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Sams **Teach Yourself**

**R**

in **24**  
**Hours**

**SAMS**

# Online Book 24 Hours Sams Teach Yourself

**Jesse Feiler**



## **Online Book 24 Hours Sams Teach Yourself:**

**Sams Teach Yourself Adobe LiveMotion 2 in 24 Hours** Molly E. Holzschlag, 2002 A quick and practical introduction to LiveMotion Adobes object oriented design tool for creating Web graphics and animation *Sams Teach Yourself Macromedia Flash MX in 24 Hours* Phillip Kerman, 2002 Updated and revised this bestselling tutorial is a clearly written well organized introduction to Flash and gives the beginner an overview of the application s newest version [Maya in 24 Hours, Sams Teach Yourself](#) Kenny Roy, Fiona Rivera, 2013-07-29 In just 24 sessions of one hour or less Sams Teach Yourself Maya in 24 Hours will help you master Autodesk Maya 2014 and use it to create outstanding 3D graphics and animations Using this book s straightforward step by step approach you ll master powerful Maya 2014 tools for modeling texturing rigging animating lighting rendering and more 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 Maya tasks Quizzes and exercises test your knowledge of key Maya 2014 tools at the end of each hour Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Learn how to Get comfortable with Autodesk Maya 2014 s complex interface Quickly access the Maya 2014 tools you need for any task Efficiently manage your assets and files Model with polygonal geometry and NURBS curves surfaces Unfold UVs and apply textures Create node networks in the hypershade Model highly realistic characters Utilize relationships and make nodes work together Rig your objects and characters for animation Add animated movement to your scenes Create and adjust cameras Build diverse shapes with BlendShapes Animate using dynamics and simulations Script and automate common tasks Improve realism with particles hair cloth effects and more Correctly light your scenes Render your final imagery Work effectively with film Manage your projects and scene workflows more efficiently On the DVD The accompanying DVD contains how to videos for dozens of key Maya 2014 tasks extensive sample art and models and additional bonus content *Sams Teach Yourself Computer Basics in 24 Hours* Jill T. Freeze, 2001 Designed to be an all in one solution this book helps users to get up and running on their computers and learn the pre loaded software applications This third edition has been revised and updated to include coverage of new PC hardware and software **Sams Teach Yourself ASP.NET 4 in 24 Hours** Scott Mitchell, 2010-07-06 In just 24 sessions of one hour or less you ll learn how to build complete professional quality web solutions with ASP NET 4 and Microsoft Visual Web Developer 2010 Using this book s straightforward step by step approach you ll master the entire process from site design through data collection user management through debugging and deployment Scott Mitchell editor of top ASP NET resource site 4GuysFromRolla.com shows how to use the newest ASP NET 4 enhancements and make the most of free tools like ASP NET Ajax and Microsoft SQL Server 2008 Express Edition Each lesson builds on what you ve already learned giving you a strong practical foundation for success Step by step instructions carefully walk you through the most common ASP NET 4 development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge

By the Way Did You Know and Watch Out boxes point out shortcuts and solutions Learn how to Get started fast with ASP NET 4 and Visual Web Developer 2010 Use Visual Web Developer 2010 to quickly build professional quality ASP NET websites Design create and test ASP NET web pages Collect process and validate input from your site s visitors Build a website that supports user accounts Create web pages that access display and edit database data using Microsoft SQL Server 2008 Express Edition Define site maps to provide efficient easy navigation Use master pages to build more consistent and well designed sites Create more responsive and interactive web pages with ASP NET Ajax Host upload deploy and update production web sites *Beginning Programming in 24 Hours, Sams Teach Yourself* Greg Perry,Dean Miller,2013-12-02 If you want to learn computer programming but don t know which language to start with this is the book for you In just 24 lessons of one hour or less any beginner can get a solid introduction to the basics of computer programming and learn to write simple programs for any platform Windows Mac and mobile Using a straightforward step by step approach each lesson in this carefully crafted tutorial builds upon the previous one allowing you to learn all the essentials of programming from the ground up Once you ve mastered these fundamentals the book introduces you to several of the most popular computer programming languages today and helps you decide which language to learn first Step by step instructions carefully walk you through the most common programming tasks Practical hands on examples show you how to apply what you learn to create your own programs Quizzes and exercises at the end of each lesson help you test your knowledge and stretch your skills Learn how to Set up your programming toolkit with widely available free downloads Create simple programs in JavaScript that get user input and display output Process numbers and words Use variables to hold information Merge strings together Tell programs how to make decisions Create algorithms to count data values and accumulate totals Use JavaScript to create interactive web pages Improve a user s experience with cookies Debug your programs before going live Structure programs for readability Apply your programming skills to more advanced languages like Java Use object oriented programming techniques Choose between other popular languages like C and C HTML5 and CSS3 Visual Basic and NET and PHP Distribute and sell your programs **Sams Teach Yourself DHTML in 24 Hours** Michael G. Moncur,2002 Teaches readers the fundamentals of creating Web pages using DHTML discussing topics including drop down menus cascading style sheets browser differences text and font effects games forms and troubleshooting **Sams Teach Yourself Networking in 24 Hours** Uyless N. Black,2009-05-26 In just 24 sessions of one hour or less learn how to use today s key networking techniques and technologies to build secure and troubleshoot both wired and wireless networks Using this book s straightforward step by step approach you master every skill you need from working with Ethernet and Bluetooth to spam prevention to network troubleshooting 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 networking tasks Q A sections at the end of each hour help you test your knowledge By the Way notes present interesting information related to the

discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Learn how to Choose the right network hardware and software and use it to build efficient reliable networks Implement secure high speed Internet connections Provide reliable remote access to your users Administer networks to support users of Microsoft Linux and UNIX environments Use low cost Linux servers to provide file and print services to Windows PCs Protect your networks and data against today s most dangerous threats Use virtualization to save money and improve business flexibility Utilize RAID technologies to provide flexible storage at lower cost Troubleshoot and fix network problems one step at a time Preview and prepare for the future of networking

**Sams Teach Yourself Java 2 in 24 Hours** Rogers Cadenhead,2002 Cadenhead presents a step by step tutorial that teaches someone with no previous programming experience how to create simple Java programs and applets It starts out at a lower level than Sams Teach Yourself Java in 21 Days and takes things at a slower pace focusing on key programming concepts and essential Java basics

**Sams Teach Yourself Xcode 4 in 24 Hours** John Ray,2012-06-17 In just 24 sessions of one hour or less Sams Teach Yourself Xcode 4 in 24 Hours will help you achieve breakthrough productivity with Apple s new Xcode 4 3 development environment for OS X and iOS devices Every lesson introduces new concepts and 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 Xcode 4 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 figures and code appear as they do in Xcode 4 3 Master the MVC design pattern at the heart of iOS and OS X development Use Xcode project templates to get a head start on advanced application features Efficiently use the Xcode Code Editor and get fast contextually aware answers with the built in help system Use iOS Storyboards to visually describe an application s workflow Get started with Core Data to simplify data management and data driven user interfaces Use frameworks and libraries to package functionality and promote time saving code reuse Use Git and Subversion source control for managing distributed projects Prepare Unit tests and use the Xcode debugger to keep your projects error free Package your apps for the App Store Use the command line Xcode tools for scripting and build automation

**Sams Teach Yourself JavaScript in 24 Hours** Michael Moncur,2006-06-21 JavaScript is one of the easiest most straightforward ways to enhance a website with interactivity Sams Teach Yourself JavaScript in 24 Hours 4th Edition serves as an easy to understand tutorial on both scripting basics and JavaScript itself The book is written in a clear and personable style with an extensive use of practical complete examples It also includes material on the latest developments in JavaScript and web scripting You will learn how to use JavaScript to enhance web pages with interactive forms objects and cookies as well as how to use JavaScript to work with games animation and multimedia

**Sams Teach Yourself .NET XML Web Services in 24 Hours** Mark

Augustyniak,2002 This title takes a straightforward approach to teaching the hows and whys of XML Web Services and builds upon the skills learned in each successive chapter The intent is to give readers a competitive edge in creating new and innovative software solutions before the competition has even heard of them It includes coverage of XML XSD WSDL SOAP UDDI and DISCO and ASP NET *Sams Teach Yourself Microsoft Expression Web 3 in 24 Hours* Morten

