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The Insurance Year Book Apress
Eclipse and the Rich Client Platform (RCP) together form a leading development platform. It provides a lightweight software component framework based on plug–ins. In addition to allowing Eclipse to be extended using other programming languages, it provides the key to the seamless integration of tools with Eclipse. The RCP gives Eclipse its modularity: Eclipse employs plug–ins in order to provide all of its functionality on top of (and including) the RCP, in contrast to some other applications where functionality is typically hard–coded. RCP apps are platform independent: they can be built for all major operating systems such as Windows, Linux, and Mac from a single code base. And the RCP provides a professional look and feel for applications. Practical Eclipse Rich Client Platform Projects is a clear and technical guide for Eclipse developers to help them enhance their knowledge and achieve their goals quickly. The book explains the technical concepts easily and in an engaging way. The text provides plenty of source code and images as learning aids. Several practical projects and case studies are included.
Aircraft Listing, July 1, 1949 Consumer Guide Books
This definitive guide includes exclusive discount price lists and "low prices" to help shoppers negotiate with salespeople; specifications for all body styles, horsepower ratings, and EPA fuel economy ratings; rating charts that assess each car line in 16 categories covering performance, accommodations, workmanship, and value. Over 125 photographs.
Dyke's Aircraft Engine Instructor Lloyd's Register

This IBM® Redbooks® publication can help you develop content and process management applications with IBM FileNet® APIs. The IBM FileNet P8 suite of products contains a set of robust APIs that range from core platform APIs to supporting application APIs. This book focuses specifically on Content Engine and Process Engine APIs. Content Engine API topics that we discuss include creating, retrieving, updating, and deleting objects; querying and viewing documents; and batching and batch execution. We also explore more complex topics, including permissions and authorization, versioning, relationships, annotations, workflow subscriptions and event actions, metadata discovery, and dynamic security inheritance. Process Engine API topics that we discuss include launching a workflow, searching for and processing work items, and working with process status. The more complex topics we cover include, Component Integrator application space, role, workbasket, resource navigation in Process Engine REST API, ECM Widgets, and building a custom Get Next In-basket widget. To help you better understand programming with IBM FileNet APIs, we provide a sample application implemented for a fictional company. We include the data model, security model, workflows, and various applications developed for the sample. You can download them for your reference. This book is intended for IBM FileNet P8 application developers. We recommend using this book in conjunction with the online ECM help.
Catalogue of the Public Documents of the [the Fifty-third] Congress

[to the 76th Congress] and of All Departments of the Government of the United States Addison-Wesley
The Lloyd's Register of Yachts was first issued in 1878, and was issued annually until 1980, except during the years 1916-18 and 1940-46. Two supplements containing additions and corrections were also issued annually. The Register contains the names, details and characters of Yachts classed by the Society, together with the particulars of other Yachts which are considered to be of interest, illustrates plates of the Flags of Yacht and Sailing Clubs, together with a List of Club Officers, an illustrated List of the Distinguishing Flags of Yachtsmen, a List of the Names and Addresses of Yacht Owners, and much other information. For more information on the Lloyd's Register of Yachts, please click here: https://hec.lrfoundatio n.org.uk/archive-library/lloyds-register-of-yachts-online
Farm Implement News Buyer's Guide Dutton Adult
Buying a car is a personal choice that has become a more complex decision because of advances in technology, and reliability issues that are haunting some car makers. Many consumers look to Zack Spencer, the host of Driving Television, for straightforward, no-nonsense, expert advice. In Motormouth, you will find out which vehicles are the safest, most reliable, and best value for your hard-earned dollar. In an easy-to-understand format, you will get: Fuel economy ratings Pros and cons for performance, handling, comfort, and ease-of-use Standard safety features J.D. Power Initial Quality and Dependability scores Base warranty information Engine specifications Pricing for base models Reviews of option packages and trim levels Zack's Top Picks for each category Zack provides insider buying tips to help you, whether you are buying privately, off the internet, or making the rounds to different dealers. He also advises you on your decision to lease, purchase or finance. At your fingertips are strategies and lessons learned from people's adventures in car buying, some with happy endings and others not-so-happy. From a fuel-sipping family friendly hauler to a rubber-burning luxury sports car, you can rely on Motormouth 2011 edition for the information you need to make a wise purchase decision. Go prepared and don't get stuck with a lemon. Take Motormouth along for the ride.
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Get Started Fast with HTML 5 Online Game Programming! HTML 5 will

transform web and mobile gaming. As new browsers rapidly adopt it, HTML5 will do everything "legacy" technologies such as Flash and Silverlight have done—and much more. In Learning HTML5 Game Programming, pioneering developer James L. Williams gives you all the knowledge, code, and insights you'll need to get started fast! Williams combines detailed explanations of HTML5's key innovations with examples, including two case study applications that address the entire development process. He guides you through setting up a state-of-the-art HTML5 development environment; making the most of HTML5's canvas tag, SVG vector graphics, and WebGL 3D; and targeting diverse mobile and social platforms. It's all here: from the essentials of online game design to the nitty-gritty details of performance optimization. About the Website All code samples and answers to chapter exercises are available for download at www.informit.com/title/9780321767363 and on Github at https://github.com/jwill/html5-game-book. Coverage includes · Understanding the HTML5 innovations that make it possible to create amazingly rich games · Setting up a state-of-the-art open source HTML5 game development environment · Using JavaScript to drive sophisticated interactions between users and games · Building basic games fast, with the prototype-based Simple Game Framework (SGF) · Generating movement and gameplay with the canvas tag and surface · Creating games with SVG vector graphics using the Raphaël JS Javascript library · Using Three.js to build powerful WebGL 3D games with far less complexity · Developing games without JavaScript, using Google Web Toolkit (GWT) or CoffeeScript · Building a complete multiplayer game server using Node.js and WebSockets · Planning and choosing tools for mobile game development with HTML5 · Optimizing game performance with offline cache, minification, and other techniques Learning HTML5 Game Programming is the fastest route to success with HTML5 game development—whether you're a long-time game developer or a web/mobile programmer building games for the first time.

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Cars Consumer Guide 1992

Inspection Handbook, Chapter Xviii

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