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# Kindle Fire Screen Resolution Pixels

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## **Programming the Mobile Web**

McGraw Hill Professional Print designers or other creative professionals who need to create digital documents for multiple devices, will be thrilled with the powerful new tools in Adobe InDesign CC. This book examines not just the How of using the tools, but also the When and Why of

choosing among the various digital format options- ePub (both traditional Reflowable and the new Fixed-Layout varieties), tablet app, PDF (with or without interactivity), HTML, and so on.

## [Teach Yourself VISUALLY Fire Tablets Apress](#)

This is a major update for me. The ePub production techniques have changed quite a bit: both for fixed layout and for reflowable ePUBs. Many of the changes I've been waiting for with ePub production have been implemented. InDesign now stands at the top of the heap for book production in general and ePub production in particular. You do not need to know code, though understanding how HTML and CSS works will aid your conceptual understanding. I was lukewarm about FXL until I

realized that the new fixed layout ePUBs would show gradient paragraph rules, gradient strokes and fills in tables, and much more. The only major things we're missing are justification and hyperlinked test does not work in FXL. The exported ePUBs upload flawlessly to the iBooks Store and Kobo Writing Life. Finally, the 21st century book publishing software we need is within our grasp. There's still more to come, but this version is very good.

## [Kindle Fire Geekery: 50 Insanely Cool Projects for Your Amazon Tablet Espresso Tutorials GmbH](#)

Enjoy more entertainment with this friendly user guide to making the most of Amazon Fire TV! Find and watch more of the shows you enjoy with Amazon Fire TV For Dummies. This book guides you through Fire TV connections and setup and then shows you how to get the most out of your device. This guide

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is the convenient way to access quick viewing tips, so there's no need to search online for information or feel frustrated. With this book by your side, you'll quickly feel right at home with your streaming device. Content today can be complicated. You want to watch shows on a variety of sources, such as Hulu, Amazon Prime, Netflix, and the top premium channels. Amazon's media device organizes the streaming of today's popular content services. It lets you use a single interface to connect to the entertainment you can't wait to watch. This book helps you navigate your Fire TV to find the content you really want. It will show you how to see your favorite movies, watch binge-worthy TV shows, and even play games on Fire TV. Get the information you need to set up and start using Fire TV. Understand the basics of how to use the device Explore an array of useful features and streaming opportunities Learn techniques to become a streaming pro Conquer the world of Fire TV with one easy-to-understand book. Soon you'll be discovering the latest popcorn-worthy shows.

***Digital Video Editing Fundamentals***  
A&C Black

If you thought your phone was smart, you should see the new Android tablets! Based on Android 3 Honeycomb, these tablets provide all

the computing power you'll need on a device light enough to carry wherever you go. Get the most out of your Android 3.0 Honeycomb tablet with **Android Tablets Made Simple**—learn all the key features, understand what's new, and utilize dozens of time-saving tips and tricks. **Android Tablets Made Simple** includes over 500 pages of easy-to-read instructions and over 1,000 carefully annotated screen shots to guide you to Android tablet mastery. You'll never be left wondering, "How did they do that?" This book guides you through: Finding and purchasing the right Android tablet Understanding the Android Honeycomb interface Downloading and using tablet apps **Android Apps for Absolute Beginners** Adobe Press

Gain concepts central to digital video using the affordable **Corel Video Studio Ultimate X9** software package as well as open source digital video editing package **EditShare Lightworks 12**. This compact visual guide builds on the essential concepts of digital imaging, audio, illustration, and painting, and gets more advanced as chapters progress, covering what digital video new media formats are best for

use with Android Studio, Java and JavaFX, iOS, and HTML5. Furthermore, **Digital Video Editing Fundamentals** covers the key factors of the data footprint optimization work process, streaming versus captive assets, and why these are important. What You'll Learn Create a digital video editing and effects pipeline Gain knowledge of the concepts behind digital video editing Work with resolution, aspect ratio, bit rate, and color depth Use pixel editing, color correction, layers, and compression Optimize data footprints Who This Book Is For Website developers, musicians, digital signage, e-learning content creators, Android developers, and iOS developers.

