

Digital Printing Pocket Primer

As part of the Pocket Primer series, this book was designed for someone like you who needs to master Access programming fundamentals without spending too much time. All you need is a short book to get you started. It will show you only the things you need to know to feel at home with VBA. What you learn in this book on Access programming will also apply to, say, Excel programming. The book is divided into nine chapters that progressively introduce you to programming Microsoft Access 2016. Features:

- Includes a companion disc with all of the hands-on files needed to complete the chapter projects and all the images from the text
- Introduces you to programming Microsoft Access 2016

The Design Manual by David Whitbread is an indispensable and comprehensive reference for traditional and digital publishing. From beginners to professional graphic designers, desktop publishers and graphic design students, The Design Manual provides essential information on conceptual approaches, planning and project development techniques for print, web and multimedia production. Design tasks are divided into sections on publication, corporate identity, on-screen and advertising design. There is discussion of specific skills such as branding and logo design; stationery, catalogue, annual report and newsletter production; websites; storyboarding and animation techniques; and more. The production section discusses layout and typography for print and screen, colour and colour systems, printing and finishing processes. With numerous checklists and practical tips throughout the text, The Design Manual has become a standard reference for anyone involved in or interested in design.

The Scanning Workshop is a project-based learning experience that teaches readers how to get the most out of their scanners. In addition, the book includes care and cleaning instructions and provides secret tips, such as how to scan Grandma's heirloom hand-painted china without any glare. The book is closely tied to the software on the CD, Adobe's Photoshop Elements, so readers get a hands-on introduction to post-scanning image correction. Extra sidebars point out outstanding features in some of the most popular software distributed with scanners so readers can choose what will best suit their needs.

This comprehensive book bridges the evolution in cartography by presenting both traditional methods and recently developed cartographic techniques. KEY TOPICS It provides a compendium of methods for symbolizing and visualizing spatial data, from the traditional methods that presume a communication model to computer-based techniques that provide a means of data visualization. For anyone interested in designing maps in the realm of GIS.

The book as object, as content, as idea, as interface. What is the book in a digital age? Is it a physical object containing pages encased in covers? Is it a portable device that gives us access to entire libraries? The codex, the book as bound paper sheets, emerged around 150 CE. It was preceded by clay tablets and papyrus scrolls. Are those books? In this volume in the MIT Press Essential Knowledge series, Amaranth Borsuk considers the history of the book, the future of the book, and the idea of the book. Tracing the interrelationship of form and content in the book's development, she bridges book history, book arts, and electronic literature to expand our definition of an object we thought we knew intimately. Contrary to the many reports of its death (which has been blamed at various times on newspapers, television, and e-readers), the book is alive. Despite nostalgic paeans to the codex and its printed pages, Borsuk reminds us, the term "book" commonly refers to both medium and content. And the medium has proved to be malleable. Rather than pinning our notion of the book to a single form, Borsuk argues, we should remember its long history of transformation. Considering the book as object, content, idea, and interface, she shows that the physical form of the book has always been the site of experimentation and play. Rather than creating a false dichotomy between print and digital media, we should appreciate their continuities.

As part of the bestselling Pocket Primer series, the goal of this book is to introduce readers to regular expressions in several technologies. It is intended for data scientists, data analysts, and others who want to understand regular expressions to perform various tasks. You will acquire an understanding of how to create an assortment of regular expressions, such as filtering data for strings containing uppercase or lowercase letters; matching integers, decimals, hexadecimal, and scientific numbers; and context-dependent pattern matching expressions. It includes REs with Python, R, bash, Perl, Java, and more. Companion files with source code are available for downloading from the publisher. FEATURES * Uses REs with Python, R, bash, Java, and more * Packed with realistic examples and numerous commands * Assumes the reader has no prior experience, but the topic is covered comprehensively enough to teach a pro some new tricks * Includes companion files with all of the source code examples (download from the publisher) ON THE COMPANION FILES (available from the publisher for downloading) * Source code samples

