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Robert B. Parker: The Virgil Cole/Everett Hitch Novels 1 - 4 Robert B. Parker 2012-10-09 Four outstanding novels set in the Old West, featuring the "smart and resourceful" gun-slinging duo Virgil Cole and Everett Hitch—from the New York Times bestselling author of the Spenser, Jesse Stone, and Sunny Randall novels. (*Publishers Weekly) Includes: Appaloosa Resolution Brimstone Blue-Eyed Devil **Sams Teach Yourself SQL in 21 Days** Ryan K. Stephens 2000 Readers will learn the fundamentals of SQL quickly through the use of countless examples depicting all the major components of SQL. Using step-by-step instructions, real-world examples, and expert advice, the authors show how to improve productivity and take skills to new heights.

Sams Teach Yourself Core Data for Mac and iOS in 24 Hours Jesse Feiler 2012 In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. 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 Core Data 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. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and non-profit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335778 for access to all code examples from the book, as well as updates, and corrections as they become available.

Sams Teach Yourself SAP in 24 Hours Tim Rhodes 2004-07-16 Third Edition: Thoroughly Updated and Expanded, with Extensive New Coverage! In just 24 sessions of one hour or less, you'll master the entire SAP project lifecycle, from planning through implementation and system administration through day-to-day operations. Using this book's straightforward, step-by-step approach, you'll gain a strong real-world foundation in both the technology and business essentials of today's SAP products and applications—from the ground up. Step-by-step instructions walk you through the most common questions, issues, and tasks you'll encounter with SAP. Case study-based exercises help you build and test your knowledge. By the Way notes present interesting pieces of information. Did You Know? tips offer advice or teach an easier way. Watch Out! cautions warn about potential problems. Learn how to... Understand SAP's newest products for enterprises and small-to-midsize businesses, and choose the right solutions for your company Discover how SAP integrates with Web services and service-oriented architecture Develop an efficient roadmap for deploying SAP in your environment Plan your SAP implementation from business, functional, technical, and project management perspectives Leverage NetWeaver 7.0 features to streamline development and integration, and reduce cost Walk through a step-by-step SAP technical installation Master basic SAP system administration and operations Perform essential tasks such as logon, session management, and printing Build SAP queries and reports Prepare for SAP upgrades and enhancements Develop your own personal career as an SAP professional Register your book at informit.com/title/97801317142842 for convenient access to updates and corrections as they become available.

Sams Teach Yourself TCP/IP in 24 Hours Joe Casad 2008-09-15 In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming and Casting 339 Part VI: Advanced Topics Hour 20 Web Services 353 Hour 21 The New Web 363 Hour 22 Network Intrusion 375 Hour 23 TCP/IP Security 391 Hour 24 Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index

Sams Teach Yourself iPad Application Development in 24 Hours John Ray 2010-08-04 The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each 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 iPad development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store

Sampling of Heterogeneous and Dynamic Material Systems P.M. Gy 1992-10-23 Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short, the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry. **Sams Teach Yourself Microsoft Windows 2000 Professional in 10 Minutes** Jane Calabria 2000 Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories.

Sams Teach Yourself Google TV App Development in 24 Hours Carmen Delessio 2013-01-31 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

Robert Ludlum's (TM) The Utopia Experiment Kyle Mills 2013-03-26 With U.S. intelligence agencies wracked by internal power struggles and paralyzed by bureaucracy, the president has been forced to establish his own clandestine group--Covert-One. It's activated only as a last resort, when the threat is on a global scale and time is running out.The Utopia Experiment When Dresner Industries unveils the Merge, a device that is destined to revolutionize the world and make the personal computer and smartphone obsolete, Covert-One operative Colonel Jon Smith is assigned to assess its military potential. He discovers that enhanced vision, real-time battlefield displays, unbreakable security, and near-perfect marksmanship are only the beginning of a technology that will change the face of warfare forever--and one that must be kept out of the hands of America's enemies at all costs. Meanwhile, in the mountains of Afghanistan, CIA operative Randi Russell encounters an entire village of murdered Afghans--all equipped with enhanced Merge technology that even the Agency didn't know existed. As Smith and Russell delve into the circumstances surrounding the Afghans' deaths, they're quickly blocked by someone who seems to have access to the highest levels of the military--a person that even the president knows nothing about. Is the Merge really as secure as its creator claims? And what secrets about its development is the Pentagon so desperate to hide? Smith and Russell are determined to learn the truth. But they may pay for it with their lives. . . .

