

App Inventor 2 Advanced Concepts Step By Step Advanced Concepts Including TinyDB Pevest Guides To App Inventor

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App Inventor 2 Essentials - Felicia Kamriani 2016-04-14

A step-by-step introductory guide to mobile app development with App Inventor 2 About This Book Get an introduction to the functionalities of App Inventor 2 and use it to unleash your creativity Learn to navigate the App Inventor platform, develop basic coding skills and become familiar with a blocks based programming language Build your very first mobile app and feel proud of your accomplishment Follow tutorials to expand your app development skills Who This Book Is For App Inventor 2 Essentials is for anyone who wants to learn to make mobile apps for Android devices – no prior coding experience is necessary. What You Will Learn Perform technical setup and navigate the App Inventor platform Utilize the

interactive development environment by pairing a mobile device with a computer using Wi-Fi or USB Build three apps: a game, an event app and a raffle app Create the user interface of the app in the Designer and program the code in the Blocks Editor Integrate basic computer science principles along with more complex elements such fusion tables and lists Test and troubleshoot your applications Publish your apps on Google Play Store to reach a wide audience Unleash your creativity for further app development In Detail App Inventor 2 will take you on a journey of mobile app development. We begin by introducing you to the functionalities of App Inventor and giving you an idea about the types of apps you can develop using it. We walk you through the technical set up

so you can take advantage of the interactive development environment (live testing). You will get hands-on, practical experience building three different apps using tutorials. Along the way, you will learn computer science principles as well as tips to help you prepare for the creative process of building an app from scratch. By the end of the journey, you will learn how to package an app and deploy it to app markets. App Inventor 2 Essentials prepares you to amass a resource of skills, knowledge and experience to become a mobile app developer Style and approach Every topic in this book is explained in step-by-step and easy-to-follow fashion, accompanied with screenshots of the interface that will make it easier for you to understand the processes.

Pro Power BI Desktop - Adam Aspin
2017-12-08

Deliver eye-catching Business Intelligence with Microsoft Power BI Desktop. This new edition has been updated to cover all the latest features, including combo charts, Cartesian charts, trend lines, use of gauges, and more. Also covered are Top-N features, the ability to bin data into groupings and chart the groupings, and new techniques for detecting and handling outlier data points. You can take data from virtually any source and use it to produce stunning dashboards and compelling reports that will seize your audience's attention. Slice and dice the data with remarkable ease and then add metrics and KPIs to project the insights that create your competitive advantage. Make raw data

into clear, accurate, and interactive information with Microsoft's free self-service business intelligence tool. Pro Power BI Desktop shows you how to choose from a wide range of built-in and third-party visualization types so that your message is always enhanced. You'll be able to deliver those results on the PC, tablets, and smartphones, as well as share results via the cloud. This book helps you save time by preparing the underlying data correctly without needing an IT department to prepare it for you. What You'll Learn Deliver attention-grabbing information, turning data into insight Mash up data from multiple sources into a cleansed and coherent data model Create dashboards that help in monitoring key performance indicators of your business Build interdependent

charts, maps, and tables to deliver visually stunning information Share business intelligence in the cloud without involving IT Deliver visually stunning and interactive charts, maps, and tables Find new insights as you chop and tweak your data as never before Adapt delivery to mobile devices such as phones and tablets Who This Book Is For Everyone from CEOs and Business Intelligence developers to power users and IT managers

SAP BusinessObjects Dashboards 4.0

Cookbook - David Lai 2011-05-23

Over 90 simple and incredibly effective recipes for transforming your business data into exciting dashboards with SAP BusinessObjects Dashboards 4.0 Xcelsius with this book and eBook.

Become an App Inventor: The Official

Guide from MIT App Inventor - Karen Lang 2022-02-22

With a foreword by Gitanjali Rao, Time Magazine's inaugural Kid of the Year, this engaging guide from MITeem Press teaches anyone to design and publish their own apps—no experience necessary!—and introduces young app creators from around the world. Have you ever wanted to build your own mobile apps? App Inventor, a free and revolutionary online program from MIT, lets you do just that. With the help of this companion guide chock-full of colorful graphics and easy-to-follow instructions, readers can learn how to create six different apps, including a working piano, a maze game, and even their own chat app to communicate with friends—then use what they've learned to build apps of their own imagination. User-

friendly code blocks that snap together allow even beginners to quickly create working apps. Readers will also learn about young inventors already using their own apps to make a difference in their communities, such as the girls from Moldova whose app helps alert residents when local well water is contaminated. Or the boys from Malden, Massachusetts, whose app lets users geotag potholes to alert city hall when repairs are needed. With this inspiring guide, curious young dreamers can become real inventors with real-world impact.

