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KEY=UBUNTU - HARTMAN REAGAN

UBUNTU 2016: LEARNING THE BASICS

First Rank Publishing **Ubuntu** is a software platform that is able to run across smartphones and tablets. It facilitates converged computing where there are multiple form factors but one experience and one system. The latest version, Ubuntu 16.04.1 LTS Xenial Xerus was release in July of this year after the first release in October 2004. The program was developed by Canonical Ltd and is now available in over 55 languages. Ubuntu is a free software name after the South African idea 'Ubuntu' which means 'human- ness'.

UBUNTU 16.04 LTS DESKTOP: APPLICATIONS AND ADMINISTRATION

Surfing Turtle Press

UBUNTU: UP AND RUNNING

A POWER USER'S DESKTOP GUIDE

"O'Reilly Media, Inc." **Ubuntu for everyone!** This popular Linux-based operating system is perfect for people with little technical background. It's simple to install, and easy to use -- with a strong focus on security. **Ubuntu: Up and Running** shows you the ins and outs of this system with a complete hands-on tour. You'll learn how Ubuntu works, how to quickly configure and maintain Ubuntu 10.04, and how to use this unique operating system for networking, business, and home entertainment. This book includes a DVD with the complete Ubuntu system and several specialized editions -- including the Mythbuntu multimedia release. Choose among three desktop environments: GNOME, KDE, or Xfce Connect printers, sound cards, cameras, webcams, and iPhones Use the Linux filesystem with either the desktop or the command line Learn networking functions, such as file and folder sharing and Internet access Get an in-depth introduction to the OpenOffice.org business productivity suite Learn how to use WINE to run Windows programs Implement upgrades quickly and easily Find out where to get, and how to install, other great software for Linux

ANDROID STUDIO 4.0 DEVELOPMENT ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 4.0, JAVA AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

UBUNTU LINUX BIBLE

FEATURING UBUNTU 10.04 LTS

John Wiley & Sons **The best resource on the very latest for Ubuntu users!** Ubuntu is a free, open-source, Linux-based operating system that can run on desktops, laptops, netbooks, and servers. If you've joined the millions of users around the world who prefer open-source OS-and Ubuntu in particular-this book is perfect for you. It brings you the very latest on Ubuntu 10.04, with pages of step-by-step instruction, helpful tips, and expert techniques. Coverage Includes: The Ubuntu Linux Project Installing Ubuntu Installing Ubuntu on Special-Purpose Systems Basic Linux System Concepts Using the GNOME Desktop Using the Compiz Window Manager Managing E-Mail and Personal Information with Evolution Surfing the Web with Firefox Migrating from Windows Systems Sending and Receiving Instant Messages Using Command-Line Tools Working with Text Files Creating and Publishing Documents Other Office Software: Spreadsheets and Presentations Working with Graphics Working with Multimedia Consumer Electronics and Ubuntu Adding, Removing, and Updating Software Adding Hardware and Attaching Peripherals Network Configuration and Security Going Wireless Software Development on Ubuntu Using Virtual Machines and Emulators Connecting to Other Systems File Transfer and Sharing Managing Users, Groups, and Authentication Backing Up and Restoring Files Setting Up a Web Server Setting Up a Mail Server Setting Up a DHCP Server Setting Up a DNS Server Setting Up a Print Server Setting Up an NFS Server Up a Samba Server Updating your Ubuntu? Ubuntu Linux Bible, Third Edition, is the book you need to succeed!

ANDROID STUDIO 3.3 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID 9 APPS USING ANDROID STUDIO 3.3, KOTLIN AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 3.3, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user

interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.3 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.2 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID 9 APPS USING ANDROID STUDIO 3.2, KOTLIN AND ANDROID JETPACK

