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Sams Teach Yourself SAP R/3 in 24 Hours Danielle Larocca 1999 The perfect reference for end-users (accounting clerks, sales reps, shipping and receiving clerks, human resources employees, etc.) who merely use SAP as a tool to get their job done. Much of the coverage is aimed at "immediate" material so that

end-users can get back to work on their job functions with the SAP software. Chapters on navigation, integration with Microsoft Office, reporting, business process, and performing common tasks will jump start you into getting work done, and accomplishing more immediately.

Latino Americans Ray Suarez 2013-09-03 THE COMPANION BOOK TO THE PBS DOCUMENTARY SERIES Latino Americans chronicles the rich and varied history of Latinos, who have helped shaped our nation and have become, with more than fifty million people, the largest minority in the United States. This companion to the landmark PBS miniseries vividly and candidly tells how the story of Latino Americans is the story of our country. Author and acclaimed journalist Ray Suarez explores the lives of Latino American men and women over a five-hundred-year span, encompassing an epic range of experiences from the early European settlements to Manifest Destiny; the Wild West to the Cold War; the Great Depression to globalization; and the Spanish-American War to the civil rights movement. Latino Americans shares the personal struggles and successes of immigrants, poets, soldiers, and many others—individuals who have made an impact on history, as well as those whose extraordinary lives shed light on the times in which they lived, and the legacy of this incredible American people.

Sams Teach Yourself E-Commerce Programming with ASP in 21 Days Stephen Walther 1996-04-20 The friendly, tutorial style of Sams Teach Yourself E-Commerce Programming with ASP in 21 Days empowers you to create your own online stores quickly and easily. Using online-proven methods, Stephen Walther, an expert e-commerce developer, provides you with an understanding of online commerce applications, then guides you through the use of VBScript and ASP's built-in objects, enabling you to create

your own dynamic, database-driven e-commerce solutions. This book does not stop at just creating the online store. The author teaches you to create order tracking systems, manage advertising, create store reports, personalize the shopping experience and much more.

Sams Teach Yourself Game Programming with DirectX in 21 Days Clayton Walnum 2002 Teaches how to write games using Direct3D, discussing such topics as how to create and manage Direct3D objects, how to program animation sequences, how to add sound effects, and how to program a role-playing game.

Leadership Coaching Tony Stoltzfus 2005-06-28 Leadership Coaching is an essential tool for anyone who wants to learn to coach or improve their coaching skills. Written by a top Christian coach trainer, it is filled with real-life stories, practical tools and application exercises that bring coaching techniques to life. Part I is an in-depth look at how coaching fits with the purposes of God. Starting with key biblical concepts about how God builds leaders, this book goes beyond proof-texting to present an integrated, values-based paradigm for leadership coaching. Part II uses a hands-on, interactive approach to show you how to coach. Utilizing the seven key elements of effective coaching as a framework, each facet of the coaching relationship is explained in detail. Then follow-up Master Class sections help you internalize the key concepts and try them out in real life. Leadership coaching is a great introduction to a powerful way of helping others grow.

Sams Teach Yourself ColdFusion Express in 24 Hours Ben Forta 2001 Explains how to use the free simplified version of ColdFusion Server to create dynamic, data-driven Web sites using intelligent server-side conditions, logical processing, guest books, counters, and shopping carts.

Sams Teach Yourself iPad Application Development in 24 Hours John Ray 2010-08-04

The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iPad development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover

the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store

Sams Teach Yourself SAP in 24 Hours Tim Rhodes 2004-07-16 Third Edition: Thoroughly Updated and Expanded, with Extensive New Coverage! In just 24 sessions of one hour or less, you'll master the entire SAP project lifecycle, from planning through implementation and system administration through day-to-day operations. Using this book's straightforward, step-by-step approach, you'll gain a strong real-world foundation in both the technology and business essentials of today's SAP products and applications—from the ground up. Step-by-step instructions walk you through the most common questions, issues, and tasks you'll encounter with SAP. Case study-based exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way. Watch Out! cautions warn about potential problems. Learn how to… Understand SAP's newest products for enterprises and small-to-midsize businesses, and choose the right solutions for your company Discover how SAP integrates with Web services and service-oriented architecture Develop an efficient roadmap for deploying SAP in your environment Plan your SAP implementation from business, functional, technical, and project management perspectives Leverage NetWeaver 7.0 features to streamline development and integration, and reduce cost Walk through a step-by-step SAP technical installation Master basic SAP system administration and operations Perform essential tasks such as logon, session management, and printing Build SAP queries and reports Prepare for SAP upgrades and enhancements Develop your own personal career as an SAP professional Register your book at informit.com/title/9780137142 842 for convenient access to

updates and corrections as they become available.

