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Photoshop CS5: The Missing Manual

"O'Reilly Media, Inc." Photoshop CS5 is more amazing than ever, but it can be overwhelming if you're just getting started. This book makes learning Photoshop a breeze by explaining things in a conversational, friendly style -- with no technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical advice you can use every day. Learn your way around. Get a guided tour of Photoshop's efficient new workspace. Unlock the power. Learn the best ways to use layers, channels, masks, paths, and more. Bring images to life. Discover how to effectively retouch, resize, and recolor your photos. Be artistic. Create beautiful illustrations and paintings, and use text effectively. Share your work. Produce great-looking photos for print and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks. Get bonus online content. Find more great material on the Missing CD page. Written with the clarity, humor, and objective scrutiny, Photoshop CS5: The Missing Manual is the friendly, thorough resource you need.

Dreamweaver CS5.5: The Missing Manual

"O'Reilly Media, Inc." Dreamweaver is the tool most widely used for designing and managing professional-looking websites, but it's a complex program. That's where Dreamweaver CS5.5: The Missing Manual comes in. With its jargon-free explanations, 13 hands-on tutorials, and savvy advice from Dreamweaver expert Dave McFarland, you'll master this versatile program with ease. Get A to Z guidance. Go from building your first web page to creating interactive, database-driven sites. Build skills as you learn. Apply your knowledge through tutorials and downloadable practice files. Create a state-of-the-art website. Use powerful, easy-to-use tools such as CSS3 and Spry effects to build visually rich, fast-loading pages. Add instant interactivity.

Choose from pre-packaged JavaScript programs to add drop-down menus, tabbed panels, forms, and other features. Tap into databases. Connect your site to a database and build pages that dynamically sort and display stored information. Go mobile. Build and preview websites for smartphones and tablets. Discover hidden tips and tricks. Get undocumented workarounds and shortcuts.

Flash CS5.5: The Missing Manual

"O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Flash CS5: The Missing Manual

"O'Reilly Media, Inc." Once you know how to use Flash, you can create everything from simple animations to high-end desktop applications, but it's a complex tool that can be difficult to master on your own—unless you have this Missing Manual. This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life. Learn animation basics. Find everything you need to know to get started with Flash Master the Flash tools. Learn the animation and effects toolset, with clear explanations and hands-on examples Use 3D effects. Rotate and put objects in motion in three dimensions Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development. Use templates, code snippets, and motion presets Design applications. Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples

Dreamweaver CS5.5

The Missing Manual

"O'Reilly Media, Inc." A guide to the Web design program covers such topics as text formatting, Cascading Style Sheets, links, images, tables, page layout, HTML, forms, and site management.

Flash CS5.5

The Missing Manual

"O'Reilly Media, Inc." A guide to Flash CS5 covers the basics of animation, ways to create movement between images, adding audio and video, creating reusable elements, and testing and publishing Web sites.

Photoshop CS5

Manual de Dreamweaver CS5

Marcombo Este manual dedicado a Dreamweaver CS5, el conocido programa de creación y edición de sitios y páginas web de la compañía Adobe, se estudia en profundidad el uso de prácticamente todos los comandos de esta aplicación para elaborar sitios web tanto a nivel profesional como particular. Mediante sencillos y a la vez elaborados ejemplos prácticos se describen detalladamente las herramientas del programa. La versión más reciente de Dreamweaver presenta novedades que podrían considerarse indispensables, así como ciertas mejoras que consiguen una vez más la complicidad entre el usuario y la aplicación gracias a un uso cada vez más intuitivo y al alcance de prácticamente todos. De este modo, Dreamweaver presenta entre sus novedades una simplificación en la configuración del sitio web, que consiste sencillamente en la inserción de un nombre y una ruta en la cual se almacenarán los archivos. Sólo con estos datos el programa ya permite empezar a trabajar con la elaboración de las páginas que formarán el sitio web. Entre otras novedades, el usuario encontrará y podrá practicar con los diseños de inicio de CSS, los archivos relacionados dinámicamente o la magnífica navegación de Vista en Vivo, que activa vínculos para poder interactuar con aplicaciones del lado del servidor y con datos dinámicos. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen los 10 apartados de este volumen, se convertirá en un experto en creación y diseño de sitios y páginas web y podrá aplicar los conocimientos avanzados adquiridos sobre sus propias creaciones personales o profesionales, aprovechando así al máximo las principales utilidades que ofrece el programa. Este libro pertenece a la colección Manuales, la cual ofrece cursos prácticos de los más importantes programas del sector informático dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con esos programas y desean ampliar sus conocimientos.