Payload Media, Inc. Fully updated for Android Studio 3.2, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.2 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO CHIPMUNK ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2021.2.1 AND KOTLIN

eBookFrenzy Fully updated for Android Studio Chipmunk, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas and object-oriented programming. Asynchronous programming using Kotlin coroutines and flow is also covered in detail. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Chipmunk and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.4 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

eBookFrenzy Fully updated for Android Studio 3.4, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.4 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.4 DEVELOPMENT ESSENTIALS - JAVA EDITION

eBookFrenzy Fully updated for Android Studio 3.4, Android 9, Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.4 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.5 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID 10 (Q) APPS USING ANDROID STUDIO 3.5, KOTLIN AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 3.5 and Android 10 (Q), the goal of this book is to teach the skills necessary to develop Android based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the

steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.5 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.5 DEVELOPMENT ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID 10 (Q) APPS USING ANDROID STUDIO 3.5, JAVA AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 3.5 and Android 10 (Q), the goal of this book is to teach the skills necessary to develop Android based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.5 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.3 DEVELOPMENT ESSENTIALS - ANDROID 9 EDITION

DEVELOPING ANDROID 9 APPS USING ANDROID STUDIO 3.3, JAVA AND ANDROID JETPACK

Payload Media, Inc Fully updated for Android Studio 3.3, Android 9 and the Android Jetpack modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.3 and Android 9 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO BUMBLE BEE ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2021.1 AND KOTLIN

eBookFrenzy Fully updated for Android Studio Bumble Bee, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Bumble Bee and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

UBUNTU 20.04 LTS DESKTOP

APPLICATIONS AND ADMINISTRATION

Surfing Turtle Press This book covers the Ubuntu 20.04 LTS (Focal Fossa) release, focusing on applications and administrative tools. The emphasis here is on what users will face when using Ubuntu, covering topics like installation, applications, software management for Snap and APT, the Ubuntu desktops (GNOME, MATE, and KDE), shell commands, network connections, and system administration tasks. There are four parts: Getting Started, Applications, Desktops, and Administration. Part 1 focuses on getting started, covering Ubuntu information and resources, using the Ubuntu Live DVD/USB drive, installing and setting up Ubuntu, upgrading Ubuntu, basic use of the desktop interface, and connecting to wired and wireless networks. Repositories and their use are covered in detail, along with the new Snap system for managing Snap packages. Ubuntu Snap package management with Ubuntu Software, the snap command, the Snap Store are examined, as well as APT package management with Gnome Software, the Synaptic Package Manager, and the apt and apt-get commands. Part 2 keys in on office, multimedia, mail, Internet, and social media applications. Part 3 covers the Ubuntu, Kubuntu, Ubuntu MATE, Xubuntu, and Lubuntu desktops. as well as the BASH shell. The Ubuntu desktop, which uses GNOME, is examined in detail. Part 4 deals with administration topics, first discussing system tools like the GNOME system monitor, the Disk Usage Analyzer, Seahorse, and Disk Utility. Then a detailed chapter on Ubuntu system administration tools is presented, covering tasks such as managing users and file systems, Bluetooth setup, network folder sharing, backups, and printing. The network connections chapter covers a variety of network tasks, including manual configuration of wired and wireless connections, and firewalls.

ANDROID STUDIO CHIPMUNK ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2021.2.1 AND JAVA

eBookFrenzy Fully updated for Android Studio Chipmunk, the goal of this book is to teach you how to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Chipmunk and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO ARCTIC FOX ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2020.31 AND KOTLIN

eBookFrenzy Fully updated for Android Studio Arctic Fox, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, control flow, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Arctic Fox and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 4.2 DEVELOPMENT ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 4.2, JAVA AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO ARCTIC FOX ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2020.31 AND JAVA

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ANDROID STUDIO BUMBLE BEE ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID APPS USING ANDROID STUDIO 2021.1 AND JAVA

eBookFrenzy Fully updated for Android Studio Bumble Bee, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio Bumble Bee and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and have ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.6 DEVELOPMENT ESSENTIALS - JAVA EDITION

DEVELOPING ANDROID 10 (Q) APPS USING ANDROID STUDIO 3.6, JAVA AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 3.6, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.6 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.6 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

