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AUUGN Yale University Press
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Display Interfaces Springer Nature

The basics you need to get more comfortable with laptops, without any of the fluff Laptops For Seniors For Dummies is just for you. We help readers in the 55+ club get the most out of their laptops. You ' ll discover how to choose the best laptop for your needs and how to use Microsoft Windows, to share photos, surf the web, use e-mail, and much more. With large text, clear graphics, and easy-to-follow instructions, this For Seniors For Dummies guide will get you up to speed on your new device in no time. Even if you ' re upgrading

from a typewriter, we can help you choose the right laptop to buy, understand your operating system, use files and folders, download and install software, and stay safe online. It ' s all the stuff you need to know to make your laptop work for you. Choose and purchase the right laptop for your needs
Navigate your Windows 10 or 11 operating system with confidence and discover useful programs
Connect to Wi-Fi, go online, send e-mails, and get started with social media
Protect and secure your laptop and your personal data
Whether you ' re purchasing your first laptop or upgrading from older technology, this Dummies guide will take you step by step through everything you need to know to get laptop savvy.

PC Mag Apress

With Beginning Android Web Apps Development, you'll learn how to apply HTML5, CSS3, JavaScript, Ajax and other Web standards for use on the

Android mobile platform, by building a variety of fun and visually stimulating games and other web applications! If you've done some basic web development, and you want to build your skills to create exceptional web apps, you'll find everything you seek in the discussions and examples in this book. Each application you'll build in *Beginning Android Web Application Development* will show you solutions that you can apply to many of your own projects. Each example shares techniques and coding solutions that will inspire your own work. You'll learn how to tie your Android apps into Twitter through two apps that you'll build: *Who's that Tweet?!*, a quiz game based on celebrity accounts, and *I Love Ham*, a coding investigation into search phrases and rhyming. Your Android web app development skills will then proceed in another direction, as you discover the power of HTML5 in two game apps: *Scavenger Hunt*, which introduces you to the HTML5 GPS location API, and *Spies!*, a location-based application that shows you how to use CSS3, Ajax, and HTML5 within multi-player environments. You'll also create an Android web application which checks the arrival time of buses and light-rails through the use of Portland, Oregon's open Tri-Met data API! This app is a great template for other apps you may want to build in the future, and showcases the important techniques for incorporating cloud-

based apps into web games. After reading Beginning Android Web Apps Development, you will have built real apps and developed along the way the skills you'll need to create highly interactive, professional web applications... and, your journey will be engaging and enjoyable!

HWM MDPI

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PC Mag John Wiley & Sons

"Completely revised for standards compliance, including CSS 2.1 and XHTML 1.0"--Cover.

PC Mag John Wiley & Sons

This book is a printed edition of the Special Issue "Scalable Interactive Visualization" that was published in Informatics

Web Style Guide John Wiley & Sons

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

The Principles of Beautiful Web Design "O'Reilly Media, Inc."

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PC Mag SitePoint Pty Ltd

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Laptops For Seniors For Dummies Springer

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Scalable Information Systems

In view of the incessant growth of data and knowledge and the continued diversification of information dissemination on a global scale, scalability has become a mainstream research area in computer science and information systems. The ICST INFOSCALE conference is one of the premier forums for presenting new and exciting research related to all aspects of scalability, including system architecture, resource

management, data management, networking, and performance. As the fourth conference in the series, INFOSCALE 2009 was held in Hong Kong on June 10 and 11, 2009. The articles presented in this volume focus on a wide range of scalability issues and new approaches to tackle problems arising from the ever-growing size and complexity of information of all kind. More than 60 manuscripts were submitted, and the Program Committee selected 22 papers for presentation at the conference. Each submission was reviewed by three members of the Technical Program Committee.

PC Mag

Display technology is evolving at an impressive rate with LCD and flat panel technologies gaining an increasing market share over traditional CRT

display applications. Focusing on the development of new industry standards, this timely exposition of display systems and applications covers display timings, interfaces, specifications, measurement procedures and all forms of display control and identification. Reviews interface and graphics subsystem standards, including FPD (Flat Panel Display), P&D (Plug and Display) and Intel's Digital Video Interface (DVI) Compares and contrasts current and future developments of television and computer industry standards Describes the major new display system applications (HDTV, notebook computer, cellphone, cockpit instrumentation etc) and illustrates how user needs have dictated technological requirements (eg power, size and bistability) Provides an accessible treatment of current and future display device development, including guidance on selecting devices for

particular applications Designed to meet the needs of professionals using and implementing display technologies and as a reference for those developing new display systems, this text is a valuable resource for display technology developers and system integrators, video graphics interface engineers and professionals. The comprehensive coverage of this leading edge topic makes it also of interest to postgraduate students in Computer Science and Electrical Engineering. The Society for Information Display (SID) is an international society, which has the aim of encouraging the development of all aspects of the field of information display. Complementary to the aims of the society, the Wiley-SID series is intended to explain the latest developments in information display technology at a professional level. The broad scope of the series addresses all facets of information displays from technical

aspects through systems and prototypes to standards and ergonomics

Popular Science

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Scalable Interactive Visualization

Reading is a complex human activity that has evolved, and co-evolved, with technology over thousands of years. Mass printing in the fifteenth century firmly established what we know as the modern book, with its physical format of covers

and paper pages, and now-standard features such as page numbers, footnotes, and diagrams. Today, electronic documents are enabling paperless reading supported by eReading technologies such as Kindles and Nooks, yet a high proportion of users still opt to print on paper before reading. This persistent habit of "printing to read" is one sign of the shortcomings of digital documents -- although the popularity of eReaders is one sign of the shortcomings of paper. How do we get the best of both worlds? The physical properties of paper (for example, it is light, thin, and flexible) contribute to the ease with which physical documents are manipulated; but these properties have a completely different set of affordances to their digital equivalents. Paper can be folded, ripped, or scribbled on almost subconsciously -- activities that require significant cognitive attention in their digital form, if they are even

possible. The nearly subliminal interaction that comes from years of learned behavior with paper has been described as lightweight interaction, which is achieved when a person actively reads an article in a way that is so easy and unselfconscious that they are not apt to remember their actions later. Reading is now in a period of rapid change, and digital text is fast becoming the predominant mode of reading. As a society, we are merely at the start of the journey of designing truly effective tools for handling digital text. This book investigates the advantages of paper, how the affordances of paper can be realized in digital form, and what forms best support lightweight interaction for active reading. To understand how to design for the future, we review the ways reading technology and reader behavior have both changed and remained constant over hundreds of years. We explore the reasoning behind reader behavior and introduce and evaluate several user interface designs that implement these lightweight properties familiar from our everyday use of paper. We start by looking back, reviewing the development of reading technology and the progress of research on reading over many years. Drawing key concepts from this review, we move forward to develop and test methods for creating new and more effective interactions for supporting digital reading. Finally, we lay down a set of lightweight attributes which can be used as evidence-based guidelines to improve the usability of future digital reading technologies. By the end of this book, then, we hope you will be equipped to critique the present state of digital reading, and to better design and evaluate new interaction styles and technologies.