Sams Teach Yourself Microsoft Access 2000 in 24 Hours Craig Eddy 1999 Introduces the latest version of the database program and provides lessons on how to create, update, and modify databases

Gesture Drawing 2011-08 Art book on Ryan Woodward's process of gesture drawing.

Sams Teach Yourself Google TV App Development in 24 Hours Carmen Delessio 2013-01-31 In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices.

Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to… n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use

Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish

Leica Camera Repair Handbook Thomas Tomosy 1999 With great detail this book outlines all of the techniques needed to repair and restore Leica cameras, lenses, and accessories?including light meters, winders/motors, viewfinders, and flash units. Each model of equipment is discussed individually with step-by-step illustrated instructions. Readers will not only learn how to disassemble and repair equipment, but also how to troubleshoot and make cosmetic restorations. A glossary of technical terms and an abstract containing the basic fundamentals of camera repair are also included.

Like a Splinter in Your Mind Matt Lawrence 2004-07-16 Like a Splinter in Your Mind leads readers through the myriad of philosophical themes within the Matrix trilogy, helping them to gain a better understanding of the films and of philosophy itself. Offers a way into philosophy through the Matrix films. Covers thirteen of the biggest philosophical questions in thirteen self-sufficient chapters suitable for course use. Demonstrates how each of these questions is illustrated through the events and characters of the films. Considers whether sentient

machines are possible, and whether we should expect them to face the same existentialist issues that we do. Familiarises readers with key issues in metaphysics, epistemology, ethics, philosophy of mind, race and gender, existentialism, Taoism and mysticism. Includes a chapter that explains some of the technical elements of the films and confusing aspects of the plot. Also includes a Matrix glossary, and a cast of characters and their related symbolism.

Left for Dead Pete Nelson 2002-05-14 For fans of sea battles, adventures, and war stories like Unbroken, this is the incredible true story of a boy who helps to bring closure to the survivors of the tragic sinking of the USS Indianapolis, and helps exonerate the ship's captain fifty years later. Hunter Scott first learned about the sinking of the USS Indianapolis by watching the movie Jaws when he was just eleven-years-old. This was fifty years after the ship had sunk, throwing more than 1,000 men into shark-infested waters—a long fifty years in which justice still had not been served. It was just after midnight on July 30, 1945 when the USS Indianapolis was torpedoed by a Japanese submarine. Those who survived the fiery sinking—some injured, many without life jackets—struggled to stay afloat as they waited for rescue. But the United States Navy did not even know they were missing. As time went on, the Navy needed a scapegoat for this disaster. So it court-martialed the captain for "hazarding" his ship. The survivors of the Indianapolis knew that their captain was not to blame. For fifty years they worked to clear his name, even after his untimely death. But the navy would not budge—not until Hunter entered the picture. His history fair project on the Indianapolis soon became a crusade to restore the captain's good name and the honor of the men who served under him. Praise for Left for Dead: Christopher Award Winner An ALA-YALSA

Best Nonfiction for Young Adults Book "Compelling, dreadful, and amazing."—VOYA "This exciting, life-affirming book about war heroics and justice . . . proves without question the impact one student can have on history."—Booklist "Well written and well documented ... this excellent presentation fills a void in most World War II collections "—School Library Journal "Young readers . . . will no doubt be inspired by the youth's tenacity—and by the valor of those who served on the Indianapolis."—The Horn Book

Sams Teach Yourself Google AdWords in 10 Minutes Bud E. Smith 2011-01-13 Sams Teach Yourself Google AdWords in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons, you'll learn everything you need to use Google AdWords to find more customers, sell more of your products and services, and earn higher profits at lower cost! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English definitions explain new terms 10 minutes is all you need to learn how to... Identify goals, target markets, and demographics Create your AdWords account and publish your first test ads Write great ads and continually improve your copy Schedule ads for the right times of day, days of the week, holidays, and seasons Master AdWords' tools for managing accounts, bids, keywords, and ads Choose, fine-tune, and optimize keywords Use AdWords to complement organic search engine optimization (SEO) campaigns Use geotargeting and other advanced techniques Profit from AdWords' suggestions–and know when to ignore them Utilize AdWords reporting to improve your ads' profitability Control spending, manage cash flow, and reduce costs without impacting results Troubleshoot your AdWords campaigns

Sams Teach Yourself Object

Oriented Programming in 21 Days Anthony Sintes 2001 The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

Sams Teach Yourself Core Data for Mac and IOS in 24 Hours Jesse Feiler 2012 In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features

that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335 778 for access to all code examples from the book, as well as updates, and corrections as they become available.