Sams Teach Yourself Microsoft Office PowerPoint 2003 in 24 Hours Tom Bunzel 2004 A guide to the business presentation software explains how to combine text, animation, video, photographs, sound effects, and narration into a professional-looking presentation. *Sams Teach Yourself CSS in 24 Hours* Kynn Bartlett 2006-09 Explores CSS tasks and discusses such topics as creating usable Web designs, controlling typography, and choosing appearance-enhancing colors and backgrounds. *Sams Teach Yourself Google AdWords in 10 Minutes* Bud E. Smith 2011-01-13 Sams Teach Yourself Google AdWords in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons, you'll learn everything you need to use Google AdWords to find more customers, sell more of your products and services, and earn higher profits at lower cost! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English definitions explain new terms 10 minutes is all you need to learn how to... Identify goals, target markets, and demographics Create your AdWords account and publish your first test ads Write great ads and continually improve your copy Schedule ads for the right times of day, days of the week, holidays, and seasons Master AdWords' tools for managing accounts, bids, keywords, and ads Choose, fine-tune, and optimize keywords Use AdWords to complement organic search engine optimization (SEO) campaigns Use geotargeting and other advanced techniques Profit from AdWords' suggestions--and know when to ignore them Utilize AdWords reporting to improve your ads' profitability Control spending, manage cash flow, and reduce costs without impacting results Troubleshoot your AdWords campaigns

C Programming in One Hour a Day, Sams Teach Yourself Bradley L. Jones 2013-10-07 Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C -- including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen,

Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers

Rise to Embrace [Rise of the Changelings, Book 3] (Siren Publishing Epic, ManLove) Lynn Hagen [Siren Epic Romance, ManLove: Erotic Alternative Paranormal Romance, M/M, with M/F/M, sex toys, HEA] When Lieutenant Commander John Freedman called in his favors, Ryan Deluca and Kenneth Brooke of Special Forces answered. But when Freedman asks Deluca and Brooke to track down Enrique Marcelo and make sure he isn't killed, they are baffled. John Freedman is the leader of the Death Squad, out to exterminate the nonhumans, and Enrique is at the top of their list. Willow Toreno lives with her changeling coyote pack deep in the Smoky Mountains. Alpha Garrett tells her they are having guests and she is to see to their needs. Even though she hates Garrett with every breath she takes, Willow is not foolish enough to disobey. But what she hadn't expected was to find two human males who spark a fire deep within her soul. They call to her beast, making Willow tempt fate. There is just one small problem. Garrett kills anyone who mates outside their coyote pack. When Willow is forced to the detention center, it's up to Brooke and Deluca to get her out. The stakes grow higher when the men learn Willow's dark and agonizing secret. NOTE! You are purchasing Siren's newest imprint, the Siren Epic Romance collection. This is Book 3 of 7 in the Rise of the Changelings series. The series shares an overall story arc with many crossover characters playing major roles in each book. These books are not stand-alone and should be read in their numbered order. ** A Siren Erotic Romance *Rising Star (Silver Dolphins, Book 7)* Summer Waters 2010-02-04 Exciting magical adventure series - will you answer the call of the Silver Dolphins?

Sams Teach Yourself C in 21 Days Bradley Jones 2003 This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.

Sams Teach Yourself Adobe Photoshop Cs In 24 Hours Rose 1900 Sams Teach Yourself Adobe® Photoshop® CS3 in 24 Hours 24 Proven One-hour Lessons Carla Rose Kate Binder You can master Photoshop® CS3 faster than you ever thought possible—even if you have no Photoshop or image editing experience at all! In just 24 hands-on, step-by-step lessons, this book will teach you all the core Photoshop skills you need to get great results—in digital photography, graphic design, painting, or anything else! By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do something.