Manual de Photoshop CS5

Marcombo La colección Manuales ofrece cursos prácticos de los más importantes programas del sector informático dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con estos programas y desean ampliar sus conocimientos. En este manual dedicado a Photoshop CS5, el conocido programa de

retoque y manipulación de imágenes de la compañía Adobe, se estudia en profundidad el uso de prácticamente todos los comandos de esta aplicación para mejorar imágenes y conseguir fotografías originales y, a la vez, sorprendentes. Mediante sencillos y elaborados ejemplos que el alumno desarrollará de principio a fin se describen detalladamente las herramientas del programa. La versión más reciente de Photoshop no presenta un gran número de novedades aunque sí de mejoras, consiguiendo una vez más la complicidad entre el usuario y la aplicación gracias a un uso cada vez más intuitivo y al alcance de prácticamente todos. De este modo, Photoshop es utilizado con mayor o menor grado de perfección tanto en el sector doméstico como en el profesional. Las pocas novedades que contiene la versión CS5 de la aplicación son, eso sí, realmente extraordinarias, como la posibilidad de eliminar elementos con el posterior relleno según el contenido de la imagen o la deformación de imágenes mediante la manipulación de puntos de fuga. La corrección de imágenes se mantiene en esta versión del programa con herramientas tan fantásticas como el Tampón de clonar o el Parche, que permiten retocar pequeñas impurezas o imperfecciones con un simple clic e, incluso, eliminar objetos y otros elementos de pequeñas dimensiones. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen los 12 apartados de este volumen se convertirá en un experto en manipulación de imágenes y podrá aplicar los conocimientos avanzados adquiridos sobre sus propias creaciones personales o profesionales, aprovechando así al máximo las principales utilidades que ofrece el programa.

Photoshop CC: The Missing Manual

"O'Reilly Media, Inc." Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining things in a friendly, conversational style—without technical jargon. After a thorough introduction to the program, you'll delve deep into Photoshop's secrets with expert tips and practical editing advice you can use every day. The important stuff you need to know: Learn your way around. Take a tour of Photoshop's workspace and learn how to customize it. Unlock the magic. Use layers, masks, and Smart Objects to safely edit your images. Perfect your photos. Learn techniques for cropping, color-correcting, retouching, and combining photos. Master color. Drain, change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and create 3D art. Share your work. Produce great-looking images for print, presentations, and the Web. Work smarter and faster. Automate common chores and install plug-ins for complex tasks.

Photoshop CS4: The Missing Manual

The Missing Manual

"O'Reilly Media, Inc." Photoshop is the world's most widely used photo-editing and graphics program. But with all its fantastic new features and options, the CS4 version can bewilder even the most seasoned professional. That's where Photoshop CS4: The Missing Manual comes in: packed with tips, tricks, and lots of practical advice, this visually rich four-color guidebook teaches you everything you need to know to edit photos and create beautiful documents in Photoshop. Whether you're an absolute beginner or a power user ready to try some advanced techniques, author and graphics pro Lesa Snider King offers crystal-clear, jargon-free instructions to help you take advantage of these powerful tools -- not only how they work, but when you should use them. You'll quickly get up to speed on new CS4 features such as: Photoshop's completely revamped workspace Smoother image display and quick zoom, including the new pixel grid view New Masks and Adjustments panels The Vibrance adjustment layer Hand-painting adjustments and using graduated filters in Camera Raw Enhanced Adobe Bridge And much more. You'll also find out which features work well, and which aren't worth your time. Written with the clarity, humor, and objective scrutiny that are hallmarks of the Missing Manual series, Photoshop CS4: The Missing Manual is the friendly, thorough resource you need. Why settle for anything less? "Lesla did a great job on the book, and in my mind, it is the new Photoshop Bible."-- Scott Kelby, Photoshop Insider