As part of the best-selling Pocket Primer series, this book provides an overview of the major aspects and the source code to use the latest versions of Angular 4. It has coverage of the fundamental aspects of Angular that are illustrated via numerous code samples. This Pocket Primer is primarily for self-directed learners who want to learn Angular 4 programming, and it serves as a starting point for deeper exploration of its numerous applications. A companion disc (also available for downloading from the publisher) with source code and color images is included. FEATURES -Contains latest material on Angular 4, graphics/animation, mobile apps, -Includes companion files with all of the source code and images from the book -Provides coverage of the fundamental aspects of Angular4 that are illustrated via code samples BRIEF TABLE OF CONTENTS 1. A Quick Introduction to Angular. 2. UI Controls and User Input. 3. Graphics and Animation. 4. HTTP Requests and Routing. 5. Forms, Pipes, and Services. 6. Angular and Express. 7. Flux, Redux, GraphQL, Apollo, and Relay. 8. Angular and Mobile Apps. 9. Functional Reactive Programming. 10. Miscellaneous Topics. Index. ON THE COMPANION FILES! -Hundreds of source code samples -All images from the text (including 4-color) eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

[Step Inside Design](#)

[Cryptography: A Very Short Introduction](#)

[jQuery Pocket Primer](#)

[Angular and Deep Learning Pocket Primer](#)

[Digital Workflow](#)

[Clinical Primer](#)

[Capturing and Optimizing Images for Print and Web-Based Publishing](#)

[Data Science Fundamentals Pocket Primer](#)

[Bull's-Eye! The Ultimate How-To Marketing and Sales Guide for CPAs](#)

[Digital Photography](#)

As part of the best-selling Pocket Primer series, this book is designed to introduce the reader to the basic concepts of data analytics using Python 3. It is intended to be a fast-paced introduction to some basic features of data analytics and also covers statistics, data visualization, and data cleaning. The book includes numerous code samples using NumPy, Pandas, Matplotlib, Seaborn, and features an appendix on regular expressions.

Companion files with source code and color figures are available. FEATURES: Includes a concise introduction to Python 3 Provides a thorough introduction to data and data cleaning Covers NumPy and Pandas

Introduces statistical concepts and data visualization (Matplotlib/Seaborn) Features an appendix on regular expressions Includes companion files with source code and figures

As part of the best selling Pocket Primer series, this book is an effort to give programmers sufficient knowledge of Python 3 to be able to work on their own projects. In addition to covering all of the basic concepts, the book features a chapter on PyGame, which allows a programmer to handle graphics, mouse and keyboard interaction, and play sounds and videos. The demonstration example for that chapter is a Lunar Lander game. Another feature is the chapter on communication, which makes use of one of Python's best features: a collection of modules for sending and receiving Email, communicating between computers, and working with Twitter and Web pages. Companion files that accompany this book contain all of the code examples as complete working programs. This means that there is no need to key them in, so they can be executed and perhaps modified or expanded. Features: •Features a chapter on PyGame, which allows a programmer to handle graphics, mouse / keyboard interaction, and play sounds and videos •Explores communication in depth, making use of one of Python's best features: a collection of modules for sending and receiving Email, communicating between computers, and working with Twitter and Web pages. •Companion files contain all of the code examples as complete working programs On the Companion Files: (also available from the publisher for downloading by emailing info@merclearning.com) •Source code samples •All images from the text (including 4-color)

This book introduces TensorFlow to people who have some knowledge of Python. Readers will learn about many "core" TensorFlow APIs, Linear Regression, Logistic Regression, and MultiLayer Perceptrons. This book is meant to provide both a foundation in TensorFlow and a rudimentary understanding of Deep Learning. Features: - A concrete introduction to TensorFlow and useful APIs - Companion files with code from the text. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

This book takes a minimalist approach to the traditional data structures course. It covers only those topics that are absolutely essential; the more esoteric structures and algorithms are left for later study. Suitable for an introductory data structures course or self-study, this book is written from the ground up in C++ (not translated from a Java-based text), and uses features of the C++ Standard Template Library to illustrate important concepts. A unique feature of the text is its use of literate programming techniques (originally developed by Donald Knuth) to present the sample code in a way that keeps the code from overwhelming the accompanying explanations. This book is suitable for an undergraduate data structures course using C++ or for developers needing review. Features •Takes a "minimalist" approach to the material that presents only essential concepts. This enables readers to focus on (and remember) just what they'll need. •Uses select features of the C++11 standard to simplify the sample code and make it easier to understand. •Connects the concepts directly to the classes provided the Standard Template Library (STL), and shows how these classes can be implemented in C++. •Uses "literate programming" techniques that allow the presentation of the sample code to more clearly show the details of the code as well as how the pieces fit together.

