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The Rust Programming Language (Covers Rust 2018) Routledge

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[International Handbook of E-Learning Volume 2](#) IGI Global

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[Alex's Simple Guide to OS X Yosemite](#) Routledge

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Offers information on using the iPad for business, covering such topics as connecting to a network, syncing email, using productivity apps, and customizing Siri.

[iPad 2: The Missing Manual](#) Flying M Productions

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[A Newbies Guide to Ibooks Author](#) Elsevier The industry bible for communication design and illustration professionals, with updated information, listings, and pricing guidelines. Graphic Artists Guild Handbook is the industry bible for communication design and illustration professionals. A comprehensive reference guide, the Handbook helps graphic artists navigate the world of pricing, collecting payment, and protecting their creative work, with essential advice for growing a freelance business to create a sustainable and rewarding livelihood. This sixteenth edition provides excellent, up-to-date guidance, incorporating new information, listings, and pricing guidelines. It offers graphic artists practical tips on how to negotiate the best

deals, price their services accurately, and create contracts that protect their rights. Sample contracts and other documents are included. For the sixteenth edition, the content has been reorganized, topics have been expanded, and new chapters have been added to create a resource that is more relevant to how graphic artists work today. Features include: More in-depth information for the self-employed on how to price work to make a sustainable living and plan for times of economic uncertainty. A new chapter on using skills and talents to maximize income with multiple revenue streams—workshops, videos, niche markets, passion projects, selling art, and much more. Current U.S. salary information and freelance rates by discipline. Pricing guidelines for buyers and sellers. Up-to-date copyright registration information. Model contracts and forms to adapt to your specific needs. Interviews with eleven self-employed graphic artists who have created successful careers, using many of the practices found in this Handbook.

[Handbook of Statistical Analysis and Data Mining Applications](#) Lulu Press, Inc

This hands-on guide steers you through how to lay out your Multi-Touch ebook. Starting with picking a template, you learn how to add and use text, import from Pages and Word, and create a table of contents. You discover how to work with objects, widgets, photos, images, and shapes, and how to insert and format tables. This practical, approachable guide will quickly help you start creating Multi-Touch ebooks! Table of Contents: Introduction Setting Up Your Book Adding and Formatting Text Inserting Media, Images, and Shapes Inserting and Formatting Tables Inserting and Formatting Charts Previewing Before You Publish Publishing Your Book

[Information and Technology Literacy: Concepts, Methodologies, Tools, and Applications](#) John Wiley & Sons

How can apps be used to foster learning with literacy across the curriculum? This book offers both a theoretical framework for considering app affordances and practical ways to use apps to build students' disciplinary literacies and to foster a wide range of literacy practices. Using Apps for Learning Across the Curriculum presents a wide range of different apps and also assesses their value features methods for and apps related to planning instruction and assessing student learning identifies favorite apps whose affordances are most likely to foster certain disciplinary literacies includes resources and apps for professional development provides examples of student learning in the classroom A website (www.usingipads.pbworks.com) with resources for teaching and further reading for each chapter, a link to a blog for continuing conversations about topics in the book (appsforlearningliteracies.com), and more enhance the usefulness of the book.

[Self-Publishing Boot Camp Guide for Independent Authors, 5th Edition](#) No Starch Press

Your iPad at Work, Second Edition

Supercharge your business effectiveness with any model of iPad – in the office, on the road, everywhere! Do you have an iPad? Put it to work! If you’re a manager, entrepreneur, or professional... a consultant, salesperson, or freelancer... this book will make you more efficient, more effective, and more successful! Your iPad at Work includes the latest information about the new iPad (third generation) and iOS 5.1, but also applies to the original iPad and iPad 2. It’s packed with easy, nontechnical business solutions you can use right now – each presented with quick, foolproof, full-color instructions. Securely connect your iPad to your network; sync your email, contacts, calendar, Office documents, and smartphone; make the most of iPad’s latest productivity apps; capture up-to-the-minute news and financial data; even discover powerful specialized apps for your job and your industry. You already know how much fun your iPad is, now discover how incredibly productive it can make you!

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- Make winning sales and business presentations from your iPad
- Read PC and Mac files, from Microsoft Office to Adobe PDF
- Manage your next project from your iPad
- Use your iPad more efficiently on the road and while traveling
- Manage your company’s social networking presence from your tablet
- Hold iPad-based video conferences and virtual meetings
- Use your iPad as an ebook reader, and find the best new business and productivity books online
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Strangers To Superfans: A Marketing Guide to The Reader Journey Que Publishing
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their readers.

[iBooks Author for Teachers: Creating a Lab Manual](#) Pearson Education

Creativity is surrounded by such mystique. It seemed so magical to the ancient Greeks that they attributed the moment of inspiration to muses rather than people. We now know that was baloney. This book exposes creativity as a process. It shows that there are certain steps you need to follow before you can be struck by that moment of creative genius. It shows you how to get your mind into the right place to come up with ideas. And it gives you some techniques to help you approach problems in different ways.

[Your iPad at Work](#) Routledge

In this much-anticipated book from acclaimed blogger Vicki Davis (Cool Cat Teacher), you’ll learn the key shifts in writing instruction necessary to move students forward in today’s world. Vicki describes how the elements of traditional writing are being reinvented with cloud-based tools. Instead of paper, note taking, filing cabinets, word processors, and group reports, we now have tools like ePaper, eBooks, social bookmarking, cloud syncing, infographics, and more. Vicki shows you how to select the right tool, set it up quickly, and prevent common mistakes. She also helps you teach digital citizenship and offers exciting ways to build writing communities where students love to learn. Special Features:

- Essential questions at the start of each chapter to get you thinking about the big ideas
- A chapter on each of the nine essential cloud-based tools--ePaper and eBooks; digital notebooks; social bookmarking; cloud syncing; cloud writing apps; blogging and microblogging; wikis and website builders; online graphic organizers and mind maps; and cartoons and infographics
- A wide variety of practical ways to use each tool in the classroom
- Alignments to the Common Core State Standards in writing
- Level Up Learning--a special section at the end of each chapter to help you review, reflect on, and apply what you’ve learned
- Writing tips to help you make the best use of the tools and avoid common pitfalls
- A glossary of key terms discussed in the book
- Useful appendices, including reproducible material for your classroom

No matter what grade level you teach or how much tech experience you have, you will benefit from Vicki’s compelling and practical ideas. As she emphasizes throughout this essential book, teaching with cloud-based tools has never been easier, more convenient, or more important than right now.

[iBooks Author: Publishing Your First EBook](#) Thomas Nelson

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems

programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.