

## Change Screen Resolution Mac Retina

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How would you make a phone call or write an email if you couldn't hear, see, or use your hands? This book shows how assistive technology helps individuals with disabilities to perform tasks that people without disabilities may take for granted. • Explores the many types of assistive technology available for individuals with a variety of physical and cognitive disabilities, with emphasis placed on high-tech solutions • Examines key issues related to assistive technology, such as access and affordability • Illuminates through case studies how various forms of assistive technology may be applied in the real world and what challenges individuals must overcome to maximize the benefits of these tools

Teach Yourself VISUALLY LinkedIn  
"O'Reilly Media, Inc."

Apple gives macOS new features and improvements right on your desktop and under the hood with Catalina—aka OS X 10.15. With this updated guide, you ' ll learn how to use your iPad as a second screen, work with iPad apps on your Mac, and use Screen Time on your Mac. This new edition of the #1 bestselling Mac book shows you how to use the revamped apps for Music, Podcasts, and TV. Loaded with illustrations, step-by-step instructions, tips, and tricks, this book from David Pogue—Missing Manual series creator, New York Times columnist, and Emmy-winning tech correspondent for CNBC, CBS, and NPR—covers everything Catalina has to offer with lots of humor and technical insight. BoD – Books on Demand

Ready to build apps for iPhone, iPad, and Mac now that Swift has landed? If you're an experienced programmer who's never touched Apple developer tools, this hands-on book shows you how to use the Swift language to make incredible iOS and OS X apps, using Cocoa and Cocoa Touch. Learn how to use Swift in a wide range of real-world situations, with Cocoa features such as Event Kit and Core Animation. You'll pick up Swift language features and syntax along the way, and understand

why using Swift (instead of Objective-C) makes iOS and Mac app development easier, faster, and safer. You'll also work with several exercises to help you practice as you learn. Learn the OS X and iOS application lifecycle Use storyboards to design adaptive interfaces Explore graphics systems, including the built-in 2D and 3D game frameworks Display video and audio with AVFoundation Store data locally with the file system, or on the network with iCloud Display lists or collections of data with table views and collection views Build apps that let users create, edit, and work with documents Use MapKit, Core Location, and Core Motion to interact with the world Logistics and Supply Chain Management ePub eBook John Wiley & Sons

Here's the designer's guide to creating excellent e-books with InDesign Creative professionals are designing more and more e-books and e-zines as digital publishing increasingly gains market share. This book pulls together a wide range of essential information to help them maximize the versatility of InDesign for e-publishing. If you need to know how to build, deploy, and manage digital publications using InDesign, here's your guide to the process, from understanding the platforms and devices and how best to design for them to creating media-rich content for multiple formats using a variety of technologies. Designers are seeking to sharpen their skills to compete in today ' s e-publishing market, and this book is packed with necessary information about creating and adapting content for e-publication Explains how to plan a new digital publication, convert a print publication to digital, add multimedia and interactivity, and publish and distribute the finished product Covers platforms, devices, and formats; creating media-rich content; designing for different devices; and managing digital publications Examines Adobe's Digital Publishing System, CSS, HTML5, and other commercial

vehicles available for e-publishing on multiple platforms, including iPad, Kindle, NOOK, and other tablets and e-readers ePublishing with InDesign is a valuable tool for designers seeking to boost their skills and create cutting-edge e-publications.

The Cult of Mac Pearson Education

Health Informatics (HI) focuses on the application of Information Technology (IT) to the field of medicine to improve individual and population healthcare delivery, education and research. This extensively updated fifth edition reflects the current knowledge in Health Informatics and provides learning objectives, key points, case studies and references.

**Assistive Technology for People with Disabilities** PublicAffairs

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

*Photoshop Elements 13: The Missing Manual* John Wiley & Sons

"Programming the accelerometer, gyroscope, camera, and magnetometer"--Cover.

**A Practical Guide to Clinical Application**

## of OCT in Ophthalmology Alpha

### Computer

Ready to move to the Mac? This incomparable guide helps you make a smooth transition. New York Times columnist and Missing Manuals creator David Pogue gets you past three challenges: transferring your stuff, assembling Mac programs so you can do what you did with Windows, and learning your way around Mac OS X. Learning to use a Mac is not a piece of cake, but once you do, the rewards are oh-so-much better. No viruses, worms, or spyware. No questionable firewalls or inefficient permissions. Just a beautiful machine with a thoroughly reliable system. Whether you're using Windows XP or Windows 7, we've got you covered. Transfer your stuff. Moving files from a PC to a Mac is the easy part. This guide gets you through the tricky things: extracting your email, address book, calendar, Web bookmarks, buddy list, desktop pictures, and MP3 files. Re-create your software suite. Big-name programs from Microsoft, Adobe, and others are available in both Mac and Windows versions. But hundreds of other programs are Windows-only. Learn the Macintosh equivalents and how to move data to them. Learn Mac OS X Lion. Once you've moved into the Macintosh mansion, it's time to learn your way around. You're in good hands with the author of Mac OS X: The Missing Manual, the #1 bestselling guide to Mac OS X.

