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Beginning GIMP-Akkana Peck 2006-11-21 The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

Beginning GIMP-Akkana Peck 2009-03-12 The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source

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that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.

GIMP for Absolute Beginners-Jan Smith 2012-06-12 GIMP for Absolute Beginners gives us an easy way to use the power of GIMP, and enjoy digital photography and graphics without worrying about application features. GIMP is a powerful open source graphics and digital imaging application with almost all the features of its proprietary counterpart, Photoshop. But many of us are photographers and artists first, and we like to use our tools without having to think about them too much. GIMP for Absolute Beginners gets us to this stage without patronising users who haven't used GIMP before. But what can we actually do with photos and graphical images? These questions are answered in a photo projects chapter as well as a chapter on digital painting: Starting with making small changes to photos and adding information to them to creating paintings and drawings without photographic input. GIMP for Absolute Beginners covers the newest version of GIMP, version 2.8, so you can be sure the book covers the latest GIMP features.

**The print version of this book is black & white, but the ebook version is in color on color-enabled devices. **

GIMP Bible-Jason van Gumster 2011-02-04 The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and

cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The Book of GIMP-Olivier Lecarme 2013-01-12 GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: -Improve the lighting and composition of images -Remove distortions and noise to make old and damaged photos look like new -Create stunning panoramas and digital collages using a series of photos -Make, edit, and export custom textures, logos, and animated GIFs -Work with selections, channels, and masks to edit images like a pro -Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.

Beginning SUSE Linux-Keir Thomas 2006-11-22 Readers of all levels stand to benefit from this book's coverage of SUSE's ability to play MP3s and DVDs, burn CDs, perform office tasks and data

backups, and offer a secure operating system environment. Whether it is a reader evaluating SUSE for deployment in a corporate environment, or a student interested in foregoing expensive licensing arrangements, this book serves as an invaluable guide to the Linux platform. Having solidified its position as Europe's most popular variant SUSE Linux continues to grow in popularity within the U.S. market. SUSE is an increasingly viable alternative to the Windows platform on both the desktop and server level.

Crafting Digital Media-Daniel James 2011-02-01 Open source software, also known as free software, now offers a creative platform with world-class programs. Just ask the people who have completed high-quality projects or developed popular web 2.0 sites using open source desktop applications. This phenomenon is no longer underground or restricted to techies—there have been more than 61 million downloads of the Audacity audio editor and more than 60 million downloads of the GIMP for Windows photographic tool from SourceForge.net alone. Crafting Digital Media is your foundation course in photographic manipulation, illustration, animation, 3D modelling, publishing, recording audio and making music, DJ'ing, mixing and mastering audio CDs, video editing and web content delivery. Every technique described in the book can be achieved on GNU/Linux, but many of the applications covered run on Windows and Mac OS X as well. New to GNU/Linux and a little daunted? Don't worry—there's a step-by-step tutorial on Ubuntu for either temporary use or permanent installation. If you are a creative type who wants to get started with open source software or an existing GNU/Linux user looking to explore this category of programs, this is the book for you! Realize your own personal projects and creative ambitions with the tools this book will place at your fingertips.

Android User Interface Development-Jason Morris 2011-02-24 Quickly design and develop compelling user interfaces for your Android applications.

Grokking the GIMP-Carey Bunks 2000 Learn the practical techniques of digital image manipulation. Out of the hundreds of functions and filters in the GIMP, which were the right ones to use, and why?

Gimp 2.6 Cookbook-Juan Manuel Ferreyra 2011 This book is part of

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Packt's Cookbook series. A Packt Cookbook contains step-by-step recipes for solutions to the most important problems you face when working with a topic. Inside this Cookbook you will find: A straightforward and easy-to-follow format, A selection of the most important tasks and problems, Carefully organized instructions for solving the problem efficiently, Clear explanations of what you did, Details for applying the solution to other situations This book is for anyone who wants great images, without worrying about how a system as powerful as the GIMP works to get them. If you're a graphic designer, a photographer, or just want to prepare images for the Web, you will find the answers you need here.

Foundations of PyGTK Development-W. David Ashley 2018-12-21

There are only two mainstream solutions for building the graphical interface of Linux-based desktop applications, and GTK+ (GIMP Toolkit) is one of them. It is a necessary technology for all Linux programmers. This book guides the reader through the complexities of GTK+, laying the groundwork that allows the reader to make the leap from novice to professional. Beginning with an overview of key topics such as widget choice, placement, and behavior, readers move on to learn about more advanced issues. Replete with real-world examples, the developer can quickly take advantages of the concepts presented within to begin building his own projects.