Designing Web Interfaces - Bill Scott 2009-01-15

Want to learn how to create great user experiences on today's Web? In this book, UI experts Bill Scott and Theresa Neil present more than 75

design patterns for building web interfaces that provide rich interaction. Distilled from the authors' years of experience at Sabre, Yahoo!, and Netflix, these best practices are grouped into six key principles to help you take advantage of the web technologies available today. With an entire section devoted to each design principle, *Designing Web Interfaces* helps you: Make It Direct-Edit content in context with design patterns for In Page Editing, Drag & Drop, and Direct Selection Keep It Lightweight-Reduce the effort required to interact with a site by using In Context Tools to leave a "light footprint" Stay on the Page-Keep visitors on a page with overlays, inlays, dynamic content, and in-page flow patterns Provide an

Invitation-Help visitors discover site features with invitations that cue them to the next level of interaction Use Transitions-Learn when, why, and how to use animations, cinematic effects, and other transitions React Immediately-Provide a rich experience by using lively responses such as Live Search, Live Suggest, Live Previews, and more *Designing Web Interfaces* illustrates many patterns with examples from working websites. If you need to build or renovate a website to be truly interactive, this book gives you the principles for success. *Mastering Autodesk Revit Architecture 2013* - Phil Read 2012-07-03 Learn BIM the Revit Way Revit is Autodesk's industry-leading Building Information Modeling (BIM) software, and this Autodesk Official Training

Guide thoroughly covers core Revit topics such as modeling, massing, sustainability, and more. It also brings you up to speed on advanced techniques such as using Revit in the cloud and how to go direct to fabrication. Organized by real-world workflows, this book covers the interface, templates, worksharing, modeling and massing, visualization techniques for different industries, sustainability, roofs and floors, stairs and railings, documentation, and much more. This Autodesk Official Training Guide teaches you how to use the leading BIM software and also serves as a study aid for Autodesk's Certified Associate and Certified Professional exams Organized according to actual workflows, the book begins with an explanation of key BIM concepts, familiarizes you

with the interface, and then moves into actual application Covers modeling and massing, the Family Editor, visualization techniques for various industries, documentation, annotation and detailing, and how to work with complex walls, roofs, floors, stairs, and railings Companion website features before-and-after tutorial files, so readers can jump in at any point Mastering Autodesk Revit Architecture helps you learn Revit in a context that makes real-world sense.

Learn to Program with App Inventor - Lyra Logan 2019-11-26

Learn to build mobile apps for Android devices with MIT App Inventor, a visual drag-and-drop programming language like Scratch. You've swiped and tapped your way through countless apps, but have you

ever created one? Now you can, thanks to Learn to Program with App Inventor. In less than an hour, you'll be able to build and run your first app! App Inventor is a free software for making Android apps. All you need is a PC with an Internet connection to build your app, and a mobile phone for testing. You'll use a simple drag-and-drop interface, which minimizes errors and avoids too much typing. A certified App Inventor Master Trainer, Logan breaks down each project into logical steps, lists the components you'll need, and then shows you how to create screen designs, control program flow with conditionals and loops, and store data in variables and lists. Once you've tested the app on your phone, you can test what you learned with challenges at the end of each

chapter. You'll build cool apps like:

- * Hi, World!: Use your voice to send a text message
- * Practice Makes Perfect: Rehearse a speech or dance routine with this video recording app
- * Fruit Loot: Catch randomly falling fruit in this exciting game
- * Beat the Bus: Track a friend's journey using location services and maps
- * Virtual Shades: Take a selfie, then try on some virtual sunglasses

Join the 6 million people who have tried App Inventor, and make the journey from app user to app inventor.

[How to Make Money Trading with Candlestick Charts](#) - Balkrishna M. Sadekar 2015-07-23

Japanese rice traders have successfully used candle signals to amass huge fortunes for nearly four centuries. Constantly refined and tested over time, candlestick signals

are now being used the world over for trading all financial markets, including stocks, derivatives and currencies, etc. This book explains step-by-step how you can make money by trading the powerful and proven candlestick techniques. Here is how:

- Explanation of major candle signals; how to recognize them and use them effectively
- The underlying market psychology revealed by each candle formation
- How to combine candlestick signals with Western technical analysis to take advantage of high probability trades which generate explosive profits
- Stop loss settings for various candlestick signals for cutting losses. Master this and you will be way ahead of fellow traders
- How the use of candlesticks with technical analysis provides a simple mechanical trading

system which eliminates emotional interference, panic and greed

- How to use candlestick charts for making money from longer term trading and investing
- PLUS: Proven, market-tested trading ideas tips and common mistakes to avoid based on the author's rich experience of trading stocks and options. This book will enable both new traders and experienced traders derive systematic and consistent profits from the market by adding candlestick charting to their trading arsenal.