*Up!* Taylor & Francis

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Master the powerful tools and features of Tableau 9 Deliver meaningful BI visualizations and real-time dashboards to users across your organization—quickly and easily. Written by an experienced author and certified trainer, Tableau 9: The Official Guide offers step-by-step instruction, best practices, examples, and downloadable video tutorials. See how to get up-and-running on Tableau, load data, drag and drop components, add graphics and maps, create complex calculations, and distribute dynamic dashboards and stories. This practical book teaches how to work with Tableau Server, write custom programs, and publish your results to the Web. · Connect to data from different systems, spreadsheets, and databases · Use pre-defined visualizations, sample workbooks, and Show Me · Analyze with graphs,

charts, tables, and statistics · Create advanced calculations, including new level of detail expressions

### **Beginning iOS Programming** "O'Reilly Media, Inc."

This is the definitive guide to the Swift programming language and the iOS 9 SDK, and the source code has been updated to reflect Xcode 7 and Swift 2. There's up-to-date coverage of new Apple technologies as well as significant updates to existing material. You'll have everything you need to create your very own apps for the latest iOS devices. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest 64-bit iOS 9-specific project templates, and designed to take advantage of the latest Xcode features. Assuming little or no working knowledge of the new Swift programming language, and written in a friendly, easy-to-follow style, this book offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 9 SDK, and then guides you through the creation of your first simple application. From there, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn: Everything you need to know to develop your own bestselling iPhone and iPad apps Utilizing Swift playgrounds Best practices for optimizing your code and delivering great user experiences What data persistence is, and why it's important Get started with building cool, crisp user interfaces How to display data in Table Views How to draw to the screen using Core Graphics How to use iOS sensor capabilities to map your world How to get your app to work with iCloud and more Who This Book is For: **Macs For Dummies** "O'Reilly Media, Inc." Martin Evening, Photoshop hall-of-famer and acclaimed digital imaging professional, has revamped his much-admired Photoshop for Photographers book for an eleventh edition, to include detailed instruction for all of the updates to Photoshop CC on Adobe's Creative Cloud. This comprehensive guide covers all the tools and techniques serious photographers need to know when using Photoshop, from workflow guidance to core skills to advanced techniques for professional results. Using clear, succinct instruction and real world examples, this guide is the essential reference for Photoshop users of all levels.

Accompanying the book is the photoshopforphotographers.com website, fully updated with new sample images, new tutorial videos, and additional bonus chapters. It's clear why so many people feel that any serious Photoshop user should not be without this invaluable reference text.

### **Learning Web Design** Addison-Wesley Professional

Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, How to Cheat in Flash CSX, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX!

[How to Cheat in Adobe Flash CC](#) John Wiley & Sons

Take a bite out of all your Mac has to offer with

this bestselling guide So, you joined the cool kids club and bought a Mac. Kudos! Now, do you dare admit to your sophisticated Mac mates that you still need some help figuring out how it works? No worries, *Macs For Dummies* is here to help! In full color for the first time ever, the latest edition of this long-running bestseller takes the guesswork out of working with your new Mac, providing easy-to-follow, plain-English answers to every possible question in the book! Whether you're trying to figure out the basics of getting around the OS X interface, learning the ins and outs of turning your Mac into a sleek productivity tool, or anything in between, *Macs For Dummies* makes it fast and easy to navigate your way around your new Apple computer. You'll get the know-how to rocket into cyberspace, browse the Web, send messages, back up files to the Cloud, deal with security issues, get productive with leading Mac apps, and have fun with one-stop shopping for music, movies, and media. Navigate OS X El Capitan with confidence and ease Use your Mac to power your audio and video systems Add your Mac to your home network Troubleshoot common problems when your Mac starts misbehaving Fully updated to cover the latest hardware and software releases, *Macs For Dummies* offers everything you need to get your geek on—and make your Mac your minion.