Flash CS6: The Missing Manual

"O'Reilly Media, Inc." You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

Creating a Website: The Missing

Manual

"O'Reilly Media, Inc." Provides information on creating a Web site, covering such topics as text elements, style sheets, graphics, attracting visitors, JavaScript, and blogs.

Linux Network Administrator's Guide

"O'Reilly Media, Inc." This introduction to networking on Linux now covers firewalls, including the use of ipchains and Netfilter, masquerading, and accounting. Other new topics in this second edition include Novell (NCP/IPX) support and INN (news administration).

IBM z13s Technical Guide

IBM Redbooks Digital business has been driving the transformation of underlying information technology (IT) infrastructure to be more efficient, secure, adaptive, and integrated. IT must be able to handle the explosive growth of mobile clients and employees. It also must be able to process enormous amounts of data to provide deep and real-time insights to help achieve the greatest business impact. This IBM® Redbooks® publication addresses the new IBM z Systems™ single frame, the IBM z13s server. IBM z Systems servers are the trusted enterprise platform for integrating data, transactions, and insight. A data-centric infrastructure must always be available with a 99.999% or better availability, have flawless data integrity, and be secured from misuse. It needs to be an integrated infrastructure that can support new applications. It also needs to have integrated capabilities that can provide new mobile capabilities with real-time analytics delivered by a secure cloud infrastructure. IBM z13s servers are designed with improved scalability, performance, security, resiliency, availability, and virtualization. The superscalar design allows z13s servers to deliver a record level of capacity over the prior single frame z Systems server. In its maximum configuration, the z13s server is powered by up to 20 client characterizable microprocessors (cores) running at 4.3 GHz. This configuration can run more than 18,000 millions of instructions per second (MIPS) and up to 4 TB of client memory. The IBM z13s Model N20 is estimated to provide up to 100% more total system capacity than the IBM zEnterprise® BC12 Model H13. This book provides information about the IBM z13s server and its functions, features, and associated software support. Greater detail is offered in areas relevant to technical planning. It is intended for systems engineers, consultants, planners, and anyone who wants to understand the IBM z Systems™ functions and plan for their usage. It is not intended as an introduction to mainframes. Readers are expected to be generally familiar with existing IBM z Systems technology and terminology.

Manual B sico de Configuraci3n de Redes Cisco

Lulu.com  ste no es un libro de lectura. Tampoco es un libro de texto. Se trata de un libro de notas. Notas recopiladas a lo largo de a os de estudio de certificaciones de Cisco Systems. Una vez recopiladas estas notas y puestas juntas, cuando mis amigos, conocidos y alumnos lo le an, me dec an que era un excelente documento de consulta r pida, como repaso antes de un examen o como gu a pr ctica de configuraci3n de redes. Por eso he decidido publicarlo, para que otros profesionales, como t , puedan utilizarlo en su trabajo diario. Este documento ha surgido a partir de los planes de formaci3n para los siguientes ex menes de Cisco:   Interconnecting Cisco Network Devices (ICND)   Design Cisco Networks (DCN)   Building Cisco Multilayer Switched Networks (BCMSN)   Building Scalable Cisco Networks (BSCN)   Building Cisco Remote Access Networks (BCRAN)   Cisco Internetwork Troubleshooting (CIT)   Cisco Internetwork Design (CID)   Cisco Composite (COMP)   Cisco QoS

