

Nosql With Mongodb In 24 Hours Sams Teach Yourself By Brad Dayley

*Sams Teach Yourself Beginning Programming in 24 Hours Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Arduino Programming in 24 Hours, Sams Teach Yourself Sams Teach Yourself Django in 24 Hours **Sams Teach Yourself Emacs in 24 Hours** Sams Teach Yourself C# in 24 Hours **TCP/IP in 24 Hours, Sams Teach Yourself Sams Teach Yourself JavaScript in 24 Hours** Windows PowerShell in 24 Hours, Sams Teach Yourself Beginning Programming in 24 Hours, Sams Teach Yourself (Barnes & Noble Exclusive Edition) Sams Teach Yourself SQL in 24 Hours **Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself Unix in 24 Hours, Sams Teach Yourself Sams Teach Yourself Web Services in 24 Hours Sams Teach Yourself HTML and CSS in 24 Hours (Includes New HTML 5 Coverage) SQL in 24 Hours, Sams Teach Yourself C++ in 24 Hours, Sams Teach Yourself Python Programming for Raspberry Pi, Sams Teach Yourself in 24 Hours Sams Teach Yourself C++ in 24 Hours Bootstrap in 24 Hours, Sams Teach Yourself Sams Teach Yourself Node.js in 24 Hours Sams Teach Yourself UML in 24 Hours Sams Teach Yourself WPF in 24 Hours Visual Basic 2015 in 24 Hours, Sams Teach Yourself HTML and CSS in 24 Hours, Sams Teach Yourself Sams Teach Yourself Game Programming in 24 Hours Sams Teach Yourself PHP, MySQL and Apache in 24 Hours Sams Teach Yourself Drupal in 24 Hours Sams Teach Yourself SAP in 24 Hours Sams Teach Yourself HTML and CSS in 24 Hours R in 24***

Hours, Sams Teach Yourself **Sams Teach Yourself Networking in 24 Hours** *Sams Teach Yourself TCP/IP in 24 Hours JavaScript in 24 Hours, Sams Teach Yourself* **Sams Teach Yourself the Internet in 24 Hours Sams Teach Yourself CGI in 24 Hours Sams Teach Yourself Samba in 24 Hours** Sams Teach Yourself ASP.NET 4 in 24 Hours **Unity Game Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself SAP in 24 Hours**

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Sams Teach Yourself TCP/IP in 24 Hours Mar 29

2020 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

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Unix in 24 Hours, Sams Teach Yourself Dec 18 2021 Learn to use Unix, OS X, or Linux quickly and easily! In just 24 lessons of one hour or less, Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix-based operating systems such as Mac OS X and Linux. Designed for beginners with no previous experience using Unix, this book's straightforward, step-by-step approach makes it easy to learn. Each lesson clearly explains essential Unix tools and techniques from the ground up, helping you to become productive as quickly and efficiently as possible. Step-by-step instructions carefully walk you through the most common Unix 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... Pick the command shell that's best for you Organize the Unix file system (and why) Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP Troubleshoot common problems List files and manage disk usage Get started with Unix shell programming Set up printing in a Unix environment Archive and back up files Search for information and files Use Perl as an alternative Unix programming language Set up, tweak, and make use of the GNOME graphical environment Contents at a Glance HOUR 1: What Is This Unix Stuff? HOUR 2: Getting onto the System and Using the Command Line HOUR 3: Moving About the File System HOUR 4: Listing Files and Managing Disk Usage HOUR 5: Ownership and Permissions HOUR 6: Creating, Moving, Renaming, and Deleting Files and

Directories HOUR 7: Looking into Files HOUR 8: Filters, Pipes, and Wildcards! HOUR 9: Slicing and Dicing Command-Pipe Data HOUR 10: An Introduction to the vi Editor HOUR 11: Advanced vi Tricks, Tools, and Techniques HOUR 12: An Overview of the emacs Editor HOUR 13: Introduction to Command Shells HOUR 14: Advanced Shell Interaction HOUR 15: Job Control HOUR 16: Shell Programming Overview HOUR 17: Advanced Shell Programming HOUR 18: Printing in the Unix Environment HOUR 19: Archives and Backups HOUR 20: Using Email to Communicate HOUR 21: Connecting to Remote Systems Using SSH and SFTP HOUR 22: Searching for Information and Files HOUR 23: Perl Programming in Unix HOUR 24: GNOME and the GUI Environment Appendix A: Common Unix Questions and Answers

Beginning Programming in 24 Hours, Sams Teach Yourself (Barnes & Noble Exclusive Edition) Mar 21 2022 This Barnes & Noble

custom edition contains an exclusive chapter on "Taking Your Python to the Real World" — understanding the difference between Python 2 and Python 3, exploring and adding Python libraries, data analysis with Python, introducing Object-Oriented Python, and finding a Python job. Sams Teach Yourself Beginning Programming in 24 Hours (Barnes & Nobles Exclusive) explains the basics of programming in the successful 24 Hours format. The book's examples are easily readable and understandable by even those with no previous exposure to programming. This book covers the absolute basics of programming: Why program? What tools to use? How does a program tell the computer what to do? Readers will learn how to program the computer and will explore some of the most popular programming languages in use. This book will introduce the reader to common programming fundamentals using Python and progress to provide an overview of other common programming languages and their

uses.