**Learning Android Application Programming for the Kindle Fire** McGraw Hill Professional A step-by-step tutorial to get acquainted with the ASP.NET MVC4 Framework and its features in order to discover how to develop web applications using them. This book is targeted at people who are familiar with C# development on the .NET platform and are interested in web development with the ASP.NET development framework. No prior web or mobile development experience is required

**Amazon Fire TV For Dummies** Que Publishing  
Maximize Kindle Fire's multimedia,

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entertainment, and Internet capabilities, use apps, and read eBooks--virtually anywhere! How to Do Everything: Kindle Fire makes it easy for you to enjoy all of the exciting multimedia content, entertainment-related apps, and personal productivity features of Amazon's Kindle Fire. Learn how to register, set up, and customize your Kindle Fire; browse, download (or stream) and experience TV shows, movies, games, music, audiobooks, and other multimedia content; use Gallery to organize and view photos; surf the web; manage your email accounts; access, use, and edit Microsoft Office files...and of course, use the Kindle fire as a powerful eBook reader. Set up and get started using your Kindle fire right away Get connected to the Internet and use Amazon's Cloud Drive Master the Navigation Bar, Favorites Bar, Carousel, and other Home Screen features Load your Kindle Fire with music from Amazon's MP3 Music Store (and other sources), and listen to your digital music library anywhere Transfer files and data to and from your computer wirelessly or via USB link Manage your contacts and schedule Quickly find the best deals on anything you're shopping for online Read bestsellers, your favorite authors, or the latest issues of popular newspapers and magazines Discover the best apps to dramatically enhance the capabilities of

your Kindle Fire Play thousands of popular games Manage your Facebook and/or Twitter accounts while on the go Kindle Fire HD For Dummies HomeMentors Mobile ASP.NET MVC 5 will take you step-by-step through the process of developing fluid content that adapts its layout to the client device using HTML, JavaScript and CSS, and responsive web design. This book introduces server-side techniques that allow you to show different content to different devices and make the most of their strengths and capabilities. Mobile ASP.NET MVC 5 includes a wide range of techniques, tips, and guidelines for dealing with some of the challenges of mobile web development, such as browser incompatibilities, varying device performance, and targeting older devices. You ' ll learn to: Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. By the end of Mobile ASP.NET MVC 5, you should feel confident building web apps that successfully target anything from an iOS or Android device to a feature phone or an older mobile browser. Along the way, you'll learn about the modern mobile web landscape and how to

choose the approaches that are right for you, depending on your target audience. This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. What you ' ll learn Use responsive principles to build apps that display and perform well on a range of mobile devices. Leverage your server-side code to customize what you serve to the client, depending on its capabilities. Build an ASP.NET MVC custom view engine, use display modes effectively, and create reusable mobile components with custom HTML helpers. Make the most of new capabilities offered on some devices by interacting with native APIs. Learn tips and tricks for dealing with browser incompatibilities and targeting older devices. Benefit from the author's experience as he guides you through a full range of modern mobile web strategy. Who this book is for This book is for the ASP.NET developer who knows how ASP.NET MVC works and is eager to learn how to use it for building mobile websites. Thorough knowledge of ASP.NET MVC is not at all required but some is assumed. This book also assumes a little knowledge of HTML, CSS and JavaScript. You do not need any prior experience in mobile development. Table of ContentsChapter 1: The Basics of Responsive Web Design Chapter 2: CSS Layout Bootcamp Chapter 3: Flexible Layouts Chapter 4: Flexible Navigation Chapter 5: Flexible Content Chapter 6: Display Modes, View Engines and Html Helpers Chapter 7: Device and Feature Detection Chapter 8: Mobile Performance Chapter

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9: Native APIs, HTML5 and CSS3 on Mobile  
Today Chapter 10: Programming for Touch  
Chapter 11: Advanced Touch Programming  
Chapter 12: Useful Libraries for Mobile  
Amazon Fire Phone: The Missing Manual  
Pearson Education  
Get your first Android apps up and running with the help of plain English and practical examples. If you have a great idea for an Android app, but have never programmed before, then this book is for you. *Android Apps for Absolute Beginners* cuts through the fog of jargon and mystery that surrounds Android app development, and gives you simple, step-by-step instructions to get you started. This book teaches Android application development in language anyone can understand, giving you the best possible start in Android development. It provides clean, straightforward examples that make learning easy, allowing you to pick up the concepts without fuss. It offers clear code descriptions and layout so that you can get your apps running as soon as possible. Although this book covers what's new in Android 7, it is also backwards compatible to cover some of the previous Android releases. *What You'll Learn* Download, install, and configure the latest software needed for Android app development. Work efficiently using an integrated development environment

