to make your Mac perform even better? Let Dr. Mac walk you through it with clear explanations and a little bit of humor. Read this book beginning-to-end for a complete tutorial, or dip in and out as needed when things take an unexpected turn; if you have macOS questions, Dr. Mac has the answers you need. macOS has powered Macs since 2001. Each free annual update improves the system's functionality, and typically offers a few new tools and fixes old issues. If you need to learn your way around this year's update quickly, easily, and thoroughly, this book is for you. Get organized and find your way around the interface Customize your Mac's look, "feel," and behavior Get connected, get online, and into the cloud Access your movies and music, back up your data, and more! Famous for its reliability and usability, macOS offers the sort of streamlined tools and operations you won't find anywhere else. macOS 'X' For Dummies helps you discover just how much your Mac can do for you.

macOS High Sierra For Dummies John Wiley & Sons

One-stop reference helps you get the most out of AppleScript and Automator One of the handiest ways to streamline your workload

is to automate some of your most routine computer tasks. Mac users are lucky in that they have AppleScript and Automator automation tools built right in. This comprehensive guide shows you how to tap both these useful Mac features for Mac OS X and regularly perform such tasks as extracting unread e-mails from your Mail, scheduling workflows, and manually recording actions to create new automated routines. Brings you up to speed on Apple's built-in automation tools for Mac OS X, including a more thorough look at Automator than in many books, and shows you how you can automate many of your most repetitive or error-prone tasks Explains how to automate aspects of some of your favorite Mac features, such as iCal, Mail, iPhoto, iTunes, and iDVD Covers how to manipulate files and folders; work with PDFs, emails, and Web pages; schedule workflows; set up watch folders; create and use variables; manually record actions; and create AppleScripts that further automate functions The instruction in this detailed guide will help you increase your productivity using Automator and AppleScript. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Macworld? Mac? OS X Bible John Wiley & Sons

Summary Arduino in Action is a hands-on guide to prototyping and building electronics using the Arduino platform. Suitable for both beginners and advanced users, this easy-to-follow book begins with the basics and then systematically guides you through projects ranging from your first blinking LED through connecting Arduino to devices like game controllers or your iPhone. About the Technology Arduino is an open source do-it-yourself electronics platform that supports a mind-boggling collection of sensors and actuators you can use to build anything you can imagine. Even if you've never attempted a hardware project, this easy-to-follow book will guide you from your first blinking LED through connecting Arduino to your iPhone. About this Book Arduino in Action is a hands-on guide to prototyping and building DIY electronics. You'll start with the basics—unpacking your board and using a simple program to make something happen. Then, you'll attempt progressively more complex projects as you connect Arduino to motors, LCD displays, Wi-Fi, GPS, and Bluetooth. You'll explore input/output sensors, including ultrasound, infrared, and light, and then use them for tasks like robotic obstacle avoidance. Arduino programs look a lot like C or C++, so some programming skill is helpful. What's Inside Getting started with Arduino—no experience required! Writing programs for Arduino Sensing and responding to events Robots, flying vehicles, Twitter machines, LCD displays, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Martin Evans is a professional developer, a lifelong electronics enthusiast, and the creator of an Arduino-based underwater ROV. Joshua Noble is an author and creative technologist who works