Rise to Fall Lynn Hagen 2013-05-01 [Siren Epic Romance, ManLove: Erotic Alternative Paranormal Romance, M/M, with M/M/M, shape-shifters, HEA] Salvador is an ancient vampire who has come to America to settle a score with Kraven, the master vampire of Hamilton County. What he hadn't expected was to find his mates. John Freedman, formerly the leader of the Death Squad, must save Omar from the government, who is holding him in the last remaining detention center. When a stranger shows up claiming he wants to help, Freedman isn't so sure he wants the man anywhere near him—especially considering the fact that Salvador is a vampire. Omar Reed is in a truly messed-up situation. His parents had been less than understanding, and then his alpha knocked him down to juvenile status, an insult to any changeling breed. Worse yet, Omar was captured and experimented on by a sadistic scientist. As the war against nonhumans becomes critical, the three spend most of their time just trying to stay alive, but there's plenty of chemistry between them to take up the rest. Can they find enough common ground when their clothes are on to last forever? When Dorian is critically wounded, no one is sure if he will live or die, until Salvador offers a choice that just might send Rick over the edge. NOTE! You are purchasing Siren's newest imprint, the Siren Epic Romance collection. This is Book 6 of 7 in the Rise of the Changelings series. The series shares an overall story arc with many crossover characters playing major roles in each book. These books are not stand-alone and should be read in their numbered order. ** A Siren Erotic Romance *Risk Analysis VI* C. A. Brebbia 2008 Covering a series of important topics which are of current research interest and have practical applications, this book examines all aspects of risk analysis and hazard mitigation, ranging from specific assessment of risk to mitigation associated with both natural and anthropogenic hazards.

Sams Teach Yourself E-Commerce Programming with ASP in 21 Days Stephen Walther 1996-04-20 The friendly, tutorial style of Sams Teach Yourself E-Commerce Programming with ASP in 21 Days empowers you to create your own online stores quickly and easily. Using online-proven methods, Stephen Walther, an expert e-commerce developer, provides you with an understanding of online commerce applications, then guides you through the use of VBScript and ASP's built-in objects, enabling you to create your own dynamic, database-driven e-commerce solutions. This book does not stop at just creating the online store. The author teaches you to create order tracking systems, manage advertising, create store reports, personalize the shopping experience and much more.

Risk: A Very Short Introduction Baruch Fischhoff 2011-05-26 Risk is everywhere - from genetically modified crops, dams, and stem-cell therapy to heartbreak, online predators, inflation, and robbery. This Very Short Introduction examines what science has learned about how people deal with risks, what we can learn through decision theory, and how we can evaluate risk in our own lives.

River Cafe Italian Kitchen Rose Gray 2013-04-26 THE RIVER CAFE COOKBOOKS are a publishing phenomenon, with over a quarter of a million sold. Following a successful pilot on BBC, Rose Gray and Ruth Rogers were asked by Channel 4 to make a series in which they showed how to make some of their fantastic dishes and explained why they cook how they do. This unique book, which is photographed at both the River Cafe and in Italy, complements the existing cookbooks, contains all the recipes shown in the series 1 and 2 of ITALIAN KITCHEN and provides a platform for the authors to explain the philosophy behind their food with passion and verve.

Sams Teach Yourself Adobe Photoshop CS3 in 24 Hours Carla Rose 2007 One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool.

Sams Teach Yourself Game Programming with DirectX in 21 Days Clayton Walnum 2002 Teaches how to write games using DirectX3D, discussing such topics as how to create and manage DirectX3D objects, how to program animation sequences, how to add sound effects, and how to program a role-playing game.