IBM z15 (8561) Technical Guide

IBM Redbooks This IBM® Redbooks® publication describes the features and functions the latest member of the IBM Z® platform, the IBM z15™ (machine type 8561). It includes information about the IBM z15 processor design, I/O innovations, security features, and supported operating systems. The z15 is a state-of-the-art data and transaction system that delivers advanced capabilities, which are vital to any digital transformation. The z15 is designed for enhanced modularity, which is in an industry standard footprint. This system excels at the following tasks: Making use of multicloud integration services Securing data with pervasive encryption Accelerating digital transformation with agile service delivery Transforming a transactional platform into a data powerhouse Getting more out of the platform with IT Operational Analytics Accelerating digital transformation with agile service delivery Revolutionizing business processes Blending open source and Z technologies This book explains how this system uses new innovations and traditional Z strengths to satisfy growing demand for cloud, analytics, and open source technologies. With the z15 as the base, applications can run in a trusted, reliable, and secure environment that improves operations and lessens business risk.

Future Music

Pedagogy and Learning Technology

A Practical Guide

The Photoshop Elements 10 Book for Digital Photographers

***New Riders** This book breaks new ground by doing something for digital photographers that's never been done before—it cuts through the bull and shows you exactly “how to do it.” It's not a bunch of theory; it doesn't challenge you to come up with your own settings or figure things out on your own. Instead, it does something that virtually no other Elements book has ever done—it tells you flat-out which settings to use, when to use them, and why. If you're looking for one of those “tell-me-everything-about-the-Unsharp-Mask-filter” books, this isn't it. You can grab any other Elements book on the shelf, because they all do that. Instead, this book gives you the inside tips and tricks of the trade for organizing, correcting, editing, sharpening, retouching, and printing your photos like a pro. You'll be absolutely amazed at how easy and effective these techniques are—once you know the secrets.*

***LEARN HOW THE PROS DO IT** Each year we train thousands of digital photographers and, almost without exception, they have the same questions and face the same problems—that's exactly what we cover in this book. You'll learn: The real secrets of how the pros retouch portraits How to color correct any photo without breaking a sweat (you'll be amazed at how the pros do it!) How to use Camera Raw for processing not only RAW photos, but JPEGs and TIFFs, too! (And you'll learn why so many pros like it best—because it's faster and easier) The sharpening techniques the pros really use (there's an entire chapter just on this!) How to deal with common digital camera image problems, including removing noise and avoiding halos The most requested photographic special effects, and much more!*

***THE BOOK'S SECRET WEAPON** Although Elements 10 offers some digital photography features that Photoshop CS5 doesn't offer, there are plenty of features that Photoshop CS5 has that Elements 10 still doesn't have (things like paths, Channel Mixer, etc.). But in this book, you'll learn some slick workarounds, cheats, and some fairly ingenious ways to replicate many of those Photoshop features from right within Elements. Plus, since this book is designed for photographers, it doesn't waste your time talking about how to frame a shot, set your exposure, etc., and there's no talk about which camera or printer to buy. It's all Elements, step by step, cover to cover, in the only book of its kind, and you're gonna love it!*

Embedded Systems Architecture

A Comprehensive Guide for

Engineers and Programmers

Newnes Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at <http://booksite.elsevier.com/9780123821966/> for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

IBM z14 (3906) Technical Guide

IBM Redbooks This IBM® Redbooks® publication describes the new member of the IBM Z® family, IBM z14™. IBM z14 is the trusted enterprise platform for pervasive encryption, integrating data, transactions, and insights into the data. A data-centric infrastructure must always be available with a 99.999% or better availability, have flawless data integrity, and be secured from misuse. It also must be an integrated infrastructure that can support new applications. Finally, it must have integrated capabilities that can provide new mobile capabilities with real-time analytics that are delivered by a secure cloud infrastructure. IBM z14 servers are designed with improved scalability, performance, security, resiliency, availability, and virtualization. The superscalar design allows z14 servers to deliver a record level of capacity over the prior IBM Z platforms. In its maximum configuration, z14 is powered by up to 170 client characterizable microprocessors (cores) running at 5.2 GHz. This configuration can run more than 146,000 million instructions per second (MIPS) and up to 32 TB of client memory. The IBM z14 Model M05 is estimated to provide up to 35% more total system capacity than the IBM z13® Model NE1. This Redbooks publication provides information about IBM z14 and its functions, features, and associated software support. More information is offered in areas that are relevant to technical planning.