The Artist's Guide to GIMP-Michael J. Hammel 2012-06-12 As a full-featured, free alternative to Adobe Photoshop, GIMP is one of the world's most popular open source projects. The latest version of GIMP (2.8) brings long-awaited improvements and powerful new tools to make graphic design and photo manipulation even easier—but it's still a notoriously challenging program to use. The Artist's Guide to GIMP teaches you how to use GIMP without a tedious list of menu paths and options. Instead, as you follow along with Michael J. Hammel's step-by-step instructions, you'll learn to produce professional-looking advertisements, apply impressive photographic effects, and design cool logos and text effects. These extensively illustrated tutorials are perfect for hands-on learning or as templates for your own artistic experiments. After a crash course in GIMP's core tools like brushes, patterns, selections, layers, modes, and masks, you'll learn: Photographic techniques to clean up blemishes and dust, create sepia-toned antique images, swap colors,

produce motion blurs, alter depth of field, simulate a tilt-shift, and fix rips in an old photo Web design techniques to create navigation tabs, icons, fancy buttons, backgrounds, and borders Type effects to create depth, perspective shadows, metallic and distressed text, and neon and graffiti lettering Advertising effects to produce movie posters and package designs; simulate clouds, cracks, cloth, and underwater effects; and create specialized lighting Whether you're new to GIMP or you've been playing with this powerful software for years, you'll be inspired by the original art, creative photo manipulations, and numerous tips for designers. Covers GIMP 2.8

Beginning Game Development with Python and Pygame-Will McGugan 2007-12-22 This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Gnome 3 Application Development Beginner's Guide-Mohammad Anwari 2013-01-01 This book is a step-by-step guide with ready-to-run codes to guide you in developing applications with GNOME. If you have programming skill either in Linux or other operating systems and want to have GNOME 3 as one of your deployment targets, then this book is for you. This book is also for commercial software developers or an open source software hacker. The reader needs to be familiar with Vala and JavaScript before starting to develop Gtk+ and Clutter applications.

Beginning Ubuntu Linux-Emilio Raggi 2011-01-10 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 Book of Inkscape-Dmitry Kirsanov 2009 Inkscape is a powerful, free, cross-platform, vector-based drawing tool similar to Adobe Illustrator and CorelDRAW. The Book of Inkscape, written by Inkscape developer and graphic designer Dmitry Kirsanov, is an in-depth guide to Inkscape, offering comprehensive coverage and creative advice on Inkscape's many capabilities. Kirsanov draws on his experience using Inkscape for design and illustration as well as his extensive knowledge of Inkscape's features, several of which he developed. Following an overview of vector-based graphics in general and SVG in particular, Kirsanov takes the reader from basic techniques-selecting, transforming, styling-to more advanced topics such as gradients and patterns, path editing, artistic drawing, clones and patterns, working with text, exporting bitmaps, and using extensions. The Book of Inkscape is a complete guide to Inkscape for every artist, whether amateur or professional.

DOM Scripting-Jeremy Keith 2011-08-07 With this second edition of the popular DOM Scripting: Web Design with JavaScript and the Document Object Model comes a modern revision to update best practices and guidelines. It includes full coverage of HTML5 in a new, dedicated chapter, and details on JavaScript libraries and how they can help your scripting. The book provides everything you'll need to start using JavaScript and the Document Object Model to enhance your web pages with client-side dynamic effects and user-controlled animation. It shows how JavaScript, HTML5, and Cascading Style Sheets (CSS) work together to create usable, standards-compliant web designs. We'll also cover cross-browser compatibility with DOM scripts and how to make sure they degrade gracefully when JavaScript isn't available. DOM Scripting, Web

Design with JavaScript and the Document Object Model focuses on JavaScript for adding dynamic effects and manipulating page structure on the fly using the Document Object Model. You'll start with a crash course in JavaScript and the DOM, then move on to several real-world examples that you'll build from scratch, including dynamic image galleries and dynamic menus. You'll also learn how to manipulate web page styles using the CSS DOM, and create markup on the fly. If you want to create websites that are beautiful, dynamic, accessible, and standards-compliant, this is the book for you!

Beginning Programming with Python For Dummies-John Paul Mueller 2018-02-13 The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

Git for Teams-Emma Jane Hogbin Westby 2015-08-24 Annotation A guide to the popular version control system, this book walks Git users through the source control implications of how a team is

structured, and how the software is delivered to clients. The book then covers not just how to use popular work flow strategies, such as GitFlow, but why, and under what circumstances, these strategies should be applied.

Python 3 for Absolute Beginners-Tim Hall 2010-03-10 There are many more people who want to study programming other than aspiring computer scientists with a passing grade in advanced calculus. This guide appeals to your intelligence and ability to solve practical problems, while gently teaching the most recent revision of the programming language Python. You can learn solid software design skills and accomplish practical programming tasks, like extending applications and automating everyday processes, even if you have no programming experience at all. Authors Tim Hall and J-P Stacey use everyday language to decode programming jargon and teach Python 3 to the absolute beginner.