with smart spaces. Jordan Hochenbaum uses Arduino to explore musical expression and creative interaction. Table of Contents
 Part 1 Getting started Chapter 1 Hello Arduino Chapter 2 Digital input and output Chapter 3 Simple projects: input and output Part 2 Putting Arduino to work Chapter 4 Extending Arduino Chapter 5 Arduino in motion Chapter 6 Object detection Chapter 7 LCD displays Chapter 8 Communications Chapter 9 Game on Chapter 10 Integrating the Arduino with iOS Chapter 11 Making wearables Chapter 12 Adding shields Chapter 13 Software integration
Java Servlet & JSP Cookbook "O'Reilly Media, Inc."
 PC Hardware in a Nutshell is the practical guide to buying, building, upgrading, and repairing Intel-based PCs. A longtime favorite among PC users, the third edition of the book now contains useful information for people running either Windows or Linux operating systems. Written for novices and seasoned professionals alike, the book is packed with useful and unbiased information, including how-to advice for specific components, ample reference material, and a comprehensive case study on building a PC. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance. Special emphasis is given to upgrading and troubleshooting existing equipment so you can get the most from your existing investments. This new edition is expanded to include: Detailed information about the latest motherboards and chipsets from AMD, Intel, SiS, and VIA Extensive coverage of the Pentium 4 and the latest AMD processors, including the Athlon XP/MP Full details about new hard drive standards, including the latest SCSI standards, ATA/133, Serial ATA, and the new 48-bit "Big Drive" ATA interface Extended coverage of DVD drives, including DVD-RAM, DVD-R/RW, and DVD+R/RW Details about Flat Panel Displays, including how to choose one (and why you might not want to) New chapters on serial communications, parallel communications, and USB communications (including USB 2.0) Enhanced troubleshooting coverage PC Hardware in a Nutshell, 3rd Edition provides independent, useful and practical information in a no-nonsense manner with specific recommendations on components. Based on real-world testing over time, it will help you make intelligent, informed decisions about buying, building, upgrading, and repairing PCs in a cost effective manner that will help you maximize new or existing computer hardware systems. It's loaded with real-world advice presented in a concise style that clearly delivers just the information you want, without your having to hunt for it.

VB & VBA in a Nutshell: The Language Apress

Move into iOS development by getting a firm grasp of its fundamentals, including the Xcode 9 IDE, Cocoa Touch, and the latest version of Apple's acclaimed programming language, Swift 4. With this thoroughly updated guide, you'll learn the Swift language, understand Apple's Xcode development tools, and discover the Cocoa framework. Explore Swift's object-oriented concepts Become familiar with built-in Swift types Dive deep into Swift objects, protocols, and generics Tour the lifecycle of an Xcode project Learn how nibs are loaded Understand Cocoa's event-driven design Communicate with C and Objective-C Once you master the fundamentals, you'll be ready to tackle the details of iOS app development with author Matt Neuburg's companion guide, *Programming iOS 12*.

Apple Automator with AppleScript Bible "O'Reilly Media, Inc."

Cocoa® is more than just a collection of classes, and is certainly more than a simple framework. Cocoa is a complete API set, class library, framework, and development environment for building applications and tools to run on Mac OS® X. With over 240 classes, Cocoa is divided into two essential frameworks: Foundation and Application Kit. Above all else, Cocoa is a toolkit for creating Mac OS X application interfaces, and it provides access to all of the standard Aqua® interface components such as menus, toolbars, windows, buttons, to name a few. Cocoa in a Nutshell begins with a complete overview of Cocoa's object classes. It provides developers who may be experienced with other application toolkits the grounding they'll need to start developing Cocoa applications. Common programming tasks are described, and many chapters focus on the larger patterns in the frameworks so developers can understand the larger relationships between the classes in Cocoa, which is essential to using the framework effectively. Cocoa in a Nutshell is divided into two parts, with the first part providing a series of overview chapters that describe specific features of the Cocoa frameworks. Information you'll find in Part I includes: An overview of the Objective-C language Coverage of the Foundation and Application Kit frameworks Overviews of Cocoa's drawing and text handling classes Network services such as hosts, Rendezvous URL services, sockets, and file handling Distributed notifications and distributed objects for interapplication communication Extending Cocoa applications with other frameworks, including the AddressBook, DiscRecording, and Messaging frameworks The second half of the book is a detailed quick reference to Cocoa's Foundation and

Application Kit (AppKit) classes. A complement to Apple's documentation, Cocoa in a Nutshell is the only reference to the classes, functions, types, constants, protocols, and methods that make up Cocoa's Foundation and Application Kit frameworks, based on the Jaguar release (Mac OS X 10.2). Peer-reviewed and approved by Apple's engineers to be part of the Apple Developer Connection (ADC) Series, Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work. Cocoa in a Nutshell is the book developers will want close at hand as they work. It's the desktop quick reference they can keep by their side to look something up quickly without leaving their work.

Python Projects "O'Reilly Media, Inc."