As part of the new Pocket Primer series, this book provides an overview of the major aspects, the source code, and tutorial videos to use jQuery. DVD with code, videos, and graphics included. Features: •Integrated coverage of CSS3, jQuery and other important JS toolkits •Covers jQuery Mobile and HTML5 hybrid mobile apps •Covers BackboneJS and Twitter Bootstrap •Includes companion DVD with source code, tutorial videos, and 4-color graphics

As part of the best-selling Pocket Primer series, this book is designed to introduce the reader to basic machine learning concepts and incorporate that knowledge into Angular applications. The book is intended to be a fast-paced introduction to some basic features of machine learning and an overview of several popular machine learning classifiers. It includes code samples and numerous figures and covers topics such as Angular functionality, basic machine learning concepts, classification algorithms, TensorFlow and Keras. The files with code and color figures are on the companion disc with the book or available from the publisher. Features: Introduces the basic machine learning concepts and Angular applications Includes source code and full color figures (Also available from the publisher for downloading by writing to info@merclearning.com)

"AICPA PCPS (Private Companies Practices Section)"

A 21st-century Guide for Libraries, Archives, and Museums

Python 3

Digital Typography Pocket Primer

Bash Command Line and Shell Scripts Pocket Primer

The Preservation Management Handbook

Angular2 Pocket Primer

The Columbia Guide to Digital Publishing

A Primer for Real Life

Pocket Primer

Pocket Primer on the Rheumatic Diseases

Pocket Primer

Pocket Primer on the Rheumatic Diseases

Pocket Primer

This book is a clear and informative introduction to cryptography and data protection - subjects of considerable social and political importance. It explains what algorithms do, how they are used, the risks

associated with using them, and why governments should be concerned. Important areas are highlighted, such as Stream Ciphers, block ciphers, public key algorithms, digital signatures, and applications such as e-commerce. This book highlights the explosive impact of cryptography on modern society, with, for example, the evolution of the internet and the introduction of more sophisticated banking methods. ABOUT THE SERIES: The Very Short Introductions series from Oxford University Press contains hundreds of titles in almost every subject area. These pocket-sized books are the perfect way to get ahead in a new subject quickly. Our expert authors combine facts, analysis, perspective, new ideas, and enthusiasm to make interesting and challenging topics highly readable.

Great Digital Media with Windows XP focuses on the new digital media integration features in Windows XP, such as digital photography, digital audio/music, and digital movies. Windows XP is the ultimate companion for any user that wants to integrate digital media into their lifestyle. And Great Digital Media with Windows XP will explain how it works, for both new and experienced users alike. Specifically, Windows XP makes it easy for any level of user to acquire, organize, manage, and share photographs on their computer, through scanners and direct connections to digital cameras. The book describes how to use the base OS tools for controlling digital cameras, sharing photographs on digital cameras without first moving them to the hard drive, and a variety of image editing tools. Windows XP also integrates with third-party photo printing services from Ofoto and Kodak so that users can make regular prints from their digital camera. For digital audio lovers, Windows XP makes it possible to rip music from CDs in MP3 or Windows Media formats, store and organize digital music, and record audio mix CDs, and Great Digital Media with Windows XP demonstrates how to do this step-by-step. Windows XP also includes tools discussed in the book for acquiring digital or analog video on the computer, adding titles and transitions, and saving the completed productions in a digital format that can be shared via the Web or e-mail.