The Game Maker's Apprentice-Jacob Habgood 2006-12-31 The Game Maker's Apprentice shows you how to create nine exciting games using the wildly popular Game Maker game creation tool. This book covers a range of genres, including action, adventure, and puzzle games--complete with professional quality sound effects and visuals. It discusses game design theory and features practical examples of how this can be applied to making games that are more fun to play. Game Maker allows games to be created using a simple drag-and-drop interface, so you don't need to have any prior coding experience. It includes an optional programming language for adding advanced features to your games, when you feel ready to do so. You can obtain more information by visiting book.gamemaker.nl. The authors include the creator of the Game Maker tool and a former professional game programmer, so you'll glean understanding from their expertise.

GIMP 2.6 for Photographers-Klaus Goelker 2011-01-28 Image editing has become a crucial element in the photographic workflow. Image editing tools, most notably Photoshop, are usually sophisticated and deep applications, and are fairly expensive. The only open source tool in this market is the GIMP, which has developed into a powerful, multiplatform system running on Linux, Mac OS X, and Microsoft Windows. GIMP 2.6 for Photographers is a beginner's guide to the only open source image editing tool that

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provides a low-cost alternative to expensive programs such as Photoshop. Topics include the basics of image editing and simple adjustments, as well as advanced techniques using layers and masks, stitching panoramic images, and preparing high-quality black and white images. The most important editing functions are presented in individual, easy-to-follow workshops. GIMP 2.6 for Photographers has evolved from classroom materials that the author developed and taught in courses and workshops on image editing with the GIMP. The upgrade to GIMP 2.8 that is discussed in the book can be found at rockynook.com for a preview and more details.

Understanding Exposure-Bryan Peterson 2010 Now refreshed with current technologies and terms, and more than 25 percent new images and an all-new chapter, this bestselling guide shows readers how to shoot great photographs with any type of camera.

The Ultimate Gimp 2.10 Guide: Learn Professional Photo Editing-Bernard T Hooft 2018-11-30 Have you always wanted to do the things the pro's are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned! Everything will be shown in easy to follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing "plug-in" suite, used by professional photographers. The Google Nik Collection and its

integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white plugin on the market, and you will learn how to sharpen images and remove noise. We'll look at making vignettes, and HDR photography. We'll look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called "frequency separation", and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and it's direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands.

Beginning OpenOffice 3-Andy Channelle 2009-01-20 If you want to fly with OpenOffice 3.0, publish to your local wiki, create web presentations, or add maps to your documents, Beginning OpenOffice 3 is the book for you. You will arm yourself with OpenOffice.org 3.0 tools, from creating wiki docs to automating complex design steps. OpenOffice has been downloaded almost 100 million times, and this is the book that explains why. You learn how to adopt OpenOffice 3.0 innovations. You see how to work across

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Windows, OS X, Google, and the Web, no matter what the format. Mail merges and wiki docs will never seem so simple.

The Artist's Guide to GIMP Effects-Michael J. Hammel 2007

Provides instructions and tutorials on using the GIMP image editor to retouch photographs, create new artwork, and create composites of multiple images.

Understanding Yoga-David Laidlaw 2017-04-16 Understanding Yoga - A Beginner's Guide to the Complete Practice is a basic yoga manual that introduces the complete novice or beginner to the basics of the ancient healing art of yoga. This book explores not just the physical practice of yoga, but also explores the roots of yoga, the philosophy behind the practice, the benefits of living a yoga lifestyle, breathing and meditation techniques, and much more. Easy to read and understand, this book also provides instructions on a few of the basic postures that form the cornerstone for a home practice. A must for the budding yogi!

Beginning Python-Magnus Lie Hetland 2006-11-07 * Totaling 900 pages and covering all of the topics important to new and intermediate users, Beginning Python is intended to be the most comprehensive book on the Python ever written. * The 15 sample projects in Beginning Python are attractive to novice programmers interested in learning by creating applications of timely interest, such as a P2P file-sharing application, Web-based bulletin-board, and an arcade game similar to the classic Space Invaders. * The author Magnus Lie Hetland, PhD, is author of Apress' well-received 2002 title, Practical Python, ISBN: 1-59059-006-6. He's also author of the popular online guide, Instant Python Hacking (<http://www.hetland.org>), from which both Practical Python and Beginning Python are based.

Practical Linux Topics-Chris Binnie 2015-12-30 Teaches you how to improve your hands-on knowledge of Linux using challenging, real-world scenarios. Each chapter explores a topic that has been chosen specifically to demonstrate how to enhance your base Linux system, and resolve important issues. This book enables sysadmins, DevOps engineers, developers, and other technical professionals to make full use of Linux's rocksteady foundation. Explore specific topics in networking, email, filesystems, encryption, system monitoring, security, servers, and more-- including systemd and GPG.