Rand-Hendriksen,2009-09-18 In just 24 sessions of one hour or less you ll learn how to build flexible easy to maintain standards based websites with Microsoft Expression Web 3 Using this book s straightforward step by step approach you ll master the entire process from concept through delivery You ll learn powerful ways to plan design construct and even redesign websites that are simple to manage and easy to repurpose Each lesson builds on what you ve already learned giving you a strong real world foundation for success no matter what kind of site you re building Step by step instructions carefully walk you through the most common Expression Web 3 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 Learn how to Build your first Expression Web 3 website in just five minutes Establish work processes for building standards based sites faster with far less work Write error free code quickly and easily with Code view and IntelliSense Create hyperlinks that simplify navigation perform actions and send commands Understand create and modify CSS style sheets with unprecedented speed and accuracy Use Dynamic Web Templates to consistently format or reformat hundreds of pages Implement state of the art interactivity with buttons behaviors and Cascading Style Sheets CSS Publish simple Silverlight applications and add multimedia content from Flash and other sources Build advanced drop down and other CSS based menus from scratch Learn how and when to use each of Expression Web s six publishing options Integrate web application code written in ASP NET or PHP **Sams Teach Yourself Microsoft Expression Web 4 in 24 Hours** Morten

Rand-Hendriksen,2010-10-19 Build standards based Web sites with Expression Web a step by step tutorial that helps you do it right the first time The easy to read hands on introduction to Microsoft s new Expression Web 4 Establish work processes for building standards based web code faster and with much less work Covers all the new features in version 4 including HTML5 A complete tutorial step by step instructions examples Q and As quizzes exercises tips shortcuts and more Expression Web 4 offers a fundamentally different more powerful approach to web authoring To make the most of it both beginners and seasoned web professionals will benefit from a thorough simple introduction that covers both the programs program s features and its new workflows *Sams Teach Yourself Microsoft Expression Web 4 in 24 Hours* is that book In just 24 lessons of one hour or less it will help readers gain true mastery so they can build state of the art standards based Web sites and applications with far less work In this book s straightforward approach each lesson builds on everything that s come before helping readers learn all of Expression Web 4 s core features from the ground up including breakthrough features like

Dynamic Web Templates and SuperPreview Friendly accessible and conversational it takes readers from concept through delivery teaching powerful techniques for designing constructing and even re designing web sites for easier management and repurposing By the time they re finished with these lessons readers won t just understand Expression Web 4 they ll be comfortable using it in real world projects

**Sams Teach Yourself Objective-C in 24 Hours** Jesse Feiler,2014-03-03 Full color figures and code appear as they do in Xcode 5 In just 24 sessions of one hour or less you can master the Objective C language and start using it to write powerful native applications for even the newest Macs and iOS devices Using this book s straightforward step by step approach you ll get comfortable with Objective C s unique capabilities and Apple s Xcode 5 development environment make the most of Objective C objects and messaging work effectively with design patterns collections blocks Foundation Classes threading Git and a whole lot more 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 Objective C development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present 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 Use Xcode 5 to write modern Objective C software more quickly and efficiently Master Objective C s object oriented features and techniques Manage projects more efficiently with the Git source code repository Write more dynamic code with Objective C s powerful messaging architecture Declare classes instance variables properties methods and actions Work with mutable and immutable data types Organize data with collections including arrays dictionaries and sets Painlessly manage memory with Automatic Reference Counting ARC Expand and extend classes with protocols delegates categories and extensions Get started with Apple s powerful classes and frameworks Create and work with code blocks Manage queues and threading with Grand Central Dispatch

*Sams Teach Yourself Dreamweaver UltraDev 4 in 21 Days* John Ray,2001 Ready to use building blocks for integrated circuit design Why start coding from scratch when you can work from this library of pre tested routines created by an HDL expert There are plenty of introductory texts to describe the basics of Verilog but Verilog Designer s Library is the only book that offers real reusable routines that you can put to work right away Verilog Designer s Library organizes Verilog routines according to functionality making it easy to locate the material you need Each function is described by a behavioral model to use for simulation followed by the RTL code you ll use to synthesize the gate level implementation Extensive test code is included for each function to assist you with your own verification efforts Coverage includes Essential Verilog coding techniques Basic building blocks of successful routines State machines and memories Practical debugging guidelines Although Verilog Designer s Library assumes a basic familiarity with Verilog structure and syntax it does not require a background in programming Beginners can work through the book in sequence to develop their skills while experienced Verilog users can go directly to the routines they need Hardware designers systems analysts VARs OEMs software developers and system