HTML and CSS in 24 Hours, Sams Teach Yourself

Dec 06 2020 Learn HTML5 and CSS3 in 24 one-hour lessons! Sams Teach Yourself HTML and CSS in 24 Hours is a well-organized, clearly written, and generously illustrated tutorial that teaches beginners how to quickly create great-looking web pages using HTML5 and CSS3. With a practical, jargon-free focus on quickly getting web pages created and published to the web, the book's 24 one-hour lessons carefully guide the reader through each step involved in creating, enhancing, and maintaining web sites of all types and sizes. The ninth edition of Sams Teach Yourself HTML and CSS in 24 Hours brings the entire book in line with the HTML5 and CSS3 specifications and capabilities and includes fresh material and examples that take full advantage of the book's full-color layout and design. Anyone who completes the lessons in this book can have his or her web pages be among those that appear on the Internet. In fact,

within the first two lessons in this book, someone with no previous HTML experience at all can have a web page ready to go online. If you like learning by doing, this is the book for you. It organizes lessons in the basics of HTML5 and CSS3 into simple steps and then shows you exactly how to tackle each step. Many of these HTML code examples are accompanied by pictures of the output produced by the code. You see how it's done, you read a clear, concise explanation of how it works, and then you immediately do the same thing with your own page. A few minutes later, you're on to the next step. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizzazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it

search-engine friendly Test a website for compatibility with different browsers Make your site easy to maintain and update as it grows Use HTML5 semantic tags to better structure your pages Create columns with CSS Add HTML5-based video and audio to your site Use CSS3 transforms, transitions, and animations to create great visual effects Use HTML5's powerful form validation capability Contents at a Glance Part I: Getting Started on the Web 1 Understanding How the Web Works 2 Structuring an HTML Document 3 Understanding Cascading Style Sheets Part II: Building Blocks of HTML 4 A Closer Look at HTML5 Page Structure 5 Working with Text Blocks and Lists 6 Working with Fonts 7 Working with Colors and Borders 8 Using External and Internal Links 9 Using Tables and Columns 10 Creating Images for Use on the Web 11 Using Images in Your Web Site 12 Using Multimedia in Your Web Site Part III: Advanced Web Page Design with CSS 13 Working with Margins, Padding, Alignment, and

Floating 14 Understanding the CSS Box Model and Positioning 15 Creating Fixed or Liquid Layouts 16 Using CSS to Do More with Lists 17 Using CSS to Design Navigation 18 Using Mouse Actions to Modify Text Display 19 Implementing CSS3 Transforms, Transitions, and Animations PART IV: Advanced Web Site Functionality and Management 20 Creating Print-Friendly Web Pages 21 Understanding Dynamic Web Sites and HTML5 Applications 22 Working with Web-Based Forms 23 Organizing and Managing a Web Site 24 Helping People Find Your Web Pages [C++ in 24 Hours, Sams Teach Yourself](#) Aug 14 2021 Sams Teach Yourself C++ in 24 Hours is a hands-on guide to the C++ programming language. Readers are provided with short, practical examples that illustrate key concepts, syntax, and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes and Exercises at the end of each chapter help you test yourself

to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform- Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++

Sams Teach Yourself Networking in 24

Hours Apr 29 2020 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

JavaScript in 24 Hours, Sams Teach Yourself Feb 26 2020 In just 24 lessons of one hour or less, Sams Teach Yourself JavaScript in 24 Hours helps you learn the fundamentals of web 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. 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 · Manipulate JSON data · Work with HTML5 and CSS3 · Control CSS with simple JavaScript code · Read and write cookies · Use some of the new ECMAScript features today · Match patterns using regular expressions · Understand and use closures · Organize your code with modules

Sams Teach Yourself WPF in 24 Hours Feb 08 2021 Printed entirely in color, with helpful figures and syntax coloring to make code samples appear as they do in Visual Studio. In just 24 sessions of one hour or less, you will be able to begin effectively using WPF to solve real-world problems, developing rich user interfaces in less time than you thought possible. Using a straightforward, step-by-step approach, each

lesson builds on a real-world foundation forged in both technology and business matters, allowing you to learn the essentials of WPF from the ground up. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. The Q&A sections, quizzes, and 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 to do something. Watch Out! cautions advise you about potential problems and help you steer clear of disaster. Learn how to... Use XAML to build user interfaces Leverage data binding to minimize tedious code Create visually engaging applications Architect and design WPF applications using proven patterns such as MVP Incorporate audio and video into your applications Customize controls with styles, templates, and animation Apply best practices for developing software with WPF Deploy WPF applications to the desktop and Web Take