REVIEWS FOR THE BOOK "Educative addition to the technical trader's shelf." – The Hindu Business Line "Clearly explains and reinforces the message of each candlestick pattern, pointing out other details that can help determine success or failure at each occurrence. The real life examples

are manifold, well chosen and amplify the lessons being taught. Highly recommended reading for traders in all markets to discover ways of profiting from candlestick trading." – Alan Northcott "Sadekar's book not only manages to live upto the expectations but probably excels them. Sadekar attempts to keep things simple, and targets the beginner to intermediate level technician as his target audience. Each type of reversal, consolidation and continuation pattern is tackled in individual chapters and illustrated liberally with charts of Indian stocks. The author leaves ample strategies for the not so active trader, also combining Dow theory tools like trend lines, oscillators and moving averages with the oriental techniques. This gives the reader an

immediate advantage of getting the best of both the worlds. While all chapters are interesting read, chapters 11 & 12 are the highlights of the book as they lay out a simple but actionable game plan for a trader and investor. As if the overall package was not sweet enough, Sadekar has compiled a tear-away candlestick ready-reckoner at the end of the book to identify emerging patterns in real time. At its price, the book is a value buy. All in all, a must read book for every freshman candle sticks trader." – Vijay L. Bhambwani, Technical Analyst, CEO - BSPLIndia.com

XDA Developers' Android Hacker's Toolkit - Jason Tyler 2012-05-08

Make your Android device truly your own Are you eager to make your Android device your own but you're

not sure where to start? Then this is the book for you. XDA is the world's most popular resource for Android hacking enthusiasts, and a huge community has grown around customizing Android devices with XDA. XDA's Android Hacker's Toolkit gives you the tools you need to customize your devices by hacking or rooting the android operating system. Providing a solid understanding of the internal workings of the Android operating system, this book walks you through the terminology and functions of the android operating system from the major nodes of the file system to basic OS operations. As you learn the fundamentals of Android hacking that can be used regardless of any new releases, you'll discover exciting ways to take complete control over your device. Teaches theory,

preparation and practice, and understanding of the OS Explains the distinction between ROMing and theming Provides step-by-step instructions for Droid, Xoom, Galaxy Tab, LG Optimus, and more Identifies the right tools for various jobs Contains new models enabling you to root and customize your phone Offers incomparable information that has been tried and tested by the amazing XDA community of hackers, gadgeteers, and technicians XDA's Android Hacker's Toolkit is a simple, one-stop resource on hacking techniques for beginners.

App Inventor - David Wolber
2011-05-03

A guide to using App Inventor to create Android applications presents step-by-step instructions for a variety of projects, including

creating location-aware apps, data storage, and decision-making apps.
App Inventor 2 Introduction - Edward Mitchell, MS, MBA 2014-05-14

MIT App Inventor 2 is the fast and easy way to create custom Android apps for smart phones or tablets. This guide introduces the basic App Inventor features - you can likely create your first simple app in about an hour, and understand the basic components of App Inventor in a full day. App Inventor 2 is free to use and you can use it for commercial applications too. App Inventor 2: Introduction is targeted at adult learners (high school and up) and shows how to design your app's user interface with "drag and drop" interface controls to layout your app's screen design. Then implement the app's behavior with unique "drag

and drop" programming blocks to quickly assemble the program in a graphical interface. This introduction covers the basics of the App Inventor user interface Designer and the Blocks programming editor, plus basic "blocks" programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Updates and additional tutorials are available on the book's web site at appinventor.pevest.com

From Idea to App - Shawn Welch
2011-03-17

There may be "an app for that," but every app starts as an idea. Ideas can come from anyone—designers or developers, marketing managers or CEOs—and this book is about bringing those ideas to life. iOS is a remarkable platform, both from a

technology standpoint and as a pure business opportunity. With over 10 billion apps downloaded through the iTunes App Store, and over 50 million new iOS devices expected to ship in 2011, no other platform puts big business and individual developers on a level playing field like iOS does. Needless to say, if you have an idea for an app, now is the time to make it happen. Whether you're a designer or a developer, this book will help you: Create basic user interface elements Understand navigation metaphors and practices Design for multiple devices Customize system UI elements Incorporate system-provided and custom animations Use touch- and motion-based gestures Create UIViews and UIViewController's using Core Graphics Avoid rejection by the iTunes App Store

AutoCAD P&ID 2014 Tutorial - Online Instructor 2013-05-05

This book is written for students and engineers who are interested to learn AutoCAD P&ID 2014 for creating Piping and Instrumentation Diagrams (P&ID's). This book provides a step-by-step approach for learning AutoCAD P&ID 2014. The topics include Creating a basic P&ID, Connecting P&ID's, Editing the drawing, Creating custom symbols, Managing Project Data, Generating reports, and Adding and defining new classes. Tutorial 1 takes you through the creation of your first Piping and Instrumentation diagram. You create a simple P&ID. Tutorial 2 teaches you to create a symbol and convert it into a P&ID object. It also explains how to connect P&ID's in a project using off-page connectors. Tutorial 3

teaches you to manage the project data using the Data Manager. You will also learn to export and import the data related to a plant project.

Tutorial 4: In this tutorial, you will learn to edit a P&ID using various options available in AutoCAD P&ID. Tutorial 5: In this tutorial, you will add a new class and assign a symbol to it. Tutorial 6: In this tutorial, you will generate reports using AutoCAD Plant Report Creator.

iPhone Hacks - David Jurick

2009-04-02

With iPhone Hacks, you can make your iPhone do all you'd expect of a mobile smartphone -- and more. Learn tips and techniques to unleash little-known features, find and create innovative applications for both the iPhone and iPod touch, and unshackle these devices to run

everything from network utilities to video game emulators. This book will teach you how to: Import your entire movie collection, sync with multiple computers, and save YouTube videos Remotely access your home network, audio, and video, and even control your desktop Develop native applications for the iPhone and iPod touch on Linux, Windows, or Mac Check email, receive MMS messages, use IRC, and record full-motion video Run any application in the iPhone's background, and mirror its display on a TV Make your iPhone emulate old-school video game platforms, and play classic console and arcade games Integrate your iPhone with your car stereo Build your own electronic bridges to connect keyboards, serial devices, and more to your iPhone without "jailbreaking" iPhone Hacks

explains how to set up your iPhone the way you want it, and helps you give it capabilities that will rival your desktop computer. This cunning little handbook is exactly what you need to make the most of your iPhone.

