

# Image Resolution For Ipad 3

Learn iPhone and iPad cocos2d Game Development iPad at Work For Dummies iPhone and iPad Apps for Absolute Beginners HTML5 for iOS and Android: A Beginner's Guide The Green Screen Makerspace Project Book Beginning iOS 4 Application Development CompTIA A+ Certification All-in-One Exam Guide, 8th Edition (Exams 220-801 & 220-802) Apple Products Buyer's Guide 2015 iOS App Development For Dummies How to Do Everything iCloud Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini) Web Design For Dummies Beginning iOS 6 Games Development Swift for Programmers iOS 8 for Programmers Beginning iOS 5 Games Development The iPad Pocket Guide Mike Meyers' CompTIA A+ Certification Passport, Sixth Edition (Exams 220-901 & 220-902) My iPad 2 (covers iOS 4.3) Another Monster at the End of This Book Designed by Apple in California Processing iPad All-in-One For Dummies iPad and iPhone Video Beginning iOS Programming For Dummies Legend Maker Publishing with InDesign CS6 Data-driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go Xcode 5 Developer Reference Mike Meyers' CompTIA A+ Certification Passport, 5th Edition (Exams 220-801 & 220-802) Feasibility Study of an Integrated Program for Aerospace-vehicle Design (IPAD) System. Volume 4: Design of the IPAD System. Part 1: IPAD System Design Requirements, Phase 1, Task 2 Teach Yourself VISUALLY iPad Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Sixth Edition

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(Exams 220-1001 & 220-1002)Cocos2d Game Development BlueprintsMike Meyers' CompTIA A+ Guide to 802 Managing and Troubleshooting PCs, Fourth Edition (Exam 220-802)The Photoshop and Painter Artist Tablet BookMike Meyers CompTIA A+ Guide to Managing and Troubleshooting PCs, 4th Edition (Exams 220-801 & 220-802)The iPad for PhotographersiPad Made SimpleProfessional Mobile Application Development

### **Learn iPhone and iPad cocos2d Game Development**

Get the most out of your iPad with iPad Made Simple—learn all the key features, understand what’s new, and utilize dozens of time-saving tips and tricks. This book includes over 740 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to iPad mastery. With iPad Made Simple, you’ll never be left wondering, “How did they do that?”

### **iPad at Work For Dummies**

For anyone who has ever used an iPhone or iPad, you know there is a powerful video camera inside that can shoot phenomenal HD video and is incredibly easy to use . But simply shooting video is only one step to visualizing and digitizing your creative efforts. In iPad and iPhone Video, bestselling author Jeff Carlson shows you

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how to best harness the powers of these remarkable devices. Jeff explores all the steps to shooting great video in a variety of scenarios, from outdoor sunny arenas to dark concert venues. He'll explain everything you need to know about editing the results in order to tell your story better and to give polish with attention to color, light, audio, and more. Once you're happy with the results, he'll give you the step-by-step details for sharing the video via YouTube and Vimeo and give you best practices for keeping friends, family, and other audiences in the loop. With over 300 million iPads and iPhones sold, consumers around the world already own the most versatile filmmaking tool ever made... they just don't know it yet! This book will help them understand and unlock the potential packed into every one of these devices.

### **iPhone and iPad Apps for Absolute Beginners**

Grover worries about getting closer to the monster at the end of the book, but Elmo can't wait to see him.

### **HTML5 for iOS and Android: A Beginner's Guide**

Provides a step-by-step introduction to the process of developing OS X and iOS applications using the latest version of the programming environment, including

such topics as Xcode 5's interface, new features, templates, and code snippets.

### **The Green Screen Makerspace Project Book**

My iPad 2 offers a full-color, fully illustrated, four-color step-by-step resource to using your iPad 2, the latest model from Apple that boasts a new faster processor and two video cameras. Each task is stepped through with corresponding visuals that are numbered to match the step they are referred by. Notes and sidebars give additional insight into using the iPad 2 without requiring you to sort through paragraphs of text to find the information you want. Tasks are clearly titled to help you quickly and easily find things you want to accomplish on your iPad 2.

