There Is No App For Happiness How To Avoid A Near Life Experience Max Strom

The Holy BibleElementsThe Best Interface Is No InterfaceLife There's an App for ThatSecond Decennial Edition of the American DigestThe Imaginary AppThe Mobile PhotographerIs There an App for That?Is There An App for That? Activity GuideDeveloping C# Apps for iPhone and iPad using MonoTouchLearning iOS SecurityEthan Frome and Selected StoriesiPads® in the Library: Using Tablet Technology to Enhance Programs for All AgesApp Inventor 2Programming Windows Store Apps with HTML, CSS, and JavaScriptThe South Western ReporterIs There an App for That?Common PrayerThe Monster at the End of This BookReimagining the Ignatian ExamenThe Small Business Guide to AppsThere's Not an App for ThatThere Is No App for HappinessiOS 9 App Development EssentialsBuilding iPhone OS AccessoriesEPUB Straight to the PointA Life Worth BreathingGod Has an App for ThatNo Mirrors in My Nana's HouseiPhone and iPad Apps for Absolute BeginnersProfessional Mobile Application DevelopmentSams Teach Yourself Google TV App Development in 24 HoursAndroid Phones For DummiesEnterprise iPhone and iPad Administrator's GuideDeveloping User Assistance for Mobile Apps - 2nd EditionApps for LearningThe Jazz Theory BookBeginning Mobile Application Development in the CloudUniversal Windows Apps with XAML and C# UnleashedNaked in Death

The Holy Bible

iOS 9 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 9 SDK, Xcode 7 and the Swift 2 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 9 and programming in Swift is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, iAds integration, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, Twitter and Facebook integration, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 7 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 9 and Xcode 7 are also covered in detail, including new error handling in Swift 2, designing Stack View based user interfaces, multiple storyboard support, iPad multitasking, map flyover support, 3D Touch and Picture-in-Picture media playback. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 9. Assuming you are ready to download

the iOS 9 SDK and Xcode 7, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started.

Elements

It's been said that, with smartphones, everyone is a photographer. There is a snide implication with that statement—that camera phones aren't "real" cameras and that the people who use them aren't "real" photographers. In this book, Robert Fisher proves that today's Android devices offer cameras that are remarkably powerful and more than capable of producing images that rival those made with more "serious" equipment. In this book, Fisher guides readers through the menus of the Android operating system, helping them to understand how to choose and use out-of-the-box controls for better images. Next, he covers add-on accessories and applications designed to enhance the devices' capabilities. While the photographic capabilities of the "base" camera are pretty terrific and will meet with rave reviews from many users, the camera really produces images that sing when suited up with DSLR functions, filters, and postproduction effects—all of which Fisher covers with prowess and technical skill.

The Best Interface Is No Interface

Promises to help readers reach their full potential through yoga, meditation and mindful breathing, in a book that includes exercises, anecdotes and analogies. Original.

Life There's an App for That

There's Not an App for That will make your work stand out from the crowd. It walks you through mobile experiences, and teaches you to evaluate current UX approaches, enabling you to think outside of the screen and beyond the conventional. You'll review diverse aspects of mobile UX: the screens, the experience, how apps are used, and why they're used. You'll find special sections on "challenging your approach", as well as a series of questions you can use to critique and evaluate your own designs. Whether the authors are discussing real-world products in conjunction with suggested improvements, showcasing how existing technologies can be put together in unconventional ways, or even evaluating "far out" mobile experiences of the future, you'll find plenty of practical pointers and action items to help you in your day-to-day work. Provides you with new and innovative ways to think about mobile design Includes future mobile interfaces and interactions, complete with real-world, applied information that teaches you how today's mobile services can be improved Illustrates themes from existing systems and apps to show clear paths of thought and development, enabling you to better design for the future

Second Decennial Edition of the American Digest

This book provides a serious, in-depth look at Apple's External Accessory framework and the iPhone Accessories API. You'll learn how to create new, integrated solutions that combine iPhone apps with dedicated hardware. The iPhone OS Accessories API expands the opportunities for innovative iPhone developers, allowing you to control and monitor external devices, whether you've built them yourself or obtained them from a third party.