(IDE) Build useful, attractive applications and get them working immediately. Create apps with ease using XML markup and drag-and-drop graphical layout editors. Use new media and graphics to skin your app so that it has maximum appeal. Create advanced apps combining XML, Java and new media content. Who This Book Is For If you have a great idea for an Android app, but have never programmed before, then this book is for you. You don't need to have any previous computer programming skills — as long as you have a desire to learn and you know which end of the mouse is which, the world of Android apps development awaits.  
*Windows 8.1 All-in-One For Dummies*  
Packt Publishing Ltd  
Learn how to turn Web pages into stunning mobile applications in just 24 hours or less! HTML5 adds a number of new features and APIs to the language that allow web designers to be more descriptive and effective in creating their Web pages. This guide describes how to use the features of this software.  
*Designing Apps for Success* Elsevier Health Sciences  
Music, video, e-books, and e-mail — Kindle Fire HD does it all! Just like your Kindle Fire HD, this little book packs a big punch! This mini guide

covers all the Kindle Fire HD basics — browsing the web and shopping online, connecting to a network, setting up and using e-mail, downloading and running apps, watching videos, keeping up with magazines and newspapers, and even reading books! Open the book and find: Steps for setting up your Kindle Fire HD Tips for using the touchscreen Help transferring photos and documents to the Kindle Fire HD Ways to personalize the Silk browser How to buy and play music and videos  
*Pro Android UI Apress*  
"The Principles and Processes of Interactive Design is for new designers from across the design and media disciplines who need to learn about the fundamental principles and processes behind designing for digital media. This book is intended as both a primer and companion guide, that covers the design essentials from a digital perspective: user-based design research and development, digital colour and image, typography and hypertextuality, working with digital formats, screen-based grids and layouts, and storyboards and system mapping, as well as offering general guidance on how to present your ideas. Featured contributors include: Moving brands; The Chase; Happy Cog; Red Bee; BBC iPlayer; Imaginary Forces; and Bibliotheque Design"--  
*ASP.Net MVC 4 Mobile App*

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Development Atlantic Publishing Company  
Demonstrates the basics of HTML while explaining how to design Web sites, format text, add multimedia effects, and create forms, tables, lists, and style sheets.

Introduction to Android App Development for the Kindle Fire John Wiley & Sons

In 2007, Apple released the iPhone. With this release came tools as revolutionary as the internet was to businesses and individuals back in the mid- and late-nineties: Apps. Much like websites drove (and still drive) business, so too do apps drive sales, efficiencies and communication between people. But also like web design and development, in its early years and iterations, guidelines and best practices for apps are few and far between. Designing Apps for Success provides web/app designers and developers with consistent app design practices that result in timely, appropriate, and efficiently capable apps. This book covers application lifecycle management that designers and developers use when creating apps for themselves or the entities that hired them. From the early discussions with a company as to how to what kind of app they want, to storyboarding, to developing cross platform, to troubleshooting, to publishing, Designing Apps for Success gives a taut, concise, and pragmatic roadmap from the

beginning of the process all the way to the end. Developers and designers will learn not only best practices on how to design an app but how to streamline the process while not losing any quality on the end result. Other topics in this book include: Case studies that best showcase the development process at work (or not at work). Global examples of apps developed all over the world. Future proofing your apps Post-publishing: Promoting and marketing your apps and keeping it relevant. Consistent app design practices for consistently successful results.

Ciottono's Disaster Medicine - E-Book  
CRC Press

Ten minibooks in one get you thoroughly caught up on Windows 8.1! With new improvements and changes, Windows 8.1 offers a refreshed user interface, better integration between the new and traditional Windows interfaces, and more. This updated top-selling guide is what you need to get up to speed on everything Windows 8.1. Nine minibooks in one cover such essential topics as navigating the new Start Screen, understanding Windows 8.1 apps, securing Windows 8.1, and much more. Take the guesswork out of Windows 8.1 from day one with this complete, all-in-one

resource. Helps you get up to speed on the Windows 8.1 operating system, including its Start Screen, which is a feature sure to please traditional Windows users Provides top-notch guidance from trusted and well-known Windows expert and author Woody Leonhard Covers Windows 8.1 inside and out, including how to customize the Start screen, manage apps, and control privacy Delves into core Windows 8.1 apps such as e-mail, people, and SkyDrive Shows you how to connect online, add hardware, back up and update, and secure Windows 8.1 Discover new improvements, old favorites, and everything in between with Windows 8.1 All-in-One For Dummies.