Sams Teach Yourself Microsoft Windows 2000 Professional in 10 Minutes Jane Calabria 2000 Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories.

Life-Changing Bible Verses You Should Know Erwin W. Lutzer 2011-08-01 After Erwin Lutzer, senior pastor of the Moody Church, and his wife, Rebecca, realized that memorizing Scripture has nearly become a lost pursuit today, they decided to create this practical, relevant resource filled with powerful verses and insightful explanations to help stimulate a spiritual hunger in readers' own lives. With more than 35 topics and questions for reflection and further study, readers will discover how

God's Word will: sustain them in times of need comfort them in seasons of sorrow strengthen their hearts in times and areas of weakness direct their steps and decisions toward God's will These handpicked verses provide a foundation of wisdom and hope to show readers who God is and what He has done for them, as well as who they are and how they can successfully live the Christian life.

Sams Teach Yourself Perl in 21 Days Laura Lemay 2002 'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

Language: The Basics R.L. Trask 2003-09-02 What makes human language unique? Do women speak differently from men? Just what is the meaning of "meaning"? Language: The Basics provides a concise introduction to the study of language. Written in an engaging and entertaining style, it encourages the reader to think about the way language works. It features: * chapters on 'Language in Use', 'Attitudes to Language', 'Children and Language' and 'Language, Mind and Brain' * a section on sign language * a glossary of key terms * handy annotated guides to further reading. Providing an accessible overview of a fascinating subject, this is an essential book for all students and anyone who's ever been accused of splitting an infinitive.

Sampling of Heterogeneous and Dynamic Material Systems P.M. Gy 1992-10-23 Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short,

the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry.

Sams Teach Yourself Ajax, JavaScript and PHP Phil Ballard 2009-10-29 This book/DVD bundle represents a $30 savings versus the cost of buying them separately. It consists of the book Sams Teach Yourself Ajax, JavaScript, and PHP All in One and the video course Sams Teach Yourself JavaScript and Ajax: Video Learning Starter Kit. The Video Learning Starter Kit provides four hours of video training and lessons, along with all the source files and software the beginner needs to create and run the examples. Each 10-minute video lesson

uses the same step-by-step learning structure that has proven so effective in all Sams Teach Yourself books - as well as the same clear and concise style, practical hands-on examples, and self-paced learning approach. The book combines the hottest web development technologies into one clearly written, step-by-step tutorial, packaged with an easy-to-use CD packed with all the software tools, libraries and source files a reader needs to develop their own applications. By the end of this book/video the user will understand how these technologies work, and more importantly, how they work together to create dynamic web applications. After working through the book's and video's lessons the reader will be able to confidently create basic, but professional-looking Ajax applications to enhance and improve any web site

Sams Teach Yourself Adobe Photoshop Cs In 24 Hours Rose 1900 Sams Teach Yourself Adobe® Photoshop® CS3 in 24 Hours 24 Proven One-hour Lessons Carla Rose Kate Binder You can master Photoshop® CS3 faster than you ever thought possible-even if you have no Photoshop or image editing experience at all! In just 24 hands-on, step-by-step lessons, this book will teach you all the core Photoshop skills you need to get great results-in digital photography, graphic design, painting, or anything else! By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do somethi.

Sams Teach Yourself Microsoft Office PowerPoint 2003 in 24 Hours Tom Bunzel 2004 A guide to the business presentation software explains how to combine text, animation, video, photographs, sound effects, and narration into a professional-looking presentation.

C Programming in One Hour a Day, Sams Teach Yourself Bradley L. Jones 2013-10-07 Sams Teach Yourself C

Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using

Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Sams Teach Yourself Beginning Databases in 24 Hours Ronald R. Plew 2003 Discusses how to choose the correct database, how to design a database, how to organize data, how to query and update data, how to create reports, and how to build applications that use databases.