Everything from setup and configuration to using apps like Pages and Maps is clearly illustrated and easy to follow. Learn how to use the iPad 2's two cameras to take pictures and video, and share them with friends or chat with them live. • Connect your iPad to your Wi-Fi network and 3G networks • Take video with the front and rear camera • Video chat with your friends • Stream audio and video to Apple TV and other devices • Synchronize data between your computer and iPad • Watch movies, TV shows, YouTube, or home videos • Surf the Web and email • Download apps to make your iPad even more useful • Create documents and spreadsheets • Build and display presentations • Find locations and get directions • Find the best games • Connect keyboards, cameras, and external displays

### **Beginning iOS 4 Application Development**

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Take your video projects to the next level with the power of green screen! This easy-to-follow guide clearly explains green screen technology and shows, step-by-step, how to dream up and create professional-grade video effects. Written by a teacher-maker-librarian, The Green Screen Makerspace Project Book features 25 low-cost DIY projects that include materials lists, start-to-finish instructions, and detailed photos. You will get coverage of software that readers at any skill level, in any makerspace—from a library to a living room—can use to produce videos with high-quality green screen effects.

- Learn about the history and evolution of green screen
- Explore the underlying science and technology
- Build your own inexpensive—or free!—green screen
- Choose a suitable lighting kit or find the best natural light
- Put it all together and create visually interesting presentations
- Edit your videos using PC, Mac, and Chromebook programs

### **CompTIA A+ Certification All-in-One Exam Guide, 8th Edition (Exams 220-801 & 220-802)**

### **Apple Products Buyer's Guide 2015**

### **iOS App Development For Dummies**

Get the most out of using your iPad at work iPad at Work For Dummies provides essential and in-depth coverage for a variety of productivity-related tasks made possible on the iPad, from basics such as setting up and starting out with an iPad to tips on the best practices for enterprise-level word processing, spreadsheet creation, presenting, task management, project management, graphic design, and communication. Beyond that, it also includes down-to-earth examples of how to use an iPad at work, including synchronization, data backup, and communicating with Windows networks. Written by an experienced and well-known iPad user, writer, podcaster, and lecturer who has taught many other professionals how to get the most from their Apple devices in the workplace, iPad at Work For Dummies goes beyond simple coverage of iWork to show you step-by-step the iPad's capabilities to quickly, professionally, and effectively create and interact with typical office documents and systems. Covers the best software and practices for productively integrating the iPad into a work environment Shows you how the iPad goes beyond use as an at-home device to make work easier Includes examples that bring the information and instructions to life If you're considering integrating

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the use of an iPad at work, or have recently begun and want to grasp the full spectrum of its capabilities in the workplace, iPad at Work For Dummies has you covered.

### **How to Do Everything iCloud**

Essential Skills--Made Easy! Create advanced websites, web apps, and standalone apps for Apple iOS and Google Android devices. HTML5 for iOS and Android: A Beginner's Guide explains, step by step, how to use HTML5 and CSS3 as well as supporting technologies, such as JavaScript, MySQL, and PHP. Download wrapper code from the book's companion website to enable your programs to run like native iOS or Android apps. You'll also get tips for distributing your creations in various app stores. Everything you need to get started developing powerful mobile apps and websites is included in this hands-on guide. Designed for Easy Learning: Key Skills & Concepts--Chapter-opening lists of specific skills covered in the chapter Ask the Expert--Q&A sections filled with bonus information and helpful tips Notes--Extra information related to the topic being covered Tips--Helpful reminders or alternate ways of doing things Cautions--Errors and pitfalls to avoid Annotated Syntax--Example code with commentary that describes the programming techniques being illustrated Robin Nixon is a developer and freelance technical writer who has published more than 500 articles in magazines such as PC Plus, PCW, Web User, PC Advisor, and PC Answers. He is the author of several computer

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books, including Plug-in PHP, Plug-in JavaScript, and Plug-in CSS.

### **Your iPad at Work (covers iOS 7 on iPad Air, iPad 3rd and 4th generation, iPad2, and iPad mini)**

Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exam 220-802 and become an expert PC technician. Mike Meyers' CompTIA A+ Guide to 802: Managing and Troubleshooting PCs, Fourth Edition is completely up to date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. End-of-chapter solutions and answers are only available to instructors and are not printed inside the book. Learn how to:

- Troubleshoot CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components
- Implement and troubleshoot hard drives
- Install, upgrade, maintain, and troubleshoot Windows XP, Windows Vista, and Windows 7
- Work with the Registry and understand the Windows boot process
- Work with Ethernet and TCP/IP
- Implement and troubleshoot wired and wireless networks
- Manage and maintain portable PCs
- Work with smartphones, tablets, and other mobile devices
- Troubleshoot printers
- Secure PCs and protect them from network threats
- Work with virtualization technologies

Electronic content features: Practice exams for 802

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with hundreds of questions An "Introduction to CompTIA A+" video by Mike Meyers  
Links to Mike's latest favorite shareware and freeware PC tools and utilities Adobe  
Digital Editions ebook—free download (subject to Adobe system requirements)  
Each chapter includes: Learning objectives Photographs and illustrations Real-  
world examples Try This! and Cross Check exercises Key terms highlighted Tech  
Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