advantage of WPF's advanced printing capabilities Grow as a developer by improving your overall software design skills Introduction 1 Part I Getting Started 1 What WPF Is and Isn't 5 2 Understanding XAML 17 3 Introducing the Font Viewer 27 4 Handling Application Layout 41 5 Using Basic Controls 59 6 Introducing Data Binding 75 Part II Reaching the User 7 Designing an Application 93 8 Building a Text Document Editor 107 9 Getting a Handle on Events 121 10 Commands 145 11 Output 157 Part III Visualizing Data 12 Building a Contact Manager 177 13 Presenters and Views 193 14 Resources and Styles 211 15 Digging Deeper into Data Binding 229 16 Visualizing Lists 251 Part IV Creating Rich Experiences 17 Building a Media Viewer 267 18 Drawing with Shapes 291 19 Colors and Brushes 315 20 Transforms and Effects 331 21 Using Control Templates 347 22 Triggers 369 23 Animation 383 24 Best Practices 407 Part V Appendixes Appendix A: Tools and Resources 423 Appendix B: 3D Tutorial Using

ZAM 3D 427 Appendix C: Project Source
(downloadable) 437 Index 439

Visual Basic 2015 in 24 Hours, Sams Teach Yourself Jan 07 2021 Visual Basic .NET

(VB.NET) is a multi-paradigm, high level programming language, implemented on the .NET Framework. This book covers the features of the new release of Visual Basic .NET. Sams Teach Yourself Visual Basic in 24 Hours is perfect for people new to programming, as well as those moving from another language to Visual Basic. It focuses on programming principles. Throughout this book, you will learn to build an application - a Picture Viewer, complete with file browsing, printing, basic graphics drawing, menus, toolbars, and more. As you complete each chapter, your knowledge and confidence grow. Upon completing the book, you will have amassed a core set of skills that allows you to move to bigger projects.

Bootstrap in 24 Hours, Sams Teach Yourself May 11 2021 Learn to create great-looking

responsive web sites with Bootstrap In just 24 lessons of one hour or less, Sams Teach Yourself Bootstrap in 24 Hours helps you use the free and open source Bootstrap framework to quickly build websites that automatically reflect each user's device and experience, without complex hand crafting. This book's straightforward, step-by-step approach shows you how to install Bootstrap and quickly build basic sites; extend them with styles, components, and JavaScript plug-ins, and even create sophisticated designs with advanced features. In just a few hours, you'll be using Bootstrap to bring responsive design to virtually any site. 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 Bootstrap development 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 solution Learn how to... Download Bootstrap and integrate it into your project Quickly build your first Bootstrap site with the basic template Create beautiful and responsive site layouts with Bootstrap's built-in grids Display more interesting text with labels, badges, panels, and wells Style tables and forms so they're attractive, readable, and responsive Use images, media, and icons, including free Glyphicons Quickly create navigation and buttons, including dropdowns and search fields Add alignment, color, and visibility with Bootstrap's CSS utilities Extend your site with alerts, image carousels, and other JavaScript plugins Rapidly create appealing functional prototypes Customize Bootstrap with CSS, Less, and Sass Lighten Bootstrap downloads by stripping out unnecessary features Build accessible sites Create complex designs that don't look generic Who This Book is For Those who already have an understanding of the basics of HTML and CSS Having an understanding of

JavaScript will make this book a bit easier to absorb, but it is not required because the basics of JavaScript are covered

Sams Teach Yourself Samba in 24 Hours

Nov 24 2019 Author and Samba Team Member Gerald Carter dedicates most of this book to the processes of installing and configuring Samba, distinguishing between both Linux/Windows, and Unix/Windows-based systems. He discusses the mechanics of file sharing across the dual platforms and expertly outlines the means necessary to remedy common problems, including helping to identify which version of Samba you are running and where to look for the patch or bug fix you will need to resolve it. He also assists in locating utilities like autoconf that automatically compiles a system configuration file with common default settings. Finally, he discusses security and password issues, as well as peripheral support for server printers.

Unity Game Development in 24 Hours, Sams

Teach Yourself Sep 22 2019 In just 24 hours, readers will learn how to get started developing games with Unity. The approach is hands-on and modular. Each chapter covers an essential component of the game development process. Topics are illustrated with sample projects. The book also concludes with a complete game project. This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success.

Windows PowerShell in 24 Hours, Sams Teach Yourself Apr 22 2022 In just 24 lessons of one hour or less, Sams Teach Yourself Windows PowerShell in 24 Hours helps you streamline all facets of Windows administration, supercharging your effectiveness as an IT professional or power user. This book's straightforward, step-by-step approach shows you how to build and run

scripts, extend Windows PowerShell reach, manage computers remotely, and automate a wide variety of tasks on any modern Windows server or client. 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 PowerShell scripting 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, tips, and cautions point out shortcuts, pitfalls, and solutions. Learn how to... Install, configure, and explore Windows PowerShell (including updates for PowerShell 5) Leverage .NET's remarkable power and scope with easy-to-use cmdlets Build new scripts with the console, ISE visual tools, and other popular hosts Apply best practices for writing more reliable, flexible, team-friendly scripts Work effectively with the pipeline, objects, and data Extend Windows PowerShell reach via providers, drives, and

output Run external tools like ping, ipconfig, and traceroute from within PowerShell Remotely manage computers with basic and advanced remoting (WinRM), WMI, and RegEx Configure Windows devices across the web with PSWA Sort, filter, measure, format, export, and convert script output Run Windows PowerShell flexibly, using background and scheduled jobs Customize your environment with profile scripts, alternate credentials, thirdparty tools, and packages Strengthen your control over Windows systems and services with Desired State Configuration Administer key tasks on SQL Server, SharePoint, and other Windows servers Master PowerShell skills needed to earn many Microsoft certifications

Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself Jan 19 2022

Want to make games for Windows, Mac, iPad, Android, the web, game consoles, or all of them? Don't know where to begin? Download Unreal Engine 4 for free, and get this book! In just 24

lessons of one hour or less, Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours will help you master every step of the game development process, and bring everything together in real projects that create real games. Each short, easy lesson builds on all that's come before, guiding you smoothly to mastery. The authors cover all this, and much more: How games and game projects are organized What Unreal Engine 4 does, and how it works Essential Unreal Engine 4 terminology and techniques Creating levels Editing materials, landscape, and foliage Integrating audio into your games Creating amazing effects with the Cascade Editor and Unreal's particle system Visually scripting your games, including level blueprints and FPS encounters Implementing game physics Recognizing and reacting to user inputs Building your executable Working with motion graphics, interfaces, and HUDs Scripting arcade shooters Developing for mobile devices And much more All the project files and assets

you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for every exercise. Throughout, step-by-step instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid problems. By the time you're finished, you'll have all the skills and code you'll need to build great games with Unreal Engine 4 - no matter what kind of game you want to create, or where you want to deliver it.

Sams Teach Yourself PHP, MySQL and Apache in 24 Hours Oct 04 2020 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.

SQL in 24 Hours, Sams Teach Yourself Sep 15 2021 The straightforward, step-by-step approach shows students how to work with database structures, objects, queries, tables, and more. In

just hours, they will be applying advanced techniques, including views, transactions, web connections, and powerful Oracle and SQL Server extensions. Every lesson builds on what students have already learned, giving them a rock-solid foundation for real-world success. Step-by-step instructions carefully walk students through the most common SQL tasks. Practical, hands-on examples show students how to apply what they learn. Quizzes and exercises help them test their knowledge and stretch their skills. Notes and tips point out shortcuts and solutions. Learn how to... Define efficient database structures and objects "Normalize" raw databases into logically organized tables Edit relational data and tables with DML Manage transactions Write effective, well-performing queries Categorize, summarize, sort, group, and restructure data Work with dates and times Join tables in queries, use subqueries, and combine multiple queries Master powerful query optimization techniques Administer databases

and manage users Secure databases and protect data Use views, synonyms, and the system catalog Extend SQL to the enterprise and Internet Master important Oracle and Microsoft extensions to ANSI SQL

Sams Teach Yourself C++ in 24 Hours Jun 12 2021 Starter Kit Includes C++ compiler and IDE for Windows, Mac & Linux In just 24 lessons of one hour or less, you can learn the basics of programming with C++-one of the most popular and powerful programming languages ever created. Using a straightforward, step-by-step approach, this fast and friendly tutorial teaches you everything you need to know, from installing and using a compiler, to debugging the programs you've created, to what's coming in C++0x, the next version of C++. Each lesson builds on what you've already learned, giving you a solid understanding of the basics of C++ programming concepts and techniques. Step-by-step instructions carefully walk you through the most common C++ programming tasks Quizzes

and Exercises at the end of each chapter help you test yourself to make sure you're ready to go on Starter Kit software provides everything you need to create and compile C++ programs on any platform-Windows, Mac or Linux Learn how to... Install and use a C++ compiler for Windows, Mac OS X or Linux Build object-oriented programs in C++ Master core C++ concepts such as functions, classes, arrays, and pointers Add rich functionality with linked lists and templates Debug your programs for flawless code Learn exception and error-handling techniques Discover what's new in C++0x, the next version of C++ Jesse Liberty is the author of numerous books on software development, including best selling titles on C++ and .NET. He is the president of Liberty Associates, Inc. where he provides custom programming, consulting, and training. Rogers Cadenhead is a web application developer who has written many books on Internet-related topics, including Teach Yourself Java in 24 Hours. He maintains this

book's official website at <http://cplusplus.cadenhead.org>. CD-ROM Includes C++ compiler Visual development environment for Windows, Mac and Linux Source code for the book's examples Register your book at informit.com/register for convenient access to updates and corrections as they become available.

Sams Teach Yourself the Internet in 24

Hours Jan 27 2020 Sams Teach Yourself the Internet in 24 Hours, Third Edition, gets you quickly connected to the Internet. Learn to send and receive e-mail, find and browse Web sites, read and post to newsgroups, and apply the Internet to your everyday office and home life. Written in a straightforward, easy-to-understand style, the book avoids confusing jargon at all costs, clearly telling you just what you need to know in order to become productive.

