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The ways in which research data is used and handled continue to capture public attention and are the focus of increasing interest. Electronic publishing is intrinsic to digital data management, and relevant to the fields of data mining, digital publishing and social networks, with their implications for scholarly communication, information services, e-learning, e-business and the cultural heritage sector. This book presents the proceedings of the 18th International Conference on Electronic Publishing (ELPUB), held in Thessaloniki, Greece, in June 2014. The conference brings together researchers and practitioners to discuss the many aspects of electronic publishing, and the theme this year is 'Let's put data to use: digital scholarship for the next generation'. As well as examining the role of cultural heritage and service organisations in the creation, accessibility, duration and long-term preservation of data, it provides a discussion forum for the appraisal, citation and licensing of research data and the new developments in reviewing, publishing and editorial technology. The book is divided into sections covering the following topics: open access and open data; knowing the users better; researchers and their needs; specialized content for researchers; publishing and access; and practical aspects of electronic publishing. Providing an overview of all that is current in the electronic publishing world, this book will be of interest to practitioners, researchers and students in information science, as well as users of electronic publishing.

Screw Work, Let's Play Pearson UK

Robin Williams, teacher and designer, knows what it takes to give a good presentation. In this revised and updated book, Robin makes it easy for even first-time presenters to get past their fears of creating a presentation. She expands upon the four fundamental principles of good design and typography introduced in her award-winning Non-Designer's series and adds four more principles specific to achieving clear communication with slides. Let Robin guide you in her signature light-hearted style through the entire process of creating a presentation—from planning and organizing your ideas to designing effective, beautiful slides that won't put your audience to sleep. In this essential guide to presentation design, you'll learn:

- What makes a good presentation—or a bad one
- How to plan, organize, and outline your presentation
- Four principles for developing effective presentations
- Four principles for designing beautiful slides that communicate clearly
- Specific tips for using animation and transitions that aren't annoying
- A list of timeless presentation rules . . . that you should totally ignore

How To Books: Making Ebooks With Lulu John Wiley & Sons

"This is a very thorough, detailed resource that is a must-have for anyone considering self-publishing a book" ~Jane Are you interested in self-publishing a book, but fear it is beyond your capabilities? When confronted with the confusing, multifaceted world of publishing, many authors make the assumption they aren't capable of self-publishing, but nothing could be further from the truth! How to Self-Publish a Book: For the Technology Challenged Author is perfect for authors who have finished creating a story, but are intimidated by the next steps. This book's step-by-step, friendly format will make it easy for you to shake off the anxiety of the unknown and find your way safely and quickly to the fun and profits of self-publishing. Many books on publishing focus only on Amazon. This book helps you understand the full range of choices available to all authors. It helps authors understand how to make their book available to as many readers as possible. Author & Technical Trainer Barb Drozdowich, has worked with non-technical authors for years and understands how to break complex topics down using non-technical language. She has traditionally published and self-published of 27 books and understands all of its forms. Barb cuts through all the technobabble to teach you what you need to know to successfully publish your book in a down-to-

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iBooks Author For Dummies Jonathan Moeller

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All About Computers and Internet Today Jeff Blum

Summary The Little Elixir & OTP Guidebook gets you started programming applications with Elixir and OTP. You begin with a quick overview of the Elixir language syntax, along with just enough functional programming to use it effectively. Then, you'll dive straight into OTP and learn how it helps you build scalable, fault-tolerant and distributed applications through several fun examples. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Elixir is an elegant programming language that combines the expressiveness of Ruby with the concurrency and fault-tolerance of Erlang. It makes full use of Erlang's BEAM VM and OTP library, so you get two decades' worth of maturity and reliability right out of the gate. Elixir's support for functional programming makes it perfect for modern event-driven applications. About the Book The Little Elixir & OTP Guidebook gets you started writing applications with Elixir and OTP. You'll begin with the immediately comfortable Elixir language syntax, along with just enough functional programming to use it effectively. Then, you'll dive straight into several lighthearted examples that teach you to take advantage of the incredible functionality built into the OTP library. What's Inside Covers Elixir 1.2 and 1.3 Introduction to functional concurrency with actors Experience the awesome power of Erlang and OTP About the Reader Written for readers comfortable with a standard programming language like Ruby, Java, or Python. FP experience is helpful but not required. About the Author Benjamin Tan Wei Hao is a software engineer at Pivotal Labs, Singapore. He is also an author, a speaker, and an early adopter of Elixir. Table of Contents GETTING STARTED WITH ELIXIR AND OTP Introduction A whirlwind tour Processes 101 Writing server applications with

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Design with Adobe Creative Cloud Classroom in a Book John Wiley & Sons

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.

The Little Elixir & OTP Guidebook First Edition Design Pub.

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Taking your iPod touch to the Max, iOS 5 Edition IOS Press

This book is an introduction to DocBook aimed at technical writers rather than developers. It explains how to use and install the DocBook schema and transformation files and it identifies the tools required to write, transform and validate DocBook. Instructions are provided for doing this on Windows, Mac OS X and Linux. Customized transformation style sheets are provided for creating HTML, PDF and EPUB 3 output. Converting DocBook to and from other document formats is also covered, including conversion to Microsoft Word Open XML Document.

The Linux Mint Beginner's Guide - Second Edition Adobe Press

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Adobe InDesign Classroom in a Book (2020 release) Adobe Press

The Linux Mint Beginner's Guide (Second Edition) will show you how to get the most out of Linux Mint, from using the Cinnamon desktop environment to advanced command-line tasks. In the Guide, you will learn how to: -Install Linux Mint. -Use the desktop environment. -Manage files and folders. -Manage users, groups, and file permissions. -Install software on a Linux Mint system, both from the command line and the GUI. -Configure network settings. -Use the vi editor to edit system configuration files. -Install and configure a Samba server for file sharing. -Install SSH for remote system control using public key/private key encryption. -Install a LAMP server. -Install web applications like WordPress. -Configure an FTP server. -Manage ebooks. -Convert digital media. -And many other topics.

How to Self-Publish a Book John Wiley & Sons

Ready to take your ebooks to the next level with EPUB 3? This concise guide includes best practices

and advice to help you navigate the format's wide range of technologies and functionality. EPUB 3 is set to turn electronic publishing on its head with rich multimedia reading experiences and scripted interactivity, but this specification can be daunting to learn. This book provides you with a solid foundation. Written by people involved in the development of this specification, EPUB 3 Best Practices includes chapters that cover unique aspects of the EPUB publishing process, such as technology, content creation, and distribution. Get a comprehensive survey of accessible production features Learn new global language-support features, including right-to-left page progressions Embed content with EPUB 3's new multimedia elements Make your content dynamic through scripting and interactive elements Work with publication and distribution metadata Create synchronized text and audio playback in reading systems Learn techniques for fixed and adaptive layouts

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