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Object Design Style Guide 2019-12-23

demystifies object oriented programming and lays out how to use it to design truly secure and performant applications charles soetan plum io key features dozens of techniques for writing object oriented code that s easy to read reuse and maintain write code that other programmers will instantly understand design rules for constructing objects changing and exposing state and more examples written in an instantly familiar pseudocode that s easy to apply to java python c and any object oriented language purchase of the print book includes a free ebook in pdf kindle and epub formats from manning publications about the book well written object oriented code is easy to read modify and debug elevate your coding style by mastering the universal best practices for object design presented in this book these clearly presented rules which apply to any oo language maximize the clarity and durability of your codebase and increase productivity for you and your team in object design style guide veteran developer matthias noback lays out design rules for constructing objects defining methods and much more all examples use instantly familiar pseudocode so you can follow along in the language you prefer you ll go case by case through important scenarios and challenges for object design and then walk through a simple web application that demonstrates how different types of objects can work together effectively what you will learn universal design rules for a wide range of objects best practices for testing objects a catalog of common object types changing and exposing state test your object design skills with exercises this book is written for for readers familiar with an object oriented language and basic application architecture about the author matthias noback is a professional web developer with nearly two decades of experience he runs his own web development training and consultancy company called noback s office table of contents 1 programming with objects a primer 2 creating services 3 creating other objects 4 manipulating objects 5 using objects 6 retrieving information 7 performing tasks 8 dividing responsibilities 9 changing the behavior of services 10 a field guide to objects 11 epilogue

React 100 Examples 2018-03-23

100 examples of react components and hooks in javascript and typescript. the book covers a wide range of topics from basic components to advanced hooks and state management. the examples are organized into chapters: chapter01 web components, chapter02 react components, chapter03 atomic design, chapter04 ui components, chapter05 css, chapter06 redux, and chapter08. the book is a great resource for anyone looking to learn more about react and how to build modern web applications.

Figma for Designers 2024-04-05

ui design is a crucial part of creating a great user experience. figma is a powerful tool for designers to create and collaborate on designs. this book provides a comprehensive guide to figma, covering everything from basic design principles to advanced features and workflows. the book is organized into chapters: chapter 1 introduction to figma, chapter 2 figma basics, chapter 3 figma advanced features, chapter 4 figma workflows, chapter 5 figma collaboration, chapter 6 figma design systems, chapter 7 figma prototyping, and chapter 8 figma best practices. the book is a great resource for anyone looking to learn more about figma and how to use it effectively in their design workflow.

Human Aspects of IT for the Aged Population. Design for the Elderly and Technology Acceptance 2019-07-10

this two volume set lncs 11592 and 11593 constitutes the refereed proceedings of the 5th international conference on human aspects of it for the aged population itap 2019 held in july 2019 as part of hci international 2019 in orlando fl usa hcii 2019 received a total of 5029 submissions of which 1275 papers and 209 posters were accepted for publication after a careful reviewing process the 86 papers presented in these two volumes are organized in topical sections named design with and for the elderly aging and technology acceptance aging and the user

experience elderly specific design aging and social media games and exergames for the elderly ambient assisted living aging motion cognition emotion and learning

2007-11

over 2 0

Pro iOS Web Design and Development 2012-02-16

with pro ios design and development you ll design websites and develop web applications for iphone and ipad using web standards deployed with apple s safari browser utilizing the very latest web and mobile technologies and releases this book shows every web professional how to use html5 to do the heavy lifting css3 to create the look and feel and javascript to add program logic to their mobile sites and applications in addition you ll learn how to address the specific features made available through apple s ios especially with regard to designing based touch screen interfaces pro ios design and development will help you deliver rich mobile user experiences without compromise by optimizing your sites for webkit and safari the de facto standard for the iphone ipad and ipod touch

A Research Primer for Technical Communication 2009-03-04

this practical volume provides a thorough introduction to conducting and critically reading research in technical communication complete with exemplars of research articles for study offering a solid grounding in the research underpinnings of the technical communication field this resource has been developed for use in master s level and upper division undergraduate research methods courses in technical and professional communication

