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MCTS 70-680 Exam Cram McGraw Hill Professional

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Learning Python Pearson Education

Perfect for both classroom learning and self-paced learning, this lab manual provides step-by-step lab scenarios that will assist anyone studying for MCSE exam 70-210.

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This second edition of Song Sheets to Software includes completely revised and updated listings of music software, instructional media, and music-related Internet Web sites of use to all musicians, whether hobbyist or professional. This book is a particularly valuable resource for the private studio and classroom music teacher.

Sams Teach Yourself Microsoft Expression Web 2 in 24 Hours Prentice Hall

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MCSA 70-410 Cert Guide R2 Sams Publishing

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PC Mag Sams Publishing

Teaches fundamental C and C++ programming and provides information for programming games in Windows, exploring topics including game theory, double-buffered graphics, sprite animation, and digitized sound effects.

Sams Teach Yourself Microsoft Office Access 2003 in 24 Hours McGraw-Hill Portable, powerful, and a breeze to use, Python is ideal for both standalone programs and scripting applications. With this hands-on book, you can master the fundamentals of the core Python language quickly and efficiently, whether you're new to programming or just new to Python. Once you finish, you will know enough about the language to use it in any application domain you choose. Learning Python is based on material from author Mark

Lutz's popular training courses, which he's taught over the past decade. Each chapter is a self-contained lesson that helps you thoroughly understand a key component of Python before you continue. Along with plenty of annotated examples, illustrations, and chapter summaries, every chapter also contains Brain Builder, a unique section with practical exercises and review quizzes that let you practice new skills and test your understanding as you go. This book covers: Types and Operations -- Python's major built-in object types in depth: numbers, lists, dictionaries, and more Statements and Syntax -- the code you type to create and process objects in Python, along with Python's general syntax model Functions -- Python's basic procedural tool for structuring and reusing code Modules -- packages of statements, functions, and other tools organized into larger components Classes and OOP -- Python's optional object-oriented programming tool for structuring code for customization and reuse Exceptions and Tools -- exception handling model and statements, plus a look at development tools for writing larger programs Learning Python gives you a deep and complete understanding of the language that will help you comprehend any application-level examples of Python that you later encounter. If you're ready to discover what Google and YouTube see in Python, this book is the best way to get started.

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"Sams Teach Yourself More Visual Basic.NET in 21 Days" provides step-by-step coverage of the most important new features of Visual Basic.NET, plus information on VB.NET that will shorten the learning curve for programmers who wish to migrate to VB.NET. The author's thorough coverage gives programmers an understanding of the advanced building blocks that are necessary to use when creating Windows applications. Copyright © Libri GmbH. All rights reserved.

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The MAXON Cinema 4D R20: Modeling Essentials textbook walks you through every step of creating 3D models with Cinema 4D R20. This guide is perfect for both novices and those moving from other software to Cinema 4D. This book will help you to get started with modeling in Cinema 4D, you will learn important concepts and techniques about 3D modeling which you can utilize to create hard-surfaced objects for your projects. This book also covers Cinema 4D 's OpenVDB-based Volume Builder and Volume Mesher functions that allow you to create complex models by adding and subtracting basic shapes in boolean-type operations. This book shares tips, tricks, notes, and cautions throughout, that will help you become a better Cinema 4D artist and you will be able to speed up your workflow. This book is aimed to be a solid teaching resource for learning modeling with Cinema 4D R20. It avoids any jargon and explains concepts and techniques in an easy-to-understand manner. The first page of the every unit summarizes the topics that will be covered in the unit. Hands-on exercises in this book instruct

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