### **Web Design For Dummies**

The professional programmer's Deitel® guide to Apple's new Swift programming language for the iOS® and OS X® platforms ∫ Written for programmers with a background in object-oriented programming in a C-based language like Objective-C, Java, C# or C++, this book applies the Deitel signature live-code approach with scores of complete, working, real-world programs to explore the new Swift language in depth. The code examples feature syntax shading, code highlighting, rich commenting, line-by-line code walkthroughs and live program outputs. The book features thousands of lines of proven Swift code, and tips that will help you build robust applications. ∫ Start with an introduction to Swift using an early classes and objects approach, then rapidly move on to more advanced topics. When you master the material, you'll be ready to build industrial-strength object-oriented Swift applications. About This Book ∫ The Swift™ programming language was arguably the most significant announcement at Apple's 2014 Worldwide

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Developers Conference. Although apps can still be developed in Objective-C®, Apple says that Swift is its applications programming and systems programming language of the future. Swift is a contemporary language with simpler syntax than Objective-C. Because Swift is new, its designers were able to include popular programming language features from languages such as Objective-C, Java™, C#, Ruby, Python® and many others. These features include automatic reference counting (ARC), type inference, optionals, String interpolation, tuples, closures (lambdas), extensions, generics, operator overloading, functions with multiple return values, switch statement enhancements and more. We've been able to develop apps more quickly in Swift than with Objective-C and the code is shorter, clearer and runs faster on today's multi-core architectures. Swift also eliminates the possibility of many errors common in other languages, making your code more robust and secure. Some of these error-prevention features include no implicit conversions, ARC, no pointers, required braces around every control statement's body, assignment operators that do not return values, requiring initialization of all variables and constants before they're used, array bounds checking, automatic checking for overflow of integer calculations, and more. You can combine Swift and Objective-C in the same app to enhance existing Objective-C apps without having to rewrite all the code. Your apps will easily be able to interact with the Cocoa®/Cocoa Touch® frameworks, which are largely written in Objective-C. You can also use the new Xcode playgrounds with Swift. A playground is an Xcode window in which you can enter Swift code that compiles and executes as you type

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it. This allows you to see and hear your code's results as you write it, quickly find and fix errors, and conveniently experiment with features of Swift and the Cocoa/Cocoa Touch frameworks. *¿* Practical, Example-Rich Coverage of: Classes, Objects, Methods, Properties Initializers, Deinitializers, Bridging Tuples, Array and Dictionary Collections Structures, Enumerations, Closures, ARC Inheritance, Polymorphism, Protocols Type Methods, Type Properties Generics; Strings and Characters Operator Overloading, Operator Functions, Custom Operators, Subscripts Access Control; Type Casting and Checking Nested Types, Nested Methods Optionals, Optional Chaining, Extensions Xcode, Playgrounds, Intro to Cocoa Touch® with a Fully Coded iOS® 8 Tip Calculator App Overflow Operators, Attributes, Patterns More topics online *¿* IMPORTANT NOTE ABOUT XCODE AND SWIFT: With Xcode 6.3 and Swift 1.2, Apple introduced several changes in Swift that affect the book's source code. Please visit [www.deitel.com/books/iOS8FP1](http://www.deitel.com/books/iOS8FP1) for updated source code. The changes do not affect Xcode 6.2 users. You can download Xcode 6.2 from [developer.apple.com/downloads/index.action](http://developer.apple.com/downloads/index.action) (you'll have to log in with your Apple developer account to see the list of downloads). *¿* Visit [www.deitel.com](http://www.deitel.com) Download code examples For information on Deitel's Dive Into® Series programming training courses delivered at organizations worldwide visit [www.deitel.com/training](http://www.deitel.com/training) or to [deitel@deitel.com](mailto:deitel@deitel.com) Join the Deitel social networking communities on Facebook® at [facebook.com/DeitelFan](https://facebook.com/DeitelFan), Twitter® at [@deitel](https://twitter.com/deitel), Google+™ at [google.com/+DeitelFan](https://google.com/+DeitelFan), LinkedIn® at [bit.ly/DeitelLinkedIn](https://bit.ly/DeitelLinkedIn), YouTube™ at [youtube.com/user/DeitelTV](https://youtube.com/user/DeitelTV) and subscribe to the Deitel® Buzz Online

e-mail newsletter at [www.deitel.com/newsletter/subscribe.html](http://www.deitel.com/newsletter/subscribe.html) ↵