2016-01-28

1 2 web

HTML5 Firefox OS 2013-07

this volume contains the papers presented at the international workshop on tools for working with guidelines tfwwg 2000 held in biarritz france in october 2000 it is the final outcome of the international special interest group on tools for working with guidelines human computer interaction guidelines have been recognized as a uniquely relevant source for improving the usability of user interfaces for interactive systems the range of interactive techniques exploited by these interactive systems is rapidly expanding to include multimodal user interfaces virtual reality systems highly interactive web based applications and three dimensional user interfaces therefore the scope of guidelines sources is rapidly expanding as well and so are the tools that should support users who employ guidelines to ensure some form of usability tools for working with guidelines tfwwg covers not only software tools that designers developers and human factors experts can use to manage multiple types of guidelines but also looks at techniques addressing organizational sociological and technological issues

Tools for Working with Guidelines 2012-12-06

the new edition of this award winning text helps address the increased pressure that the nclex and other certification exams are placing on nursing students and faculty the nurse educator s guide to assessing learning outcomes 2nd edition guides classroom educators through the process of developing effective classroom exams

and individual test items

The Nurse Educator's Guide to Assessing Learning Outcomes
2007-03-07

the nurse educator's guide to assessing learning outcomes third edition is a widely used resource for both faculty and nursing education students that covers the assessment of critical thinking the development of learning objectives and the creation of tests including detailed tips for writing many kinds of individual test items the book also covers the analysis of test reliability examples of effective and ineffective test items are included throughout to help faculty and nurse educators deepen their understanding of how to create effective tests and assess student learning this new edition addresses the increased pressure that nclex and other certification exams are placing on nursing students and faculty and reflects the most recent updates to the nclex detailed test plan each chapter has been updated with timely information and examples

The Nurse Educator's Guide to Assessing Learning Outcomes 2014

[illegible]

Python 2013-04-13

an updated edition of the classic guide to technical communication consider that 20 to 50 percent of a technology professional's time is spent communicating with others whether writing a memo preparing a set of procedures or making an oral presentation effective communication is vital to your professional success this anthology delivers concrete advice from the foremost experts on how to communicate more effectively in the workplace the revised and expanded second edition of this popular book completely updates the original providing authoritative guidance on communicating via modern technology in the contemporary work environment two new sections on global communication and the internet address communicating effectively in the context of increased e mail and web usage as in the original david beer's second edition discusses a variety of approaches such as writing technical documents that are clear and effective giving oral presentations more confidently using graphics and other visual aids judiciously holding productive meetings becoming an effective listener the new edition also includes updated articles on working with others to get results and on giving directions that work each article is aimed specifically at the needs of engineers and others in the technology professions and is written by a practicing engineer or a technical communicator technical engineers ieee society members and technical writing teachers will find this updated edition of david beer's classic writing and speaking in the technology professions an invaluable guide to successful communication

Writing and Speaking in the Technology Professions 2003-07-04

the book of css3

CSS3 2015-07-06

this two volume set ccis 1498 and ccis 1499 contains the late breaking posters presented during the 23rd international conference on human computer interaction hcii 2021 which was held virtually in july 2021 the total of 1276 papers and 241 posters included in the 39 hcii 2021 proceedings volumes was carefully reviewed and selected

from 5222 submissions additionally 174 papers and 146 posters are included in the volumes of the proceedings published after the conference as late breaking work papers and posters the posters presented in these two volumes are organized in topical sections as follows hci theory and practice ux design and research in intelligent environments interaction with robots chatbots and agents virtual augmented and mixed reality games and gamification hci in mobility transport and aviation design for all and assistive technologies physiology affect and cognition hci for health and wellbeing hci in learning teaching and education culture and computing social computing design case studies user experience studies