"Museum curators, museum professionals, archivists and librarians from small local history museums to world-famous art and natural history collections, must deploy their specialized knowledge to prioritize the needs of their collections. This revised volume has a wide range of topic-specific expertise that comprises both an enduring text for preservation students as well as an essential one-stop reference for cultural heritage professionals where resources are limited and professional help is not always at hand"--

Put It on Paper! is an edited collection of Margie Dana's popular e-column, the Print Tip of the Week. If you buy printing, sell printing, or are in any way connected to the commercial printing industry, this handy guide will provide valuable insights about working with printers in new and humorous ways. Other trade books about printing are technical tomes and often difficult to "de-code." This book, Margie Dana's first, makes a great, plain-English companion to such favorites as The Pocket Pal and Getting It Printed. So gather all of your questions that you've been saving for printers and settle down with your copy of Put It on Paper! It translates a lot of the common technical jargon so that future printing transactions become easier and more enjoyable. Throughout this book, Ms. Dana explains what printers need from customers to produce what's expected of them. For everyone who works in printing, this book sets the tone for a beautiful friendship between printers and their customers. The nine chapters of Put It on Paper! are as follows: Chapter 1: Tips for Beginners Common-Sense Advice for the First-Time Print Buyer Parlez-Vous Printing? The Major Types of Printing: A Primer The Paper Trail: From Mill to Merchant to Printer 4-Color Process in Plain English Chapter 2: Choosing - and Keeping - a Printer Not All Printers Are Created Equal "You Can't Buy Service" With Printing, Do Actions Speak Louder Than Words? 20 Questions - or How I'd Interview a Print Salesperson Look Quick! Printers Are Doing Everything! Scorecard #1: How Well Is Your Printer Serving You? Scorecard #2: How Well Is Your Sales Rep Serving You? Chapter 3: Preparing Your Materials Never Proofread Your Own Stiff Creating Your Own Files? Avoid These 10 Common Problems PDF: The Remarkable, Versatile Digital Proof Not So Fast, Lady. Macs Don't Always Rule! Type Tips File Formats for Graphic Images Printing from Word File

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

The first comprehensive guide to all aspects of digital publishing, from rights to eBooks, to accessibility, to content management.

Provides information on eXtreme programming, or XP, a software development methodology.

[D3 Data-Driven Documents Pocket Primer](#)

[Thematic Cartography and Geographic Visualization](#)

[Every Person's Guide to the Printing Industry](#)

[Python 3 and Data Analytics Pocket Primer](#)

[The Scanning Workshop](#)

[Implementing Cost-Effective Print-Based Automation](#)

[Digital Imaging Primer](#)

[Avoiding Costly Printout Problems Through Proper File Preparation](#)

[Extreme Programming Pocket Guide](#)

[Microsoft Excel 2016 Programming Pocket Primer](#)

As part of the best-selling Pocket Primer series, this book is designed to introduce the reader to basic deep learning concepts and incorporate that knowledge into Angular 10 applications. It is intended to be a fast-paced introduction to some basic features of deep learning and an overview of several popular deep learning classifiers. The book includes code samples and numerous figures and covers topics such as Angular 10 functionality, basic deep learning concepts, classification algorithms, TensorFlow, and Keras. Companion files with code and color figures are included.

FEATURES: Introduces basic deep learning concepts and Angular 10 applications Covers MLPs (MultiLayer Perceptrons) and CNNs (Convolutional Neural Networks), RNNs (Recurrent Neural Networks), LSTMs (Long Short-Term Memory), GRUs (Gated Recurrent Units), autoencoders, and GANs (Generative Adversarial Networks) Introduces TensorFlow 2 and Keras Includes companion files with source code and 4-color figures.

As part of the Pocket Primer series, this book provides an overview of the major aspects and the source code to use D3. This Pocket Primer is primarily for self-directed learners who want to learn D3 and serves as a starting point for deeper exploration of its programming. Features: • Includes a companion disc with appendices, source code, and figures • Contains material devoted to D3 on mobile devices, using D3 with Ajax, HTML5 Web Sockets, NodeJS, and covers D3 application programming interfaces and other toolkits • Provides a solid introduction to D3 via complete code samples eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