### **Beginning iOS 6 Games Development**

Learn the basics and beyond with this visual guide to the iPad, iPad Air, and iPad mini Teach Yourself VISUALLY iPad, 3rd Edition is a clear, concise, image-rich guide to getting the most out of your iPad or iPad mini. Designed to quickly get you the answers you need, this book cuts to the chase by skipping the long-winded explanations and breaks each task down into bite-sized pieces. You'll find step-by-step instruction for everything from the initial setup to working with key features, plus troubleshooting advice that can help you avoid a trip to the Apple Genius Bar. Helpful sidebars highlight tips and tricks that get things done faster, and plenty of full-color screenshots help you visualize the lesson at hand. New users will learn how to take advantage of all the iPad has to offer, and experienced users may discover techniques to streamline everyday tasks. Now that you have this coveted device in your hands, you want to use every feature and maximize every capability. Teach Yourself VISUALLY iPad helps you do just that, walking you through each step in the iPad experience. You'll learn to: Get the most from any model of the iPad, iPad Air, or iPad mini Customize your iPad and connect with WiFi and Bluetooth Access music, videos, games, photos, books, and apps Set up your e-mail, browse the Web, and manage social media Troubleshoot and fix minor issues that arise Tooling around on your own is fun, but you'll miss some of the lesser-

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known features that help make the iPad the superior device it is. This guide provides a visual tour, complete with expert instruction. If you're looking to get more out of your iPad, Teach Yourself VISUALLY iPad, 3rd Edition is essential reading.

### **Swift for Programmers**

Get up to speed on the newest technologies, tools, and possibilities in web design. Have a great idea for a web site but don't know where or how to begin? Web Design For Dummies, 3rd Edition is an ideal starting point! Fully updated to cover the latest and the greatest in the world of web design, this fun-but-straightforward guide gets you caught up with everything you need to know to organize your ideas, create a template, start development, test to make sure everything is working properly, and launch your finished site. Packed with invaluable advice on incorporating social media aspects, linking content with social sites, and designing for mobile devices, this book will have you web designing like a pro in no time. Highlights the many significant changes in the world of web design since the previous edition, including the introduction of HTML5, new technologies for sharing media, mobile web design, and more. Zeroes in on effectively using color, text, and navigation. Reveals helpful advice for avoiding common pitfalls. Details ways to connect with social sites like Twitter and Facebook. Web Design For Dummies, 3rd Edition goes beyond just making a basic web site and instead encourages you to

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create a site that is appealing, practical, and useful.

### **iOS 8 for Programmers**

The bestselling CompTIA A+ reference and test preparation guide--fully revised for the new 2012 exam topics Written by the leading authority on CompTIA A+ certification and training, the new edition of this trusted resource offers complete, up-to-date coverage of CompTIA A+ exams 220-801 and 220-802. You'll find learning objectives at the beginning of each chapter, exam tips, practice exam questions, and in-depth explanations. Prepare for the exams with confidence! McGraw-Hill is a Gold-Level CompTIA Authorized Partner offering Authorized CompTIA Approved Quality Content to give you the competitive edge on exam day. This comprehensive guide also serves as an essential on-the-job reference after certification. Covers all exam objectives, including how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP, Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content

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includes: Practice exams for 801 & 802 with hundreds of questions More than one hour of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities

### **Beginning iOS 5 Games Development**

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

### **The iPad Pocket Guide**

Game apps on iPhone and now The New iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? Now, you can learn to build game apps for the iPhone 5 and The New iPad using the new iOS 6 SDK. Beginning iOS 6 Games Development provides a clear path for you to learn and create iPhone and iPad game apps using the iOS 6 SDK platform. You'll learn how to use the core classes to create rich and dynamic games apps, including graphics, animations, and sound. The latest version of Xcode 4.5 will be used in parts of the book to guide you along the way of building your iPhone or iPad game apps. Other topics include iOS 6 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store. \*\*\* NOTE: This book is an update of Beginning iOS 5 Games Development (ISBN-13: 978-1430237105) and Beginning iPhone Games Development (ISBN-10: 1430225998).