Sams Teach Yourself HTML and CSS in 24 Hours Jul 01 2020 Learn from the newest, updated edition of the highly acclaimed

introduction to HTML, Sams Teach Yourself HTML and CSS In 24 Hours. The seventh edition includes updates to introduce Cascading Style Sheets (CSS) in concert with HTML to produce quality web pages. You'll be able to study revisions that refine examples, as well as provide an enhanced integration with your web pages. You'll also gain a comprehensive understanding with new examples that match the current state of HTML. This carefully organized, well-written tutorial teaches beginning web page development skills, covering only those HTML and CSS tags that are likely to be used on creating a beginning web page. The 24 separate, one hour-long tutorials follow the process by which you should be creating your web page, building knowledge not only of how to create a web page, but building a general knowledge of how to use HTML and CSS in other projects as well. Chapters include: Understanding HTML and XHTML Creating Your Own Web Page Graphics Using Tables to Organize and Lay Out

Your Pages Using Style Sheets for Page Layout
Dynamic Web Pages
Sams Teach Yourself Django in 24 Hours Sep 27
2022 In just 24 lessons of one hour or less, you
will be able to build full-featured production
websites using Django, the powerful web
development framework based on Python.
Designed for experienced website developers
who have at least some familiarity with the
Python programming language, this book uses a
straightforward, step-by-step approach. Each
lesson builds on the previous ones, enabling you
to learn the essentials of implementing the
Django framework on a website from the ground
up. Step-by-step instructions carefully walk you
through the most common Django tasks. Q&As,
quizzes, and exercises at the end of each lesson
help you test your knowledge. Notes and tips
point out shortcuts and solutions. Learn how
to... Install and configure the Django web
development framework Cleanly separate data,
logic, and view layers Implement site interfaces

with build templates and views Utilize templates
and views to store, access, and retrieve data Use
the Django forms library Define custom tags and
filters to minimize coding Secure sites with
registration, authorization, logins, and
permissions Manage sessions and cookies
Implement middleware for request and response
handling Create sitemaps to inform search
engines of your content Internationalize your
site Optimize performance with caching Deploy
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with Django's administrator interface
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*Sams Teach Yourself Beginning Programming in
24 Hours* Dec 30 2022 *Sams Teach Yourself
Beginning Programming in 24 Hours, Second
Edition* explains the basics of programming in
the successful 24-Hours format. The book begins
with the absolute basics of programming: Why
program? What tools to use? How does a
program tell the computer what to do? It teaches
readers how to program the computer and then
moves on by exploring the some most popular
programming languages in use. The author
starts by introducing the reader to the Basic
language and finishes with basic programming
techniques for Java, C++, and others.
Sams Teach Yourself Web Services in 24 Hours
Nov 17 2021 According to recent press reports,
everyone is developing Web Services, but many
are still in the exploratory phase - learning
what's involved and how to achieve ROI. This
book is designed to give a working introduction
to Web Services to help decision-makers prepare
for the implementation in their companies. It

demystifies the topic by providing a beginning level explanation of what this technology is, what it means to businesses, where to apply it, and how to make it work. Using numerous simple examples, the book explains the core concepts of Web Services: SOAP, UDDI, and WSDL, as well as tools and related concepts that will help create the "big picture" in readers' minds.

Sams Teach Yourself Emacs in 24 Hours Aug

26 2022 This guide aims to simplify Emacs by organizing the program by function and platform. It not only teaches GNU Emacs but also the basics of other forms, such as XEmacs. The CD-ROM features extra tools including a FAQ section, source/binaries for Emacs, and quick reference cards.

Sams Teach Yourself SAP in 24 Hours Aug

22 2019 Thoroughly Updated and Expanded! Includes New Coverage on Cloud Computing for SAP! In just 24 sessions of one hour or less, you'll master the latest updates on SAP, and

discover how to succeed with it in real business and technical environments! Using this book's straightforward, step-by-step approach, you'll learn through practical hands-on examples and case studies based on SAP's free demonstration software. Each lesson builds on what you've already learned, giving you a strong real-world foundation with both the business and technical sides of SAP. Leading SAP architect and consultant George Anderson starts with the absolute basics...thoroughly covers core business, reporting, and administration tasks...and takes you all the way to the cutting edge, including how the cloud might be used to support SAP environments. Step-by-Step instructions carefully walk you through the most common SAP 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... Integrate various cloud resources into your current-day SAP environments Understand SAP applications, components, and architecture Obtain and install the trial version of SAP, step by step Use NetWeaver, SAP ERP, the SAP Business Suite, and other SAP applications Select an access method and create user roles and authorizations Customize your user interface for maximum convenience and productivity Transact day-to-day business, including sample sales order transactions, personnel updates, and more Work through complex processes, such as "Order to Cash" Query from SAP and third-party business productivity tools, such as SharePoint Professionally tune, maintain, and monitor SAP systems Plan and build new SAP applications Prepare for SAP projects, including technical upgrades and enhancements Develop your career as a SAP business or technology professional Dr. George W. Anderson, senior