Easy EBook Publishing Packt Publishing Ltd

The increased adoption of HTML5 has created the opportunity for developers to build applications that work seamlessly across multiple devices and browsers. This expert guide covers the foundations of CSS, HTML5 and jQuery, as well as a broad range of topics from design thinking, testing, optimization, security, graphs, maps and databases. All of these help you to build a seamless mobile business

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intelligence (SAP BI) app using HTML5, leveraging the cohesiveness of SAP OpenUI5. Explore why design thinking should sit at the core of your mobile application. Compare and contrast using native versus web-based applications. Explore the tools available to develop mobile apps, as well as easily write HTML5 code from scratch. Learn how to create a reusable skeleton code framework that you can leverage on future projects, as well as how to build web apps using SAP OpenUI5. Explore considerations for an effective security and privacy strategy. Acquire best practices on how to test and enhance your HTML5 site by enabling compression, caching, and optimizing your images. In addition to practice exercises, this book includes free sample layout options for different mobile devices and an OpenUI5 Starter Kit. By using practical examples, tips, and screenshots, the author brings the building of mobile BI apps to life.

- Delve into the foundations of CSS, HTML5, and jQuery
- Learn how to build a seamless mobile BI app using SAP OpenUI5
- Use open source library d3.js to create custom data visualizations for bar,

line, and pie charts - Build web apps using real world scenarios and test layout options for different mobile devices

Pro Android Graphics Pearson Education

While medical specialists in disaster mitigation, preparedness, and response are needed worldwide, the initial phase of disaster response is almost entirely dependent upon local resources—making it essential that all healthcare personnel have a working knowledge of the field and stand ready to integrate into the response system. Ciottone's *Disaster Medicine, 3rd Edition*, is the most comprehensive reference available to help accomplish these goals in every community. It thoroughly covers isolated domestic events as well as global disasters and humanitarian crises. Dr. Gregory Ciottone and more than 200 worldwide authorities share their knowledge and expertise on the preparation, assessment, and management of both natural and man-made disasters, including lessons learned by the responders to contemporary disasters such as the COVID-19 pandemic, Australian and western U.S. wildfires, European heatwaves, the Beirut explosion, recent hurricanes and typhoons, and the global refugee crisis.

- Part 1 offers an A-to-Z resource for every aspect of disaster medicine and management, while Part 2 features an exhaustive compilation of every conceivable disaster event, organized to facilitate quick reference in a real-time setting.
- Covers basic concepts such as identification of risks, organizational preparedness, equipment planning,

disaster education and training, and more advanced concepts such as disaster risk reduction, health in complex emergencies, building local disaster resiliency, psychological impact of disasters on children, and more.

- Contains new decision trees throughout that help guide you through the decision-making process in difficult situations.
- Uses an easy-to-follow, templated approach to historical perspectives, overviews of current practice including pre-incident and post-incident actions, medical treatment of casualties, and potential pitfalls.
- Includes updated sections on man-made disasters, including mass casualties, active shooter situations, integrated response to terrorist attacks, and chemical/biological/radiological/nuclear/high-yield explosives disasters.
- Discusses the latest technologies, such as the use of mobile disaster applications, drone response systems, and virtual reality simulation training.
- Features thoroughly updated information on crisis leadership, practical applications of disaster epidemiology, disaster and climate change, and the integration of non-government agencies (NGOs) in disaster response—a critical topic for those responding to humanitarian needs overseas.
- Includes new chapters on Pandemic Preparedness and Response, Disaster Medicine in a Changing Climate, Disaster Response in Asia, Building Local Capacity and Disaster Resiliency, Civilian-Military Coordination in Disaster Response, Medical Simulation in Disaster Preparedness, Disaster Nursing, Crisis Meta-Leadership, Palliative Care in Disasters, Counter-Terrorism Medicine, SARS CoV

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(COVID-19 and SARS), and Disasters in Space Travel. - An eBook version is included with purchase. The eBook allows you to access all of the text, figures and references, with the ability to search, customize your content, make notes and highlights, and have content read aloud.