The Imaginary App

Everything you need to know about your Android smartphone?in full color! Eager to learn the ins and outs of your exciting, new Android phone? Then this is the book you need! Written in the typical fun and friendly For Dummies style, this full-color guide covers the basics of all the features of Android phones without weighing you down with heavy technical terms or jargon. Veteran world-renowned author Dan Gookin walks you through everything from getting started with setup and configuration to making the most of your phone's potential with texting, e-mailing, accessing the Internet and social networking sites, using the camera, synching with a PC, downloading apps, and more. Covers all the details of the operating system that applies to every Android phone, including Motorola Droids, HTC devices, Samsung Galaxy S phones, to name a few Walks you through basic phone operations while also encouraging you to explore your phone's full potential Serves as an ideal guide to an inexperienced Android newbie who is enthusiastic about getting a handle on everything an Android phone can do Android Phones For Dummies helps you get smarter with your Android smartphone.

The Mobile Photographer

Contains the story of Ethan Frome, a New England farmer who is married to a hypochondriac, but is in love with his wife's lively cousin, Mattie; and includes four additional short stories by Edith Wharton.

Is There an App for That?

The Elements has become an international sensation, with over one million copies in-print worldwide. The highly-anticipated paperback edition of The Elements is finally available. An eye-opening, original collection of gorgeous, never-before-seen photographic representations of the 118 elements in the periodic table. The elements are what we, and everything around us, are made of. But how many elements has anyone actually seen in pure, uncombined form? The Elements provides this rare opportunity. Based on seven years of research and photography, the pictures in this book make up the most complete, and visually arresting, representation available to the naked eye of every atom in the universe. Organized in order of

appearance on the periodic table, each element is represented by a spread that includes a stunning, full-page, full-color photograph that most closely represents it in its purest form. For example, at -183°C, oxygen turns from a colorless gas to a beautiful pale blue liquid. Also included are fascinating facts, figures, and stories of the elements as well as data on the properties of each, including atomic weight, density, melting and boiling point, valence, electronegativity, and the year and location in which it was discovered. Several additional photographs show each element in slightly altered forms or as used in various practical ways. The element's position on the periodic table is pinpointed on a mini rendering of the table and an illustrated scale of the element's boiling and/or melting points appears on each page along with a density scale that runs along the bottom. Packed with interesting information, this combination of solid science and stunning artistic photographs is the perfect gift book for every sentient creature in the universe. Includes a tear-out poster of Theodore Gray's iconic Photographic Periodic Table!

Is There An App for That? Activity Guide

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

Developing C# Apps for iPhone and iPad using MonoTouch

Smartphones have sparked a huge, new software segment - the mobile app. This creates an important pair of questions for user assistance professionals: What is our role going forward in mobile and how can we prepare to take that on? User Assistance does have a role in supporting mobile apps. As the mobile app market continues to soar, this is becoming the next frontier for user assistance professionals. This book provides unique and detailed instruction and guidance regarding design, writing, tools, and planning of your mobile UA. This edition is fully revised with over 300 pages of new content.

Learning iOS Security

Looking for a programming guide for computer tablet use in the library setting? This book provides detailed plans and instructions with specific literacy goals for child, teen, and adult audiences—exactly what librarians seeking to integrate iPad and other tablet use into their programs need. • Supplies technology programs for young children targeting early literacy skills, and for grade school and middle school-aged children, with a special focus on STEM skills • Includes programs for adult groups including non-English speakers, job-seekers, and genealogy enthusiasts • Covers 100 essential apps for library programming in an annotated list • Provides an annotated list of app review resources for selection • Blends digital content and delivery with traditional, analogue library services in the versatile supplied plans

Ethan Frome and Selected Stories

The most highly-acclaimed jazz theory book ever published! Over 500 pages of comprehensive, but easy to understand text covering every aspect of how jazz is constructed---chord construction, II-V-I progressions, scale theory, chord/scale relationships, the blues, reharmonization, and much more. A required text in universities world-wide, translated into five languages, endorsed by Jamey Aebersold, James Moody, Dave Liebman, etc.

iPads® in the Library: Using Tablet Technology to Enhance Programs for All Ages

Introducing Story Vision - an innovative new format that brings children's favourite books to life. The package includes the classic title The Monster at the end of this book starring everyone's favourite Sesame Street resident - Grover.As well as the original book, there is a DVD in a special pop out tray. The read-along DVD brings the pages of the book to life with special animation and voice over.

