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For the last ten years or so, computing has been divided into two camps: Windows, and everything else with a \*nix suffix.

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Want a computing paradigm where everything is a file? That ' s Linux.

Windows And Ubuntu: “ Cygwin Can Suck It ”

The cult classic movie Office Space is a scathing critique of life for software engineers in a cubicle farm, and it did get

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a lot of things right even if it didn 't always mean to. One of those ...

Linux ' s Marketing Problem

Google Play unveils its list of top apps and games for 2021 Here are the apps and games topped Google Play's picks as the best of the year. The UK's Competition

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Rather than simply running down a list of GIMP's capabilities, this tutorial actually teaches graphic art techniques and Web media creation using GIMP. The CD-

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ROM contains the latest GIMP release and the GIMP Toolkit, GTK+.

In just 24 sessions of one hour or less, you'll learn how to build high performance games for Windows Phone 7 with

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Microsoft's free XNA 4.0 toolset. Using this book's straightforward, step-by-step approach, you'll master all the skills you need to design, develop, test, and publish highly playable games for any WP7 device. You'll learn how to integrate game logic, touch screen user input, bitmaps, animations, audio, physics effects, GPS

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location services, and more. Each lesson builds on what you've already learned, culminating in the construction of a complete game--and giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Windows Phone 7 game development tasks. Quizzes



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Some 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. Learn how

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to... Develop fast, playable Windows Phone 7 games with XNA 4.0 Get and manage user touch screen input Draw 2D bitmapped images, and bring them to life as sprites Transform sprites using rotation, scaling, and velocity calculations Detect and handle collisions between game objects Create surprisingly realistic

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animation effects Master sophisticated finite state programming techniques Integrate GPS Location Services into your game Make the most of Windows Phone audio Read, write, and save game files Create your game's Graphical User Interface (GUI) Implement realistic physics effects, including gravity and

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acceleration Tweak gameplay to make your games more fun

Twenty-four one-hour lessons explain the creation of Web pages using graphics, motion, interactivity, animation, tables and frames, sound, and video.

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Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

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a particular computer subject. Original. 24 Hours

Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages

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using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself

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HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on



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the Internet. In fact, within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each

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step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build

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your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site ' s layout and typography using CSS Get user input with

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web-based forms Publicize your site and make it search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your

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Use CSS3 transforms, transitions, and animations to create great visual effects

Use HTML5 's powerful form validation capability Contents at a Glance Part I:

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Understanding How the Web Works 2

Structuring an HTML Document 3

Understanding Cascading Style Sheets

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Part II: Building Blocks of HTML 4 A  
Closer Look at HTML5 Page Structure 5  
Working with Text Blocks and Lists 6  
Working with Fonts 7 Working with  
Colors and Borders 8 Using External and  
Internal Links 9 Using Tables and  
Columns 10 Creating Images for Use on  
the Web 11 Using Images in Your Web

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Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation

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18 Using Mouse Actions to Modify Text Display  
19 Implementing CSS3 Transforms, Transitions, and Animations  
PART IV: Advanced Web Site Functionality and Management  
20 Creating Print-Friendly Web Pages  
21 Understanding Dynamic Web Sites and HTML5 Applications  
22 Working with



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Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages

In just 24 sessions of one hour or less, Sams Teach Yourself Android Game Programming in 24 Hours will help you master mobile game development for

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Android 4. Using a straightforward, step-by-step approach, you ' ll gain hands-on expertise with the entire process: from getting access to the hardware via the Android SDK to finishing a complete example game. You ' ll learn to use the Android SDK and open source software to design and build fast, highly playable

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games for the newest Android smartphones and tablets. 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 Android game programming tasks. Quizzes and exercises at the end of

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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. Jonathan Harbour is a

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writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era. He has a Master ' s in Information Systems Management. His portfolio site at <http://www.jharbour.com> includes a discussion forum. He also authored Sams Teach Yourself Windows Phone 7 Game

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Programming in 24 Hours. His love of science fiction led to the remake of a beloved classic video game with some friends, resulting in Starflight—The Lost Colony (<http://www.starflightgame.com>). Learn how to... Install and configure the free development tools, including the Android 4 SDK, Java Development Kit,

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and Eclipse (or NetBeans) Use the Android graphics system to bring your game characters to life Load and manage bitmaps, and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the

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accelerometer, gyroscope, compass, light detector, and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object-oriented programming techniques



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using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written

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A guide to converting a Windows system to Linux covers such topics as connecting to the Internet, using a digital camera, burning CDs, creating documents and spreadsheets, and playing Linux games.

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