It is intended for systems engineers, consultants, planners, and anyone who wants to understand the IBM Z servers functions and plan for their usage. It is intended as an introduction to mainframes. Readers are expected to be generally familiar with existing IBM Z technology and terminology.

TCP/IP Illustrated, Volume 1

The Protocols

Addison-Wesley “For an engineer determined to refine and secure Internet operation or to explore alternative solutions to persistent problems, the insights provided by this book will be invaluable.” —Vint Cerf, Internet pioneer TCP/IP Illustrated, Volume 1, Second Edition, is a detailed and visual guide to today’s TCP/IP protocol suite. Fully updated for the newest innovations, it demonstrates each protocol in action through realistic examples from modern Linux, Windows, and Mac OS environments. There’s no better way to discover why TCP/IP works as it does, how it reacts to common conditions, and how to apply it in your own applications and networks. Building on the late W. Richard Stevens’ classic first edition, author Kevin R. Fall adds his cutting-edge experience as a leader in TCP/IP protocol research, updating the book to fully reflect the latest protocols and best practices. He first introduces TCP/IP’s core goals and architectural concepts, showing how they can robustly connect diverse networks and support multiple services running concurrently. Next, he carefully explains Internet addressing in both IPv4 and IPv6 networks. Then, he walks through TCP/IP’s structure and function from the bottom up: from link layer protocols—such as Ethernet and Wi-Fi—through network, transport, and application layers. Fall thoroughly introduces ARP, DHCP, NAT, firewalls, ICMPv4/ICMPv6, broadcasting, multicasting, UDP, DNS, and much more. He offers extensive coverage of reliable transport and TCP, including connection management, timeout, retransmission, interactive data flow, and congestion control. Finally, he introduces the basics of security and cryptography, and illuminates the crucial modern protocols for protecting security and privacy, including EAP, IPsec, TLS, DNSSEC, and DKIM. Whatever your TCP/IP experience, this book will help you gain a deeper, more intuitive understanding of the entire protocol suite so you can build better applications and run more reliable, efficient networks.

The Adobe Photoshop Lightroom 4 Book for Digital Photographers

Peachpit Press Since Lightroom first launched, Scott Kelby’s The Adobe Photoshop Lightroom Book for Digital Photographers has been the world’s #1 best-selling Lightroom book (it has been translated into a dozen different languages), and in this latest version for Lightroom 4, Scott uses his same award-winning, step-by-step, plain-English style and layout to make learning Lightroom easy and fun. Scott doesn’t just show you which sliders do what (every Lightroom book will do that).

Instead, by using the following three simple, yet brilliant, techniques that make it just an incredible learning tool, this book shows you how to create your own photography workflow using Lightroom: Throughout the book, Scott shares his own personal settings and studio-tested techniques. Each year he trains thousands of Lightroom users at his "Lightroom Live!" tour and through that he's learned what really works, what doesn't, and he tells you flat out which techniques work best, which to avoid, and why. The entire book is laid out in a real workflow order with everything step by step, so you can begin using Lightroom like a pro from the start. What really sets this book apart is the last chapter. This is where Scott dramatically answers his #1 most-asked Lightroom question, which is: "Exactly what order am I supposed to do things in, and where does Photoshop fit in?" You'll see Scott's entire start-to-finish Lightroom 4 workflow and learn how to incorporate it into your own workflow. Scott knows first-hand the challenges today's digital photographers are facing, and what they want to learn next to make their workflow faster, easier, and more fun. He has incorporated all of that into this major update for Lightroom 4. It's the first and only book to bring the whole process together in such a clear, concise, and visual way. Plus, the book includes a special chapter on integrating Adobe Photoshop seamlessly into your workflow, and you'll also learn some of Scott's latest Photoshop portrait retouching techniques and special effects, which take this book to a whole new level. There is no faster, more straight-to-the-point, or more fun way to learn Lightroom than with this groundbreaking book.