App Inventor 2

Magic Apps promise to make Hailey taller, faster, smarter, and so much more. Join Hailey as she uses app after app to become someone she isn't. Soon she realizes that trying to be like others isn't all it's cracked up to be!

Programming Windows Store Apps with HTML, CSS, and JavaScript

The South Western Reporter

Are you an IT professional involved in deploying the iPhone and or iPad in your company or organization? Do you have fellow employees who are eager to use their iPhones and iPads for work? Then this is the book for you. Enterprise iPhone and iPad Administrator's Guide provides step-by-step instructions on how to deploy and integrate the iPhone within a range of professional environments—from large businesses and educational institutions to medium-sized offices. This book ensures that the process is achieved in a streamlined, efficient, and cost-effective manner. The guide begins with an introduction to basic deployment concerns, then moves into actual methods and tools that you can use to streamline the deployment process. Next, an in-depth discussion of configuration and provisional profiles helps you deliver solid device setup, security, and adherence to organization policies. Finally, you'll learn how to use existing help desk teams to provide effective user support. Also included is coverage of the latest iPhone- and iPad-specific enterprise technologies (such as push notification and calendaring tools) as well as internal iPhone and iPad applications and web-based solutions for businesses.

Is There an App for That?

Magic Apps promise to make Hailey taller, faster, smarter, and so much more. Join Hailey as she uses app after app to become someone she isn't. Soon she realizes that trying to be like others isn't all it's cracked up to be!

Common Prayer

This book offers practical strategies for integrating 40 of the most effective applications—or apps—for the iPad, iPod Touch, and iPhone to cultivate 21st century fluencies.

The Monster at the End of This Book

Following the example of St. Ignatius, we believe that praying the Examen will lead to a better life. The 500-year-old daily practice of honest self-assessment and reflection is a founding principle of Ignatian spirituality. What we don't know is if St. Ignatius ever felt like changing it up a bit. Jesuit speaker and author Mark Thibodeaux, SJ, is confident that St. Ignatius wouldn't mind a little flexibility in his prayer. Join Thibodeaux as he guides you through new and unique versions of the Examen, totally flexible and adaptable to your life. In ten minutes, you can tailor your daily prayer practice to fit your personal and situational needs, further enhancing and deepening your meditation. Reimagining the Ignatian Examen—the only book of its kind—will lead you through a fresh and stimulating reflection on your past day, your present state of being, and your spiritual desires and needs for tomorrow.

Reimagining the Ignatian Examen

Written in the form of a technical manual, the book share's the author's thoughts and personal experience in a relaxed and conversational manner, easily understood by young people today. When we are children, we are filled with imagination, but as we get older, we lose the ability to dream. How many times have we heard well-meaning adults tell us "Stop daydreaming and get to work." For most people, this leads to an unfulfilled life, and questions like "Why am I here?" or "Where am I going?" are either asked too late or not at all. The book likens our life journey to the apps that are installed on computers. The well-worn phrase "There's an app for that" inspired the author to imagine what it would be like if we could create apps for our life. This is a modern self-help book also based in reality. The author shares how he and others weathered the Great Recession and other obstacles with the help of the Starting Over app. In order to help guide the reader toward a more fulfilling life, the question "Why am I here?" is answered. We are here to leave a legacy for those who follow. This frees the reader up to pursue a meaningful life on the way to powering down.

The Small Business Guide to Apps

Eve Dallas, a New York police lieutenant, is in over her head when she breaks the rules and falls in love with a suspect in her most recent case. Reissue.

There's Not an App for That

Wouldn't it be great if there were accessible answers to our spiritual problems, just like there's a Smartphone app for calculating a tip or getting directions to the dry cleaner? Most of us have heard the phrase "There's an app for that," popularized by the creators of the iPhone. Well, guess what? God has an app for the common conundrums faced by Christians everywhere. Stressed out? Struggling with prejudice? God has an app for that. Problem with crude language or

gossip? Broken-hearted, anxious or depressed? God has an app for that, too! Pastor Dudley Rutherford invites readers to explore the book of James and discover God's user-friendly solutions for their biggest challenges in faith and life.