DEVELOPING ANDROID 10 (Q) APPS USING ANDROID STUDIO 3.6, KOTLIN AND ANDROID JETPACK

eBookFrenzy Fully updated for Android Studio 3.6, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3.6 and Android 10 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 4.0 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

eBookFrenzy Fully updated for Android Studio 4.0, Android 10 (Q), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.0 and the Android SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 4.2 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

eBookFrenzy Fully updated for Android Studio 4.2, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor, and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room database access, the Database Inspector, app navigation, live data, and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition, and the recording and playback of audio. This edition of the book also covers printing, transitions, cloud-based file storage, and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers, and collapsing toolbars. Other key features of Android Studio 4.2 and Android are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout Editor, view binding, constraint chains, barriers, and direct reply notifications. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Delivery, the Android Studio Profiler, Gradle build configuration, and submitting apps to the Google Play Developer Console. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac, or Linux system, and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 4.1 DEVELOPMENT ESSENTIALS - KOTLIN EDITION

Payload Media Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas, coroutines and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. Other key features of Android Studio 4.1 and the Android 11 SDK are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, MotionLayout animation, constraint chains and barriers, view binding, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system

and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 4.1 DEVELOPMENT ESSENTIALS - JAVA EDITION

Payload Media Fully updated for Android Studio 4.1, Android 11 (R), Android Jetpack and the modern architectural guidelines and components, the goal of this book is to teach the skills necessary to develop Android-based applications using the Java programming language. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. Chapters are also included covering the Android Architecture Components including view models, lifecycle management, Room databases, app navigation, live data and data binding. More advanced topics such as intents are also covered, as are touch screen handling, gesture recognition and the playback and recording of audio. This edition of the book also covers printing, transitions, cloud-based file storage and foldable device support. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 4.1 and Android 11 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains, MotionLayout animation, barriers, direct reply notifications, view bindings and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Dynamic Feature Modules, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

ANDROID STUDIO 3.0 DEVELOPMENT ESSENTIALS - ANDROID 8 EDITION

Payload Media, Inc. Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Java programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some Java programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

KOTLIN / ANDROID STUDIO 3.0 DEVELOPMENT ESSENTIALS - ANDROID 8 EDITION

eBookFrenzy Fully updated for Android Studio 3.0 and Android 8, the goal of this book is to teach the skills necessary to develop Android based applications using the Android Studio Integrated Development Environment (IDE), the Android 8 Software Development Kit (SDK) and the Kotlin programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an Android development and testing environment followed by an introduction to programming in Kotlin including data types, flow control, functions, lambdas and object-oriented programming. An overview of Android Studio is included covering areas such as tool windows, the code editor and the Layout Editor tool. An introduction to the architecture of Android is followed by an in-depth look at the design of Android applications and user interfaces using the Android Studio environment. More advanced topics such as database management, content providers and intents are also covered, as are touch screen handling, gesture recognition, camera access and the playback and recording of both video and audio. This edition of the book also covers printing, transitions and cloud-based file storage. The concepts of material design are also covered in detail, including the use of floating action buttons, Snackbars, tabbed interfaces, card views, navigation drawers and collapsing toolbars. In addition to covering general Android development techniques, the book also includes Google Play specific topics such as implementing maps using the Google Maps Android API, and submitting apps to the Google Play Developer Console. Other key features of Android Studio 3 and Android 8 are also covered in detail including the Layout Editor, the ConstraintLayout and ConstraintSet classes, constraint chains and barriers, direct reply notifications and multi-window support. Chapters also cover advanced features of Android Studio such as App Links, Instant Apps, the Android Studio Profiler and Gradle build configuration. Assuming you already have some programming experience, are ready to download Android Studio and the Android SDK, have access to a Windows, Mac or Linux system and ideas for some apps to develop, you are ready to get started.

UBUNTU 8.10 LINUX BIBLE

John Wiley & Sons Bring yourself up to date on everything you need to know about Ubuntu Linux The Ubuntu Linux Bible covers all of the latest developments in version 8.10 and 8.04, including tips for newcomers as well as expert guidance for seasoned system administrators. Learn about topics like the Gnome Desktop, the Bash shell, virtual machines, wireless networking, file sharing, and more. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

BEGINNING UBUNTU LINUX

Apress Ubuntu Linux is the fastest growing Linux-based operating system, and Beginning Ubuntu Linux, Fifth Edition teaches all of us—including those who have never used Linux—how to use it productively, whether you come from Windows or the Mac or the world of open source. Beginning Ubuntu Linux, Fifth Edition shows you how to take advantage of Lucid Lynx. Based on the best-selling previous edition, Emilio Raggi maintains a fine balance between teaching Ubuntu and introducing new features. Whether you aim to use it in the home or in the office, you'll be introduced to the world of Ubuntu Linux, from simple word processing to using cloud services. You'll learn how to control the Ubuntu system, which you just installed from the book's DVD, as you are guided through common tasks such as configuring the system's graphical user interface (GUI), listening to audio CDs and MP3s, producing documents, using VoIP and chat, and of course, general system maintenance. This book also supplies a series of comprehensive tutorials on Ubuntu administration and security—essential for any Ubuntu user—while not neglecting matters pertaining to office applications and the cloud.