**The Tetris Effect** John Wiley & Sons

*Macs For Dummies* John Wiley & Sons

**Adobe InDesign CC on Demand** "O'Reilly Media, Inc."

Answers found here! Apple's latest Mac software, macOS Mojave, is a glorious boxcar full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back, delivering the expertise and humor that have made this the #1 bestselling Mac book for 18 years straight. The important stuff you need to know Big-ticket changes. The stunning new Dark Mode. Self-tidying desktop stacks. FaceTime video calls with up to 32 people. New screen-recording tools. If Apple has it, this book covers it. Apps. This book also demystifies the 50 programs that come with the Mac, including the four new ones in Mojave: News, Stocks, Home, and Voice Memos. Shortcuts. This must be the tippiest, trickiest Mac book ever written.

Undocumented surprises await on every page. Power users. Security, networking, remote access, file sharing with Windows—this one witty, expert guide makes it all crystal clear. macOS Mojave gives the Mac more polish, power, and pep— and in your hands, you hold the ultimate guide to unlocking its potential.

**The Brain That Changes Itself** "O'Reilly Media, Inc."

A guide to color management using Adobe Photoshop.

[Color Management for Photographers](#)

"O'Reilly Media, Inc."

The definitive story of a game so great, even the Cold War couldn't stop it Tetris is perhaps the most instantly recognizable, popular video game ever made. But how did an obscure Soviet programmer, working on frail, antiquated computers, create a product which

has now earned nearly 1 billion in sales? How did a makeshift game turn into a worldwide sensation, which has been displayed at the Museum of Modern Art, inspired a big-budget sci-fi movie, and been played in outer space? A quiet but brilliant young man, Alexey Pajitnov had long nurtured a love for the obscure puzzle game pentominoes, and became obsessed with turning it into a computer game. Little did he know that the project that he labored on alone, hour after hour, would soon become the most addictive game ever made. In this fast-paced business story, reporter Dan Ackerman reveals how Tetris became one of the world's first viral hits, passed from player to player, eventually breaking through the Iron Curtain into the West. British, American, and Japanese moguls waged a bitter fight over the rights, sending their fixers racing around the globe to secure backroom deals, while a secretive Soviet organization named ELORG chased down the game's growing global profits. The Tetris Effect is an homage to both creator and creation, and a must-read for anyone who's ever played the game—which is to say everyone.

*Final Cut Pro X Beyond the Basics* O'Reilly Media

Rhyming text and illustrations animate the feeling of "up" as experienced by a little girl with her father on a trip to the park where she can climb, jump, swing, and be lifted "up!"

*Adobe Photoshop CC for Photographers* McGraw Hill Professional

Discover all the incredible things your new iPad can do! The iPad has made a lot of things easier for today's seniors, and the iPad promises even more. Get the most out of your new iPad with the latest edition of this fun and practical full-color guide. Written in the friendly For Dummies style by veteran and bestselling For Dummies author Nancy C. Muir, this book sports senior-friendly larger type and lots of illustrations, so you can access information as easily as you can on your iPad! Covering the basics and beyond, and thoroughly updated for Apple's new iPad, this book includes pages of fresh content, including the latest on using the voice dictation feature, making FaceTime video calls, taking and editing photos and HD videos, and more. • Covers the third-generation iPad, iPad 2, and the original iPad • Explains how to use the iPad in the clear, friendly, easy-to-follow language that has defined the Dummies series for two decades • Uses senior-friendly larger fonts and full-color illustrations, making the information accessible and easy to follow • Helps keep you and your stuff organized with Reminders and folders, enhance your reading experience with the stunning retina display and other accessibility features, and stay on top of the latest news with Notification Center • Covers using Maps and the calendar, video chatting with FaceTime, browsing the web, using your iPad for e-mail and Facebook, buying apps and games, reading iBooks, playing music, watching videos, shooting photos, staying safe online, and more However you want to use your iPad, the fun starts here, with *iPad For Seniors For Dummies*, 4th Edition.

*Tableau 9: The Official Guide* Houghton Mifflin Harcourt

Effective development and management of a

supply chain network is an invaluable source of sustainable advantage in today's turbulent global marketplace, where demand is difficult to predict and supply chains need to be more flexible as a result. This updated 4th edition of the bestselling *Logistics and Supply Chain Management* is a clear-headed guide to all the key topics in an integrated approach to supply chains, including: • The link between logistics and customer value. • Logistics and the bottom line measuring costs and performance. • Creating a responsive supply chain. • Managing the global pipeline. • Managing supply chain relationships. • Managing risk in the supply chain. • Matching supply and demand. • Creating a sustainable supply chain. • Product design in the supply chain.