Mobile ASP.NET MVC 5 Addison-Wesley Hands-on resource to understand and successfully process biological image data

In *Imaging Life: Image Acquisition and Analysis in Biology and Medicine*, distinguished biologist Dr. Lawrence R. Griffing delivers a comprehensive and accessible exploration of scientific imaging, including but not limited to the different scientific imaging technologies, image processing, and analysis. The author discusses technical features, challenges, and solutions of the various imaging modalities to obtain the best possible image. Divided into three sections, the book opens with the basics such as the various image media, their representation and evaluation. It explains in exceptional detail pre- and postprocessing of an image. The last section concludes with common microscopic and biomedical imaging modalities in light of technical limitations and solutions to achieve the best possible image acquisition

of the specimen. *Imaging Life: Image Acquisition and Analysis in Biology and Medicine* is written specifically for readers with limited mathematical and programming backgrounds and includes tutorials on image processing in relevant chapters. It also contains exercises in the use of popular, open-source software. A thorough introduction to imaging methods, technical features, challenges, and solutions to successfully capture biological images Offers tutorials on image processing using open-source software in relevant chapter Discusses details of acquisition needs and image media covering pixels, pixel values, contrast, tonal range, and image formats In-depth presentation of microscopic and biomedical imaging modalities Perfect for professionals and students in the biological sciences and engineering, *Imaging Life: Image Acquisition and Analysis in Biology and Medicine* is an ideal resource for research labs, biotech companies, and equipment vendors.

Sams Teach Yourself HTML5 Mobile Application Development in 24 Hours Apress

The self-publisher's bible! In this clear and entertaining ten-step guide, now in its eighth edition, a prolific American author tells how he

formats his books using free software for upload to online bookstores. The secret, he explains, is to use the universal "epub" format to create a single e-book file that will be accepted by every digital retailer, from Amazon.com through Barnes & Noble, the Apple iBookstore, and smaller booksellers like the Canada-based Kobo. "Most beginners write their books in Word or Open Office," Notjohn says, "and then they up to upload the same document for conversion to an e-book. Sometimes it works; more often it doesn't, because these programs litter the file with hidden formatting. The result can be a disaster." Instead, the word-processing document should be converted to clean HTML, the markup language used to create a web page. (All e-books are web pages at heart, and the Kindle and other e-book readers are just special-purpose web browsers.) The conversion from document to HTML file takes seconds. It can then be plugged into a simple template that Notjohn includes in this Guide and also makes available on his blog for anyone to use. He also supplies a style sheet to format the book for best appearance on the Kindle, Fire tablet, the various Kindle apps, as well as on competing tablets and e-book readers. If all else fails, there's Plan B: a stripped-down template for novels and for non-fiction that consists mostly of text. He concludes with a chapter on how best to present your e-book on the Kindle platform, with hints on encrypting the book, copyrighting it, and pricing it for the greatest return. And new this year: a chapter on adapting the e-book to a print edition. With

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illustrations and screenshots. Revised and updated 2017 edition.

### The Complete Guide to Writing & Publishing Your First e-Book

With the second edition of this popular book, you'll learn how to build HTML5 and CSS3-based apps that access geolocation, accelerometer, multi-touch screens, offline storage, and other features in today's smartphones, tablets, and feature phones. The market for mobile apps continues to evolve at a breakneck pace, and this book is the most complete reference available for the mobile web. Author and mobile development expert Maximiliano Firtman shows you how to develop a standard app core that you can extend to work with specific devices. This updated edition covers many recent advances in mobile development, including responsive web design techniques, offline storage, mobile design patterns, and new mobile browsers, platforms, and hardware APIs. Learn the particulars and pitfalls of building mobile websites and apps with HTML5, CSS, JavaScript and responsive techniques. Create effective user interfaces for touch devices and different resolution

displays. Understand variations among iOS, Android, Windows Phone, BlackBerry, Firefox OS, and other mobile platforms. Bypass the browser to create native web apps, ebooks, and PhoneGap applications. Build apps for browsers and online retailers such as the App Store, Google Play Store, Windows Store, and App World.