HCI International 2021 - Late Breaking Posters 2021-11-05

user interface design and evaluation provides an overview of the user centered design field it illustrates the benefits of a user centered approach to the design of software computer systems and websites the book provides clear and practical discussions of requirements gathering developing interaction design from user requirements and user interface evaluation the book s coverage includes established hci topics for example visibility affordance feedback metaphors mental models and the like combined with practical guidelines for contemporary designs and current trends which makes for a winning combination it provides a clear presentation of ideas illustrations of concepts using real world applications this book will help readers develop all the skills necessary for iterative user centered design and provides a firm foundation for user interface design and evaluation on which to build it is ideal for seasoned professionals in user interface design and usability engineering looking for new tools with which to expand their knowledge new people who enter the hci field with no prior educational experience and software developers web application developers and information appliance designers who need to know more about interaction design and evaluation co published by the open university uk covers the design of graphical user interfaces web sites and interfaces for embedded systems full color production with activities projects hundreds of illustrations and industrial applications

Web Apache 2005-04-29

the highly competitive and globalized software market is creating pressure on software companies given the current boundary conditions it is critical to continuously increase time to market and reduce development costs in parallel driven by private life experiences with mobile computing devices the world wide and software based services peoples general expectations with regards to software are growing they expect software that is simple and joyful to use in the light of the changes that have taken place in recent years software companies need to fundamentally reconsider the way they develop and deliver software to their customers this book introduces fundamentals trends and best practices in the software industry from a threefold perspective which equally takes into account design management and development of software it demonstrates how cross functional integration can be leveraged by software companies to successfully build software for people professionals from business and academia give an overview on state of the art knowledge and report on key insights from their real life experience they provide guidance and hands on recommendation on how to create winning products this combined perspective fosters the transfer of knowledge between research and practice and offers a high practical value for both sides the book targets both practitioners and academics looking for successfully building software in the future it is directed at managing directors of software companies software project managers product managers and designers software developers as well as academics and students in the area of software and information systems engineering human computer interaction hci and innovation management

User Interface Design and Evaluation 2012-09-15

this text is about achieving usability in product user interface design through a process called usability engineering the techniques presented include not only ui requirements analysis but also organizational and managerial strategies

Software for People 1999-03-22

this book developed from an ifip workshop which brought together methods and architecture researchers in human computer interaction and software engineering to an extent this introduction is a little unfair to the authors as we have distilled the results of the workshop to give the reader a perspective of the problems within integrated approaches to usability engineering the papers could not hope to address all of the issues however we hope that a framework will help the reader gain further insights into current research and future practice the initial motivation was to bring together researchers and practitioners to exchange their experiences on graphical user interface design problems the two groups represented methodological and architecture tools interests so the workshop focused on intersection of how methods can support user interface development and vice versa how tools architectures and reusable components can empower the design process there is we believe a constructive tension between these two communities methodologists tend to approach the design problem with task domain organisational analysis while the tool builders suggest design empowerment envisioning as a means of improving the way users work rather than relying on analysis of current systems this debate revolves around the questions of whether users current work is optimal or whether designers have the insight to empower users by creating effective solutions to their problems tool builders typically want to build something then get the users to try it while the methodologists want to specify something validate it and then build it

The Usability Engineering Lifecycle 2012-12-06

the rail human factors ergonomics community has grown quickly and extensively and there is much increased recognition of the vital importance of ergonomics human factors by rail infrastructure owners rail operating companies system developers regulators and national and trans national government this book the third on rail human factors is drawn from papers presented at the lille 3rd international conference on rail human factors the contributions cover the range of human and organisational issues on the railway from driving to signalling and control to maintenance and engineering work to passengers and security issues such as trespass and address improvements in safety reliability use of capacity efficiency and quality the book represents the best of recent work in rail human factors and starts to define the framework for the next few years as well as the human factors areas listed above the conference and thus the book are notable for sessions on simulation in rail human factors and on human factors in metro design and operation the book also reflects the increased attention being paid to and developments in understanding all aspects of rail stakeholders behaviour and also the contribution of ergonomics human factors to innovative network control systems which will enhance reliability safety and use of capacity the book will be of interest to a number of groups those working in the rail sector from a human factors point of view the larger rail industry and related bodies generally and in terms of transferrable knowledge to ergonomists and human factors specialists working in other industries

Critical Issues in User Interface Systems Engineering 2012-09-13

[illegible]

Rail Human Factors around the World 2014-12-11

web

JavaScriptWebBackbone.jsCoffeeScriptGrunt 1 2018-02-01

this book is designed to be the comprehensive reference which focuses on the development of the most commonly used type of classroom assessment the multiple choice exam

