

## **Bootstrap In 24 Hours Sams Teach Yourself By Jennifer Kyrnin**

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### **Sams Teach Yourself TCP/IP in 24 Hours**

In arenas ranging from enterprise development to Android app programming, Java remains one of the world's most popular programming languages. Sams Teach Yourself Java in 21 Days helps the serious learner gain true mastery over the new Java 8. 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, Sams Teach Yourself Java in 21 Days offers a practical grounding in the language, without ever becoming overwhelming or intimidating. Week 1 introduces the basic building blocks of the Java programming language: keywords, operators, class and object definitions, packages, interfaces, exceptions, and threads. Week 2 covers the Swing graphical user interface class libraries and the important classes that support data structures, string handling, dates and times. Week 3 ventures into the hottest areas of Java programming: web services, Java servlets, network programming, database programming and Android development.

### **Godot Engine Game Development in 24 Hours, Sams Teach Yourself**

The easy, step-by-step tutorial for developers who want to write rich mobile apps for smartphones and tablets using the new HTML5 standard \* \*A complete hands-on introduction to mobile HTML5 programming: helps developers master one of

tomorrow's most valuable, 'in-demand' new skills. \*Teaches practical skills that will be valuable for development on most contemporary mobile platforms, including iPad/iPhone (iOS), Android, and Windows Phone 7. \*Especially focused on HTML5 features already supported in today's web browsers. Using HTML5, developers can build rich, robust mobile apps that run on smartphones, tablets, and other devices, and interact with users in powerful new ways. In just 24 lessons of one hour or less, this easy, practical book will help them master modern mobile development with HTML5. Building on what they already know about HTML4, CSS, and JavaScript, it covers all the basics of building web pages with HTML5, shows how to extend those pages with innovative new features, and then walks through building complete apps targeted at diverse mobile devices. Coverage includes: \* \*Understanding how HTML5 improves mobile development. \*Detecting mobile devices and HTML5 support, and upgrading sites to support them. \*Styling and building mobile pages with HTML5. \*Using the canvas, typography, audio/video, and forms \*Adding microformats, drag-and-drop, and other advanced features. \*Designing efficient mobile apps. \*Using advanced Web Application APIs and web storage. \*Integrating geolocation into mobile apps Step-by-step instructions walk readers through key tasks Q and As, Quizzes, and Exercises test their knowledge 'Did You Know?' tips offer insider advice 'Watch Out!' alerts help them avoid problems. By the time they're finished, readers won't just understand core HTML5 concepts: they'll be comfortable designing and writing their own new mobile apps

## **Sams Teach Yourself Node.js in 24 Hours**

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

## **Sams Teach Yourself Responsive Web Design in 24 Hours**

In the tradition of Post Secret and Other People's Love Letters, a crowdsourced compilation of letters, stories, and art work about the modern state of love and

relationships, edited by rising filmmaker and beloved YouTube vlogger Will Darbyshire. “What would you say to your ex, without judgment?” This is the question filmmaker and vlogger Will Darbyshire posed to hundreds of thousands of his closest friends on YouTube. Seeking closure after a tough break-up, Will was driven to strike up an intimate conversation with his online audience, and to get at the heart of one of life’s unknowable yet universal mysteries: love. Over a period of six months, Will posed a series of questions to his audience and asked them to reveal their innermost feelings about their own romantic experiences in the form of hand-written letters, poems, photographs, and emails. The result is a curated collection of responses that are, at turns, funny, dark, confessional, awkward, comforting, and uplifting. This Modern Love is a compelling portrait of individual desires, fantasies, resentments, and fears that reminds us that, whether we’re in or out of love, we’re not alone.

## **Building Microservices**

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 JavaScript in 24 Hours**

Get a Jump Start on building applications with Bootstrap today!Originally developed by Twitter, Bootstrap is a framework that making the once-arduous process of crafting fully responsive web designs a breeze! Discover why Bootstrap is fast becoming a favorite tool of top web designers.In just one weekend with this

hands-on tutorial, you'll learn how to: Integrate Bootstrap into your projects Understand the basic Bootstrap template Work with Bootstrap's grid Customize Bootstrap to work with any project

## Sams Teach Yourself HTML and CSS in 24 Hours

Build responsive, dynamic, and mobile-first applications on the web with Bootstrap 4 Key Features Master the art of creating highly intuitive and responsive web interfaces with Bootstrap 4 Combine the power of Bootstrap and popular front-end JavaScript frameworks such as Angular and React to build cutting-edge web apps Infuse your web pages with life and movement using Bootstrap jQuery plugins Book Description Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web interfaces. This book will help you use and adapt Bootstrap to produce enticing websites that fit your needs. You will build a customized Bootstrap website from scratch, using various approaches to customize the framework with increasing levels of skill. You will get to grips with Bootstrap's key features and quickly discover various ways in which Bootstrap can help you develop web interfaces. Then take a walk through the fundamental features, such as its grid system, global styles, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, utilize Bootstrap's various navigation components, use forms, and style different types of content. Among other things, you will also tour the anatomy of a Bootstrap plugin, create your own custom components, and extend Bootstrap using jQuery. You will also understand what utility classes Bootstrap 4 has to offer, and how you can use them effectively to speed up the development of your website. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and will be able to build highly customizable and optimized web interfaces. What you will learn Create a professional Bootstrap-based website from scratch without using third-party templates Leverage Bootstrap's powerful grid system Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Improve your website's overall user experience with headers and footers Infuse your web pages using Bootstrap jQuery plugins and create your own Bootstrap plugins Learn what utility classes Bootstrap 4 has to offer, how they are implemented, and the best way to use them. Create more advanced web interfaces by leveraging the power of accordions, dropdowns, and list groups. Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives Who this book is for This book targets readers who wish to leverage Bootstrap 4 to create responsive web applications. Basic knowledge of web development concepts and web technologies such as HTML, CSS, and JavaScript is required.

## The Founder's Dilemmas

Discover how easy it is to design killer interfaces and responsive websites with the Bootstrap framework. This practical book gets you started building pages with Bootstrap's HTML/CSS-based tools and design templates right away. You'll also learn how to extend your app with interactive features, using its suite of jQuery

plugins—often without writing a single line of code. Developed by Twitter and available free from GitHub, Bootstrap supports responsive design by dynamically adjusting your web page layout. With just a basic knowledge of HTML, CSS, and JavaScript, you can build apps that work equally well on desktop screens, smartphones, and tablets. This book shows you how. Become familiar with Bootstrap's file structure, grid systems, and container layouts Learn HTML elements for typography, code, tables, forms, buttons, images, and icons Design interfaces and other web elements, such as navigation, breadcrumbs, and custom modal windows Use jQuery plugins for features such as revolving slideshows, tabbable interfaces, and dropdown menus Modify everything from column count to typography colors with the LESS stylesheet language

## **AngularJS for .NET Developers in 24 Hours, Sams Teach Yourself**

Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.

## **AngularJS for .NET Developers in 24 Hours, Sams Teach Yourself**

Learn responsive web design (RWD) with HTML5, CSS3 & JavaScript in just 24 one-hour lessons Sams Teach Yourself Responsive Web Design in 24 Hours helps you create websites that work equally well on everything from smartphones and tablets to multi-screen monitors. This book's straightforward, step-by-step approach shows how to use HTML, CSS, and JavaScript to build the responsive sites today's users and clients want. In just a few hours, you'll be building layouts, sites, forms, and web apps that automatically adapt to virtually any device. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Learn how to... Create effective and reliable responsive designs with CSS3, HTML5, and JavaScript Use progressive enhancement to consistently provide the right content while making the most of each device and browser Establish breakpoints and write CSS media queries to respond appropriately to each user agent Choose the right layout and wireframing approach for your site Use web fonts to control typography and choose sizes that look good on any device Master three ways to make tables responsive Build responsive forms using the latest HTML5 tags and attributes Implement responsive navigation patterns that users understand intuitively Test for responsiveness and performance Use Responsive Design + Server Side Components (RESS) to optimize performance CONTENTS AT A GLANCE PART I: INTRODUCTION TO RESPONSIVE WEB DESIGN HOUR 1: What Is Responsive Web Design? • History of Responsive Web Design •

Why We Need Responsive Web Design HOUR 2 : Alternatives to Responsive Web Design • Table-Based Layouts • CSS Layouts • Detection Scripts HOUR 3: The Growth of Mobile • Basic Cell Phones • Smartphones • Tablets • Retina Devices • Why Responsive Design Is Important HOUR 4 : Progressive Enhancement • What Is Progressive Enhancement? • How to Use Progressive Enhancement on a • Website • Benefits of Progressive Enhancement HOUR 5 : HTML for Responsive Web Design • Using HTML5 • Clean Code • Don't Forget Semantic Elements • Validating Your HTML HOUR 6: Basic CSS • How to Write CSS Rules • Embedded and External Style Sheets • Styling Fonts and Colors • Creating a Layout with CSS • Understanding Cascading and Specificity HOUR 7: Unobtrusive JavaScript • What Is Unobtrusive JavaScript? • How to Implement Unobtrusive JavaScript PART II: BUILDING A RESPONSIVE WEBSITE HOUR 8: Planning a Responsive Website • Should You Make Your Website Responsive? • How to Plan for a Responsive Website HOUR 9: Mobile First • Why Design for Mobile First? • What Makes a Site Mobile Friendly? • What About Mobile Only? HOUR 10: CSS Media Queries • What Is a Media Query? • Media Query Expressions HOUR 11: Breakpoints • What Is a Breakpoint? • How to Define Breakpoints in CSS • Optimal Breakpoints HOUR 12: Layout • What Is Web Layout? • Types of Layouts • Columns in Layout HOUR 13 : Navigation • Why Responsive Navigation Is Important • What Makes Navigation Mobile Friendly? • Basic RWD Navigation Patterns HOUR 14: Responsive Fonts and Typography • Using Web Fonts • Sizing Typography • Relative Versus Absolute Font Sizes • New CSS3 Measurement Units HOUR 15: Creating and Using Images in RWD • Making Images Responsive • Improving Download Speeds • Building and Using Retina-Ready Images HOUR 16: Videos and Other Media in RWD • How to Make Videos Responsive • Making YouTube Videos Responsive HOUR 17: Tables in Responsive Web Design • Tables on Small Devices • Can Tables Be Responsive? • Where Do Layout Tables Fit in RWD? HOUR 18 : Responsive Web Forms • HTML5 Forms • Making Web Forms Usable • Creating Responsive Forms HOUR 19 : Testing Responsive Websites • Testing in Your Browser • Testing in a Device for All Your Breakpoints • How to Test When You Don't Have the Devices HOUR 20 : Problems with Responsive Web Design • Responsive Designs Can Be Slow • RWD Can Make More Work for Designers • Not All Customers Like Responsive Sites • RWD May Break Advertising PART III: IMPROVING RESPONSIVE DESIGN HOUR 21: Tools for Creating Responsive Web Designs • Planning and Designing Your RWD Site • HTML Element and CSS Tools • Web Editors for Building Responsive Web Pages HOUR 22 : Device and Feature Detection • Why Use Detection Scripts • Modernizr • WURFL HOUR 23: Using RESS with RWD • What Is RESS? • Benefits of Using RESS • Getting Started with RESS • When to Use RESS HOUR 24: RWD Best Practices • Give Everyone the Best Experience • Use the Best Breakpoints You Can • Be Flexible and Think Small • Don't Forget the Content • Manage Costs

## **ASP.NET MVC 5 with Bootstrap and Knockout.js**

Thoroughly revised and updated with examples rewritten to conform to HTML5, CSS3, and contemporary web development practices, this easy-to-understand, step-by-step tutorial helps you quickly master the basics of HTML and CSS before moving on to more advanced topics such as graphics, video, and interactivity with JavaScript and jQuery. In just one hour a day, you'll learn the skills you need to design, create, and maintain a professional-looking website. No previous experience required. By following each short, one-hour lesson in this book, anyone

can learn the basics of web development. Learn at your own pace. You can work through each lesson sequentially to make sure you thoroughly understand all the concepts and methodologies, or you can focus on specific lessons to learn the techniques that interest you most. Test your knowledge. Each lesson ends with a Workshop section filled with questions, answers, and exercises for further study. Learn how to Fully implement the HTML5 and CSS3 standards Work with text and create links Add images and graphics to your page Use CSS to style a site and position elements on a page Structure a page with HTML5 Use responsive web design to make your pages look good on different-sized screens Use JavaScript to add dynamic elements and interactivity on your pages Leverage jQuery to add JavaScript features to your pages Design for the mobile web Get your site online and let people know it's there Optimize your site for search engines Contents at a Glance PART I: Getting Started 1 What Is Web Publishing 2 Getting Your Tools in Order 3 Introducing HTML and CSS PART II: Creating Web Pages 4 Learning the Basics of HTML 5 Organizing Information with Lists 6 Working with Links PART III: Doing More with HTML and CSS 7 Formatting Text with HTML and CSS 8 Using CSS to Style a Site 9 Using Images on Your Web Pages 10 Building Tables 11 Using CSS to Position Elements on a Page 12 Designing Forms 13 Structuring a Page with HTML5 14 Integrating Multimedia: Video and Sound 15 Advanced CSS: Page Layout in CSS 16 Using Responsive Web Design PART IV: Using JavaScript and jQuery 17 Introducing JavaScript 18 Using jQuery 19 Using JavaScript in Your Pages 20 Working with Frames and Linked Windows PART V: Designing for Everyone 21 Designing for the Mobile Web 22 Designing for User Experience PART VI: Going Live on the Web 23 How to Publish Your Site 24 Taking Advantage of the Server 25 Search Engines and SEO

## Permutation Tests

In just 24 sessions of one hour or less, this guide will help you create great 2D and 3D games for any platform with the 100% free Godot 3.0 game engine. Its straightforward, step-by-step approach guides you from basic scenes, graphics, and game flow through advanced shaders, environments, particle rendering, and networked games. Godot's co-creator and main contributor walk you through building three complete games, offering advanced techniques you won't find anywhere else. 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 Godot engine programming tasks and techniques 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, solutions, and problems to avoid Learn how to... · Install Godot, create projects, and use the visual editor · Master the scene system, and organize games with Scene Trees · Create 2D graphics, 3D graphics, and animations · Use basic and advanced scripting to perform many game tasks · Process player input from any source · Control game flow, configurations, and resources · Maximize realism with Godot's physics and particle systems · Make the most of 3D shaders, materials, lighting, and shadows · Control effects and post-processing · Build richer, more sophisticated game universes with viewports · Develop networked games, from concepts to communication and input · Export games to the devices you've targeted · Integrate native code, third-party APIs, and engine extensions (bonus chapter)

## **Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours**

In this Second Edition of this radical social history of America from Columbus to the present, Howard Zinn includes substantial coverage of the Carter, Reagan and Bush years and an Afterword on the Clinton presidency. Its commitment and vigorous style mean it will be compelling reading for under-graduate and post-graduate students and scholars in American social history and American studies, as well as the general reader.

## **Sams Teach Yourself HTML, CSS, and JavaScript All in One**

In just 24 sessions of one hour or less, Sams Teach Yourself Go in 24 Hours will help new and experienced programmers build software that's simpler, more reliable, and far more scalable. This book's straightforward, step-by-step approach guides you from setting up your environment through testing and deploying powerful solutions. Using practical examples, expert Go developer George Ornbo walks you through Go's fundamental constructs, demonstrates its breakthrough features for concurrent and network programming, and illuminates Go's powerful new idioms. 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 Go programming tasks and techniques Quizzes and exercises help you test your knowledge and stretch your skills Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Two bonus chapters available online: Hour 25, "Creating a RESTful JSON API," and Hour 26 "Creating a TCP Chat Server" Learn how to... · Get productive quickly with Go development tools and web servers · Master core features, including strings, functions, structs, and methods · Work with types, variables, functions, and control structures · Make the most of Go's arrays, slices, and maps · Write powerful concurrent software with Goroutines and channels · Handle program errors smoothly · Promote code reuse with packages · Master Go's unique idioms for highly effective coding · Use regular expressions and time/date functions · Test and benchmark Go code · Write basic command-line programs, HTTP servers, and HTTP clients · Efficiently move Go code into production · Build basic TCP chat servers and JSON APIs Register your book at [informit.com/register](http://informit.com/register) for convenient access to the two bonus chapters online, downloads, updates, and/or corrections as they become available.

## **HTML, CSS, and JavaScript All in One**

Provides twenty-four lessons about how to use jQuery and JavaScript to build single-page web apps for multiple devices, with designs that incorporate animations, special effects, and image galleries.

## **Build a Website Now**

Presents lessons on how to build server-side applications using the Node.js platform.

## **Bootstrap 4 Quick Start**

Teach Yourself HTML, CSS, and JavaScript All in One combines these three fundamental web development technologies into one clearly written, carefully organized, step-by-step tutorial that expertly guides the beginner through these three interconnected technologies. In just a short time, you can learn how to use HTML, Cascading Style Sheets (CSS), and JavaScript together to design, create, and maintain world-class websites. Each lesson in this book builds on the previous ones, enabling you to learn the essentials from the ground up. Clear instructions and practical, hands-on examples show you how to use HTML to create the framework of your website, design your site's layout and typography with CSS, and then add interactivity with JavaScript and jQuery. Step-by-step instructions carefully walk you through the most common web 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. 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 Make elements move on your page with CSS transformations and transitions Animate with CSS and the HTML5 Canvas element Write HTML that's responsive web design-ready Design a site for mobile devices Use CSS media queries and breakpoints Get user input with web-based forms Use JavaScript to build dynamic, interactive web pages Add AJAX effects to your web pages Leverage JavaScript libraries such as jQuery Make your site easy to maintain and update as it grows

## **Bootstrap Essentials**

Provides information on building responsive Web sites for a variety of devices and platforms using CSS, HTML5, and JavaScript, including layouts, breakpoints, forms, fonts and typography, with practical hands-on examples, quizzes, and exercises.

## **Bootstrap**

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

## **Front-end Development with ASP.NET Core, Angular, and Bootstrap**

Think of all the things you could do in 24 hours. Go sightseeing. Read a book. Learn PHP. Sams Teach Yourself PHP in 24 Hours is a unique learning tool that is divided into 24 one-hour lessons over five sections. Starting with the basics, you will discover the fundamentals of PHP and how to apply that knowledge to create dynamic websites with forms, cookies and authentication functions. You will also find out how to access databases, as well as how to integrate system components, e-mail, LDAP, network sockets and more. A support website includes access to source code, PHP updates, errata and links to other relevant websites. Sams Teach

Yourselves PHP in 24 Hours is a quick and easy way to learn how to create interactive websites for your end user.

## **Sams Teach Yourself Node.js in 24 Hours**

In just 24 sessions of one hour or less, Sams Teach Yourself ASP.NET Core in 24 Hours, will help you build professional-quality, cloud-based, web-connected solutions with ASP.NET Core. This book's straightforward, step-by-step approach guides you from the basics to advanced techniques, using practical examples to help you make the most of Microsoft's radically revamped ASP.NET Core framework. ASP.NET Program Manager Jeffrey T. Fritz guides you from jumpstarting development with templates to implementing cutting-edge security and containerization. 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 ASP.NET Core tasks and techniques Practical, hands-on examples show you how to apply what you learn Notes and Tips point out shortcuts, solutions, and problems to avoid Learn how to... Set up your work environment on Windows or non-Windows operating systems Develop solutions more quickly by starting with project templates Configure ASP.NET Core, services, and applications Access data with Entity Framework Core Build modern architectures, controllers, and views with the new version of MVC Scaffold user interfaces and incorporate reusable UI components Read and write data using web API end-points Manage client-side packages with npm and bower Integrate Angular with ASP.NET Core Authenticate users, and protect your website with ASP.NET Core Authorization Deploy ASP.NET Core solutions into production Work with Docker containers in the ASP.NET Core environment

## **Sams Teach Yourself UML in 24 Hours**

Who This Book is For This book is written for those who need to build a website but do not know where to start. Whether it is for a school project, a business, or helping friends and family, this book can help you to get started. By the end of this book, you will be able to create a website that not only looks good, but also works well when viewed on both computers and mobile devices. You do not need any prior knowledge in programming to be able to follow the lessons in this book. It is written with the assumption that this is your first foray into web development. However, it does require that you know how to use a computer and how to use a text editor for basic editing, such as copying and pasting text. What You Can Expect from This Book Aimed at absolute beginners, you can expect the lessons to be delivered in a step-by-step fashion, with a lot of examples and illustrations. The book will avoid technical terms whenever possible, to keep things simple and easy to understand. The lessons will cover HTML, CSS and Bootstrap 4. All of the programming code used in the examples will be provided to you. To get the code, all you need to do is a simple copy and paste. If the examples use images, the image files will be provided as well. Every chapter is geared towards creating the building blocks that you will need to build your websites, such as navigation menu, buttons, forms and more. After all the lessons, you will be able to put together enough building blocks to create a decent website.

## **Java in 21 Days, Sams Teach Yourself (Covering Java 8)**

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

### **This Modern Love**

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.

### **A People's History of the United States**

Want to improve the design of your website or web application without having to write CSS styles from scratch? Learning HTML and CSS is a lot more challenging than it used to be. Responsive web design adds more layers of complexity to design and develop websites. In this book you will become familiar with the new cards component, setting up the new flexbox grid layout, customizing the look and feel, how to follow the mobile-first development workflow, and more! Web designer and developer Jacob Lett has built 100+ websites and WordPress themes. Let him show you exactly how to build responsive layouts that look great in every browser and device. He shares what you can't learn from the official documentation the process of actually building a full layout. This book is focused on the workflow and does not duplicate what you can already find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. **BONUS:** Includes a link to download a free cheat sheets bundle and a 1 hour training video. Who is this for? You're an absolute beginner and want to become a web developer. You learned HTML and CSS 5-10 years ago but are new to responsive web design basics. You have used Bootstrap before but want to learn new techniques and workflow. What will I learn? Learn what responsive web design is, the history behind it, and how the Bootstrap 4 frontend framework makes it

easier to implement. Learn the web design process and workflow necessary to make a responsive website and application with Bootstrap 4. Learn what's new in Bootstrap 4 with a deep focus on CSS3 Flexbox, Cards, and the responsive grid layout. What will I build? Responsive Marketing Homepage - Topics covered: responsive images, image cards, parallax background images, Google fonts, carousel cross-fade, and vertical centered text. Bootstrap Admin Dashboard - Topics covered: 100% height sidebar, card deck, FontAwesome icons, responsive charts and tables, and custom navigation tree menu. How is this training unique? Learn by doing as you build two professional responsive layouts examples step-by-step. Focused on the workflow vs duplicating what you can find in the official documentation. This book will show you how to reference the documentation and use it effectively in your projects. Uses hyperlinks to point to code demos, snippets, videos, and external resources. What do I need? Some experience with HTML and CSS is helpful but not necessary. Does not require knowing Sass, command line, or Photoshop. A computer with Google Chrome. A text editor like Atom and an internet connection. You want to build a beautiful website or user interface that works on all major browsers. Let Jacob show you how step by step. If you like detailed step by step guides, plenty of examples, and printable cheat sheets, then you'll love Jacob Lett's approach at how he creates responsive layouts using Bootstrap 4. Buy the Bootstrap 4 Quick Start today and start building responsive layouts in less time and with less effort!

## **Bootstrap in 24 Hours, Sams Teach Yourself**

Learn UML, the Unified Modeling Language, to create diagrams describing the various aspects and uses of your application before you start coding, to ensure that you have everything covered. Millions of programmers in all languages have found UML to be an invaluable asset to their craft. More than 50,000 previous readers have learned UML with Sams Teach Yourself UML in 24 Hours. Expert author Joe Schmuller takes you through 24 step-by-step lessons designed to ensure your understanding of UML diagrams and syntax. This updated edition includes the new features of UML 2.0 designed to make UML an even better modeling tool for modern object-oriented and component-based programming. The CD-ROM includes an electronic version of the book, and Poseidon for UML, Community Edition 2.2, a popular UML modeling tool you can use with the lessons in this book to create UML diagrams immediately.

## **Hand to Mouth**

Originally published in hardcover in 2014 by G.P. Putnam's Sons.

## **Sams Teach Yourself JQuery and JavaScript in 24 Hours**

Use the powerful features of Bootstrap to create responsive and appealing web pages About This Book Learn where and how to use Bootstrap in your new web projects Design and develop mobile first web portals that support all devices A step-by-step guide with easy-to-follow practical exercises to develop device friendly websites Who This Book Is For If you are a web developer who designs and develops websites and pages using HTML, CSS, and JavaScript, but have very little

familiarity with Bootstrap, this is the book for you. Previous experience with HTML, CSS and JavaScript will be helpful, while knowledge of jQuery would be an extra advantage. What You Will Learn Understand the internal architecture and structure of Bootstrap Download and configure Bootstrap in your web project Get to grips with the usage of Bootstrap CSS and components Build and compile Bootstrap from source code Work with the JavaScript objects offered by Bootstrap and the CSS pre-processors Customize and extend Bootstrap to suit your requirements In Detail As the number of people using mobile devices to access the internet grows every moment, websites are no longer built just for desktop machines. The mobile first philosophy demands that sites are fully compatible with all the available, and predicted future mobile devices. Bootstrap allows and easily enables you to design and develop your own websites congenial to all devices, including e-readers, tablets, and so on. This book will familiarize you with all the features, functionalities, and architectural knowledge of the Bootstrap platform, enabling you to develop mobile friendly websites. You will begin by discovering the mobile first philosophy and what Bootstrap is. You will learn about Bootstrap's architecture and components, and how to use Bootstrap using LESS. You will create responsive layouts using Bootstrap CSS and work with the packaged components that come along with Bootstrap. You will proceed to explore the various JavaScript components and add-ons offered by Bootstrap. Finally, you will learn how to customize Bootstrap easily to match your project-specific requirements, compile and build your Bootstrap code, and extend Bootstrap with different extensions to create more advanced websites. By the end of this book, you will be able to build, compile, and customize your own Bootstrap system to create mobile friendly websites. Style and approach This book is a fast-paced guide to getting started with Bootstrap. Each chapter contains elaborate, practical examples demonstrating the application of various Bootstrap components.

### **ASP.NET Core in 24 Hours, Sams Teach Yourself**

Sams Teach Yourself HTML, CSS and JavaScript All in One The all-in-one HTML, CSS and JavaScript beginner's guide: covering the three most important languages for web development. Covers everything beginners need to know about the HTML and CSS standards and today's JavaScript and Ajax libraries - all in one book, for the first time Integrated, well-organized coverage expertly shows how to use all these key technologies together Short, simple lessons teach hands-on skills readers can apply immediately By best-selling author Julie Meloni Mastering HTML, CSS, and JavaScript is vital for any beginning web developer - and the importance of these technologies is growing as web development moves away from proprietary alternatives such as Flash. Sams Teach Yourself HTML, CSS, and JavaScript All in One brings together everything beginners need to build powerful web applications with the HTML and CSS standards and the latest JavaScript and Ajax libraries. With this book, beginners can get all the modern web development knowledge you need from one expert source. Bestselling author Julie Meloni (Sams Teach Yourself PHP, MySQL and Apache All in One) teaches simply and clearly, through brief, hands-on lessons focused on knowledge you can apply immediately. Meloni covers all the building blocks of practical web design and development, integrating new techniques and features into every chapter. Each lesson builds on what's come before, showing you exactly how to use HTML, CSS, and JavaScript together to create great web sites.

## Mastering Bootstrap 4

Often downplayed in the excitement of starting up a new business venture is one of the most important decisions entrepreneurs will face: should they go it alone, or bring in cofounders, hires, and investors to help build the business? More than just financial rewards are at stake. Friendships and relationships can suffer. Bad decisions at the inception of a promising venture lay the foundations for its eventual ruin. *The Founder's Dilemmas* is the first book to examine the early decisions by entrepreneurs that can make or break a startup and its team. Drawing on a decade of research, Noam Wasserman reveals the common pitfalls founders face and how to avoid them. He looks at whether it is a good idea to cofound with friends or relatives, how and when to split the equity within the founding team, and how to recognize when a successful founder-CEO should exit or be fired. Wasserman explains how to anticipate, avoid, or recover from disastrous mistakes that can splinter a founding team, strip founders of control, and leave founders without a financial payoff for their hard work and innovative ideas. He highlights the need at each step to strike a careful balance between controlling the startup and attracting the best resources to grow it, and demonstrates why the easy short-term choice is often the most perilous in the long term. *The Founder's Dilemmas* draws on the inside stories of founders like Evan Williams of Twitter and Tim Westergren of Pandora, while mining quantitative data on almost ten thousand founders. People problems are the leading cause of failure in startups. This book offers solutions.

## Design and Analysis of Ecological Experiments

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars 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. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. AJ Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication

between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

## **Responsive Web Design in 24 Hours, Sams Teach Yourself**

Concise lessons explain how to use jQuery mobile to create mobile sites that display on different devices, covering how to style user interfaces, use scannable QRs and tag codes, and work with device emulators.

## **Jump Start Bootstrap**

Ecological research and the way that ecologists use statistics continues to change rapidly. This second edition of the best-selling Design and Analysis of Ecological Experiments leads these trends with an update of this now-standard reference book, with a discussion of the latest developments in experimental ecology and statistical practice. The goal of this volume is to encourage the correct use of some of the more well known statistical techniques and to make some of the less well known but potentially very useful techniques available. Chapters from the first edition have been substantially revised and new chapters have been added. Readers are introduced to statistical techniques that may be unfamiliar to many ecologists, including power analysis, logistic regression, randomization tests and empirical Bayesian analysis. In addition, a strong foundation is laid in more established statistical techniques in ecology including exploratory data analysis, spatial statistics, path analysis and meta-analysis. Each technique is presented in the context of resolving an ecological issue. Anyone from graduate students to established research ecologists will find a great deal of new practical and useful information in this current edition.

## **Sams Teach Yourself PHP in 24 Hours**

Learn how to build beautiful and highly customizable web interfaces by leveraging the power of Bootstrap 4 About This Book Adapt and customize Bootstrap to produce enticing websites that fit your needs Explore Bootstrap's grid system, helper classes, and responsive utilities Extend Bootstrap with jQuery plugins and learn how to create your own custom plugins Who This Book Is For This book targets intermediate-level front-end web-developers. The book is not intended to be an introduction to web development. As such, the book assumes that readers have a firm grasp on the basic concepts behind web-development, as well as essential HTML, JavaScript and CSS skills. What You Will Learn Create a professional Bootstrap-based website from scratch without using third-party templates Apply the Bootstrap mobile-first grid system and add responsiveness and aesthetic touches to image elements Style various types of content and learn how to build a page's layout from scratch by applying the power of Bootstrap 4 Take advantage of Bootstrap's form helper and contextual classes Infuse your web pages with life and movement using Bootstrap jQuery plugins Customize the

behavior and features of Bootstrap's jQuery Plugins extensively Optimize your Bootstrap-based project before deployment Incorporate Bootstrap into an AngularJS or React application and use Bootstrap components as AngularJS directives or React components In Detail Bootstrap 4 is a free CSS and JavaScript framework that allows developers to rapidly build responsive web-interfaces. Right from the first chapter, dive into building a customized Bootstrap website from scratch. Get to grips with Bootstrap's key features and quickly discover the various ways in which Bootstrap can help you develop web-interfaces. Then take walk through the fundamental features, such as its grid system, helper classes, and responsive utilities. When you have mastered these, you will discover how to structure page layouts, use forms, style different types of content and utilize Bootstrap's various navigation components. Among other things, you will also tour the anatomy of a Bootstrap plugin, creating your own custom components and extending Bootstrap using jQuery. Finally, you will discover how to optimize your website and integrate it with third-party frameworks. By the end of this book, you will have a thorough knowledge of the framework's ins and outs, and be able to build highly customizable and optimized web interfaces. Style and approach This comprehensive step-by-step guide walks you through building a complete website using Bootstrap 4. Each chapter is accompanied by source code and screenshots, and focuses on a distinct set of lessons that are illustrated within the context of a demo project.

## **Sams Teach Yourself FreeBSD in 24 Hours**

A step-by-step manual on the application of permutation tests in biology, business, medicine, science, and engineering. Its intuitive and informal style make it ideal for students and researchers, whether experienced or coming to these resampling methods for the first time. The real-world problems of missing and censored data, multiple comparisons, nonresponders, after-the-fact covariates, and outliers are all dealt with at length. This new edition has more than 100 additional pages, and includes streamlined statistics for the k-sample comparison and analysis of variance plus expanded sections on computational techniques, multiple comparisons, multiple regression, comparing variances, and testing interactions in balanced designs. The comprehensive author and subject indexes, plus an expert-system guide to methods, provide for further ease of use, while the exercises at the end of every chapter have been supplemented with drills and a number of graduate-level thesis problems.

## **Go in 24 Hours, Sams Teach Yourself**

Teaches users how to work with the FreeBSD operating system, explaining how to do common tasks, such as setting up a basic Web server, and how to work with the graphical user environment.

## **Sams Teach Yourself JQuery Mobile in 24 Hours**

Bring dynamic server-side web content and responsive web design together to build websites that work and display well on any resolution, desktop or mobile. With this practical book, you'll learn how by combining the ASP.NET MVC server-

side language, the Bootstrap front-end framework, and Knockout.js—the JavaScript implementation of the Model-View-ViewModel pattern. Author Jamie Munro introduces these and other related technologies by having you work with sophisticated web forms. At the end of the book, experienced and aspiring web developers alike will learn how to build a complete shopping cart that demonstrates how these technologies interact with each other in a sleek, dynamic, and responsive web application. Build well-organized, easy-to-maintain web applications by letting ASP.NET MVC 5, Bootstrap, and Knockout.js do the heavy lifting Use ASP.NET MVC 5 to build server-side web applications, interact with a database, and dynamically render HTML Create responsive views with Bootstrap that render on a variety of modern devices; you may never code with CSS again Add Knockout.js to enhance responsive web design with snappy client-side interactions driven by your server-side web application

## Mastering Bootstrap 4

In just 24 sessions of one hour or less, you will be up and running with AngularJS in your Microsoft .NET environment. Using a straightforward, step-by-step approach, each lesson builds on your .NET skills and knowledge, helping you quickly learn the essentials of AngularJS, and use it to streamline any web development project. Step-by-step instructions carefully walk you through the most common questions, issues, and tasks. Q&A sections, quizzes, and exercises help you build and test your knowledge. By The Way notes present interesting pieces of information. Try it Yourself sidebars 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. Dennis Sheppard is a Front-End Architect at NextTier Education in Chicago, IL. He has delivered enterprise solutions for the private equity, insurance, healthcare, education, and distribution industries. Christopher Miller is an Architect at West Monroe Partners. He has built solutions for the higher education, private equity, and renewable energy industries. Aj Liptak, is a Senior Consultant at West Monroe Partners specializing in modern web application development. He has delivered transformative solutions for the telecom, healthcare, finance, and distribution industries. Learn how to Build AngularJS web apps from scratch, or integrate with existing .NET code Organize, reuse, and test JavaScript web application code far more effectively Discover key JavaScript design patterns that support AngularJS (and their similarities to C#) Use AngularJS modules, controllers, views, data-binding, and event handling Implement AngularJS services efficiently Work with directives, custom directives, and dependency injection Set up AngularJS routing Apply best practices for organizing AngularJS applications Master sophisticated AngularJS techniques, including filters, advanced patterns, and communication between controllers Deploy AngularJS code to the Microsoft Azure cloud Unit-test and debug your single page applications Integrate AngularJS with .NET Web Forms and .NET MVC Build REST APIs in .NET and consume their services in AngularJS Combine AngularJS with .NET SignalR to build real-time web apps Extend AngularJS development with bower, gulp, and webstorm Preview the future of AngularJS: Version 2.0 and beyond

## HTML, CSS & JavaScript Web Publishing in One Hour a Day, Sams Teach Yourself

## Download File PDF Bootstrap In 24 Hours Sams Teach Yourself By Jennifer Kyrnin

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

### **Sams Teach Yourself FreeBSD in 24 Hours**

This book shows you how to integrate ASP.NET Core with Angular, Bootstrap, and similar frameworks, with a bit of Nuget, continuous deployment, Bower dependencies, and Gulp build systems, including development beyond Windows on Mac and Linux.

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