### **Mike Meyers' CompTIA A+ Certification Passport, Sixth Edition (Exams 220-901 & 220-902)**

#### **My iPad 2 (covers iOS 4.3)**

Learn iPhone and iPad cocos2D Game Development provides a rock-solid introduction to the cocos2d iPhone game engine and related tools. It focuses on the process of creating several games made entirely with cocos2d and little-to-no iPhone SDK and OpenGL code. By creating 2-3 sample games over the course of the book, you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex (TextureAtlas), ParticleDesigner (Particle Effects), and others. The example games are modeled after popular App Store games so that they are relevant, recognizable, and immediately fun and inspiring. The games increase in complexity and highlight common recurring cocos2d beginner questions. As you move along, you'll learn about possible stumbling blocks and how to navigate them successfully. As you move from beginning to advanced, you'll encounter general game programming wisdom, tips for performance improvement, as well as pointers to alternative implementations and further reading. It is assumed that the reader has previous programming knowledge but not necessarily with Objective-C. Related topics such as Xcode, Objective-C, the iPhone SDK, and OpenGL are only

discussed where absolutely necessary.

### **Another Monster at the End of This Book**

If you've got incredible iOS ideas, get this book and bring them to life! iOS 7 represents the most significant update to Apple's mobile operating system since the first iPhone was released, and even the most seasoned app developers are looking for information on how to take advantage of the latest iOS 7 features in their app designs. That's where iOS App Development For Dummies comes in! Whether you're a programming hobbyist wanting to build an app for fun or a professional developer looking to expand into the iOS market, this book will walk you through the fundamentals of building a universal app that stands out in the iOS crowd. Walks you through joining Apple's developer program, downloading the latest SDK, and working with Apple's developer tools Explains the key differences between iPad and iPhone apps and how to use each device's features to your advantage Shows you how to design your app with the end user in mind and create a fantastic user experience Covers using nib files, views, view controllers, interface objects, gesture recognizers, and much more There's no time like now to tap into the power of iOS - start building the next big app today with help from iOS App Development For Dummies!

### **Designed by Apple in California**

Legend Maker takes all the hassle, confusion, and mystery out of creating perfectly formed electronic document and e.book files. It does this via an easy two step process. First, you use a word processor to insert a few simple tags into your document. Second, you run Legend Maker, and perfect e.book files are automatically created. Legend Maker \* Uses a standard word processor file \* Honors boldface, italics and underlining \* Inserts pictures where you want them \* Inserts page breaks where you want them \* Automatically inserts the cover picture \* Automatically creates a Table of Contents \* Automatically inserts and positions your tables \* Automatically creates endnotes from footnotes \* Automatically inserts book metadata And More!! This User Manual will show you how Legend Maker will convert your document into either an ePub file, a Kindle file, or both. Between these two file formats, your manuscript will be able to run on most of the major ebook readers. So Let's get started. It's time for you to make a legend!

### **Processing**

Game apps on iPhone and now iPad remain one of the most popular type of apps in the Apple iTunes App Store. Does Angry Birds ring a bell? What you were once able to do just for the iPhone (and iPod touch) is now possible for the popular iPad,

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using the new iOS 5 SDK. Beginning iOS 5 Games Development provides a clear path for you to create games using the iOS 5 SDK platform for the iPad, iPhone, and iPad touch. You'll learn how to use classes to create game apps, including graphics, and animations. The latest version of Xcode will be used in parts of the book to guide you along the way of building your apps. Other topics include iOS 5 game apps development with the newest iOS Game Center update, persisting user data, and designing a compelling user experience. After reading this book, you'll come away with the skills and techniques for building a game app, top to bottom, that could perhaps even be sold on the Apple iTunes App Store.

### **iPad All-in-One For Dummies**

### **iPad and iPhone Video**

Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exams 220-801 and 220-802 and become an expert hardware technician. Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fourth Edition is completely up-to-date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and

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hundreds of photographs and illustrations. Answers and solutions to the end-of-chapter sections are only available to instructors and are not printed inside the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP, Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content features: Practice exams for 801 & 802 with hundreds of questions One hour+ of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities Adobe Digital Editions free eBook download (subject to Adobe's system requirements) Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

## **Beginning iOS Programming For Dummies**

Get off the ground with Apple's revolutionary iCloud file storage system How to Do Everything: iCloud makes it easy to wirelessly sync, store, and access your favorite

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files and data. Learn the basics of cloud computing and what you'll need to start using iCloud. Within minutes you'll be using iCloud to effortlessly share and sync iTunes, App Store, and iBookshop purchases; documents, files, and photos; iCal, Address Book data, and more--among all your Mac computers and iOS devices that are linked to the same iCloud account. This step-by-step guide helps you maximize all the powerful and versatile features of iCloud so you can get even more function and enjoyment from your iPad, iPhone, and Mac. Plus, you can easily transfer data, content, documents, and files between your Windows-based PC and Apple iOS devices. Configure and use iCloud Migrate existing Apple MobileMe accounts Evaluate and select the best online storage and music service alternatives to iTunes and iCloud Wirelessly back up your iPhone & iPad using iCloud Use Photo Stream to store, manage, and view digital photos on any computer or iOS device Sync and share iOS apps and app-related data Use iOS devices to stream content to your TV Troubleshoot and solve problems related to using iCloud