integrators will find it an ideal sourcebook on all aspects of Verilog development      *Sams Teach Yourself HTML and CSS in 24 Hours* Julie C. Meloni, Michael Morrison, 2010 Twenty four one hour lessons explain the creation of Web pages using graphics motion interactivity animation tables and frames sound and video      *Sams Teach Yourself HTML 4 in 24 Hours* Dick Oliver, 2002-02-12 *Sams Teach Yourself HTML 4 in 24 Hours* Fourth Edition is a carefully organized tutorial that teaches the beginning Web page author just what you need to know in order to get a Web page up in the shortest time possible The book covers only those HTML tags and technologies that are likely to be used on a beginner s Web page and it is organized in a logical step by step order This new edition updates coverage of new Web publishing technologies Refined and reworked parts of the book to make it even more clear and straightforward for beginners      *JavaScript in 24 Hours, Sams Teach Yourself* Phil Ballard, 2015-06-04 In just 24 lessons of one hour or less *Sams Teach Yourself JavaScript in 24 Hours* helps you learn the fundamentals of programming using the JavaScript language Designed for beginners with no previous programming experience this book s straightforward step by step approach shows you how to use JavaScript to add a wide array of interactive features and effects to your web pages 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 JavaScript programming tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Use JavaScript to build dynamic interactive web pages Debug scripts Create scripts that work in all browsers Write clear reliable and reusable code Use object oriented programming techniques Script with the DOM Access JSON data Work with HTML5 and CSS3 Leverage the popular jQuery library Control CSS with simple JavaScripts Read and write cookies Use some of the new ECMAScript 6 features today Get started with frameworks such as AngularJS Build browser add ons and extensions Who This Book Is For Those who have at least a basic understanding of HTML and web page design in general and want to move on to adding some extra interactivity to your pages Those who currently code in another programming language and want to see what additional capabilities JavaScript can add to your armory Someone who has never done any computer programming Browse through an HTML primer before using this book You don t need to be an HTML expert to use JavaScript but should have a basic understanding Contents at a Glance Part I First Steps with JavaScript 1 Introducing JavaScript 2 Writing Simple Scripts 3 Using Functions 4 DOM Objects and Built in Objects Part II Cooking with Code 5 Numbers and Strings 6 Arrays 7 Program Control Part III Objects 8 Object Oriented Programming 9 Scripting with the DOM 10 Meet JSON Part IV HTML5 and CSS3 11 JavaScript and HTML5 12 JavaScript and CSS 13 Introducing CSS3 Part V Using JavaScript Libraries 14 Using Libraries 15 A Closer Look at jQuery 16 The jQuery UI User Interface Library 17 Ajax with jQuery Part VI Advanced Topics 18 Reading and Writing Cookies 19 Coming Soon to JavaScript 20 Using Frameworks 21 JavaScript Beyond the Web Page Part VII Learning the Trade 22 Good Coding Practice 23 Debugging Your Code 24 JavaScript Unit Testing Part VIII Appendices A



Tools for JavaScript Development B JavaScript Quick Reference      **Sams Teach Yourself Adobe Flash CS4 Professional in 24 Hours. Adobe Reader** Phillip Kerman, Lynn Beighley, In just 24 lessons of one hour or less you can learn how to design create and deploy high impact graphics and animation with Adobe Flash CS4 Professional Using this book's straightforward step by step approach you'll master the skills and technologies you need from creating interactivity and animation to optimizing and publishing your Flash movies on the Web Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Full color figures and clear step by step instructions visually show you how to use Flash Quizzes and Exercises at the end of each chapter help you test your knowledge Notes Tips and Cautions provide related information advice and warnings Learn how to Make the most of the updated Flash interface including its new Motion tools Draw and paint original art in Flash Use layers and the Library to efficiently organize your content Build animations using shape tweening Flash CS4's new motion tweening and advanced inverse kinematics Create special effects with shapes filters and the new Deco Tool Add interactivity to your Flash movies Integrate a wide spectrum of audio and video content Use ready built components to create sophisticated content without programming Get started with ActionScript 3 Publish your movies to the Web Design modular Flash sites that load quickly and perform well Phillip Kerman is an internationally recognized expert on the use of the Web and multimedia for training and entertainment He has frequently presented at Macromedia and Adobe user conferences and has taught Flash and other Adobe Web development technologies to working web professionals worldwide Lynn Beighley a freelance web programmer and designer has written several Flash Dreamweaver and Photoshop books and training CDs She has worked at Los Alamos National Labs Palm and Yahoo Her dynamic Flash advertisements have appeared on Yahoo's home page

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