As part of the best-selling Pocket Primer series, this book is designed to introduce readers to an assortment of powerful command-line utilities that can be combined to create simple, yet powerful shell scripts. While all examples and scripts use the “bash” command set, many of the concepts translate into other command shells (such as sh, ksh, zsh, and csh), including the concept of piping data between commands, regular expression substitution, and the sed and awk commands. Aimed at a reader relatively new to working in a bash environment, the book is comprehensive enough to be a good reference and teach a few new techniques to those who already have some experience with creating shell scripts. It contains a variety of code fragments and shell scripts for data scientists, data analysts, and other people who want shell-based solutions to “clean” various types of text files. In addition, the concepts and code samples in this book are useful for people who want to simplify routine tasks. Features: Takes introductory concepts and commands in bash, and then demonstrates their uses in simple yet powerful shell scripts Contains a variety of code fragments and shell scripts for data scientists, data analysts, and other people who want shell-based solutions to “clean” various types of text files

This handy pocket reference and interactive CD-ROM will help you learn and retain important information you need as a dental assistant, and it is all in one place. The "Pocket Guide" format allows you to have a complete and handy resource during clinical dental assistant practice. You can quickly and effortlessly review tray setups, dental materials, dental charting, cement mixing, assembling the XCP instrument, and film placements. The hands-on Pocket Guide plus interactive CD-ROM facilitate learning and can be used as a reference or for review. Interactive exercises, procedure videos, a database of dental materials, and Internet links will make your career as a dental assistant easier.

As part of the best-selling Pocket Primer series, this book is designed to introduce the reader to the basic concepts of data science using Python 3 and other computer applications. It is intended to be a fast-paced introduction to some basic features of data analytics and also covers statistics, data visualization, linear algebra, and regular expressions. The book includes numerous code samples using Python, NumPy, R, SQL, NoSQL, and Pandas. Companion files with source code and color figures are available. FEATURES: Includes a concise introduction to Python 3 and linear algebra Provides a thorough introduction to data visualization and regular expressions Covers NumPy, Pandas, R, and SQL Introduces probability and statistical concepts Features numerous code samples throughout Companion files with source code and figures

As part of the best selling Pocket Primer series, this book is an effort to give programmers sufficient knowledge of data cleaning to be able to work on their own projects. It is designed as a practical introduction to using flexible, powerful (and free) Unix / Linux shell commands to perform common data cleaning tasks. The book is packed with realistic examples and numerous commands that illustrate both the syntax and how the commands work together. Companion files with source code are available for downloading from the publisher. Features: - A practical introduction to using flexible, powerful (and free) Unix / Linux shell commands to perform common data cleaning tasks - Includes the concept of piping data between commands, regular expression substitution, and the sed and awk commands - Packed with realistic examples and numerous commands that illustrate both the syntax and how the commands work together - Assumes the reader has no prior experience, but the topic is covered comprehensively enough to teach a pro some new tricks - Includes companion files with all of the source code examples (download from the publisher).

New developments in bio- and nanotechnologies and also in information and communication technologies have shaped the research environment in the last decade. Increasingly, highly educated experts in R&D departments are collaborating with scientists and researchers at universities and research institutes to develop new technologies. Transnational companies that have acquired various firms in different countries need to manage diverse R&D strategies and cultures. The new knowledge-based economy permeates across companies, universities, research institutes and countries, creating a cross-disciplinary, global environment. Clearly, managing technology in this new climate presents significant challenges. This book comprises selected papers from the 14th International Conference on Management of Technology, which was convened under the auspices of IAMOT and UNIDO on 22-26 May 2005 in Vienna, Austria. It deals with some important aspects of these challenges, and discusses in detail the changing dynamics of innovation and technology management. It will certainly appeal to academics, scientists, managers, and policy makers alike.

[PC Mag](#)

[Challenges In The Management Of New Technologies](#)

[Tensor Flow Pocket Primer](#)

[Data Structures and Algorithms in C++](#)

[Python](#)

[Regular Expressions](#)

[The Design Manual](#)

[Digital Printing Pocket Primer](#)

[Angular and Machine Learning Pocket Primer](#)

[A Pocket Guide for Dental Assistants](#)