### **Legend Maker**

The professional programmer's Deitel® guide to iPhone® and iPad® app development using iOS® 8, Swift™, Xcode® 6, and Cocoa Touch® This book presents leading-edge computing technologies for professional software developers. At the heart of the book is the Deitel “app-driven approach”– a variant of Deitel’s live-code approach–concepts are presented in the context of complete

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working iOS apps, rather than using code snippets. The introduction and app test drives at the beginning of each chapter show one or more sample executions. The book's source code is available at: [www.deitel.com/books/iOS8FP1](http://www.deitel.com/books/iOS8FP1). You'll quickly learn everything you need to start building iOS 8 apps—beginning with a test-drive of the Tip Calculator app in Chapter 1, then building your first apps in Chapter 2 with visual programming and in Chapter 3 with Swift. By the time you reach Chapter 9, you'll be ready to create your own apps for submission to the App Store. We'll overview the submission process, including uploading your apps, deciding whether to sell your apps or offer them for free, and marketing them using in-app advertising, social media, Internet public relations and more. *z*

### **ePublishing with InDesign CS6**

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 a 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

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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.

### **Data-driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go**

### **Xcode 5 Developer Reference**

Processing: Creative Coding and Generative Art in Processing 2 is a fun and creative approach to learning programming. Using the easy to learn Processing programming language, you will quickly learn how to draw with code, and from there move to animating in 2D and 3D. These basics will then open up a whole world of graphics and computer entertainment. If you've been curious about coding, but the thought of it also makes you nervous, this book is for you; if you consider yourself a creative person, maybe worried programming is too non-creative, this book is also for you; if you want to learn about the latest Processing

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2.0 language release and also start making beautiful code art, this book is also definitely for you. You will learn how to develop interactive simulations, create beautiful visualizations, and even code image-manipulation applications. All this is taught using hands-on creative coding projects. Processing 2.0 is the latest release of the open-source Processing language, and includes exciting new features, such as OpenGL 2 support for enhanced 3D graphics performance. Processing: Creative Coding and Generative Art in Processing 2 is designed for independent learning and also as a primary text for an introductory computing class. Based on research funded by the National Science Foundation, this book brings together some of the most engaging and successful approaches from the digital arts and computer science classrooms. Teaches you how to program using a fun and creative approach. Covers the latest release of the Processing 2.0 language. Presents a research based approach to learning computing.

### **Mike Meyers' CompTIA A+ Certification Passport, 5th Edition (Exams 220-801 & 220-802)**

Inexpensive and to-the-point, The iPad Pocket Guide is a complete companion to all the features and functions of the iPad including: Facetime, HD Video, Mail, Safari, Photos and Video, App Store, iBooks, Maps, Notes, Calendar, Contacts, and more. It will help you get up-and-running with easy to understand instructions and then

show you hidden gems and tips to make you a true iPad expert.

### **Feasibility Study of an Integrated Program for Aerospace-vehicle Design (IPAD) System. Volume 4: Design of the IPAD System. Part 1: IPAD System Design Requirements, Phase 1, Task 2**

This trusted training and exam quick review guide has been fully revised to cover 100% of the latest CompTIA A+ exam objectives Thoroughly updated to cover 2015 exam objectives, Mike Meyers' CompTIA A+ Certification Passport, Sixth Edition teaches the skills necessary to take the exams with complete confidence. You will get full details on hardware and OS technologies, including installation, configuration, diagnostics, and preventive maintenance. New topics include managing and maintaining mobile devices, including tablets; configuring operating systems, including Windows 8, Android, and iOS; and enhanced security and troubleshooting procedures. Written by certification guru Mike Meyers, this focused study guide offers a proven program for delivering the key information readers need to pass the exams. Additionally, this guide is an ideal entry point for almost any career in IT, highlighting technologies that you will use every day on the job. Staying true to the best-selling Passport series format, this volume uses "Itinerary," "ETA," "Warnings," and "Checkpoints" sections to reinforce important

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facts. Includes a coupon for 10% off of the exam fee—a \$37 value Presented in the easy-to-follow and engaging style Meyers has made famous Electronic content includes: Practice exams download for both exam 901 and 902 with hundreds of accurate practice exam questions More than an hour of online video training featuring Mike Meyers Online performance-based simulations that prepare you for the performance-based exam questions A link to Mike's favorite PC tools A PDF copy of the book