architect and SAP Basis Consultant for Microsoft Services, specializes in designing and optimizing mission-critical platforms for SAP and other enterprise applications. He's passionate about developing architectural patterns and tools capable of enabling the kind of business agility that IT has been promising for years and businesses today need more than ever. A certified SAP technical consultant, PMI PMP, and long-time MCSE, his books include SAP Implementation Unleashed and the popular SAP Planning: Best Practices in Implementation. Category: SAP Covers: SAP User Level: Beginning-Intermediate *Sams Teach Yourself UML in 24 Hours* Mar 09 2021 Demonstrates the UML syntax, diagrams, and development process in a tutorial consisting of twenty-four one-hour lessons *Sams Teach Yourself SQL in 24 Hours* Feb 20 2022 In just 24 lessons of one hour or less, you will learn professional techniques to design and build efficient databases and query them to

extract useful information. Using a straightforward, step-by-step approach, each lesson builds on the previous one, allowing you to learn the essentials of ANSI SQL from the ground up. Example code demonstrates the authors' professional techniques, while exercises written for MySQL offer the reader hands-on learning with an open-source database. Included are advanced techniques for using views, managing transactions, database administration, and extending SQL. Step-by-step instructions carefully walk you through the most common SQL tasks. Q&As, Quizzes, and Exercises at the end of each chapter help you test your knowledge. Notes and Tips point out shortcuts and solutions. New terms are clearly defined and explained. Learn how to... Use SQL-2003, the latest standard for the Structured Query Language Design and deploy efficient, secure databases Build advanced queries for information retrieval Sort, group, and summarize information for best presentation

Tune databases and queries for maximum performance Understand database administration and security techniques For more than ten years the authors have studied, applied, and documented the SQL standard and its application to critical database systems. Ryan Stephens and Ron Plew are entrepreneurs, speakers, and cofounders of Perpetual Technologies, Inc. (PTI), a fast-growing IT management and consulting firm which specializes in database technologies. They taught database courses for Indiana University-Purdue University in Indianapolis for five years and have authored more than a dozen books on Oracle, SQL, database design, and the high availability of critical systems. Arie D. Jones is Senior SQL Server database administrator and analyst for PTI. He is a regular speaker at technical events and has authored several books and articles. Category: Database Covers: ANSI SQL User Level: Beginning-Intermediate Register your book at

informit.com/title/9780672330186 for convenient access to updates and corrections as they become available.

Sams Teach Yourself CGI in 24 Hours Dec 26

2019 Sams Teach Yourself CGI in 24 Hours teaches you the next step beyond simple HTML Web pages. This new edition covers implementing CGI with both C and Perl, and it discusses CGI's relative strengths and weaknesses in comparison with other Web programming technologies like JavaScript, Java, and PHP. The book takes you from the basics of CGI--learning, for example, how to implement and customize existing CGI programs that have been written by others--to the point where you can use CGI to create your own programs from scratch. The book also provides numerous real-life examples of CGI scripts, such as database search tools, survey forms, interactive games, order forms, guest books, and more.

[Sams Teach Yourself HTML and CSS in 24 Hours \(Includes New HTML 5 Coverage\)](#) Oct 16

2021 In just 24 lessons of one hour or less, you can learn how to use HTML and CSS to design, create, and maintain world-class web sites. Using a clear, down-to-earth approach, each lesson builds upon the previous one, allowing even complete beginners to learn the essentials from the ground up. Full-color figures and clear step-by-step instructions help you learn quickly. Practical, hands-on examples show you how to apply what you learn. Quizzes and Exercises help you test your knowledge and stretch your skills. Learn how to... Build your own web page and get it online in an instant Format text for maximum clarity and readability Create links to other pages and to other sites Add graphics, color, and visual pizazz to your web pages Work with transparent images and background graphics Design your site's layout and typography using CSS Get user input with web-based forms Publicize your site and make it search-engine friendly Test a web site for compatibility with different browsers Make your

site easy to maintain and update as it grows
Free Access to Online Learning Lab Register
your book at informit.com/register for free,
exclusive access to the Online Learning Lab to
supplement this book's lessons: Video
walkthroughs to show you how to complete the
step-by-step examples in the book Fast and fun
online quizzes to test your understanding of
each lesson Updates or corrections as they
become available

[Sams Teach Yourself Game Programming in 24 Hours](#) Nov 05 2020 Teaches fundamental C and C++ programming and provides information for programming games in Windows, exploring topics including game theory, double-buffered graphics, sprite animation, and digitized sound effects.