THE OFFICIAL UBUNTU BOOK, FIFTH EDITION

Prentice Hall

UBUNTU 18.04 LTS DESKTOP: APPLICATIONS AND ADMINISTRATION

Surfing Turtle Press This book covers the Ubuntu 18.04 LTS (Bionic Beaver) release, focusing on applications and administrative tools. The emphasis here is on what users will face when using Ubuntu, covering topics like installation, applications, software management, the Ubuntu desktops (GNOME and KDE), shell commands, network connections, and system administration tasks. There are four parts: Getting Started, Applications, Desktops, and Administration. Part 1 focuses on getting started, covering Ubuntu information and resources, using Ubuntu Live DVD/USB discs, installing and setting up Ubuntu, upgrading Ubuntu, basic use of the desktop interface, and connecting to wired and wireless networks. Ubuntu Software and Synaptic Package manager, which provides easy and effective software management, are both discussed. Part 2 keys in on office, multimedia, mail, Internet, and social media applications. Part 3 covers the Ubuntu, Kubuntu, Ubuntu MATE, Ubuntu Cinnamon, Xubuntu, and Lubuntu desktops. as well as the BASH shell. The Ubuntu desktop with the GNOME interface is examined in detail. Ubuntu GNOME uses a Dock and a Dash (dashboard) to manage access to applications and devices. Part 4 deals with administration topics, first discussing system tools like the GNOME system monitor, the Disk Usage Analyzer, and Disk Utility (Udisks). Then a detailed chapter on Ubuntu system administration tools is presented, covering tasks such as managing users and file systems, Bluetooth setup, network folder sharing, backups, and printing. The network connections chapter covers a variety of network tasks, including manual configuration of wired and wireless connections, and firewalls (the Gufw and FirewallD).

UBUNTU 19.04 DESKTOP: APPLICATIONS AND ADMINISTRATION

Surfing Turtle Press This book covers the Ubuntu 19.04 (Disco Dingo) release, focusing on applications and administrative tools. The emphasis here is on what users will face when using Ubuntu, covering topics like installation, applications, software management, the Ubuntu desktops (GNOME, MATE, and KDE), shell commands, network connections, and system administration tasks. There are four parts: Getting Started, Applications, Desktops, and Administration. Part 1 focuses on getting started, covering Ubuntu information and resources, using Ubuntu Live DVD/USB discs, installing and setting up Ubuntu, upgrading Ubuntu, basic use of the desktop interface, and connecting to wired and wireless networks. Ubuntu Software and Synaptic Package manager, which provides easy and effective software management, are both discussed. Part 2 keys in on office, multimedia, mail, Internet, and social media applications. Part 3 covers the Ubuntu, Kubuntu, Ubuntu MATE, Xubuntu, and Lubuntu desktops. as well as the BASH shell. The Ubuntu desktop with the GNOME interface is examined in detail.. Part 4 deals with administration topics, first discussing system tools like the GNOME system monitor, the Disk Usage Analyzer, and Disk Utility. Then a detailed chapter on Ubuntu system administration tools is presented, covering tasks such as managing users and file systems, Bluetooth setup, network folder sharing, backups, and printing. The network connections chapter covers a variety of network tasks, including manual configuration of wired and wireless connections, and firewalls.