Final Cut Pro 4 on the Spot

Cmp Books Presents step-by-step instructions for more than three hundred techniques, covering such topics as creating titles with Generators and Photoshop, color correction, mixing audio, importing graphics, editing, exporting and publishing videos, troubleshooting, and finishing techniques. Original. (Intermediate)

Adobe Audition CC Classroom in a Book

Adobe Press The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 15 lessons (and one bonus lesson on www.peachpit.com) that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market.

Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

PRINCE2 For Dummies

John Wiley & Sons Whatever your project - no matter how big or small - PRINCE2 For Dummies, 2009 Edition is the perfect guide to using this project management method to help ensure its success. Fully updated with the 2009 practice guidelines, this book will take you through every step of a project - from planning and establishing roles to closing and reviewing - offering practical and easy-to-understand advice on using PRINCE2. It also shows how to use the method when approaching the key concerns of project management, including setting up effective controls, managing project risk, managing quality and controlling change. PRINCE2 allows you to divide your project into manageable chunks, so you can make realistic plans and know when resources will be needed. PRINCE2 For Dummies, 2009 Edition provides you with a comprehensive guide to its systems, procedures and language so you can run efficient and successful projects. PRINCE2 For Dummies, 2009 Edition includes: Part I: How PRINCE Can Help You - Chapter 1: So What's a Project Method and Why Do I Need to Use One? - Chapter 2: Outlining the Structure of PRINCE2 - Chapter 3: Getting Real Power from PRINCE2 Part II: Working Through Your Project - Chapter 4: Checking the Idea Before You Start - Chapter 5: Planning the Whole Project: Initiation - Chapter 6: Preparing for a Stage in the Project - Chapter 7: Controlling a Stage - Chapter 8: Building the Deliverables - the Work of the Teams - Chapter 9: Finishing the Project - Chapter 10: Running Effective Project Boards Part III: Help with PRINCE Project Management - Chapter 11: Producing and Updating the Business Case - Chapter 12: Deciding Roles and Responsibilities - Chapter 13: Managing Project Quality - Chapter 14: Planning the Project, Stages, and Work Packages - Chapter 15: Managing Project Risk - Chapter 16: Controlling Change and Controlling Versions - Chapter 17: Monitoring Progress and Setting Up Effective Controls Part IV: The Part of Tens - Chapter 18: Ten Ways to Make PRINCE Work Well - Chapter 19: Ten Tips for a Good Business Case - Chapter 20: Ten Things for Successful Project Assurance Part V: Appendices - Appendix A: Looking into PRINCE Qualifications - Appendix B: Glossary of the Main PRINCE2 Terms

IBM z15 (8562) Technical Guide

IBM Redbooks This IBM® Redbooks® publication describes the features and functions the latest member of the IBM Z® platform, the IBM z15™ Model T02 (machine type 8562). It includes information about the IBM z15 processor design, I/O innovations, security features, and supported operating systems. The z15 is a state-of-the-art data and transaction system that delivers advanced capabilities, which are vital to any digital transformation. The z15 is designed for enhanced modularity, which is in an industry standard footprint. This system excels at the following tasks: Making use of multicloud integration services Securing data with pervasive encryption Accelerating digital transformation with agile service delivery

Transforming a transactional platform into a data powerhouse Getting more out of the platform with IT Operational Analytics Accelerating digital transformation with agile service delivery Revolutionizing business processes Blending open source and Z technologies This book explains how this system uses new innovations and traditional Z strengths to satisfy growing demand for cloud, analytics, and open source technologies. With the z15 as the base, applications can run in a trusted, reliable, and secure environment that improves operations and lessens business risk.