GitLab 2004-07

are you still designing web sites like it s 1999 if so you re in for a surprise since the last edition of this book appeared five years ago there has been a major climate change with regard to web standards designers are no longer using x html as a design tool but as a means of defining the meaning and structure of content cascading style sheets are no longer just something interesting to tinker with but rather a reliable method for handling all matters of presentation from fonts and colors to the layout of the entire page in fact following the standards is now a mandate of professional web design our popular reference design in a nutshell is one of the first books to capture this new web landscape with an edition that s been completely rewritten and expanded to reflect the state of the art in addition to being an authoritative reference for x html and cascading style sheets this book also provides an overview of the unique requirements of designing for the and gets to the nitty gritty of javascript and dom scripting web graphics optimization and multimedia production it is an indispensable tool for web designers and developers of all levels the third edition covers these contemporary web design topics structural layer html 4 01 and xhtml 1 0 9 chapters including an alphabetical reference of all elements attributes and character entities presentation layer ten all new chapters on cascading style sheets level 2 1 including an alphabetical reference of all properties and values behavior layer javascript and scripting with the document object model dom environment new web standards browsers display devices accessibility and internationalization graphics optimization producing lean and mean gif jpeg png and animated gifs multimedia audio video flash and pdf organized so that readers can find answers quickly design in a nutshell third edition helps experienced designers come up to speed quickly on standards based web design and serves as a quick reference for those already familiar with the new standards and technology there are many books for web designers but none that address such a wide variety of topics find out why nearly half a million buyers have made this the most popular web design book available

Web 2002

the five volume set Incs 8004 8008 constitutes the refereed proceedings of the 15th international conference on human computer interaction hcii 2013 held in las vegas nv usa in july 2013 the total of 1666 papers and 303 posters presented at the hcii 2013 conferences was carefully reviewed and selected from 5210 submissions these papers address the latest research and development efforts and highlight the human aspects of design and use of computing systems the papers accepted for presentation thoroughly cover the entire field of human computer interaction addressing major advances in knowledge and effective use of computers in a variety of application areas this volume contains papers in the thematic area of human computer interaction addressing the following major topics hci and human centred design evaluation methods and techniques user interface design and development methods and environments aesthetics and kansei in hci

Systematic Assessment of Learning Outcomes 2006-02-21

today software engineers need to know not only how to program effectively but also how to develop proper engineering practices to make their codebase sustainable and healthy this book emphasizes this difference between programming and software engineering how can software engineers manage a living codebase that evolves and responds to changing requirements and demands over the length of its life based on their experience at google software engineers titus winters and hyrum wright along with technical writer tom manshreck present a candid and insightful look at how some of the world s leading practitioners construct and maintain software this book covers google s unique engineering culture processes and tools and how these aspects contribute to the effectiveness of an engineering organization you ll explore three fundamental principles that software organizations

should keep in mind when designing architecting writing and maintaining code how time affects the sustainability of software and how to make your code resilient over time how scale affects the viability of software practices within an engineering organization what trade offs a typical engineer needs to make when evaluating design and development decisions

Web Design in a Nutshell 2013-07-03

build up your e learning development skills with articulate storyline about this book develop interactive e learning projects using advanced techniques impress your clients and or audience with out of the box interactions step by step walkthroughs provide practical solutions who this book is for this book is for anyone experienced in using the basic functions of articulate storyline who are yearning to learn more it s designed to provide a brief overview of key concepts to help you refresh your knowledge of common functions and teach you how to push storyline to the limit what you will learn familiarize yourself with best practices for e learning development review key storyline concepts before diving in deep with development discover new ways of working within storyline to extend slide content and enhance interactivity personalize your story with advanced variable based interactions see how javascript can be used in your stories to do some really neat things assess your learners using customized assessment options and find out how to troubleshoot common issues customize the learning experience by modifying the player properties and publishing settings customize your story and prepare it for publishing in detail storyline is a powerful e learning authoring tool that allows you to take your creativity to the next level however more often than not projects don t require such complex interactions leaving storyline s full capabilities untapped this book will provide you with the information you need to take your storyline development up a notch by leveraging the full suite of possibilities storyline has to offer you will be provided with a refresher of the key concepts before we take you deep into the exciting world of enhanced interactivity variables and even some javascript oh my with downloadable activities you can either follow along and compare your output use the activities as they are modify the activities to suit your own needs or reverse engineer the activities to better understand how they were developed style and approach you ll get hands on working with project files that were created with you in mind as you move through each chapters the practical step by step approach will get you using some of the more advanced features of storyline to create polished and snazzy interactions