Risk Theory and Reinsurance Griselda Deelstra 2013-11-22 Reinsurance is an important production factor of non-life insurance. The efficiency and the capacity of the reinsurance market directly regulate those of insurance markets. The purpose of this book is to provide a concise introduction to risk theory, as well as to its main application procedures to reinsurance. The first part of the book covers risk theory. It presents the most prevalent model of ruin theory, as well as a discussion on insurance premium calculation principles and the mathematical tools that enable portfolios to be ordered according to their risk levels. The second part describes the institutional context of reinsurance. It first strives to clarify the legal nature of reinsurance transactions. It describes the structure of the reinsurance market and then the different legal and technical features of reinsurance contracts, known as reinsurance 'treaties' by practitioners. The third part creates a link between the theories presented in the first part and the practice described in the second one. Indeed, it sets out, mostly through examples, some methods for pricing and optimizing reinsurance. The authors aim is to apply the formalism presented in the first part to the institutional framework given in the second part. It is reassuring to find such a relationship between approaches seemingly abstract and solutions adopted by practitioners. Risk Theory and Reinsurance is mainly aimed at master's students in actuarial science but will also be useful for practitioners wishing to revive their knowledge of risk theory or to quickly learn about the main mechanisms of reinsurance.

Sams Teach Yourself Ajax, JavaScript and PHP Phil Ballard 2009-10-29 This book/DVD bundle represents a \$30 savings versus the cost of buying them separately. It consists of the book Sams Teach Yourself Ajax, JavaScript, and PHP All in One and the video course Sams Teach Yourself JavaScript and Ajax: Video Learning Starter Kit. The Video Learning Starter Kit provides four hours of video training and lessons, along with all the source files and software the beginner needs to create and run the examples. Each 10-minute video lesson uses the same step-by-step learning structure that has proven so effective in all Sams Teach Yourself books - as well as the same clear and concise style, practical hands-on examples, and self-paced learning approach. The book combines the hottest web development technologies into one clearly written, step-by-step tutorial, packaged with an easy-to-use CD packed with all the software tools, libraries and source files a reader needs to develop their own applications. By the end of this book/video the user will understand how these technologies work, and more importantly, how they work together to create dynamic web applications. After working through the book's and video's lessons the reader will be able to confidently create basic, but professional-looking Ajax applications to enhance and improve any web site

Sams Teach Yourself Foursquare in 10 Minutes Tris Hussey 2011-01-10 A clear, super quick, easy-to-understand guide for new Foursquare users Foursquare is a location based social network for mobile devices that incorporates gaming elements With more than 1 million users it is verging on breaking out into the mainstream This is the first book on Foursquare from a major publisher Foursquare currently has iPhone, Android, webOS, Windows Phone 7, and BlackBerry applications Foursquare is a location based social network that incorporates gaming elements. It is the most popular location-based site of its kind and with more than 1 million users it is verging on mainstream adoption. Sams Teach Yourself Foursquare in 10 Minutes offers straightforward, practical answers for fast results. By working through the 10-minute , you will learn everything you need to know to quickly and easily master the popular location-based social network, Foursquare. Step-by-step instructions walk you through the most common questions, issues, and tasks... "Did You Know?" tips offer insider advice and shortcuts... "Watch Out!" alerts help you avoid problems. Sams Teach Yourself Foursquare in 10 Minutes will provide beginner and experienced users with fast at a glance tips pointing out helpful shortcuts and solutions, cautions to help avoid common Foursquare pitfalls, and is written in a clear easy to understand format. Topics include: " What Foursquare is and how it is different from other social media sites " How to create your account " How to find friends and connect with people you already know " How to earn points, badges, and mayorships " How to use Foursquare on your mobile device " How to have fun with Foursquare " How businesses are using Foursquare " How to maintain your privacy and safety