## **Teach Yourself VISUALLY iPad**

Use FileMaker® technologies to create powerful mobile data apps for iPhone®, iPod® touch, and iPad™ Apple's FileMaker technologies make it easy to create powerful, data-driven apps for iPhone, iPod touch, iPad, and any mobile device's web browser. In this book, leading FileMaker and iOS expert Jesse Feiler teaches you all the skills and techniques you'll need, whether you're a developer, knowledge worker, or manager. Feiler thoroughly reviews each strategy for delivering mobile data using FileMaker Pro, FileMaker Server, FileMaker Go, and Bento. You'll learn how mobile data-driven apps are different from traditional desktop-driven apps, and how to create highly usable interfaces for them. Step by step, Feiler demonstrates how to extend existing databases to mobile devices and the web, and how to create and optimize brand-new databases for iPad and iPhone. This book brings together core principles, practical development

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techniques, and proven tips and shortcuts. You'll discover the best ways to incorporate printing, touch interface elements, and location-based features into your apps; integrate data from multiple FileMaker and non-FileMaker sources; and much more.

- Use FileMaker Go apps to access FileMaker databases hosted on FileMaker Server or FileMaker Pro, or databases resident on a mobile device
- Move FileMaker Pro databases, scripts, and layouts to mobile environments
- Develop easy-to-use interfaces for mobile data apps
- Design FileMaker Go solutions for iPhone, iPad, or both
- Optimize FileMaker databases for FileMaker Go
- Integrate printing and charting features into your mobile database apps
- Use Bento to share data and synchronize libraries
- Work effectively with Bento records, fields, forms, and tables
- Build location-aware database apps for iOS mobile devices
- Import/export data from Bento, FileMaker, spreadsheets, and other sources
- Move FileMaker databases to the web with IWP, CWP, and FileMaker Server

Jesse Feiler is a developer, web designer, trainer, and author. He has worked with Apple mobile devices from Newton through iPad and has worked with FileMaker technologies since 1984. Feiler created ChamplainArts.com's powerful iPad meeting management app MinutesMachine. His books include Using FileMaker Bento, Sams Teach Yourself Drupal in 24 Hours, The Bento Book, and FileMaker Pro 10 in Depth. [quepublishing.com](http://quepublishing.com) [northcountryconsulting.com](http://northcountryconsulting.com)

## **Mike Meyers' CompTIA A+ Guide to Managing and**

### **Troubleshooting PCs, Sixth Edition (Exams 220-1001 & 220-1002)**

Whether you are a passionate gamer, like developing, or are just curious about game development, this book is for you. The book has been written to teach 2D game development to app developers and to teach Objective-C to game developers, as learning Cocos2d is the perfect step for both roles.

### **Cocos2d Game Development Blueprints**

Provides instructions for blending traditional drawing and painting skills with technological advances to create digital art.

### **Mike Meyers' CompTIA A+ Guide to 802 Managing and Troubleshooting PCs, Fourth Edition (Exam 220-802)**

The ultimate beginner's guide to programming in the iOS environment The Apple App Store is a gold mine for developers, but with more apps for the iPhone, iPad, and iPod touch being added every day, it's essential to have a solid programming foundation to create the best apps possible. If you're eager to learn the ins and outs of iOS programming, this is your book. It teaches object-oriented

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programming within the iOS framework from the ground up, preparing you to create the next super iPhone or iPad app. Get a handle on the iOS framework, object-oriented best practices, and the Xcode programming environment, then discover how to create simple interfaces, use libraries, create and extend objects, and more. Whether you're just starting out in programming or only new to iOS, For Dummies is the perfect beginning. Focuses on teaching object-oriented programming within the iOS framework and includes best practices for building apps that are easy to debug, evolve, and maintain Uses simple examples to demonstrate object-oriented programming output in the iPhone environment while teaching real-world programming concepts and applications Provides a thorough understanding of the framework and object-oriented principles to help beginning programmers make optimum use of iOS Covers working with the Xcode environment and storyboards; creating simple interfaces; using libraries, functions, structures, arrays, and pointers; and creating and extending objects Beginning iOS Programming For Dummies is your straightforward guide to getting started with iOS programming.