Traffic Engineering with MPLS

Cisco Press Design, configure, and manage MPLS TE to optimize network performance Almost every busy network backbone has some congested links while others remain underutilized. That's because shortest-path routing protocols send traffic down the path that is shortest without considering other network parameters, such as utilization and traffic demands. Using Traffic Engineering (TE), network operators can redistribute packet flows to attain more uniform distribution across all links. Forcing traffic onto specific pathways allows you to get the most out of your existing network capacity while making it easier to deliver consistent service levels to customers at the same time. Cisco(r) Multiprotocol Label Switching (MPLS) lends efficiency to very large networks, and is the most effective way to implement TE. MPLS TE routes traffic flows across the network by aligning resources required by a given flow with actual backbone capacity and topology. This constraint-based routing approach feeds the network route traffic down one or more pathways, preventing unexpected congestion and enabling recovery from link or node failures. Traffic Engineering with MPLS provides you with information on how to use MPLS TE and associated features to maximize network bandwidth. This book focuses on real-world applications, from design scenarios to feature configurations to tools that can be used in managing and troubleshooting MPLS TE. Assuming some familiarity with basic label operations, this guide focuses mainly on the operational aspects of MPLS TE-how the various pieces work and how to configure and troubleshoot them. Additionally, this book addresses design and scalability issues along with extensive deployment tips to help you roll out MPLS TE on your own network. Understand the background of TE and MPLS, and brush up on MPLS forwarding basics Learn about router information distribution and how to bring up MPLS TE tunnels in a network Understand MPLS TE's Constrained Shortest Path First (CSPF) and mechanisms you can use to influence CSPF's path calculation Use the Resource Reservation Protocol (RSVP) to implement Label-Switched Path setup Use various mechanisms to forward traffic down a tunnel Integrate MPLS into the IP quality of service (QoS) spectrum of services Utilize Fast Reroute (FRR) to mitigate packet loss associated with link and node failures Understand Simple Network Management Protocol (SNMP)-based measurement and accounting services that are available for MPLS Evaluate design scenarios for scalable MPLS TE deployments Manage MPLS TE networks by examining common configuration mistakes and utilizing tools for troubleshooting MPLS TE problems "Eric and Ajay work in the development group at Cisco that built Traffic Engineering. They are among those with the greatest hands-on experience with this application. This book is the product of their experience." -George Swallow,

Cisco Systems, Architect for Traffic Engineering Co-Chair, IETF MPLS Working Group Eric Osborne, CCIE(r) #4122, has been doing Internet engineering of one sort or another since 1995. He joined Cisco in 1998 to work in the Cisco Technical Assistance Center (TAC), moved from there to the ISP Expert team and then to the MPLS Deployment team. He has been involved in MPLS since the Cisco IOS(r) Software Release 11.1CT days. Ajay Simha, CCIE #2970, joined the Cisco TAC in 1996. He then went on to support tier 1 and 2 ISPs as part of Cisco's ISP Expert team. Ajay has been working as an MPLS deployment engineer since October 1999, and he has first-hand experience in

Trade School

2009-2019

Trade School was a non-traditional learning space where students bartered with teachers. Anyone could teach a class. Students signed up for classes by agreeing to bring a barter item that the teacher requested. From 2009-2019, Trade School became an international network of local, self-organized chapters that reached over 22,000 people globally. Each chapter coordinated the exchange of knowledge for barter items and services.

Video Demystified

A Handbook for the Digital Engineer

Newnes *This international bestseller and essential reference is the "bible" for digital video engineers and programmers worldwide. This fourth edition is completely updated with all new chapters on MPEG-4, H.264, SDTV/HDTV, ATSC/DVB, and Streaming Video (Video over DSL, Ethernet, etc.), as well as discussions of the latest standards throughout. This is by far the most informative analog and digital video reference available, made even more comprehensive through the author's inclusion of the hottest new trends and cutting-edge developments in the field. Finding another amalgamated source of the huge amount of information in this book is impossible. The author attends DVD and HDTV standards meetings, so the absolute most up-to-date content is assured. The accompanying CD is updated to include a unique set of video test files in the newest formats. This book is a "one stop" reference guide for the various digital video technologies. Professionals in this rapidly changing field need the new edition of this book to keep up with the latest developments and standards in the industry. *This essential reference is the "bible" for digital video engineers and programmers worldwide *Contains all new chapters on MPEG-4, H.264, SDTV/HDTV, ATSC/DVB, and Streaming Video *Completely revised with all the latest and most up-to-date industry standards*

Juniper Networks Warrior

"O'Reilly Media, Inc." Follows teams of Juniper Networks engineers as they solve specific client problems related to new and emerging network platform architectures.