The House Beautiful - Clarence Cook

2013-04-10

Lucid, charmingly written text – profusely illustrated – leads would-be decorators through the rooms of a late-19th-century home in a delightful quest for the right "look."

Learning QGIS - Anita Graser

2016-03-10

The latest guide to using QGIS 2.14 to create great maps and perform geoprocessing tasks with ease About This Book Learn how to work with various data and create beautiful maps using this easy-to-follow guide.

Give a touch of professionalism to your maps both for functionality and look and feel with the help of this practical guide. A progressive hands-on guide that builds on a geo-spatial data and adds more reactive maps by using geometry tools. Who This Book Is For This book is great for users, developers, and consultants who know the basic functions and processes of GIS and want to learn to use QGIS to analyze geospatial data and create rich mapping applications. If you want to take advantage of the wide range of functionalities that QGIS offers, then this is the book for you. What You Will Learn Install QGIS and get familiar with the user interface Load vector and raster data from files, databases, and web services Create, visualize, and edit spatial data Perform geoprocessing

tasks and automate them Create advanced cartographic outputs Design great print maps Expand QGIS using Python In Detail QGIS is a user-friendly open source geographic information system (GIS) that runs on Linux, Unix, Mac OS X, and Windows. The popularity of open source geographic information systems and QGIS in particular has been growing rapidly over the last few years. Learning QGIS Third Edition is a practical, hands-on guide updated for QGIS 2.14 that provides you with clear, step-by-step exercises to help you apply your GIS knowledge to QGIS. Through clear, practical exercises, this book will introduce you to working with QGIS quickly and painlessly. This book takes you from installing and configuring QGIS to handling spatial data to creating

great maps. You will learn how to load and visualize existing spatial data and create data from scratch. You will get to know important plugins, perform common geoprocessing and spatial analysis tasks and automate them with Processing. We will cover how to achieve great cartographic output and print maps. Finally, you will learn how to extend QGIS using Python and even create your own plugin. Style and approach A step by step approach to explain concepts of Geospatial map with the help of real life examples

Canvas Pocket Reference - David Flanagan 2010-12-07

The Canvas element is a revolutionary feature of HTML5 that enables powerful graphics for rich Internet applications, and this pocket reference provides the essentials you

need to put this element to work. If you have working knowledge of JavaScript, this book will help you create detailed, interactive, and animated graphics -- from charts to animations to video games -- whether you're a web designer or a programmer interested in graphics. Canvas Pocket Reference provides both a tutorial that covers all of the element's features with plenty of examples and a definitive reference to each of the Canvas-related classes, methods, and properties. You'll learn how to: Draw lines, polygons, and curves Apply colors, gradients, patterns, and transparency Use transformations to smoothly rotate and resize drawings Work with text in a graphic environment Apply shadows to create a sense of depth Incorporate bitmapped images into vector graphics Perform

image processing operations in JavaScript

Inventor's Manual - Nikolai Rostislavovich Bogatyrev 2014-07-18 "Well presented, practical book, that everybody should have in his pocket" Michel Lecoq (Engineer with 50 years of experience in product, process and business development). Unlike other books that talk about innovation, Inventor's Manual tells you what to do and how to do it in order to achieve the best result faster. Unlike other books on innovation it is ... thin and manageable. It is a lesson with visual appeal, making use of pictures, diagrams and striking examples. This manual can also be helpful for professional troubleshooters due to its "tick-box" and procedure-like style. The algorithms of the Inventor's Manual are based on

a Theory of Inventive Problem Solving (known by its Russian acronym TRIZ), which is a highly adaptable and overarching methodology. But you do not need to know TRIZ to be able to use the Inventor's Manual. The following features make the Inventor's Manual unique: - Step-by-step problem diagnostics and templates for defining the Ideal Final Result which you will not find in any book on TRIZ - Templates for thorough reflection on the context of a product design that are not explicitly presented in TRIZ at all, but which are a very important system thinking aid especially if you are dealing with complex engineering or social system. - "Shortcuts" in the systematic process that allow you to resolve your challenges instantly using simple templates - Inventive

Principles have detailed descriptions in connection to the model of the inventive challenges they resolve. You will not find this in any book published on TRIZ - You will find the influence of natural rules for dealing with resources, complexities and ways to avoid problems that are not present in ordinary TRIZ methods. Enjoy your own natural problem-solving talent following the Inventor's Manual!