LINUX BIBLE 2009 EDITION

BOOT UP UBUNTU, FEDORA, KNOPPIX, DEBIAN, OPENSUSE, AND MORE

John Wiley & Sons As the ultimate resource on the basics of the Linux desktops, servers, and programming tools, this book is written by the ultimate author on all things Linux. This transition resource is ideal if you are making the move from Windows or Macintosh to using Linux as your desktop system, and explains the Linux technology, offers detailed installation instructions, and includes step-by-step descriptions of key desktop and server components. You'll relish the in-depth descriptions that will help you choose the best Linux distribution to suit your needs. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

ANDROID NDK: BEGINNER'S GUIDE - SECOND EDITION

Packt Publishing Ltd Are you an Android Java programmer who needs more performance? Are you a C/C++ developer who doesn't want to bother with the complexity of Java and its out-of-control garbage collector? Do you want to create fast intensive multimedia applications or games? If you've answered yes to any of these questions then this book is for you. With some general knowledge of C/C++ development, you will be able to dive headfirst into native Android development.

DESKTOP LINUX

PediaPress

ELECTRON PROJECTS

BUILD OVER 9 CROSS-PLATFORM DESKTOP APPLICATIONS FROM SCRATCH

Packt Publishing Ltd A project-based guide to help you create, package, and deploy desktop applications on multiple platforms using modern JavaScript frameworks Key FeaturesUse your web development skills with JavaScript and Node.js to build desktop applications for macOS and WindowsDevelop desktop versions of popular mobile applications that are similar to Slack, Spotify, and moreDesign desktop apps with automatic updates and real-time analytics capabilitiesBook 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 learnInitialize Node.js, Node Package Manager (NPM), and JavaScript to set up your appIntegrate Phaser with Electron to build a simple 2D gameImprove app quality by adding an error tracking system and crash reportsImplement group chat features and event handling capabilities using FirebaseIntegrate a WordPress-like rich-text editor into your appBuild Electron applications using a single codebaseWho 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 BOOK OF AUDACITY

RECORD, EDIT, MIX, AND MASTER WITH THE FREE AUDIO EDITOR

No Starch Press This book is the definitive guide to Audacity, the powerful, free, cross-platform audio editor that transforms any Windows, Mac, or Linux computer into a powerful recording studio.--[book cover]

THE OFFICIAL UBUNTU BOOK

Prentice Hall The free Ubuntu operating system has won the hearts and minds of millions of users worldwide. It combines a strong technical platform, impressive quality, and an enthusiastic global community of users who relentlessly support, document, and test it. The Official Ubuntu Book, Eighth Edition, has been extensively updated with a single goal: to make running today's Ubuntu even more pleasant and productive for you. It's the ideal one-stop knowledge source for Ubuntu novices, those upgrading from older versions or other Linux distributions, and anyone moving toward power-user status. Its expert authors focus on what you need to know most about installation, applications, media, administration, software applications, and much more. You'll discover powerful Unity desktop improvements that make Ubuntu even friendlier and more convenient. You'll also connect with the amazing Ubuntu community and the incredible resources it offers you. Learn how to Reliably install, customize, and update Ubuntu for any home, business, school, or government environment Get up and running quickly, and then explore Ubuntu and download powerful free software Customize Ubuntu for performance, accessibility, and fun Get comfortable with the highly efficient Ubuntu command line Install, administer, and secure Ubuntu Server, including advanced features such as LVM and RAID Get involved with related Ubuntu projects Help build, promote, distribute, support, document, or translate Ubuntu Get up-to-the-minute help and troubleshooting advice from Ubuntu users worldwide

LEARN POWERSHELL IN A MONTH OF LUNCHES

COVERS WINDOWS, LINUX, AND MACOS

Simon and Schuster In Learn PowerShell in a Month of Lunches: Covers Windows, Linux, and macOS, you'll learn how PowerShell shapes up to Bash or Python scripting as you write and run simple scripts that automate boring daily tasks. Learn PowerShell in a Month of Lunches: Covers Windows, Linux, and macOS is a task-focused tutorial for administering Linux and macOS systems using Microsoft PowerShell. Designed for busy IT professionals, this innovative guide will take you from the basics to PowerShell proficiency through 25 tutorials you can do in your lunch break. In Learn PowerShell in a Month of Lunches: Covers Windows, Linux, and macOS, you'll learn how PowerShell shapes up to Bash or Python scripting as you write and run simple scripts that automate boring daily tasks. As you

progress through this book—based on the bestselling *Learn Windows PowerShell in a Month of Lunches*—you'll use PowerShell to write Continuous Integration Pipelines and manage cloud-based servers. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.