Asterisk

The Future of Telephony

"O'Reilly Media, Inc." Provides information on Asterisk, an open source telephony application.

Cisco Field Manual

Router Configuration

Cisco Press The ultimate command reference for configuring Cisco "RM" routers and switches. This guide presents the common elements of complex configurations for Cisco "RM" routers, switches, and firewalls in an intuitive, easy-to-reference format.

Marketing and Smart Technologies

Proceedings of ICMarkTech 2019

This book includes selected papers presented at the International Conference on Marketing and Technologies (ICMarkTech 2019), held at Maieutica Academic Campus (University Institute of Maia & Polytechnic Institute of Maia) in Maia, Portugal, from 27 to 29 November 2019. It covers up-to-date cutting-edge research on artificial intelligence applied in marketing, virtual and augmented reality in marketing, business intelligence databases and marketing, data mining and big data, marketing data science, web marketing, e-commerce and v-commerce, social media and networking, geomarketing and IoT, marketing automation and inbound marketing, machine learning applied to marketing, customer data management and CRM, and neuromarketing technologies.

Multimedia Foundations

Core Concepts for Digital Design

Taylor & Francis Key words, chapter highlights, and chapter summaries make it easy to identify core concepts of each chapter --

Dictionary Catalog of the Department Library

IBM z13 Technical Guide

IBM Redbooks Digital business has been driving the transformation of underlying IT infrastructure to be more efficient, secure, adaptive, and integrated. Information Technology (IT) must be able to handle the explosive growth of mobile clients and employees. IT also must be able to use enormous amounts of data to provide deep and real-time insights to help achieve the greatest business impact. This IBM® Redbooks® publication addresses the IBM Mainframe, the IBM z13™. The IBM z13 is the trusted enterprise platform for integrating data, transactions, and insight. A data-centric infrastructure must always be available with a 99.999% or better availability, have flawless data integrity, and be secured from misuse. It needs to be an integrated infrastructure that can support new applications. It needs to have integrated capabilities that can provide new mobile capabilities with real-time analytics delivered by a secure cloud infrastructure. IBM z13 is designed with improved scalability, performance, security, resiliency, availability, and virtualization. The superscalar design allows the z13 to deliver a record level of capacity over the prior IBM z Systems™. In its maximum configuration, z13 is powered by up to 141 client characterizable microprocessors (cores) running at 5 GHz. This configuration can run more than 110,000 millions of instructions per second (MIPS) and up to 10 TB of client memory. The IBM z13 Model NE1 is estimated to provide up to 40% more total system capacity than the IBM zEnterprise® EC12 (zEC1) Model HA1. This book provides information about the IBM z13 and its functions, features, and associated software support. Greater detail is offered in areas relevant to technical planning. It is intended for systems engineers, consultants, planners, and anyone who wants to understand the IBM z Systems functions and plan for their usage. It is not intended as an introduction to mainframes. Readers are expected to be generally familiar with existing IBM z Systems technology and terminology.

Adobe Photoshop 7.0

Adobe Press Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Photoshop concepts and displaying professionally designed projects.

Real-World Flash Game

Development

How to Follow Best Practices AND Keep Your Sanity

Taylor & Francis This book covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 8 years in the industry. Gifts from Griffith's REAL-WORLD experiences include: Game design templates and pre-written scripts to automate tasks within Flash; Classes for handling common math computations used in gaming, so that game developers can see how to set up a simple game flow; Powerful debugging tools for your games(debuggers for Flash games are hard to come by, and this book provides them for you). The associated web site offers: Code from the game examples in the book with fully build-able source files. Additional code snippets, classes, and utilities. Scripts for automating tedious and repetitive tasks within Flash. Template game-design documents for planning game proposals in the same manner outlined in the book. Links to other helpful online resources for both Flash and game development.