Sams Teach Yourself SQL in 21 Days Ryan K. Stephens 2000 Readers will learn the fundamentals of SQL quickly through the use of countless examples depicting all the major components of SQL. Using step-by-step instructions, real-world examples, and expert advice, the authors show how to improve productivity and take skills to new heights.

Foundations of Food Preparation Gladys C. Peckham 1969

Sams Teach Yourself Adobe Photoshop CS3 in 24 Hours Carla Rose 2007 One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool.

Sams Teach Yourself C in 21 Days Bradley Jones 2003 This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

Sample Surveys: Inference and Analysis 2009-09-02 Handbook of Statistics_29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography **Learning Apache Kafka Second Edition** Nishant Garg 2015-02-26 This book is for

readers who want to know more about Apache Kafka at a hands-on level; the key audience is those with software development experience but no prior exposure to Apache Kafka or similar technologies. It is also useful for enterprise application developers and big data enthusiasts who have worked with other publisher-subscriber-based systems and want to explore Apache Kafka as a futuristic solution.

Sams Teach Yourself TCP/IP in 24 Hours Joe Casad 2008-09-15 In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107

Leadership and Management in the Hospitality Industry Robert H. Woods 2002

Life Lessons for Mastering the Law of Attraction Jack Canfield 2013-02-05 Life Lessons for Mastering the Law of Attraction teaches you what you need to know about living the Law of Attraction and how to create your own personal success through its concepts. *Sams Teach Yourself PHP, MySQL and Apache in 24 Hours* Julie C. Meloni 2003 Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.

Law: A Very Short Introduction Raymond Wacks 2008-03-27 Law underlies our society - it protects our rights, imposes duties on each of us, and establishes a framework for the conduct of almost every social, political, and economic activity. The punishment of crime, compensation of the injured, and the enforcement of contracts are merely some of the tasks of a modern legal system. It also strives to achieve justice, promote freedom, and protect our security. The result is a system that, while it touches all of our daily lives, is properly understood by only a few, with

its impenetrable jargon, obsolete procedures, and interminable stream of Byzantine statutes and judgments of the courts. This clear, jargon-free Very Short Introduction aims to redress that balance, as it introduces the essentials of law and legal systems in a lively, accessible, and stimulating manner. Explaining the main concepts, terms, and processes of the legal system, it focuses on the Western tradition (the common law and the civil law), but also includes discussions of other legal systems, such as customary law and Islamic law. And it looks to the future too, as globalization and rapid advances in technology place increasing strain on our current legal system. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.
Sams Teach Yourself Foursquare in 10 Minutes Tris Hussey 2011-01-10 A clear, super quick, easy-to-understand guide for new Foursquare users Foursquare is a location based social network for mobile devices that incorporates gaming elements With more than 1 million users it is verging on breaking out into the mainstream This is the first book on Foursquare from a major publisher Foursquare currently has iPhone, Android, webOS, Windows Phone 7, and BlackBerry applications Foursquare is a location based social network that incorporates gaming elements. It is the most popular location-based site of its kind and with more than 1 million users it is verging on mainstream adoption. Sams Teach Yourself Foursquare in 10 Minutes offers straightforward, practical answers for fast results. By working through the 10-minute , you will learn everything you need to know to

quickly and easily master the popular location-based social network, Foursquare. Step-by-step instructions walk you through the most common questions, issues, and tasks... "Did You Know?" tips offer insider advice and shortcuts... "Watch Out!" alerts help you avoid problems. Sams Teach Yourself Foursquare in 10 Minutes will provide beginner and experienced users with fast at a glance tips pointing out helpful shortcuts and solutions, cautions to help avoid common Foursquare pitfalls, and is written in a clear easy to understand format. Topics include: " What Foursquare is and how it is different from other social media sites " How to create your account " How to find friends and connect with people you already know " How to earn points, badges, and mayorships " How to use Foursquare on your mobile device " How to have fun with Foursquare " How businesses are using Foursquare " How to maintain your privacy and safety

Linux Operations and Administration Alfred Basta 2012-07-23 LINUX OPERATIONS AND ADMINISTRATION introduces readers to Linux operations and system administration through a unified installation, using virtual machines. This text is more effective than those that take a professional approach because it eliminates confusion from working with differing hardware configurations, while allowing users to test interoperability between Linux and Windows. Detailed, yet reader-friendly, Linux Operations and Administration makes it easy to learn Linux and practice it with helpful in-text features like learning objectives and key terms, as well as items for self assessment such as review questions, hands-on activities, and case projects. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.