There Is No App for Happiness

If you thought that the app market was just about games and big brands, think again. Businesses of every size in every sector have built their own apps and are reaping real commercial rewards. Because of the relatively low cost of entering the app market, smaller enterprises can level the playing field, often outstripping their larger competitors simply because they have developed and marketed an app that delivers a service that their consumers are looking for. This book isn't about how apps can help you run your business more efficiently, or an in-depth tutorial about how to create an app for your enterprise. Instead, it provides a unique introduction and overview of the possibilities for any small or growing business. It's a focused guide about the business of apps for those whose time is money. Connecting with customers over their mobile phones and tablets allows a more intimate and ultimately more lucrative link between businesses and consumers to be established. With this latest book in the popular Business Bites series, you can help your business take the first steps into an exciting and growing marketplace.

iOS 9 App Development Essentials

Learn how to build apps for mobile devices on Cloud platforms The marketplace for apps is ever expanding, increasing the potential to make money. With this guide, you'll learn how to build cross-platform applications for mobile devices that are supported by the power of Cloud-based services such as Amazon Web Services. An introduction to Cloud-based applications explains how to use HTML5 to create cross-platform mobile apps and then use Cloud services to enhance those apps. You'll learn how to build your first app with HTML5 and set it up in the Cloud, while also discovering how to use jQuery to your advantage. Highlights the skills and knowledge you need to create successful apps for mobile devices with HTML5 Takes you through the steps for building web applications for the iPhone and Android Details how to enhance your app through faster launching, touch vs. click, storage capabilities, and a cache Looks at how best to use JSON, FourSquare, jQuery, AJAX, and more Shares tips for creating hybrid apps that run natively If you're interested in having your application be one of the 200,000+ apps featured in the iPhone store or the 50,000+ in the Android store, then you need this book.

Building iPhone OS Accessories

The iPhone is the hottest gadget of our generation, and much of its success has been fueled by the App Store, Apple's online marketplace for iPhone applications. Over 1 billion apps have been downloaded in the 9 months the App Store has

been open, ranging from the simplest games to the most complex business apps. Everyone has an idea for the next best-selling iPhone app—presumably that's why you're reading this now. And with the release of the iPad, this demand will just continue to grow. So how do you build an application for the iPhone and iPad? Don't you need to spend years learning complicated programming languages? What about Objective-C, Cocoa Touch, and the software development kit (SDK)? The answer is that you don't need to know any of those things. Anybody can start building simple applications for the iPhone and iPad, and this book will show you how. This book takes you to getting your first applications up and running using plain English and practical examples. It cuts through the fog of jargon and misinformation that surrounds iPhone and iPad application development, and gives you simple, step-by-step instructions to get you started. Teaches iPhone and iPad application development in language anyone can understand Provides simple, step-by-step examples that make learning easy Offers videos that enable you to follow along with the author—it's like your own private classroom

EPUB Straight to the Point

Our love affair with the digital interface is out of control. We've embraced it in the boardroom, the bedroom, and the bathroom. Screens have taken over our lives. Most people spend over eight hours a day staring at a screen, and some "technological innovators" are hoping to grab even more of your eyeball time. You have screens in your pocket, in your car, on your appliances, and maybe even on your face. Average smartphone users check their phones 150 times a day, responding to the addictive buzz of Facebook or emails or Twitter. Are you sick? There's an app for that! Need to pray? There's an app for that! Dead? Well, there's an app for that, too! And most apps are intentionally addictive distractions that end up taking our attention away from things like family, friends, sleep, and oncoming traffic. There's a better way. In this book, innovator Golden Krishna challenges our world of nagging, screen-based bondage, and shows how we can build a technologically advanced world without digital interfaces. In his insightful, raw, and often hilarious criticism, Golden reveals fascinating ways to think beyond screens using three principles that lead to more meaningful innovation. Whether you're working in technology, or just wary of a gadget-filled future, you'll be enlighted and entertained while discovering that the best interface is no interface.