TCP/IP in 24 Hours, Sams Teach Yourself
Jun 24 2022 Sams Teach Yourself TCP/IP in 24 Hours, Sixth Edition is a practical guide to the simple yet illusive protocol system that powers the Internet. A step-by-step approach reveals

how the protocols of the TCP/IP stack really work and explores the rich array of services available on the Internet today. You'll learn about configuring and managing real-world networks, and you'll gain the deep understanding you'll need to troubleshoot new problems when they arise. Sams Teach Yourself TCP/IP in 24 Hours is the only single-volume introduction to TCP/IP that receives regular updates to incorporate new technologies of the ever-changing Internet. This latest edition includes up-to-date material on recent topics such as tracking and privacy, cloud computing, mobile networks, and the Internet of Things. Each chapter also comes with: Practical, hands-on examples, showing you how to apply what you learn Quizzes and exercises that test your knowledge and stretch your skills Notes and tips with shortcuts, solutions, and workarounds If you're looking for a smart, concise introduction to the TCP/IP protocols, start your clock and look inside. Learn how to... Understand TCP/IP's role,

how it works, and how it continues to evolve
Work with TCP/IP's Network Access, Internet,
Transport, and Application layers Design modern
networks that will scale and resist attack
Address security and privacy issues with
encryption, digital signatures, VPNs, Kerberos,
web tracking, cookies, anonymity networks, and
firewalls Discover how IPv6 differs from IPv4,
and how to migrate or coexist with IPv6
Configure dynamic addressing, DHCP, NAT, and
Zeroconf Establish efficient and reliable routing,
subnetting, and name resolution Use TCP/IP in
modern cloud-based environments Integrate IoT
devices into your TCP/IP network Improve your
efficiency with the latest TCP/IP tools and
utilities Support high-performance media
streaming and webcasting Troubleshoot
problems with connectivity, protocols, name
resolution, and performance Walk through
TCP/IP network implementation, from start to
finish

Sams Teach Yourself JavaScript in 24 Hours

May 23 2022 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.

R in 24 Hours, Sams Teach Yourself May 31
2020 In just 24 lessons of one hour or less, Sams
Teach Yourself R in 24 Hours helps you learn all
the R skills you need to solve a wide spectrum of
real-world data analysis problems. You'll master
the entire data analysis workflow, learning to
build code that's efficient, reproducible, and
suitable for sharing with others. This book's

straightforward, step-by-step approach teaches you how to import, manipulate, summarize, model, and plot data with R; formalize your analytical code; and build powerful R packages using current best practices. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Learn How To Install, configure, and explore the R environment, including RStudio Use basic R syntax, objects, and packages Create and manage data structures, including vectors, matrices, and arrays Understand lists and data frames Work with dates, times, and factors Use common R functions, and learn to write your own Import and export data and connect to databases and spreadsheets Use the popular tidy, dplyr and data.table packages Write more efficient R code with profiling, vectorization, and initialization Plot data and extend your graphical capabilities with ggplot2 and Lattice graphics Develop common types of models Construct

high-quality packages, both simple and complex Write R classes: S3, S4, and Reference Classes Use R to generate dynamic reports Build web applications with Shiny Register your book at informit.com/register for convenient access to updates and corrections as they become available. This book's source code can be found at <http://www.mango-solutions.com/wp/teach-yourself-r-in-24-hours-book/>.

Python Programming for Raspberry Pi, Sams Teach Yourself in 24 Hours Jul 13 2021 Python Programming for Raspberry Pi® In just 24 sessions of one hour or less, Sams Teach Yourself Python Programming for Raspberry Pi in 24 Hours teaches you Python programming on Raspberry Pi, so you can start creating awesome projects for home automation, home theater, gaming, and more. Using this book's straightforward, step-by-step approach, you'll move from the absolute basics all the way through network and web connections, multimedia, and even

connecting with electronic circuits for sensing and robotics. Every lesson and case study application 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 Raspberry Pi Python programming tasks. Quizzes 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. Richard Blum has administered systems and networks for more than 25 years. He has published numerous Linux and open source books, and is an online instructor for web programming and Linux courses used by colleges across the United States. His books include Ubuntu Linux Secrets; Linux for Dummies, Ninth Edition; PostgreSQL 8 for Windows; and Professional Linux

Programming. Christine Bresnahan began working as a systems administrator more than 25 years ago. Now an Adjunct Professor at Ivy Tech Community College, she teaches Python programming, Linux administration and computer security. She is coauthor of The Linux Bible, Eighth Edition. With Blum, she also coauthored Linux Command Line & Shell Scripting Bible, Second Edition. Get your Raspberry Pi and choose the right low-cost peripherals Set up Raspian Linux and the Python programming environment Learn Python basics, including arithmetic and structured commands Master Python 3 lists, tuples, dictionaries, sets, strings, files, and modules Reuse the same Python code in multiple locations with functions Manipulate string data efficiently with regular expressions Practice simple object-oriented programming techniques Use exception handling to make your code more reliable Program modern graphical user interfaces with Raspberry Pi and OpenGL Create Raspberry Pi

games with the PyGame library Learn network, web, and database techniques you can also use in business software Write Python scripts that send email Interact with other devices through Raspberry Pi's GPIO interface Walk through example Raspberry Pi projects that inspire you to do even more On the Web: Register your book at informit.com/title/9780672337642 for access to all code examples from the book, as well as update and corrections as they become available.

Sams Teach Yourself ASP.NET 4 in 24 Hours Oct 24 2019 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 Sams Teach Yourself C# in 24 Hours Jul 25 2022 Offers a series of lessons explaining how to use the object-oriented computer language to develop Internet applications within the .NET framework.

Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Nov 29 2022 Sams Teach Yourself Java in 24 Hours, Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less, you can learn the fundamentals of Java programming. In this book's straightforward, step-by-step approach, each lesson builds on everything that's come before, helping readers learn Java's core features and techniques from the ground up. Friendly, accessible, and conversational, this book offers a practical grounding in the language, without ever becoming overwhelming or intimidating.

Full-color figures and clear instructions visually show you how to program with Java. Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs, web services, and even an Android app in Java. Learn how to... Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object-oriented programming Create flexible, interoperable web services with JAX-WS Use Java to create an Android app Expand your skills with closures, the powerful new capability introduced in Java 8 Contents at a Glance PART I: Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II: Learning the Basics of

Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III: Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV: Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V: Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX-WS 23 Creating Java2D Graphics 24 Writing Android Apps Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here: Java Resources C This Book's

Website D Setting Up an Android Development Environment
Sams Teach Yourself Drupal in 24 Hours Sep 03 2020 In just 24 sessions of one hour or less, learn how to build powerful, easy-to-maintain websites with Drupal—fast! Using this book's straightforward, step-by-step approach, you'll master every skill you'll need, from organizing sites and using Drupal's design themes to setting up search, polls, forums, and security. 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 Drupal 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. Jesse Feiler provides consulting

services to small businesses and non-profits through his company, North Country Consulting (northcountryconsulting.com). His recent books include FileMaker Pro 10 In Depth, The Bento Book, How to Do Everything with Web 2.0 Mashups, and iWork '09 For Dummies®. Register your book at informit.com/register for convenient access to all sample project source code, as well as updates and corrections as they become available. Learn how to... Make the most of Drupal, whether you're building business, non-profit, or personal sites Download, install, and configure open source Drupal 6 and 7, and make sure it's working properly Plan and organize your sites so they are easy to manage—and friendly to both users and search engines Customize sites with Drupal's extensive library of optional open source modules Create barebone sites and home pages automatically Add text, images, links, and other essential site features Master Drupal's powerful Content Construction Kit (CCK) Incorporate new types of

content, ranging from articles to e-commerce products Secure Drupal sites by managing users, permissions, roles, and user profiles Categorize and tag content, and implement full-text search Promote user involvement with polls, comments, forums, RSS feed aggregation, blogs, and newsletters Automate and simplify site management with Triggers, Actions, and Rules **Sams Teach Yourself Node.js in 24 Hours** Apr 10 2021 In just 24 sessions of one hour or less, Sams Teach Yourself Node.js in 24 Hours will help you master the Node.js platform and use it to build server-side applications with extraordinary speed and scalability. Using this text's straightforward, step-by-step approach, you'll move from basic installation, configuration, and programming all the way through real-time messaging between browser and server, testing and deployment. Every lesson and case-study application 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 Node.js development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present valuable additional 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... · Create end-to-end applications entirely in JavaScript · Master essential Node.js concepts like callbacks and quickly create your first program · Create basic sites with the HTTP module and Express web framework · Manage data persistence with Node.js and MongoDB · Debug and test Node.js applications · Deploy Node.js applications to thirdparty services, such as Heroku and Nodester · Build powerful real-time solutions, from chat servers to Twitter clients · Create JSON APIs using JavaScript on the server · Use core components of the Node.js API, including processes, child processes,

events, buffers, and streams · Create and publish a Node.js module
Arduino Programming in 24 Hours, Sams Teach Yourself Oct 28 2022 In just 24 sessions of one hour or less, Sams Teach Yourself Arduino Programming in 24 Hours teaches you C programming on Arduino, so you can start creating inspired “DIY” hardware projects of your own! Using this book’s straightforward, step-by-step approach, you’ll walk through everything from setting up your programming environment to mastering C syntax and features, interfacing your Arduino to performing full-fledged prototyping. Every hands-on lesson and example 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 Arduino programming tasks. Quizzes 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... Get the right Arduino hardware and accessories for your needs Download the Arduino IDE, install it, and link it to your Arduino Quickly create, compile, upload, and run your first Arduino program Master C syntax, decision control, strings, data structures, and functions Use pointers to work with memory—and avoid common mistakes Store data on your Arduino's EEPROM or an external SD card Use existing hardware libraries, or create your own Send output and read input from analog devices or digital interfaces Create and handle interrupts in software and hardware Communicate with devices via the SPI interface and I2C protocol Work with analog and digital sensors Write Arduino C programs that control motors Connect an LCD to your Arduino, and code the output Install an Ethernet shield, configure an Ethernet connection, and write

networking programs Create prototyping environments, use prototyping shields, and interface electronics to your Arduino *Sams Teach Yourself SAP in 24 Hours* Aug 02 2020 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/9780137142842 for convenient access to updates and corrections as they become available.