Fallout - Steve Sheinkin 2021-09-07
New York Times bestselling author Steve Sheinkin presents a follow up to his award-winning book *Bomb: The Race to Build--and Steal--the World's Most Dangerous Weapon*, taking readers on a terrifying journey into the Cold War and our mutual assured destruction. As World War II comes to a close, the United States and the

Soviet Union emerge as the two greatest world powers on extreme opposites of the political spectrum. After the United States showed its hand with the atomic bomb in Hiroshima, the Soviets refuse to be left behind. With communism sweeping the globe, the two nations begin a neck-and-neck competition to build even more destructive bombs and conquer the Space Race. In their battle for dominance, spy planes fly above, armed submarines swim deep below, and undercover agents meet in the dead of night. The Cold War game grows more precarious as weapons are pointed towards each other, with fingers literally on the trigger. The decades-long showdown culminates in the Cuban Missile Crisis, the world's close call with the third—and final—world war. A Shelf Awareness

Best Children's Book of 2021 A Chicago Public Library Best of the Best Book of 2021 A Horn Book Fanfare Best Book of the Year Praise for BOMB: A Newbery Honor book A National Book Awards finalist for Young People's Literature A Washington Post Best Kids Books of the Year title "This is edge-of-the seat material that will resonate with YAs who clamor for true spy stories, and it will undoubtedly engross a cross-market audience of adults who dozed through the World War II unit in high school." –BCCB, starred review "...reads like an international spy thriller, and that's the beauty of it." –School Library Journal, starred review "[A] complicated thriller that intercuts action with the deftness of a Hollywood blockbuster." –Booklist, , starred review "A must-read..."

–Publishers Weekly, starred review “A superb tale of an era and an effort that forever changed our world.”

–Kirkus Also by Steve Sheinkin: The Notorious Benedict Arnold: A True Story of Adventure, Heroism & Treachery The Port Chicago 50: Disaster, Mutiny, and the Fight for Civil Rights Undeclared: Jim Thorpe and the Carlisle Indian School Football Team Most Dangerous: Daniel Ellsberg and the Secret History of the Vietnam War Which Way to the Wild West?: Everything Your Schoolbooks Didn't Tell You About Westward Expansion King George: What Was His Problem?: Everything Your Schoolbooks Didn't Tell You About the American Revolution Two Miserable Presidents: Everything Your Schoolbooks Didn't Tell You About the Civil War Born to Fly: The First Women's Air Race

Across America

Switching to a Mac For Dummies -

Arnold Reinhold 2011-09-07

Learn how to make the switch from PC to Mac a completely smooth transition. The number of Mac users continues to increase significantly each year. If you are one of those people and are eager but also anxious about making the switch, then fear not! This friendly guide skips the jargon to deliver you an easy-to-read, understandable introduction to the Macintosh computer. Computer guru Arnold Reinhold walks you through the Mac OS, user interface, and icons. You'll learn how to set up your Mac, move your files from your PC to your Mac, switch applications, get your Mac online, network your Mac, secure your Mac, work with the iLife suite, troubleshoot common problems,

and more. Dives in to helping you make the switch from PC to Mac as smooth and effortless as possible. Walks you through the latest features of Mac OS X Lion to help you take advantage of all the cool things your Mac can do that you might not know about. Offers clear instructions for working with the iLife applications, running Windows on your Mac via Boot Camp, networking your Mac, and switching your family or your business to a Mac. Shares essential advice for troubleshooting common problems and provides easy tips for keeping your Mac happy. Switching to Mac For Dummies, Mac OS X Lion Edition is all you need to switch to a Mac and never look back!

Cambridge IGCSE ICT Study and Revision Guide - Graham Brown
2017-09-18

Providing guidance that helps students practice and troubleshoot their exam technique, these books send them into their exam with the confidence to aim for the best grades. - Enables students to avoid common misconceptions and mistakes by highlighting them throughout - Builds students' skills constructing and writing answers as they progress through a range of practice questions - Allows students to mark their own responses and easily identify areas for improvement using the answers in the back of the book - Helps students target their revision and focus on important concepts and skills with key objectives at the beginning of every chapter - Ensures that students maximise their time in the exam by including examiner's tips and suggestions on how to approach the

questions This title has not been through the Cambridge International Examinations endorsement process.

Spearhead - Adam Makos 2019-02-19 THE NEW YORK TIMES, WALL STREET JOURNAL, LOS ANGELES TIMES, AND USA TODAY BESTSELLER “A band of brothers in an American tank . . . Makos drops the reader back into the Pershing’s turret and dials up a battle scene to rival the peak moments of Fury.” –The Wall Street Journal From the author of the international bestseller A Higher Call comes the riveting World War II story of an American tank gunner’s journey into the heart of the Third Reich, where he will meet destiny in an iconic armor duel—and forge an enduring bond with his enemy. When Clarence Smoyer is assigned to the gunner’s seat of his Sherman tank, his crewmates discover

that the gentle giant from Pennsylvania has a hidden talent: He’s a natural-born shooter. At first, Clarence and his fellow crews in the legendary 3rd Armored Division—“Spearhead”—thought their tanks were invincible. Then they met the German Panther, with a gun so murderous it could shoot through one Sherman and into the next. Soon a pattern emerged: The lead tank always gets hit. After Clarence sees his friends cut down breaching the West Wall and holding the line in the Battle of the Bulge, he and his crew are given a weapon with the power to avenge their fallen brothers: the Pershing, a state-of-the-art “super tank,” one of twenty in the European theater. But with it comes a harrowing new responsibility: Now they will spearhead every attack.