A Life Worth Breathing

Full Color: Figures and code appear as they do in Visual Studio. Universal Windows apps are a total game-changer. You can now write once and deploy your app to any modern PC, tablet, phone, or other Windows device. Suddenly, it's quick and easy to serve new devices and form factors, sharing unified assets ranging from code to styles to user controls. It has never been easier to reach multiple-device markets! Now, the world's #1 expert on Microsoft XAML brings together all the knowledge Windows developers need to build universal apps that adapt smoothly for any device running Windows 8.1,

Windows Phone 8.1, or their successors. Drawing on his unsurpassed personal experience and direct input from Microsoft's Windows and Visual Studio teams, Adam Nathan illuminates core development concepts, answers your most important questions, and candidly assesses the technology's strengths and limitations. This full-color guide walks you through every key task involved in building a universal Windows app: layout and input, working with the app model, using advanced controls, leveraging XAML's powerful rich media features, and much more. Detailed information on how to Quickly build universal, localized apps that exploit the vast global scale of the Windows Store Size, position, and transform elements within layouts that gracefully adapt to different devices Handle input from touch, mouse, pen, keyboard, and any sensor Monetize apps with Windows Store sales, in-app purchases, and advertising Make the most of controls for managing content, items, text, images, media, speech, and more Create efficient 2D vector graphics and animations Use styles, templates, and visual states to redesign controls without losing functionality Bind data sources to simplify data presentation and updates Easily integrate data from apps, users, and networks Support Windows app commands: Search, Share, Print, Play, Project, Settings Use contracts to build apps that cooperate to perform complex tasks Improve the user experience even when your app isn't running

God Has an App for That

Includes the decisions of the Supreme Courts of Missouri, Arkansas, Tennessee, and Texas, and Court of Appeals of Kentucky; Aug./Dec. 1886-May/Aug. 1892, Court of Appeals of Texas; Aug. 1892/Feb. 1893-Jan./Feb. 1928, Courts of Civil and Criminal Appeals of Texas; Apr./June 1896-Aug./Nov. 1907, Court of Appeals of Indian Territory; May/June 1927-Jan./Feb. 1928, Courts of Appeals of Missouri and Commission of Appeals of Texas.

No Mirrors in My Nana's House

Almost overnight, EPUB has become the favored standard for displaying digital text on ereaders. The EPUB specification is a powerful method for creating gorgeous ebooks for EPUB-capable readers such as the iPad, Nook, and Kindle. Alas, it is far from perfect, with frustrating limitations, sketchy documentation, and incomplete creation tools. This extensively researched guide to creating EPUB files by best-selling author Elizabeth Castro shows you how to prepare EPUB files, make the files look great on the screen, work around EPUB weaknesses, and fix common errors. In this essential book, Liz shares her hard-earned experience for how to: Create EPUB files from existing Microsoft Word or Adobe InDesign files, or from scratch. Tweak EPUB files to take full advantage of the power of EPUB in each respective ereader. Control spacing, indents, and margins. Insert images and sidebars and wrap text around them. Create links to external sources and cross-references to internal ones. Add video to ebooks for the iPad.

iPhone and iPad Apps for Absolute Beginners

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Professional Mobile Application Development

Common Prayer helps today's diverse church pray together across traditions and denominations. With an ear to the particulars of how various liturgical traditions pray, and using an advisory team of liturgy experts, the authors have created a tapestry of prayer that celebrates the best of each tradition. The book also includes a unique songbook composed of music and classic lyrics to over fifty songs from various traditions, including African spirituals, traditional hymns, Mennonite gathering songs, and Taize chants. Tools for prayer are scattered throughout to aid those who are unfamiliar with liturgy and to deepen the prayer life of those who are familiar with liturgical prayer. Ultimately, Common Prayer makes liturgy dance, taking the best of the old and bringing new life to it with a fresh fingerprint for the contemporary renewal of the church. Churches and individuals who desire a deeper prayer life and those familiar with Shane Claiborne and New Monasticism will enjoy the tools offered in this book as a fresh take on liturgy.