From newspapers to NASA, Mac users around the world use AppleScript to automate their daily computing routines. Famed for its similarity to English and its ease of integration with other programs, AppleScript is the perfect programming language for time-squeezed Mac fans. As beginners quickly realize, however, AppleScript has one major shortcoming: it comes without a manual. No more. You don't need a degree in computer science, a fancy system administrator title, or even a pocket protector and pair of nerdy glasses to learn the Mac's most popular scripting language; you just need the proper guide at your side.

AppleScript: The Missing Manual is that guide. Brilliantly compiled by author Adam Goldstein, *AppleScript: The Missing Manual* is brimming with useful examples. You'll learn how to clean up your Desktop with a single click, for example, and how to automatically optimize pictures for a website. Along the way, you'll learn the overall grammar of AppleScript, so you can write your own customized scripts when you feel the need. Naturally, *AppleScript: The Missing Manual* isn't merely for the uninitiated scripter. While its hands-on approach certainly keeps novices from feeling intimidated, this comprehensive guide is also suited for system administrators, web and graphics professionals, musicians, scientists, mathematicians, engineers, and others who need to learn the ins and outs of AppleScript for their daily work. Thanks to *AppleScript: The Missing Manual*, the path from consumer to seasoned script has never been clearer. Now you, too, can automate your Macintosh in no time.

Statistics in a Nutshell "O'Reilly Media, Inc."

This concise reference covers the Mac OS 9.1 and Mac OS X versions of AppleScript.

Ruby in a Nutshell O'Reilly Media

Provides real-world Web application development problems and practical solutions and hundreds of examples and sample code for Java Web developers who use JavaServer Pages or servlets, along with useful tips, techniques, tools, and shortcuts.

AppleScript Language Guide Apress

Portable and convenient, "Ruby Essentials" is a concise reference to the features of Ruby's command-line options, syntax, built-in variables, functions and other commonly used classes. Additional code, discussion and examples are included.

Tcl/Tk in a Nutshell "O'Reilly Media, Inc."

Considered a classic by an entire generation of Mac programmers, Dave Mark's *Learn C on the Mac* has been updated for you to include Mac OS X Mountain Lion and the latest iOS considerations. *Learn C on the Mac: For OS X and iOS, Second Edition* is perfect for beginners learning to program. It includes contemporary OS X and iOS examples! This book also does the following: • Provides best practices for programming newbies • Presents all the basics with a pragmatic, Mac OS X and iOS -flavored approach • Includes updated source code which is fully compatible with latest Xcode After reading this book, you'll be ready to program and build apps using the C language and Objective-C will become much easier for you to learn when you're ready to pick that up.

JavaScript Bible "O'Reilly Media, Inc."

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Delphi in a Nutshell AppleScript in a Nutshell

The Tcl language and Tk graphical toolkit are simple and powerful building blocks for custom applications. The Tcl/Tk combination is increasingly popular because it lets you produce sophisticated graphical interfaces with a few easy commands, develop and change scripts quickly, and conveniently tie together existing utilities or programming libraries. One of the attractive features of Tcl/Tk is the wide variety of commands, many offering a wealth of options. Most of the things you'd like to do have been anticipated by the language's creator, John Ousterhout, or one of the developers of Tcl/Tk's many powerful extensions. Thus, you'll find that a command or option probably exists to provide just what you need. And that's why it's valuable to have a quick reference

that briefly describes every command and option in the core Tcl/Tk distribution as well as the most popular extensions. Keep this book on your desk as you write scripts, and you'll be able to find almost instantly the particular option you need. Most chapters consist of alphabetical listings. Since Tk and mega-widget packages break down commands by widget, the chapters on these topics are organized by widget along with a section of core commands where appropriate. Contents include: Core Tcl and Tk commands and Tk widgets C interface (prototypes) Expect [incr Tcl] and [incr Tk] Tix TclX BLT Oratcl, SybTcl, and Tclodbc
AppleScript in a Nutshell "O'Reilly Media, Inc."

The Big Book of Apple Hacks offers a grab bag of tips, tricks and hacks to get the most out of Mac OS X Leopard, as well as the new line of iPods, iPhone, and Apple TV. With 125 entirely new hacks presented in step-by-step fashion, this practical book is for serious Apple computer and gadget users who really want to take control of these systems. Many of the hacks take you under the hood and show you how to tweak system preferences, alter or add keyboard shortcuts, mount drives and devices, and generally do things with your operating system and gadgets that Apple doesn't expect you to do. - Publisher.