That's how Clarence, the corporal from coal country, finds himself leading the U.S. Army into its largest urban battle of the European war, the fight for Cologne, the "Fortress City" of Germany. Battling through the ruins, Clarence will engage the fearsome Panther in a duel immortalized by an army cameraman. And he will square off with Gustav Schaefer, a teenager behind the trigger in a Panzer IV tank, whose crew has been sent on a suicide mission to stop the Americans. As Clarence and Gustav trade fire down a long boulevard, they are taken by surprise by a tragic mistake of war. What happens next will haunt Clarence to the modern day, drawing him back to Cologne to do the unthinkable: to face his enemy, one last time. Praise for Spearhead "A detailed, gripping

account . . . the remarkable story of two tank crewmen, from opposite sides of the conflict, who endure the grisly nature of tank warfare." –USA Today (four out of four stars) "Strong and dramatic . . . Makos established himself as a meticulous researcher who's equally adept at spinning a good old-fashioned yarn. . . For a World War II aficionado, it will read like a dream." –Associated Press

Mobile Phone Programming - Frank H. P. Fitzek 2007-06-25

This book provides a solid overview of mobile phone programming for readers in both academia and industry. Coverage includes all commercial realizations of the Symbian, Windows Mobile and Linux platforms. The text introduces each programming language (JAVA, Python,

C/C++) and offers a set of development environments "step by step," to help familiarize developers with limitations, pitfalls, and challenges.

Inkscape Beginner's Guide - Bethany Hiitola 2012-01-01

Create attractive layout designs, logos, brochures, icons, and more using the Inkscape vector graphics editor with this book and ebook.

App Inventor 2 Databases and Files -

Edward Mitchell, MS, MBA 2015-09-01

App Inventor 2: Databases and Files is a step-by-step guide to writing apps that use TinyDB, TinyWebDB, Fusion Tables and data files for information storage and retrieval. Includes detailed explanations, examples, and a link to download sample code. This is the first tutorial to cover all of these App

Inventor database and file features. If your apps need to work with data or files - you need this book! TinyDB stores data on your smart phone or tablet and is a primary way for App Inventor apps to save data, even when the app is no longer running or if the device is turned off. TinyWebDB is similar to TinyDB, but stores your data on a remote server in the network cloud. Multiple apps can share a TinyWebDB database, plus you can update the content of your TinyWebDB using just a web browser. This means you can distribute an app whose content can change over time - just by changing the values in TinyWebDB. A big challenge is the need to set up a TinyWebDB server - this book shows how to do that through free services offered by Google. Fusion Tables provide a

powerful, cloud-based database system for App Inventor apps. Creating, retrieving, updating and deleting data is done using the industry standard Structured Query Language or SQL. Fusion Tables reside in the Google network cloud - this book shows you how to set up and configure Fusion Tables for you own apps using free services of Google. As your app requirements grow, Google's cloud can provide low cost servers and bandwidth for your needs. Underneath the Android OS user interface, there is a file system, similar to the file system found on Windows or Mac OS X. With App Inventor your apps can write and read data from files, and if using the special "CSV" format, App Inventor data can be shared with many spreadsheet programs. This book shows you how to create, use and access

data files, and how to convert data to and from the CSV format. Over 28,000 words. Over 250 screen shots and illustrations. Numerous sample programs and code. App Inventor 2: Databases and Files - Table of Contents 1 - Introduction 2 - Using the TinyDB database 3 - Implementing Records Using Lists in TinyDB 4 - Simulating Multiple TinyDB Databases 5 - How to Use Multiple Tags in TinyDB 6 - Introduction and Setup: TinyWebDB 7 - Managing TinyWebDB in the Cloud 8 - Programming for TinyWebDB - Demo 1 9 - Adding a Tags List to TinyWebDB – Demo 2 10 - Handling Multiple Users with TinyWebDB – Demo 3 11 - Implementing a Student Quiz Application using TinyWebDB 12 - Introduction to Fusion Tables 13 - Developing Your Fusion Table App 14 - Using Text Files in

App Inventor

App Inventor 2 - David Wolber

2014-10-13

Yes, you can create your own apps for Android devices—and it's easy to do.

This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like

working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Inkscape Starter - Bethany Hiitola

2012-05-21

A short, simple guide with everything you need to get started, The quickest way to become productive, Learn about the main features and how to use them, Get to know the community and where to get help. If you are new to Inkscape this guide is the perfect companion for getting you off to a flying start. No previous experience

with Inkscape is required as you will be walked through downloading Inkscape and installing it on your system. Become productive straightaway as you create your very first vector graphic. The list of resources in this guide will familiarize you with the Inkscape community, which is a valuable part of any Open Source project. Finally, you will see how to use seven key features of Inkscape - including using paths and layers, combining shapes, creating and editing text tools, importing and embedding images, and a list of keyboard shortcuts for text styling - which will allow you to perform simple tasks to learn the basics and set off on your own.