2020-02-28

Git DevOps GitLab Conversational Development

Git DevOps
GitLab
Conversational Development

Human-Computer Interaction: Human-Centred Design Approaches, Methods, Tools and Environments 2016-06-29

this book takes you through all the basic steps of character design for games and animation from brainstorming and references to the development phase and final render it covers a range of styles such as cartoon stylized and semi realistic and explains how to differentiate between them and use them effectively using a step by step approach for each stage of the process this book guides you through the process of creating a new character from scratch it contains a wealth of design tips and tricks as well as checklists and worksheets for you to use in your own projects this book covers how to work with briefs as well as providing advice and practical strategies for working with clients and creating art as a product that can be tailored and sold this book will be a valuable resource for all junior artists hobby artists and art students looking to develop and improve their character development skills for games and

animation

Software Engineering at Google 2024-03-01

interaction design explores common pitfalls effective workflows and innovative development techniques in contemporary interaction design by tracking projects from initial idea to the critical and commercial reception of the finished project the book is divided into six chapters each focusing on different aspects of the interaction design industry exploring design projects from around the world the authors include examples of the processes and creative decisions behind apps games and websites responsive branding complex large scale services interactive museum installations targeted promotions digital products which influence real world situations each case study includes behind the scenes development design work interviews with key creatives and workshop projects to help you start implementing the techniques and working practices discussed in your own interaction design projects from immersive tourist experiences to apps which make day to day life easier the detailed coverage of the design process shows how strategists creatives and technologists are working with interactive technologies to create the engaging projects of the future

Mastering Articulate Storyline 2023-05-31

get practical advice on how to leverage ai development tools for all stages of code creation including requirements planning design coding debugging testing and documentation with this book beginners and experienced developers alike will learn how to use a wide range of tools from general purpose llms chatgpt gemini and claude to code specific systems github copilot tabnine cursor and amazon codewhisperer you ll also learn about more specialized generative ai tools for tasks such as text to image creation author tom taulli provides a methodology for modular programming that aligns effectively with the way prompts create ai generated code this guide also describes the best ways of using general purpose llms to learn a programming language explain code or convert code from one language to another this book examines the core capabilities of ai based development tools pros cons and use cases of popular systems such as github copilot and amazon codewhisperer ways to use chatgpt gemini claude and other generic llms for coding using ai development tools for the software development lifecycle including requirements planning coding debugging and testing prompt engineering for development using ai assisted programming for tedious tasks like creating regular expressions starter code object oriented programming classes and github actions how to use ai based low code and no code tools such as to create professional uis

GitLab 2 2018-01-25

this book is about the past as well as the future in organisations in general and about an organisation s temporal contextualisation in particular the author analyses how organisations are able to construct a present with respect to their past and future the study is based on an empirical case study in which an r d department has been followed for a six month period in order to analyse how an organisation orients itself with respect to its past present and future from the perspective of communication centred social systems theory

Creative Character Design for Games and Animation 2024-04-10

html5 javascriptmonaca ios androidmonaca html5 javascriptmonaca ios androidonsen ui angularjsui ios androidweb

Interaction Design 2016-05-10

the human computer interaction handbook fundamentals evolving technologies and emerging applications is a

comprehensive survey of this fast paced field that is of interest to all hci practitioners educators consultants and researchers this includes computer scientists industrial electrical and computer engineers cognitive scientists exp

AI-Assisted Programming 2015-02-17

android sdk 3 os
20114 android sdk 3 android sdk 3
android

Organisational Memory as a Function 1978

HTML5 Monaca Cordova/Onsen UI
iOS/Android 2002-09-01

Style Manual 2013-03-25

The Human-Computer Interaction Handbook

Android Android SDK 3

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