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Teaching Resources

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provided by the IDE. After introducing the software, the book moves straight into UI development using the sophisticated, WYSIWYG layout editor and XML code to design and test complex interfaces for a wide variety of screen configurations. With activity design covered, the book continues to guide the reader through application logic development, exploring the latest APIs provided by the SDK. Each topic will be demonstrated by working code samples that can be run on a device or emulator. One of Android Studio's greatest features is the large number of third-party plugins available for it, and throughout the book we will be exploring the most useful of these, along with samples and libraries that can be found on GitHub. The final module of the book deals with the final stages of development: building and distribution. The book concludes by taking the reader through the registration and publication processes required by Google. By the time you have finished the book, you will be able to build faster, smoother, and error-free Android applications, in less time and with fewer complications than you ever thought possible. Style and approach This is a step-by-step guide with examples demonstrating how Android Studio can be used as a complete solution for developing, testing, and deploying apps from start to finish.

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Written by an expert Java educator, Barry Burd, who authors the bestselling Java For Dummies Go from Android newbie to master programmer in no time with the help of Android Application Development All-in-One For Dummies!

Beginning JSON is the definitive guide to JSON - JavaScript Object Notation - today's standard in data formatting for the web. The book starts with the basics, and walks you through all aspects of using the JSON format. Beginning JSON covers all areas of JSON from the basics of data formats to creating your own server to store and retrieve persistent data. Beginning JSON provides you with the skill set required for reading and writing properly validated JSON data. The first two brief chapters of the book contain the foundations of JavaScript as it relates to JSON, and provide the necessary understandings for later chapters. Chapters 3 through 12 reveal what data is, how to convert that data into a transmittable/storable format, how to use AJAX to send and receive JSON, and, lastly, how to reassemble that data back into a proper JavaScript object to be used by your program. The final chapters put everything you learned into practice.

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book that shows you how to build—design—a life you can thrive in, at any age or stage. Designers create worlds and solve problems using design thinking. Look around your office or home—at the tablet or smartphone you may be holding or the chair you are sitting in. Everything in our lives was designed by someone. And every design starts with a problem that a designer or team of designers seeks to solve. In this book, Bill Burnett and Dave Evans show us how design thinking can help us create a life that is both meaningful and fulfilling, regardless of who or where we are, what we do or have done for a living, or how young or old we are. The same design thinking responsible for amazing technology, products, and spaces can be used to design and build your career and your life, a life of fulfillment and joy, constantly creative and productive, one that always holds the possibility of surprise.

Adobe Photoshop Lightroom was designed from the ground up with digital photographers in mind, offering powerful editing features in a streamlined interface that lets photographers import, sort, and organize images. This completely updated bestseller, *The Adobe Photoshop Lightroom 3 Book*, was also written with photographers in mind. Author Martin Evening describes features in Lightroom 3 in detail from a photographer's perspective. As an established commercial and fashion photographer, Martin knows firsthand what

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photographers need for an efficient workflow. He has also been working with Lightroom from the beginning, monitoring the product's development and providing valued feedback to Adobe. As a result, Martin knows the software inside and out, from image selection to image editing to image management. In this book you'll learn how to:

- Work efficiently with images shot in the raw or JPEG format
- Import photographs with ease and sort them according to your workflow
- Create and manage a personal image library
- Apply tonal adjustments to multiple images quickly
- Integrate Lightroom with Adobe Photoshop
- Export images for print or Web as digital contact sheets or personal portfolios
- Make the most of new features in Lightroom 3, such as automatic lens correction and improved noise reduction

Photographers will find Lightroom 3—and The Adobe Photoshop Lightroom 3 Book—indispensable tools in their digital darkrooms. “With Martin’s expert guidance, you’ll soon find that you have precisely the tools you need to turn your concentration back where it belongs—on making better pictures!” —George Jardine, Lightroom instructor

“As a photographer himself, Martin Evening knows what tools photographers need to realize their creative vision. In this book, he shows not only how Adobe Photoshop Lightroom works but also why it will become an essential part of any photographer’s workflow.” —Greg Gorman, photographer

This book’s companion site,

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www.thelightroombook.com, offers video tutorials, articles, sample images, and updates from author Martin Evening.

SugarCRM is a leading open-source customer relations management tool and development platform with nearly 5.5 million downloads, nearly 17,000 developers, and lots more users. The Definitive Guide to SugarCRM is the first official SugarCRM book available to developers and users. This definitive book begins with a discussion of the SugarCRM platform components, namely MVC, Studio, Module Builder, authentication, and themes. Next, you'll learn how to customize the modules SugarCRM comes with out of the box in an upgrade-safe manner. The text then presents an example application that a typical business might use and shows how to build it using SugarCRM, using both existing functionality as well as newly added functionality.

"This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience"--

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