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Understand salient security concerns and how to mitigate them. Applicable to almost all Linux flavors--Debian, Red Hat, Ubuntu, Linux Mint, CentOS--Practical Linux Topics can be used to reference other Unix-type systems with little modification. Improve your practical know-how and background knowledge on servers and workstations alike, increase your ability to troubleshoot and ultimately solve the daily challenges encountered by all professional Linux users. Empower your Linux skills by adding Power Linux Topics to your library today. What You'll Learn Solve a variety of challenges faced by sysadmins and DevOps engineers Understand the security implications of the actions you take Study the history behind some of the packages that you are using for a greater in-depth understanding Become a professional at troubleshooting Extend your knowledge by learning about multiple OSs and third-party packages Who This Book Is For Having mastered the basics of running Linux systems this book takes you one step further to help you master the elements of Linux which you may have struggled with in the past. You have progressed past the basic stages of using Linux and want to delve into the more complex aspects. Practical Linux instantly offers answers to problematic scenarios and provides invaluable information for future reference. It is an invaluable addition to any Linux library.

Hell's Angels: A Strange and Terrible Saga-Hunter S. Thompson 2012-08-01 Gonzo journalist and literary roustabout Hunter S. Thompson flies with the angels—Hell's Angels, that is—in this short work of nonfiction. "California, Labor Day weekend . . . early, with ocean fog still in the streets, outlaw motorcyclists wearing chains, shades and greasy Levis roll out from damp garages, all-night diners and cast-off one-night pads in Frisco, Hollywood, Berdoo and East Oakland, heading for the Monterey peninsula, north of Big Sur. . . The Menace is loose again." Thus begins Hunter S. Thompson's vivid account of his experiences with California's most notorious motorcycle gang, the Hell's Angels. In the mid-1960s, Thompson spent almost two years living with the controversial Angels, cycling up and down the coast, reveling in the anarchic spirit of their clan, and, as befits their name, raising hell. His book successfully captures a singular moment in American history, when the biker lifestyle was first defined, and when such countercultural

movements were electrifying and horrifying America. Thompson, the creator of Gonzo journalism, writes with his usual bravado, energy, and brutal honesty, and with a nuanced and incisive eye; as *The New Yorker* pointed out, "For all its uninhibited and sardonic humor, Thompson's book is a thoughtful piece of work." As illuminating now as when originally published in 1967, *Hell's Angels* is a gripping portrait, and the best account we have of the truth behind an American legend. From the Hardcover edition.

Beginning C++ Programming-Richard Grimes 2017-04-24 Modern C++ at your fingertips! About This Book This book gets you started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the

language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++.

Beginner's Guide to Tarot-Juliet Sharman-Burke 2002-05-20 An original, complete book and card set designed to introduce the beginner into the intricacies of the Tarot The tarot is an ancient art, dating back at least to the mid-fifteenth century, and reading the tarot is a skill that can be learned and ultimately mastered. While there are many books and decks for the advanced tarot enthusiast, there is very little for the less advanced. Now there is The Beginner's Guide to the Tarot, a book and card set designed specifically for the novice. In the fully illustrated, 192 page book, noted tarot expert Juliet Sharman-Burke leads the reader through the cards and suits, the Minor and Major Arcana, and the major layouts for the compete 78 card deck. The book is packed with a newly designed and illustrated deck which draws upon both traditional and modern tarot iconography and is rendered in a clear, distinctive style.

Official Ubuntu Book-Benjamin Mako Hill 2006

Creating a Website: The Missing Manual-Matthew MacDonald 2015-06-18 You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics. Learn HTML5, the language of the Web. Design good-

looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

Beginning Ubuntu Linux-Emilio Raggi 2011-01-10 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.

LaTeX Beginner's Guide-Stefan Kottwitz 2011-03-21 Create high-quality and professional-looking texts, articles, and books for Business and Science using LaTeX.

Beginning Game Development with Python and Pygame-Will McGugan 2007-12-22 This book provides readers with an introductory resource for learning how to create compelling games using the open source Python programming language and Pygame games development library. Authored by industry veteran and Python expert Will McGugan, readers are treated to a comprehensive, practical introduction to games development using

these popular technologies. They can also capitalize upon numerous tips and tricks the author has accumulated over his career creating games for some of the world's largest gaming developers.

Wicked Cool Ruby Scripts-Steve Pugh 2009 Contains fifty-eight Ruby scripts to solve a variety of problems for system administration, image manipulation, and management of a Website.
GIMP-Mark Zupan 2006-10-17 Documents the life story of the star of the documentary "Murderball," recounting the accident that rendered him a quadriplegic, his Olympic achievements, and his defiant determination to enjoy a regular life.

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