For eight decades the Primer on the Rheumatic Diseases has been the standard text from which most medical students and house ofcers have learned rheumatology. I myself will never forget thumbing through an older edition of the Primer as a second-year resident, while waiting to review a perplexing patient with my tutor. Fortunately the tutor was r- ning late with his own patients, so I had time to fip through the

book – then much thinner – a couple of times. While turning the pages, per- ing the features of those diseases whose names were still exotic to me, and considering my patient's history of conductive hearing loss and p- monary nodules, a light went on when I stumbled eventually on a part- ular chapter. I still remember the jaw-dropping efect on my tutor of my announcement then that I had a patient with Wegener's granulomatosis. I think I became a rheumatologist that very moment! Subsequent editions of the Primer have sufered from the inevitable "obesity creep," making it an outstanding reference textbook but virtually impossible to fip through quickly while awaiting one's tutor, and even more difcult to slip into the pocket of a white coat to carry on rounds. For this reason we have created the Pocket Primer, a mini version that cuts the larger book down to its essentials.

"What she wrote was funny and wise and charming, so I would have been proud had the words been mine."--Kurt Vonnegut, New York Times Wear Sunscreen, now a hit video on YouTube.com, has been seen by millions of viewers. It all began with a column titled "Advice, Like Youth, Probably Just Wasted on the Young," written by Mary Schmich and published in the Chicago Tribune on June 1, 1997. Posted on the Web, Schmich's column quickly became an international sensation. Friends e-mailed it to friends, the media picked up on it, and a star was born. There was only one problem: Everyone thought the column was an actual commencement address given by author Kurt Vonnegut. Eventually, Mary Schmich was correctly identified as the author. AMP published her advice as a gift book in 1998. The following year, "Wear Sunscreen" became a hit song.

As part of the Pocket Primer series, this book was designed for someone like you who needs to master Excel programming fundamentals without spending too much time. All you need is a short book to get you started. It will show you only the things you need to know to feel at home with VBA. What you learn in this book on Excel programming will also apply to other programming, for example, Access. The book is divided into nine chapters that progressively introduce you to programming Microsoft Excel 2016. Features: • Includes a companion disc with all of the hands-on files needed to complete the chapter projects and all the images from the text • Introduces you to programming Microsoft Excel 2016

As part of the new Pocket Primer series, this book provides an overview of the major aspects and the source code to use Python 2. It covers the latest Python developments, built-in functions and custom classes, data visualization, graphics, databases, and more. It includes a companion disc with appendices, source code, and figures. This Pocket Primer is primarily for self-directed learners who want to learn Python 2 and it serves as a starting point for deeper exploration of Python programming. Features: +Includes a companion disc with appendices, source code, and figures +Contains material devoted to Raspberry Pi, Roomba, JSON, and Jython +Includes latest Python 2 developments, built-in functions and custom classes, data visualization, graphics, databases, and more +Provides a solid introduction to Python 2 via complete code samples On the CD-ROM: +Appendices (HTML5 and JavaScript Toolkits, Jython, SPA) +Source code samples +All images from the text (including 4-color) +Solutions to Odd-Numbered Exercises

Digital Imaging targets anyone with an interest in digital imaging, professional or private, who uses even quite modest equipment such as a PC, digital camera and scanner, a graphics editor such as PAINT, and an inkjet printer. Uniquely, it is intended to fill the gap between the highly technical texts for academics (with access to expensive equipment), and the superficial introductions for amateurs. The four-part treatment spans theory, technology, programs and practice. Theory covers integer arithmetic, additive and subtractive color, greyscales, computational geometry, and a new presentation of discrete Fourier analysis; Technology considers bitmap file structures, scanners, digital cameras, graphic editors, and inkjet printers; Programs develops several processing tools for use in conjunction with a standard Paint graphics editor and supplementary processing tools; Practice discusses 1-bit, greyscale, 4-bit, 8-bit, and 24-bit images for the practice section. Relevant QBASIC code is supplied an accompanying CD and algorithms are listed in the appendix. Readers can attain a level of understanding and the practical insights to obtain optimal use and satisfaction from even the most basic digital-imaging equipment.

[Preflight](#)

[Great Digital Media with Windows XP](#)

[Wear Sunscreen](#)

[The Book](#)

[Put it on Paper!](#)

[American Printer](#)

[Data Cleaning Pocket Primer](#)

[Microsoft Access 2016 Programming Pocket Primer](#)