Instant PLC Programming with RSLogix 5000 - Austin Scott 2013-10-25

Filled with practical, step-by-step instructions and clear explanations for the most important and useful tasks. This is a Packt Instant guide, which provides concise and clear recipes to create PLC programs using RSLogix 5000. The purpose of this book is to capture the core elements of PLC programming with RSLogix 5000 so that electricians, instrumentation techs, automation professionals, and students who are familiar with basic PLC programming techniques can come up to speed with a minimal investment of time and energy.

The Woman All Spies Fear - Amy Butler Greenfield 2021-10-26

An inspiring true story, perfect for fans of Hidden Figures, about an American woman who pioneered codebreaking in WWI and WWII but was only recently recognized for her

extraordinary contributions. A YALSA EXCELLENCE IN NONFICTION FINALIST • A KIRKUS BEST BOOK OF THE YEAR Elizebeth Smith Friedman had a rare talent for spotting patterns and solving puzzles. These skills led her to become one of the top cryptanalysts in America during both World War I and World War II. She originally came to code breaking through her love for Shakespeare when she was hired by an eccentric millionaire to prove that Shakespeare's plays had secret messages in them. Within a year, she had learned so much about code breaking that she was a star in the making. She went on to play a major role decoding messages during WWI and WWII and also for the Coast Guard's war against smugglers. Elizebeth and her husband, William, became the top

code-breaking team in the US, and she did it all at a time when most women weren't welcome in the workforce. Amy Butler Greenfield is an award-winning historian and novelist who aims to shed light on this female pioneer of the STEM community.

Graphics and Animation on IOS - Vandad Nahavandipoor 2011-05-03

"A beginner's guide to core graphics and core animation"--Cover.

Microsoft Teams For Dummies - Rosemarie Withee 2020-03-24

Discover the power of Microsoft Teams Millions of people access Microsoft Teams every day to assist with the collaboration it takes to get work done. That number continues to grow thanks to the countless communication tools for working with associates inside and outside your organization you can find in Microsoft Teams. If

you're new to Microsoft Teams, start here. This book will give you must-have insight on chatting, file sharing, organizing teams, using video communication, and more. You'll also see just how you should be doing things, with best-practice recommendations and ideas for integrating Microsoft Teams into your existing workflows. Learn your way around Microsoft Teams and set up the interface Communicate via chat and video chat, inside and outside your org Integrate Teams with other Office apps for seamless collaboration Use Teams to optimize your meetings, build a knowledge wiki, and more! Microsoft's shared workspace can help you get collaborative and stay connected to the people and files you need, whether you're at your desk or on the go.

SolidWorks For Dummies - Greg Jankowski 2011-02-09

Whether it's your first venture into 3D technical drawing software or you're switching to SolidWorks from something else, you're probably excited about what this CAD program has to offer. Chances are, you figure it's going to take awhile to get the hang of it before you can begin cranking out those perfectly precise 3D designs. SolidWorks For Dummies, 2nd Edition, can help you dramatically shorten that get-acquainted period! SolidWorks For Dummies, 2nd Edition will help you get up and running quickly on the leading 3D technical drawing software. You'll see how to set up SolidWorks to create the type of drawings your industry requires and how to take full advantage of its

legendary 3D features. You'll discover how to: Work with virtual prototypes Understand the user interface Use templates and sketch, assemble, and create drawings Automate the drawing process Review drawings and collaborate with other team members Define and edit sketches Create dimensions and annotations Print or plot your drawings Leverage existing designs Sample files on the bonus CD-ROM show you how to apply the latest version of SolidWorks and accomplish specific tasks. Even if you're brand-new to CAD software, SolidWorks For Dummies, 2nd Edition will have you feeling like a pro in no time. You'll find you've entered a whole new dimension. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

App Inventor 2 Advanced Concepts -

Edward Mitchell, MS, MBA 2015-09-01
MIT App Inventor 2 is a fast and simple way to create custom Android apps for smart phones or tablets. Volume 2 in the series introduces debugging methods, explains additional controls not covered in Volume 1, introduces "agile" methods for developing a real world app, and provides sample code for using the TinyDB database. This App Inventor 2 series is targeted at adult learners (high school and up). App Inventor 2 provides a simplified "drag and drop" interface to layout your app's screen design. Then implement the app's behavior with "drag and drop" programming blocks to quickly assemble a program in a graphical interface. Volume 1 of this series covered the basics of the App Inventor user interface Designer and

the Blocks programming editor, plus basic “blocks” programming concepts and tools for arithmetic, text processing, event handling, lists and other features. Volume 2 builds upon Volume 1 to provide tips on debugging programs when the apps work incorrectly, how to use hidden editing features, and how to install your own apps on to your phone or tablet for general use. Code samples are provided for using the Notifier component for general use or for debugging, for user interface control tricks such as buttons that change color continuously or implementing the missing “radio buttons” component, using ListPicker and Spinner for list selections, and using the WebViewer to display web pages in your app. The book includes a large section on designing and

building a sample real world application and finishes with a chapter on using the TinyDB database. Chapters Introduction Chapter 1 - App Inventor Tips Chapter 2 - Debugging App Inventor Programs Chapter 3 - User Interface Control Tricks Chapter 4 - Designing and Building a Real World Application Chapter 5 - Tip Calculator Version 2 Chapter 6 - Tip Calculator Version 3 Chapter 7 - Tip Calculator Version 4 Chapter 8 - Tip Calculator Version 5 Chapter 9 – Using the TinyDB database

Freecad [How-To] - Brad Falck
2012-09-18

A hands-on guided introduction to the most powerful and flexible open-source CAD application.