UML 2.0 in a Nutshell O'Reilly Media

When you have questions about C# 10 or .NET 6, this best-selling guide has the answers you need. C# is a language of unusual flexibility and breadth, and with its continual growth, there's always so much more to learn. In the tradition of O'Reilly's Nutshell guides, this thoroughly updated edition is simply the best one-volume reference to the C# language available today.

Organized around concepts and use cases, this comprehensive and complete reference provides intermediate and advanced programmers with a concise map of C# and .NET that also plumbs significant depths. Get up to speed on C#, from syntax and variables to advanced topics such as pointers, closures, and patterns Dig deep into LINQ, with three chapters dedicated to the topic Explore concurrency and asynchrony, advanced threading, and parallel programming Work with .NET features, including regular expressions, networking, assemblies, spans, reflection, and cryptography

Mac OS X in a Nutshell "O'Reilly Media, Inc."

An in-depth look into Mac OS X and iOS kernels Powering Macs, iPhones, iPads and more, OS X and iOS are becoming ubiquitous. When it comes to documentation, however, much of them are shrouded in mystery. Cocoa and Carbon, the application frameworks, are neatly described, but system programmers find the rest lacking. This indispensable guide illuminates the darkest corners of those systems, starting with an architectural overview, then drilling all the way to the core. Provides you with a top down view of OS X and iOS Walks you through the phases of system startup—both Mac (EFI) and mobile (iBoot) Explains how processes, threads, virtual memory, and filesystems are maintained Covers the security architecture Reviews the internal APIs used by the system—BSD and Mach Dissects the kernel, XNU, into its sub components: Mach, the BSD Layer, and I/O kit, and explains each in detail Explains the inner workings of device drivers From architecture to implementation, this book is essential reading if you want to get serious about the internal workings of Mac OS X and iOS.

Mac OS X for Java Geeks "O'Reilly Media, Inc."

Mac OS X for Java Geeks delivers a complete and detailed look at the Mac OS X platform, geared specifically at Java developers. Programmers using the 10.2 (Jaguar) release of Mac OS X, and the new JDK 1.4, have unprecedented new functionality available to them. Whether you are a Java newbie, working your way through Java Swing and classpath issues, or you are a Java guru, comfortable with digital media, reflection, and J2EE, this book will teach you how to get around on Mac OS X. You'll also get the latest information on how to build applications that run seamlessly, and identically, on Windows, Linux, Unix, and the Mac. The book begins by laying out the Mac OS X tool set, from the included Java Runtime Environment to third-party tools IDEs and Jakarta Ant. You'll then be brought up to speed on the advanced, Mac-specific extensions to Java, including the spelling framework, speech framework, and integration with QuickTime. In addition to clear explanations of these extensions, you'll learn how to write code that falls back to non-Mac specific code when it runs on other platforms, keeping your application portable. Once you have the fundamentals of the Mac OS X Java platform in hand, this book takes you beyond the basics. You'll learn how to get the Apache web server running, and supplement it with the Jakarta Tomcat JSP and servlet container. JSPs and servlets running on Mac OS X are covered, as is installation and connectivity to a database. Once you have your web applications up and running, you'll learn how to interface them with EJBs, as running the JBoss application server on Mac OS X is covered. Finally, the latest developments in web services, including XML-RPC and SOAP, are found within.

Addison-Wesley Longman

"Completely revised for standards compliance, including CSS 2.1 and XHTML 1.0"—Cover.

Best Sellers - Books :

- [Happy Place](#)
- [It's Not Summer Without You](#)
- [The Nightingale: A Novel By Kristin Hannah](#)
- [If He Had Been With Me By Laura Nowlin](#)
- [Lessons In Chemistry: A Novel By Bonnie Garmus](#)
- [Twisted Lies \(twisted, 4\)](#)
- [The Mountain Is You: Transforming Self-sabotage Into Self-mastery By Brianna Wiest](#)
- [Are You There God? It's Me, Margaret. By Judy Blume](#)
- [A Court Of Thorns And Roses Paperback Box Set \(5 Books\)](#)
- [The Wonderful Things You Will Be By Emily Winfield Martin](#)