Robert Browning: Selected Poems John Woolford 2013-11-19 Robert Browning (1812 - 1889) was one of the defining figures of the Victorian age. Famous in his lifetime for his elopement and marriage to Elizabeth Barratt, his critical reputation grew steadily in the years following her early death. Browning's mastery of dramatic verse was evident throughout his career, from such chillingly unforgettable monologues as 'My Last Duchess' and 'Porphyria' to the mature work included in his collection *Dramatis Personae*. This selection, chosen by leading scholars, reveals the innovation, complexity and profound psychological insight that have ensured Browning's enduring reputation and his continuing appeal to readers today. **Browning: Selected Poems** results from a completely fresh appraisal of the canon, text and context of the writer's work. The poems are presented in the order of their composition and in the text in which they were first published, giving a unique insight into the development of Browning's art. An introduction and chronology offer useful background material, whilst annotations and headnotes provide details of composition, publication, sources and contemporary reception. This authoritative yet accessible selection should become the first point of reference for scholar, student and general reader alike. **Sams Teach Yourself SAP R/3 in 24 Hours** Danielle Larocca 1999 The perfect reference for end-users (accounting clerks, sales reps, shipping and receiving clerks, human resources employees, etc.) who merely use SAP as a tool to get their job done. Much of the coverage is aimed at "immediate" material so that end-users can get back to work on their job functions with the SAP software. Chapters on navigation, integration with Microsoft Office, reporting, business process, and performing common tasks will jump start you into getting work done, and accomplishing more immediately.

Risen: Dark Waters Steven Savile 2012 Set ten years after the events in Risen, Dark Waters continues our hero's story. After he saved the world from Inquisitor Mendoza's madness and the Titan's wrath, he joined the Inquisition himself to save what was left of the world. He soon realized that humanity was on the edge of destruction anyway, and his heroic deeds on Faranga meant nothing. Now a broken man, he has been sent on a mission to infiltrate a pirate crew and find a secret weapon to use against the Titans...

Sample Surveys: Inference and Analysis 2009-09-02 Handbook of Statistics 29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography **Sams Teach Yourself Microsoft Access 2000 in 24 Hours** Craig Eddy 1999 Introduces the latest version of the database program and provides lessons on how to create, update, and modify databases

Sams Teach Yourself Beginning Databases in 24 Hours Ronald R. Plew 2003 Discusses how to choose the correct database, how to design a database, how to organize data, how to query and update data, how to create reports, and how to build applications that use databases.

Sams Teach Yourself ColdFusion Express in 24 Hours Ben Forta 2001 Explains how to use the free simplified version of ColdFusion Server to create dynamic, data-driven Web sites using intelligent server-side conditions, logical processing, guest books, counters, and shopping carts.

Sams Teach Yourself PHP, MySQL and Apache in 24 Hours Julie C. Meloni 2003 Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.

Sams Teach Yourself Object Oriented Programming in 21 Days Anthony Sintes 2001 The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.

Roadtesting Happiness Sophie Scott 2011-01-25 We are constantly being told that happiness should be our goal, and how we can achieve it. But does the advice of happiness 'experts' really work? Sophie Scott, the ABC's medical reporter, roadtests the most popular methods to find out. We are constantly told that happiness should be our goal, but how can we achieve it? Does the advice of happiness 'experts' really work? that is what Sophie Scott decides to find out. Exploring the science of happiness, the ABC's award-winning medical reporter gets inside the ideas of leading happiness experts, including Buddhist monk Matthieu Ricard (the 'world's happiest man'), psychologist Dr tim Sharp (aka 'Dr Happy') from the Happiness Institute, and Assistant Professor Alice Domar from the Harvard Medical School, to discover the best ways to achieve and maintain happiness. Then she tries it all out. Using each approach suggested by the experts, she 'roadtests' her way from depression to happiness, sampling techniques such as cognitive behaviour therapy; meditation, mindfulness and spirituality; acceptance and

gratitude; altruism and volunteering; food choices and exercise. If you want to become happier than you are right now and stay that way, here are the tools - and shortcuts - to make it happen.

Sams Teach Yourself Perl in 21 Days Laura Lemay 2002 'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.

Sams Teach Yourself Routing in 24 Hours J. F. DiMarzio 2002 Sams Teach Yourself Routing in 24 Hours presents routing fundamentals in 24 easy to follow lessons that build upon the previous lessons. Each of these lessons can stand alone as a tutorial on a particular routing concept, thereby adding greater value to the book. In addition to these "easy to follow" lessons, this book is full of useful notes, tips, and cautions from the author's extensive experience that will prove invaluable to anyone who wants to learn routing as quickly as possible. The reader will also benefit from the exercises (each one based on an actual experience the author has encountered) at the end of each chapter.