Absolute App Inventor 2 - Hossein Amerkashi

This book will show you how to build

apps with little or even no programming skills! It will show you how to use drag-and-drop visual programming for designing and building fully functional mobile apps for Android using MIT (Massachusetts Institute of Technology) App Inventor 2. Absolute App Inventor 2 book will take you beyond basic tutorials and will cover concepts that will help you to become a better mobile App Inventor. If you are new to programming or App Inventor, then this book will show you how to properly start-off designing and developing mobile apps and will then gradually take you through understanding more advanced concepts. If you have already used App Inventor, use this book to learn about optimization, DRY principle, design patterns and concepts that

will teach you how to design & develop apps that will run more efficiently and to learn about concepts that have not been covered in other App Inventor books. The book covers good programming designs using DRY (Don't Repeat Yourself) Principle by using App Inventor Procedures. The book also covers how to use proper abstraction and produce much cleaner code through use of App Inventor Advanced "Any Component".

[iPod and iTunes Hacks](#) - Hadley Stern
2004-10-13

Describes how to get the most out of an iPod and iTunes, covering such topics as replacing the iPod battery, controlling iTunes from a Palm or mobile phone, playing games on the iPod, and reading email on an iPod. [App Inventor 2 Graphics, Animation & Charts](#) - Edward Mitchell 2016-04-15

MIT App Inventor is the fast and simple way to develop Android apps. Using a programming system that runs in your Internet browser, just drag and drop user interface components and link together program functions on screen, and then run your app directly on your Android phone or tablet. Learn to create apps using simplified interactive image sprites and to control movement using a finger on the screen or by tilting the phone or tablet. Learn how to use the "Canvas" features for drawing, including a unique way to implement traditional animation features. Includes numerous sample apps, detailed explanations, illustrations, app source code downloads and video tutorials. Volume 4 introduces the use of graphics drawing features, including general graphics features,

image sprites, animation and charting. Charting refers to the creation of line, column, scatter plot, and strip recorder charts commonly used in business and finance. This is volume 4 of a 4 volume set. Volume 1 introduces App Inventor programming, Volume 2 introduces advanced features and Volume 3 covers databases and files. Visit the web site at appinventor.pevest.com to learn more about App Inventor and find more tutorials, resources, links to App Inventor books and other App Inventor web sites.

[Learning QGIS 2.0](#) - Anita Graser
2013-09-17

A short book with a lot of hands-on examples to help you learn in a practical way. This book is great for users, developers, and consultants

who know the basic functions and processes of a GIS but want to know how to use QGIS to achieve the results they are used to a full-fledged GIS.

Building Android Apps in easy steps, 2nd edition - Mike McGrath 2014-10-31

Have you ever wondered how to create an app for Android devices? Here's your chance to find out! Android has become the dominant operating system for smartphones and a host of connected devices. Building Android Apps in easy steps, 2nd edition will help you develop your own brilliant Android App using the popular Android App Inventor 2. Your App idea can now become a reality! Assuming no prior knowledge of any programming language, Building Android Apps in easy steps, 2nd edition is ideal for newcomers wanting to easily create

apps for Android devices, as well as programmers and web developers looking to quickly expand their skill set. Starting from setting up your computer to develop and test your Android apps, Building Android Apps in easy steps, 2nd edition shows how to create graphical interfaces; define application properties; add interactivity; integrate with the web; build and deploy complete Android apps and more – all using simple drag-and-drop blocks – and demonstrated here by examples. Each chapter builds your knowledge so by the end of the book you'll have gained a sound understanding of application development for the Android platform. Use Building Android Apps in easy steps to create your own Android apps without doing any coding! Covers App Inventor 2

(released December 2013).

Learning MIT App Inventor - Derek
Walter 2015

With MIT's App Inventor 2, anyone can build complete, working Android apps--without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces--not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on

projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book are available at theapplanet.com/appinventor
Coverage includes: Understanding mobile devices and how mobile apps run on them Planning your app's behavior and appearance with the Designer Using the Blocks Editor to tell your app what to do and how to do it Creating variables and learning how to use them effectively Using procedures to group and reuse pieces of code in larger, more complicated apps Storing data in lists and databases Using App Inventor's gaming, animation, and media features Creating more sophisticated apps by

using multiple screens Integrating
sensors to make your app location-
aware Debugging apps and fixing

problems Combining creativity and
logical thinking to envision more
complex apps