## **The Photoshop and Painter Artist Tablet Book**

The iPad Has Earned a Place in Your Camera Bag! Apple's popular iPad tablet is an incredibly useful tool for photographers on the go. Instead of hauling a laptop on the road or to a photo shoot, you can tuck the lightweight iPad in your camera bag

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and take advantage of its large screen, third-party apps, and online access to effectively complete and share your work. Novice to pro shooters will discover everything that the iPad has to offer with simple step-by-step instructions and real-world advice for: Importing and copying photos from memory cards using the iPad Camera Connection Kit, then uploading and backing up to iCloud Photo Stream or Dropbox. Organizing and rating images and assigning tags in the field, and integrating them later with Adobe Photoshop Lightroom on your computer. Editing photos with Photogene, Snapseed, and other image adjustment tools. Editing video clips in iMovie, creating slideshows, rough cuts, and more. Using portfolio software to create and deliver impressive iPad presentations for prospective clients. Photographers will learn other clever uses for iPads including triggering the camera shutter remotely, using the screen as a fill flash, calculating depth of field, tracking outdoor light conditions, storing camera manuals as PDFs for quick reference, and other handy at-your-fingertip resources to complement your particular shooting style. A bonus online chapter with additional coverage for the new iPad—including iPhoto and Photoshop Touch apps—is included with purchase. The iPad is a powerful photography tool and this guide will help every photographer take advantages of its full capabilities!

**Mike Meyers CompTIA A+ Guide to Managing and Troubleshooting PCs, 4th Edition (Exams 220-801 & 220-802)**

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Supercharge your business effectiveness with any model of iPad—in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you're a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about all iPad models running iOS 7 (or later), whether the tablet is equipped with Wi-Fi only or Wi-Fi + Cellular Internet connectivity. It's packed with easy, nontechnical business solutions you can use right now—each presented with quick, foolproof, full-color instructions. Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad's latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you! Secure your iPad with passwords and data encryption Connect your iPad to a wireless printer Discover today's most powerful iPad business apps Manage your contacts and relationships with a Contact Relationship Manager (CRM) app Do your word processing, spreadsheet, and database management while on the go Access your email and surf the Web from almost anywhere Make winning sales and business presentations from your iPad Read PC and Mac files, from Microsoft Office to Adobe PDF Use your iPad more efficiently on the road and while traveling Manage your company's social networking presence from your tablet Participate in real-time video calls and virtual meetings using FaceTime, Skype, or another app Create and

distribute iPad content, or have a custom app developed for your business

### **The iPad for Photographers**

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Fully Updated, Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this four-color guide will help you pass CompTIA A+ exams 220-1001 and 220-1002 and become a certified IT professional with proven expertise in hardware and software. Mike Meyers' CompTIA A+® Guide to Managing and Troubleshooting PCs, Sixth Edition offers complete coverage of the latest exam objectives. You'll get on-the-job tips, end-of-chapter review questions, and hundreds of photographs and illustrations. Learn how to:

- Work with CPUs, RAM, BIOS, motherboards, power supplies, and other personal computer components
- Install, configure, and maintain hard drives
- Manage input devices and removable media
- Set up, upgrade, and maintain all versions of Windows
- Troubleshoot and fix computer problems
- Establish users and groups
- Set up video and multimedia cards
- Administer smartphones, tablets, and other mobile devices
- Set up wired and wireless networks
- Connect to the Internet
- Protect your personal computer and your network
- Install printers and other peripherals
- Implement virtualization and cloud-based technologies
- Understand safety and environmental issues

Online

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content includes: •Practice exams for 1001 & 1002•One hour+ of free video training from Mike Meyers•TotalSim online simulations of performance-based questions•A list of free networking utilities

### **iPad Made Simple**

### **Professional Mobile Application Development**

5 BOOKS IN 1 Getting Started with iPad Just for Fun iPad on the Go Getting Productive with iWork® Using iPad to Get Organized Your one-stop guide to all things iPad The iPad may be small, but it packs a big punch. This all-encompassing guide provides step-by-step guidance for iPad and iPad mini users looking to make the most of this small wonder—at home, at work, or on the go. Whether you're an iPad newbie or have been puttering around with it for a while, there's something inside for everyone! For the uninitiated — pick the iPad model that's right for you and discover cool bling you can add to accessorize it It's your iPad, you can play if you want to — explore the iTunes® store, preview, buy, and rent media, use iCloud to push purchases to all devices, and set up Family Sharing Get connected — make your Wi-Fi and 3G/4G settings, tether your iPad to your smartphone, and sync content across devices iWorking 9-5 — get familiar with the iWork for iOS apps,

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improve documents by adding photos and images, and manage your iWork documents like a pro Open the book and find: Guidance on which iPad model is right for you Tips on using your iPad to buy content at iTunes and beyond How to wipe data remotely if your iPad is lost or stolen How to move files from your computer to your iPad Tips for printing wirelessly from your iPad Steps for setting up Touch ID and Apple Pay How to share files via email, AirDrop®, or through the cloud

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