Sams Teach Yourself Google TV App Development in 24 Hours

The revolutionary book on discovering your happiest self—now in paperback. Technology has expanded at such a rate that nearly every aspect of our world has been affected—yet there has been no corresponding expansion of personal happiness. Instead, we find that the wealthiest societies of the world have become depressed, anxious, sleep deprived, and overmedicated. Max Strom, author of A Life Worth Breathing and global teacher of personal transformation, reveals that we each have internal, human technology capable of empowering our lives and leading us to deeper levels of happiness. In his new book, There Is No App for Happiness, Strom illustrates three imperatives to take back control of our lives. Imperative One: Self-study. Overcoming our negative presets. Imperative Two: Live as if your time and your lifespan were the same

thing. Imperative Three: Learn a daily regimen that heals and empowers you, and practice it one hour a day. Learn that joy and fulfillment require us to be active participants and that we should not strive for a virtual life—but a life truly lived. There Is No App for Happiness will propel you into a new and more meaningful experience of living.

Android Phones For Dummies

They consider the control and power exercised by software architecture; the app's prosthetic ability to enhance certain human capacities, in reality or in imagination; the app economy, and the divergent possibilities it offers of making a living or making a fortune; and the app as medium and remediator of reality. Also included (and documented in color) are selected projects by artists asked to design truly imaginary apps, "icons of the impossible." These include a female sexual arousal graph using Doppler images; "The Ultimate App," which accepts a payment and then closes, without providing information or functionality; and "iLuck," which uses GPS technology and four-leaf-clover icons to mark places where luck might be found. ContributorsChristian Ulrik Andersen, Thierry Bardini, Nandita Biswas Mellamphy, Benjamin H. Bratton, Drew S.

Enterprise iPhone and iPad Administrator's Guide

A girl discovers the beauty in herself by looking into her Nana's eyes.

Developing User Assistance for Mobile Apps - 2nd Edition

This companion to the Is There an App for That? picture book offers 20 classroom activities designed to teach and reinforce the skill of "Accepting Self." Use the activities to teach students the difference between staying true to themselves and making changes in order to fit in with peers.

Apps for Learning

This book is intended for mobile security professionals who want to learn how to secure iOS operating systems and its applications. Any knowledge of iOS architecture would be an added advantage.

The Jazz Theory Book

Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile

phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such as way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Beginning Mobile Application Development in the Cloud

Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) http://aka.ms/611111pdf Download the EPUB file (71.2 MB) http://aka.ms/611111epub Download the Mobi for Kindle file (113 MB) http://aka.ms/611111mobi Download Companion Files (132 MB) http://aka.ms/611111files

Universal Windows Apps with XAML and C# Unleashed

The King James Bible for ebook readers, desktops, tablets and phones. Including Old Testament and New Testament, this is a wonderful tool that keeps the scriptures at your fingertips. The translation that became the Authorized King James Bible was begun in 1604 and in 1611 was published by the Church of England, under the direction of King James. The translation was done by forty-seven Church of England scholars, the New Testament coming from the Greek Textus Receptus (Received Text), the Old Testament from the Masoretic Hebrew text, and the Apocrypha from the Greek Septuagint (LXX), except for two Esdras from the Latin Vulgate.

Naked in Death

Developing C# Applications for iPhone and iPad using MonoTouch shows you how to use your existing C# skills to write apps for the iPhone and iPad. Fortunately, there's MonoTouch, Novell's .NET library that allows C# developers to write C# code that executes in iOS. Furthermore, MonoTouch allows you to address all the unique functions of the iPhone, iPod Touch, and iPad. And the big plus: You needn't learn any Objective-C to master MonoTouch! Former Microsoft engineer and

published app-store developer Bryan Costanich shows you how to use the tools you already know to create native apps in iOS using C# and the .NET Base Class Libraries. The magic is in Novell's implementation of Apple's Cocoa libraries in MonoTouch. You'll master the same elegant and rich Cocoa environment, but without the need to learn a new programming language. Developing C# Applications for iPhone and iPad using MonoTouch takes you from your first "Hello, World" example through the major APIs and features of iOS. The coverage is comprehensive and makes use of frequent examples, complete with sample code you can download and reuse to create your own powerful and playful apps.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION