

Redmine Plugin Extension And Development Bevilacqua Alex Pdf

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How the Body Shapes the Mind - Shaun Gallagher 2006-10-12

How the Body Shapes the Mind is an interdisciplinary work that addresses philosophical questions by appealing to evidence found in experimental psychology, neuroscience, studies of pathologies, and developmental psychology. There is a growing consensus across these disciplines that the contribution of embodiment to cognition is inescapable. Because this insight has been developed across a variety of disciplines, however, there is still a need to develop a common vocabulary that is capable of integrating discussions of brain mechanisms in neuroscience, behavioural expressions in psychology, design concerns in artificial intelligence and robotics, and debates about embodied experience in the phenomenology and philosophy of mind. Shaun Gallagher's book aims to contribute to the formulation of that common vocabulary and to develop a conceptual framework that will avoid both the overly reductionistic approaches that explain everything in terms of bottom-up neuronal mechanisms, and inflationistic approaches that explain everything in terms of Cartesian, top-down cognitive states. Gallagher pursues two basic sets of questions. The first set consists of questions about the phenomenal aspects of the structure of experience, and specifically the relatively regular and constant features that we find in the content of our experience. If throughout conscious experience there is a constant reference to one's own body, even if this is a recessive or marginal awareness, then that reference constitutes a structural feature of the phenomenal field of consciousness, part of a framework that is likely to determine or influence all other aspects of experience. The second set of questions concerns aspects of the structure of experience that are more hidden, those that may be more difficult to get at because they happen before we know it. They do not normally enter into the content of experience in an explicit way, and are often inaccessible to reflective consciousness. To what extent, and in what ways, are consciousness and cognitive processes, which include experiences related to perception, memory, imagination, belief, judgement, and so forth, shaped or structured by the fact that they are embodied in this way?

Learning PHP, MySQL, JavaScript, and CSS - Robin Nixon 2012-08-27

Learn how to build interactive, data-driven websites—even if you don't have any previous programming experience. If you know how to build static sites with HTML, this popular guide will help you tackle dynamic web programming. You'll get a thorough grounding in today's core open source technologies: PHP, MySQL, JavaScript, and CSS. Explore each technology separately, learn how to combine them, and pick up valuable web programming concepts along the way, including objects, XHTML, cookies, and session management. This book provides review questions in each chapter to help you apply what you've learned. Learn PHP essentials and the basics of object-oriented programming Master MySQL, from database structure to complex queries Create web pages with PHP and MySQL by integrating forms and other HTML features Learn JavaScript fundamentals, from functions and event handling to accessing the Document Object Model Pick up CSS basics for formatting and styling your web pages Turn your website into a highly dynamic environment with Ajax calls Upload and manipulate files and images, validate user input, and secure your applications Explore a working example that brings all of the ingredients together

Upon the Gardens of Epicurus - William Temple 2004

Sir William Temple, diplomat, statesman, and writer, retired to his garden in the 1680s and wrote what has become one of the key texts, not only of gardening, but also of the English aesthetic. It was he who introduced the idea of the charm of irregularity, and who gave it the allegedly Chinese name sharawadgi.

The English style of landscape gardening can be traced in a direct line to this essay, which has not been in print for over 95 years.

Topological UML Modeling - Janis Osis 2017-06-16

Topological UML Modeling: An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML® that combines the formalism of the Topological Functioning Model (TFM) mathematical topology with a specified software analysis and design method. The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result - developed software. While there are many tools and different techniques to create detailed specifications of the solution, the proper analysis of problem domain functioning is ignored or covered insufficiently. The design of object-oriented software has been led for many years by the Unified Modeling Language (UML®), an approved industry standard modeling notation for visualizing, specifying, constructing, and documenting the artifacts of a software-intensive system, and this comprehensive book shines new light on the many advances in the field. Presents an approach to formally define, analyze, and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step-by-step creation and transformation of diagrams and models with very early capturing of security requirements for software systems. Defines all modeling constructs as extensions to UML®, thus creating a new UML® profile which can be implemented in existing UML® modeling tools and toolsets

Learn Adobe Animate CC for Interactive Media - Joseph Labrecque 2016-03-16

Knowing the industry-standard animation and interactivity tool Adobe Animate CC (previously known as "Flash Professional") can help you get a foothold in the exciting web design and mobile app-development world. Learn Animate CC by building cool creative projects that will teach you how to: Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses more than 6 hours of video integrated with text to help you gain real-world skills that will get you started in your career designing and building interactive media using Adobe Animate CC. It lays the foundation for taking the Adobe Certified Associate (ACA) exam in Interactive Media Using Adobe Flash Professional CC (name correct at press time) and helps prepare you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: The Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson file you need to work through the projects When creating the Adobe Certified Associate examination, Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for each topic. The ACA exams have proved to be highly successful around the world. To create this new product, Peachpit and Adobe Press have joined forces with team of outstanding instructors who have a great track record getting students certified: Rob Schwartz and his colleagues at BrainBuffet.com Joseph Labrecque is a senior interactive software engineer at the University of Denver where he also teaches classes on Adobe Animate CC (formerly Flash Professional),

web animation, graphics production, and mobile application design. Joseph is an Adobe Education Leader (AEL) and an Adobe Community Professional. He received the Adobe Education Impact Award in 2010 and currently serves on the AEL Advisory Board. Joseph produces written and video content for Adobe Press, Peachpit, O'Reilly, Lynda.com, and BrainBuffet.com. What you need to use this book: Adobe Animate CC (2015 release) software, for either Windows or Mac OS. (Software not included.)

Redmine Cookbook - Aleksandar Pavić 2016-02-23

Over 80 hands-on recipes to improve your skills in project management, team management, process improvement, and Redmine administration About This Book Efficiently install and customize Redmine for your own infrastructure, whether that be Microsoft or open source Manage multiple projects with multiple teams across the globe in a standardized and effective way Customize Redmine to fit your organisation's specific and unique needs Who This Book Is For This book is for those who working in management or administrator positions who are already using Redmine or are willing to start using it for project management, tracking, collaboration, or process management. Additionally, individual developers or teams can benefit from recipes related to code repositories, bug tracking, and software project management. What You Will Learn Make Redmine run on Microsoft SQL Server with IIS Enjoy the benefits of updating the code on a real-time basis and maintaining consistency Manage multiple projects and teams simultaneously Leverage Redmine features to enhance team's performance Use Redmine for SCRUM and Agile methodologies Deploy Redmine for Service Desk Customize the user experience by manually tracking the ongoing projects Extend Redmine through various plugins In Detail In a variety of online project management tools, Redmine markets itself as offering flexibility. Choosing the right management tool can mean the difference between the success and failure of a project. Flexible project management tools bend themselves to fit your needs, whether that's communication regarding a simple project, or collaboration, or more complex project methodology such as SCRUM, or an issue-code relationship, or the need of different methodology for your project. Whether you are project manager or system administrator, this book provides valuable recipes to get the best possible performance out of your team, organization, infrastructure, and Redmine itself. Through a series of carefully crafted recipes covering the nitty-gritty of Redmine, you'll be guided through the installation of Redmine, as well as how to fine-tune and customize your Redmine installation. Finally, we walk you through integrating Redmine with other softwares and databases like Tortoise SVN and Visual Studio and troubleshooting Redmine. Style and approach This book follows a step-by-step recipe-based approach. Detailed prerequisites make each recipe easy to follow and apply in practice in any kind of live environment.

Redmine Plugin Extension and Development - Alex Bevilacqua 2014-03-19

This book provides a thorough look at the tools available within Redmine to facilitate the development of plugins and extensions. Full of tips and tricks, a recurring case study is also used to help guide you through the various content area extensions and plugin helpers and to provide context and real-world examples of the concepts being covered. This book is intended for those who want to build custom functionality into the Redmine project management platform. If you're already comfortable with Ruby, Rails, and Redmine, but you aren't quite sure what to do next, this book will walk you through the basics of getting a plugin written and integrated into various key areas of Redmine.

Getting Started with Unity 5.x 2D Game Development - Francesco Sapio 2017-02-10

Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next level Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure. What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to life In Detail Want to get started in the world of 2D

game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

Test-driven Development - Kent Beck 2003

About software development through constant testing.

AUDIENCE PITCH - MAMTA SHETTY 2021-04-29

To bring to light the art of being one with the audience as well as your surroundings thus unearthing a desire to wake up the deep flickering. Your body is a jigsaw puzzle where you have to perfect a series on how to move your hand, your body and give birth to those expressions with words, thus slowly hypnotizing the audience into raptures.

The Hacker Crackdown, Law and Disorder on the Electronic Frontier - Bruce Sterling 2013-02

This book is part of the TREDITION CLASSICS. It contains classical literature works from over two thousand years. Most of these titles have been out of print and off the bookstore shelves for decades. The book series is intended to preserve the cultural legacy and to promote the timeless works of classical literature. Readers of a TREDITION CLASSICS book support the mission to save many of the amazing works of world literature from oblivion. With this series, tredition intends to make thousands of international literature classics available in printed format again - worldwide.

The Design and Evolution of C++ - Bjarne Stroustrup 1994-10-08

Mastering Redmine - Andriy Lesyuk 2013-01-01

A step-by-step tutorial packed with practical examples that cover the different features of Redmine. This book will be especially useful for project managers but it's also intended for any other Redmine users, including developers, and any other industry besides software development.

When You Can't Snap Out of It - Louis J Bevilacqua Psy D 2011-09

No one wants to be depressed. Unfortunately, depression affects millions of us every day. Some people will tell us to just get over it or just snap out of it. Such individuals usually don't understand depression or what it is really like to be depressed. Their suggestions, although perhaps well-intentioned, are of little help. If you have struggled with depression, then you know that there are times When You Can't Snap Out of It. However, it isn't impossible to find help, take charge, and overcome. Dr. Bevilacqua identifies the most common symptoms of depression and describes clear and practical guidelines for recovery. The strategies he describes are based in the theory of cognitive therapy, which is one of the most effective forms of treating depression. You can set yourself on the path to wholeness and happiness today. There is always hope for healing. 'Finally! After struggling for 30 years I have found a book with simple exercises that allow me to cut through the fog and begin my journey out of depression.' - K.J. 'I've struggled with depression

since being a teenager. Dr. Lou's book is easy to follow, relatable, practical, and hopeful. It's a resource you will refer to over and over again.' - Lisa

Coding Freedom - E. Gabriella Coleman 2013

Who are computer hackers? What is free software? And what does the emergence of a community dedicated to the production of free and open source software--and to hacking as a technical, aesthetic, and moral project--reveal about the values of contemporary liberalism? Exploring the rise and political significance of the free and open source software (F/OSS) movement in the United States and Europe, *Coding Freedom* details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration.

Eros - Alberto Bevilacqua 1996

Not since Stendhal's *On Love* has a book celebrated the love of women with the unfettered honesty of Alberto Bevilacqua's *Eros*. Half Memoir and half novel, without apology or embarrassment, *Eros* explores the forms and meaning of physical passion in a man's life.

[HoloLens Beginner's Guide](#) - Jason Odom 2017-04-28

Create interactive and intuitiveness HoloLens applications with ease About This Book Start developing immersive and interactive apps for Microsoft HoloLens Explore the Windows Universal Development platform for HoloLens development Leverage the full set of HoloLens sensors to create mesmerizing apps Who This Book Is For If you are a developer new to Windows Universal development platform and want to get started with HoloLens development, then this is the book for you. No prior experience of C# programming or of the .NET framework is needed to get started with this book. What You Will Learn Write an app that responds to verbal commands Communicate between devices in the boundaries of the UWP model Create sounds in the app and place them in a 3D space Build simple apps that display holograms Interact with the physical environment while taking physical boundaries into account In Detail HoloLens revolutionizes the way we work and interact with the virtual world. HoloLens brings you the amazing world of augmented reality and provides an opportunity to explore it like never before. This is the best book for developers who want to start creating interactive and intuitive augmented reality apps for the HoloLens platform. You will start with a walkthrough of the HoloLens hardware before creating your first app. Next you will be introduced to the various HoloLens sensors and find out how to program them efficiently so that they can interact with the real world seamlessly. Moving on, you will learn how to create smart animations and add video overlay that implements real-time tracking and motion-sensing abilities to your HoloLens app. Finally, you will learn how to test your app effectively.

Architecting for Scale - Lee Atchison 2016-07-11

Every day, companies struggle to scale critical applications. As traffic volume and data demands increase, these applications become more complicated and brittle, exposing risks and compromising availability. This practical guide shows IT, devops, and system reliability managers how to prevent an application from becoming slow, inconsistent, or downright unavailable as it grows. Scaling isn't just about handling more users; it's also about managing risk and ensuring availability. Author Lee Atchison provides basic techniques for building applications that can handle huge quantities of traffic, data, and demand without affecting the quality your customers expect. In five parts, this book explores: Availability: learn techniques for building highly available applications, and for tracking and improving availability going forward Risk management: identify, mitigate, and manage risks in your application, test your recovery/disaster plans, and build out systems that contain fewer risks Services and microservices: understand the value of services for building complicated applications that need to operate at higher scale Scaling applications: assign

services to specific teams, label the criticalness of each service, and devise failure scenarios and recovery plans Cloud services: understand the structure of cloud-based services, resource allocation, and service distribution

Mastering Redmine - Second Edition - Andriy Lesyuk 2016-05-31

An expert's guide to open source project management with Redmine About This Book *Learn Redmine through the basic topics to the mastering ones *Customize Redmine without breaking upgrade compatibility *Become an expert of Redmine after having read this comprehensive guide with tips, tricks and best practices. Who This Book Is For This book is best suited for project managers and Redmine administrators who have working knowledge of Redmine and who now want to get advanced practical knowledge to manage and monitor projects effectively and efficiently. What You Will Learn *Forget about troubles with installing and configuring Redmine *Feel at ease with using Redmine wiki syntax *Get familiar with the permissions system and issue life cycle in Redmine *Use Redmine for issue tracking, project hosting, project management, and time tracking *Find and choose plugins, and get familiar with some of the most useful Redmine plugins In Detail Redmine is not only one of the popular open source project management applications but also one of the best project hosting and issue tracking solutions. This book is an update of our previous successful edition, *Mastering Redmine*. This book is a comprehensive guide that will give you a detailed practical understanding on how to effectively manage, monitor and administer complex projects using Redmine. You will get familiar with the concept of Issue Tracking and will get to know why and what makes Redmine one of the best issue trackers. Another main part of Redmine functionality, which is Managing projects shows why this is one of the best applications for project hosting. Furthermore, you will learn more about Redmine rich text formatting syntax, access control and workflow and time Tracking. Towards the end, you will unleash the power of custom fields and guides to show how to customize Redmine without breaking upgrade compatibility. By the end of the book, you will have a deep practical understanding on how to effectively monitor and manage large scale and complex projects using Redmine.

Qt for Symbian - Frank H. P. Fitzek 2010-05-05

Build mobile applications for Nokia's S60 phones using the hot Qt GUI tool This vital primer—written by developers involved in the latest release of Qt—is a must for anyone wanting to learn this cutting-edge programming environment. Qt is a multi-platform, C++ GUI toolkit that allows you to develop applications and user interfaces once, then deploy them across many desktop and embedded operating systems, without rewriting the source code. Now being applied to the S60 platform (Nokia's new, uniform UI), Qt promises to save development resources, cut costs, and get you to market faster. This unique guide helps you master this exciting tool with step-by-step instruction from some of the best developers in the S60 field. Find easy-to-access tips, techniques, examples, and much more. Walks you through installation of the Qt developer platform and SDK Explains the basic Qt environment and how it can save you development time Delves into the extension of Qt for the S60, including communication and sensors Provides plenty of examples to help you quickly grasp concepts Help revolutionize the S60 mobile market and stay ahead of the crowd with your own state-of-the-art applications, developed with Qt and the detailed information in this unique guide.

[UML @ Classroom](#) - Martina Seidl 2015-02-21

This textbook mainly addresses beginners and readers with a basic knowledge of object-oriented programming languages like Java or C#, but with little or no modeling or software engineering experience - thus reflecting the majority of students in introductory courses at universities. Using UML, it introduces basic modeling concepts in a highly precise manner, while refraining from the interpretation of rare special cases. After a brief explanation of why modeling is an indispensable part of software development, the authors introduce the individual diagram types of UML (the class and object diagram, the sequence diagram, the state machine diagram, the activity diagram, and the use case diagram), as well as their interrelationships, in a step-by-step manner. The topics covered include not only the syntax and the semantics of the individual language elements, but also pragmatic aspects, i.e., how to use them wisely at various stages in the software development process. To this end, the work is complemented with examples that were carefully selected for their educational and illustrative value. Overall, the book provides a solid foundation and deeper understanding of the most important object-oriented modeling concepts and their

application in software development. An additional website offers a complete set of slides to aid in teaching the contents of the book, exercises and further e-learning material.

The Future of Enterprise Applications - AMR Research 2006

Learning Cocos2d-JS Game Development - Emanuele Feronato 2015-01-12

If you are new to game development or have just gotten your teeth into developing games but desire to learn more, then this book is for you. An understanding of the essentials of JavaScript is required.

The C++ Programming Language - Bjarne Stroustrup 2000

The most widely read and trusted guide to the C++ language, standard library, and design techniques includes significant new updates and two new appendices on internationalization and Standard Library technicalities. It is the only book with authoritative, accessible coverage of every major element of ISO/ANSI Standard C++.

Microsoft HoloLens Developer's Guide - Dennis Vroegop 2017-07-21

Transform the ways you communicate, create, collaborate, and explore using Microsoft HoloLens About This Book Create immersive augmented reality apps for Microsoft HoloLens from scratch Leverage the powerful HoloLens sensors to interact with real-world motions and gestures and make your app life-like Explore the powerful Unity 5 SDK along with the Windows Unified platform to get the most out of your HoloLens app Who This Book Is For If you are a developer who wants to create augmented reality apps for the Microsoft HoloLens platform, then this is the book for you. Coding experience with C# is assumed. What You Will Learn Design an app for HoloLens that is feasible and attractive to use Add gestures and interact with them Create sounds in the app and place them in a 3D space Use voice generation and voice recognition to make your apps more lifelike Interact with the physical environment to place holograms on top of physical objects Compare HoloLens with the other products and know how to use its strengths Use assets from third parties to enrich our app In Detail HoloLens, Microsoft's innovative augmented reality headset, overlaps holograms into a user's vision of their environment. Your ideas are closer to becoming real when you can create and work with holograms in relation to the world around you. If you are dreaming beyond virtual worlds, beyond screens, beyond pixels, and want to take a big leap in the world of augmented reality, then this is the book you want. Starting off with brainstorming and the design process, you will take your first steps in creating your application for HoloLens. You will learn to add gestures and write an app that responds to verbal commands before gradually moving on creating sounds in the app and placing them in a 3D space. You will then communicate between devices in the boundaries of the UWP model. Style and approach This book takes a step-by-step, practical, tutorial-style approach where you will dive deep into HoloLens app development. You will work with the API and write your own complex scripts that would interact with the powerful HoloLens sensors and with realistic examples, you will be able to create immersive 3D apps for HoloLens.

Designing Evolvable Web APIs with ASP.NET - Glenn Block 2014-03-13

Design and build Web APIs for a broad range of clients—including browsers and mobile devices—that can adapt to change over time. This practical, hands-on guide takes you through the theory and tools you need to build evolvable HTTP services with Microsoft's ASP.NET Web API framework. In the process, you'll learn how design and implement a real-world Web API. Ideal for experienced .NET developers, this book's sections on basic Web API theory and design also apply to developers who work with other development stacks such as Java, Ruby, PHP, and Node. Dig into HTTP essentials, as well as API development concepts and styles Learn ASP.NET Web API fundamentals, including the lifecycle of a request as it travels through the framework Design the Issue Tracker API example, exploring topics such as hypermedia support with collection+json Use behavioral-driven development with ASP.NET Web API to implement and enhance the application Explore techniques for building clients that are resilient to change, and make it easy to consume hypermedia APIs Get a comprehensive reference on how ASP.NET Web API works under the hood, including security and testability

Ubuntu Made Easy - Rickford Grant 2012

Full of tips, tricks, and helpful pointers, this is a hands-on, project-based guide to Ubuntu, a completely free Linux operating system. The authors tackle topics of interest to the everyday user, such as customizing the

desktop, installing programs, and playing audio and video.

Redmine Plugin Extension and Development - Alex Bevilacqua 2014-03

This book provides a thorough look at the tools available within Redmine to facilitate the development of plugins and extensions. Full of tips and tricks, a recurring case study is also used to help guide you through the various content area extensions and plugin helpers and to provide context and realworld examples of the concepts being covered. This book is intended for those who want to build custom functionality into the Redmine project management platform. If you're already comfortable with Ruby, Rails, and Redmine, but you aren't quite sure what to do next, this book will walk you through the basics of getting a plugin written and integrated into various key areas of Redmine.

The Republic of Arabic Letters - Alexander Bevilacqua 2018-02-23

A Longman-History Today Book Prize Finalist Winner of the Thomas J. Wilson Memorial Prize A Times Literary Supplement Book of the Year "Deeply thoughtful...A delight." —The Economist "[A] tour de force...Bevilacqua's extraordinary book provides the first true glimpse into this story...He, like the tradition he describes, is a rarity." —New Republic In the seventeenth and eighteenth centuries, a pioneering community of Western scholars laid the groundwork for the modern understanding of Islamic civilization. They produced the first accurate translation of the Qur'an, mapped Islamic arts and sciences, and wrote Muslim history using Arabic sources. The Republic of Arabic Letters is the first account of this riveting lost period of cultural exchange, revealing the profound influence of Catholic and Protestant intellectuals on the Enlightenment understanding of Islam. "A closely researched and engrossing study of...those scholars who, having learned Arabic, used their mastery of that difficult language to interpret the Quran, study the career of Muhammad...and introduce Europeans to the masterpieces of Arabic literature." —Robert Irwin, Wall Street Journal "Fascinating, eloquent, and learned, The Republic of Arabic Letters reveals a world later lost, in which European scholars studied Islam with a sense of affinity and respect...A powerful reminder of the ability of scholarship to transcend cultural divides, and the capacity of human minds to accept differences without denouncing them." —Maya Jasanoff "What makes his study so groundbreaking, and such a joy to read, is the connection he makes between intellectual history and the material history of books." —Financial Times

Modern JavaScript - Larry Ullman 2012-02-21

It's time for a current, definitive JavaScript book, and in this comprehensive beginner's guide, bestselling author Larry Ullman teaches the language as it is implemented today. Larry demonstrates how to build upon JavaScript's ease of use, while demystifying its often-cryptic syntax, especially for those who have not programmed before. This book enforces modern JavaScript's best practices and embraces key Web development approaches such as progressive enhancement and unobtrusive scripting. The author demonstrates loads of real-world code and makes it available for download. You'll learn about JavaScript itself and the relationship between JavaScript and HTML. Next you'll explore variables, common operators, and control structures. Then you'll create functions, handle events, and do more with HTML forms. You'll master Ajax, work with frameworks, and use JavaScript with PHP to create a complete example. The result is a book that helps you not just tinker with JavaScript but to thoroughly comprehend it. This book includes: Easy step-by-step instruction, ample illustrations, and clear examples Real-world techniques to build your skills Insight into best practices from a veteran Web expert Emphasis on strategies for creating reliable code that will work on all of today's browsers and devices, even those without JavaScript

jQuery 2.0 Animation Techniques Beginner's Guide - Adam Culpepper 2013-12-24

This book is a guide to help you create attractive web page animations using jQuery. Written in a friendly and engaging approach this book is designed to be placed alongside your computer as a mentor. If you are a web designer or a frontend developer or if you want to learn how to animate the user interface of your web applications with jQuery, this book is for you. Experience with jQuery or Javascript would be helpful but solid knowledge base of HTML and CSS is assumed.

Science Education and Culture - Fabio Bevilacqua 2001-10-31

This anthology contains 21 papers by prominent historians and philosophers of science, philosophers of education, science educators and science teachers. It is expansive in its subject matter, and detailed in its analysis. The common thread in all papers is the contribution that the history and philosophy of science

makes to theoretical, curricular, and pedagogical issues in science education. This is a timely focus as, worldwide, there are increasing demands made on science curriculum writers and teachers to ensure that students come to know something of the 'nature of science', or something about the 'big picture' of science. This means knowing something of the history and methodology of science, its relations with world views, and how science articulates with social and cultural values and interests. The contributions show how historically and philosophically informed teaching of science can create this 'big picture' knowledge about science, which in turn allows science to inform culture and social life.

Customizing Chef - Jon Cowie 2014-08-28

Take advantage of Chef's highly customizable design to tackle specific automation issues that you can't solve by simply using Chef's tools, resources, and services out of the box. With this practical guide, you'll examine the internal structure of this configuration management technology and learn where, how, and why to add custom code. Author Jon Cowie not only provides code snippets and practical advice for customizing Chef, but also helps you determine case by case whether it's in your best interests to customize at all. If you have intermediate-to-advanced Chef experience, this book is indispensable. Explore Chef's typical setups and why you'd want to customize them Learn the Ruby concepts needed to write customizations Customize the Chef run process and explore Chef's internal classes Gain more insight into your Chef runs through handlers and Chef's event stream Level up your Chef recipes by writing your own resources and providers Create and extend plugins for Knife—Chef's command-line tool Interact with the Chef API to write scripts and reports Learn how to contribute customizations to the Chef community

[Distributed Computing and Artificial Intelligence, Special Sessions, 15th International Conference](#) - Sara Rodríguez 2019-01-08

This book presents the outcomes of the 15th International Conference on Distributed Computing and Artificial Intelligence, held in Toledo (Spain) from 20th to 22nd June 2018 and hosted by the UCLM, and which brought together researchers and developers from industry, education and the academic world to report on the latest scientific research, technical advances and methodologies. Highlighting multi-disciplinary and transversal aspects, the book focuses on the conferences Special Sessions, including Advances in Demand Response and Renewable Energy Sources in Smart Grids (ADDRESS); AI- Driven Methods for Multimodal Networks and Processes Modeling (AIMPM); Social Modelling of Ambient Intelligence in Large Facilities (SMALF); Communications, Electronics and Signal Processing (CESP); Complexity in Natural and Formal Languages (CNFL); and Web and Social Media Mining (WASMM).

Asynchronous Android - Steve Liles 2013-12-24

Concurrent Programming on Android is a step-by-step guide that builds a complete picture of the concurrency constructs available on the Android platform. This book is for Android developers who want to learn about the advanced concepts of Android programming. No prior knowledge of concurrency and asynchronous programming is required. This book is also targeted towards Java experts who are new to Android.

Family Therapy Homework Planner - Louis J. Bevilacqua 2016-03-14

Contains 78 ready-to-copy homework assignments that can be used to facilitate family therapy Homework assignments and exercises are keyed to the behaviorally based presenting problems from The Family Therapy Treatment Planner, Second Edition Assignments are available online for quick customization Features new and updated assignments and exercises to meet the changing needs of mental health professionals The Family Therapy Homework Planner, Second Edition provides you with an array of ready-to-use, between-session assignments designed to fit virtually every therapeutic mode. This easy-to-use sourcebook features: New and updated homework assignments consistent with evidence-based therapies and grouped by presenting problems including adoption, communication issues, interracial family problems, sexual abuse, and school concerns 78 ready-to-copy exercises covering the most common issues encountered by families in therapy, such as family-of-origin interference, depression in family members, divorce, financial conflict, adolescent and parent conflicts, traumatic life events, and dependency issues Expert guidance on how and when to make the most efficient use of the exercises Assignments that are cross-referenced to The Family Therapy Treatment Planner, Second Edition—so you can quickly identify the right exercise for a given situation or problem All exercises are available online for you to download and

customize to suit you and your clients' unique styles and needs For more information on our PracticePlanners® products, including our full line of Treatment Planners, visit us on the Web at www.wiley.com/practiceplanners

Alfresco for Administrators - Vandana Pal 2016-04-29

A fast-paced administrator's guide to Alfresco from the administration, managing, and high-level design perspectives About This Book Understand system capabilities in order to make informed and appropriate decisions about its administration Manage users, groups, email, file systems, and transformer availability using Alfresco Use Alfresco to capture and efficiently manage information about repositories, servers, and statistics Who This Book Is For The target audience would be users with a basic knowledge of Content Management System, and also users who want to understand Alfresco from the administration and high-level design perspectives. What You Will Learn Understand Alfresco's architecture and important building blocks Learn to install Alfresco on various application servers such as Tomcat, JBoss, and WebLogic. Become familiar with various configurations in Alfresco such as databases, filesystems, email, and audits Administrate Alfresco using the Explorer Admin Console, Share Admin Console, and Workflow Admin Console Understand how to integrate LDAP and Active Directory with Alfresco for centralized user management Learn how Alfresco environments can be clustered for high availability Fully understand how Alfresco stores content and easily retrieve any information from Alfresco Monitor and manage Alfresco systems in production In Detail Alfresco is an open source Enterprise Content Management (ECM) system for Windows and Linux-like operating systems. The year-on-year growth of business connections, contacts, and communications is expanding enterprise boundaries more than ever before. Alfresco enables organizations to collaborate more effectively, improve business process efficiency, and ensure information governance. The basic purpose of Alfresco is to help users to capture and manage information in a better way. It helps you capture, organize, and share binary files. This book will cover the basic building blocks of an Alfresco system, how the components fit together, and the information required to build a system architecture. This book will also focus on security aspects of Alfresco. such as authentication, troubleshooting, managing permissions, and so on. It will also focus on managing content and storage, indexing and searches, setting up clustering for high availability, and so forth. Style and approach A step-by-step guide to understanding the Alfresco system and making informed and appropriate decisions about administration.

Drinking Careers - Stephen J. Kunitz 1994-11-30

In this book, the first long-term follow-up study of alcohol use among Native Americans, a physician and sociologist and an anthropologist examine the data on three groups of Navajos whom they first interviewed about their use of alcohol in 1966. The authors find verification for their initial hypothesis that young men who would have been classed as alcoholic often stop or moderate their drinking as they age. They also find that there is considerable diversity in patterns of alcohol use among both women and men. Stephen J. Kunitz and Jerrold E. Levy study the histories of those who have died as well as those who have survived since the first study was done. They show that, compared to those who have survived, the former were more likely to have been solitary drinkers and were on average younger at the time when they were first interviewed. The authors also present data for the entire Navajo population on changing mortality from alcohol-related causes from the 1960s to the present; they compare alcohol-related death rates among Navajos to those among rural Anglos in Arizona and New Mexico; they analyze two family histories—one of a family with severe alcohol problems, the other of a family with none—that illustrate how traditional patterns of wealth have shaped the way people have learned to use alcohol; they study the factors that may have led to the emergence of a solitary, unrestrained drinking style among some Navajos; and they describe the changes in treatment programs and the transformation of traditional healing systems as they are integrated into a bureaucratized health care system.

Entity Framework 6 Recipes - Zeeshan Hirani 2013-10-28

Entity Framework 6 Recipes provides an exhaustive collection of ready-to-use code solutions for Entity Framework, Microsoft's model-centric, data-access platform for the .NET Framework and ASP.NET development. With this book, you will learn the core concepts of Entity Framework through a broad range of clear and concise solutions to everyday data access tasks. Armed with this experience, you will be ready

to dive deep into Entity Framework, experiment with new approaches, and develop ways to solve even the most difficult data access challenges. If you are a developer who likes to learn by example, then this is the right book for you. Gives ready-to-use, real-world recipes to help you with everyday tasks Places strong focus on DbContext and the Code First approach Covers new features such as Asynch Query and Save, Codebased Configuration, Connection Resiliency, Dependency Resolution, and much more What you'll learn Implement basic data access design patterns using Entity Framework. Seamlessly model your solutions across both code and data. Provide data access to Windows 8 and Metro applications. Integrate with WCF Data Services Improve data access performance. Simplify and reduce your code through data binding. Who this book is for Entity Framework 6 Recipes is for anyone learning Microsoft's Entity Framework—Microsoft's primary data access platform in the .NET Framework. If you have ever struggled to learn a new technology, programming model, or way of doing something, you know how helpful simple and real-world examples can be. For the beginning developer, this book provides concrete examples for common data access tasks. For developers having experience with previous Microsoft data access platforms, this book provides a task-by-task mapping between previous approaches and the patterns used in Entity Framework. Table of Contents Getting Started with Entity Framework Entity Data Modeling Fundamentals Querying an Entity Data Model Using Entity Framework in ASP.NET Loading Entities and

Navigation Properties Beyond the Basics with Modeling and Inheritance Working with Object Services Plain Old CLR Objects Using the Entity Framework in N-Tier Applications Stored Procedures Functions Customizing Entity Framework Objects Improving Performance Concurrency [Learning PHP, MySQL & JavaScript](#) - Robin Nixon 2018-05-09 Build interactive, data-driven websites with the potent combination of open source technologies and web standards, even if you have only basic HTML knowledge. In this update to this popular hands-on guide, you'll tackle dynamic web programming with the latest versions of today's core technologies: PHP, MySQL, JavaScript, CSS, HTML5, and key jQuery libraries. Web designers will learn how to use these technologies together and pick up valuable web programming practices along the way—including how to optimize websites for mobile devices. At the end of the book, you'll put everything together to build a fully functional social networking site suitable for both desktop and mobile browsers. Explore MySQL, from database structure to complex queries Use the MySQLi extension, PHP's improved MySQL interface Create dynamic PHP web pages that tailor themselves to the user Manage cookies and sessions and maintain a high level of security Enhance the JavaScript language with jQuery and jQuery mobile libraries Use Ajax calls for background browser-server communication Style your web pages by acquiring CSS2 and CSS3 skills Implement HTML5 features, including geolocation, audio, video, and the canvas element Reformat your websites into mobile web apps