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### KEY=EDITION - LOGAN HARRISON

**1001 Ideas for Outdoor Spaces The Ultimate Sourcebook: Decking, Paving, Designs & Accessories** Creative Publishing International A comprehensive resource for readers looking to upgrade their outdoor living areas covers a wide range of options for every budget, with practical tips on how to transform outdoor spaces into stylish home additions that take the reader through the entire design process and cover material selection, design elements, basic building techniques, and hundreds of illustrations and photographs. Original. **iOS Apps for Masterminds 3rd Edition How to take advantage of Swift 4, iOS 11, and Xcode 9 to create insanely great apps for iPhones and iPads** J.D. Gauchat **iOS Apps for Masterminds 3rd Edition How to Take Advantage of Swift 4, iOS 11, and Xcode 9 to Create Insanely Great Apps for iPhones and iPads** Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 4, Xcode 9, iOS 11 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 4 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud CloudKit Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photos Library Web Kit Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 11, Xcode 9 and Swift 4 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps. **iOS Apps for Masterminds, 2nd Edition How to take advantage of Swift 3 to create insanely great apps for iPhones and iPads** MinkBooks Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. This book includes: Introduction to Swift 3 Swift Paradigm Foundation Framework UIKit Framework Auto Layout Size Classes Navigation Controllers Scroll Views Table Views Collection Views Split View Controller Alert Views Notifications Files Archiving Core Data iCloud Core Graphics and Quartz 2D Core Animation AVFoundation Camera and Photo Library Web Views Contacts Sensors MapKit Gesture Recognizers Timers Operation Queues Error Handling Image and Video Internationalization ...and more! iOS app development with iOS 10, Xcode 8 and Swift 3 App development, Swift programming, Create apps, Create app, iPhone apps, Build app, Swift language, develop application, Objective-C, Apple development, iOS development, iOS Apps, Program apps. **iOS Apprentice Fifth Edition Beginning iOS Development with Swift 3** Razeware LLC Learn iPhone and iPad Programming via Tutorials! If you're new to iOS or Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through four engaging, epic-length tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. **2021 International Swimming Pool and Spa Code** The only comprehensive swimming pool code coordinated with the current requirements in the I-Codes and APSP standards. Developed with the Association of Pool & Spa Professionals (APSP), to establish minimum regulations for public and residential pools, spas, and hot tubs using prescriptive and performance-related provisions. The ISPSA integrates seamlessly with the family of I-Codes and contains requirements that meet or exceed the Virginia Graeme Baker Act. The ISPSA also contains APSP-7 Standard for Suction Entrapment Avoidance. Important changes in the 2021 ISPSA include: It was clarified that flotation tank systems for sensory deprivation therapy are not within the scope of the ISPSA. Hot water storage tanks are now required to be listed and labeled to a standard. New sections were introduced into the code to cover solar thermal water heating systems. Installation requirements refer to the IMC. **iOS Apps for Masterminds, 2nd Edition How to Take Advantage of Swift 3 to Create Insanely Great Apps for iPhones and iPads** Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. The goal of iOS Apps for Masterminds is to make you familiar with the most advanced technologies for app development. It was designed to prepare you for the future and was written for the genius inside you, for Masterminds. 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An A to Z Guide to Finding, Hiring and Managing Home Improvement Pros** Creative Publishing International "Easy-to-understand guide to hiring professionals to do your home repairs and improvements"--Provided by publisher. **Object-oriented Analysis and Design with Applications** Addison-Wesley Professional This text provides a technical introduction to the field of Object-oriented programming. It is aimed at programmers who are familiar with the concepts of programming and design. **Examining Pool Safety Issues Hearing Before the Subcommittee on Consumer Affairs, Product Safety, and Insurance of the Committee on Commerce, Science, and Transportation, United States Senate, One Hundred Ninth Congress, Second Session, May 3, 2006** Pure-bred Dogs, American Kennel Gazette **Drupal 9 Module Development Get up and running with building powerful Drupal modules and applications, 3rd Edition** Packt Publishing Ltd Build and extend flexible Drupal sites and applications with this up-to-date, expert guide to Drupal 9 module development Key FeaturesExplore the essential Drupal 9 APIs for module developmentLearn how to implement data modeling, caching, architecture, and much more in your Drupal applicationsDiscover what's new in the latest Drupal core releasesBook Description With its latest release, Drupal 9, the popular open source CMS platform has been updated with new functionalities for building complex Drupal apps with ease. This third edition of the Drupal Module Development guide covers these new Drupal features, helping you to stay on top of code deprecations and the changing architecture with every release. The book starts by introducing you to the Drupal 9 architecture and its subsystems before showing you how to create your first module with basic functionality. You'll explore the Drupal logging and mailing systems, learn how to output data using the theme layer, and work with menus and links programmatically. Once you've understood the different kinds of data storage, this Drupal guide will demonstrate how to create custom entities and field types and leverage the Database API for lower-level database queries. You'll also learn how to introduce JavaScript into your module, work with various file systems, and ensure that your code works on multilingual sites. Finally, you'll work with Views, create automated tests for your functionality, and write secure code. By the end of the book, you'll have learned how to develop custom modules that can provide solutions to complex business problems, and who knows, maybe you'll even contribute to the Drupal community! What you will learnDevelop custom Drupal 9 modules for your applicationsMaster different Drupal 9 subsystems and APIsModel, store, manipulate, and process data for effective data managementDisplay data and content in a clean and secure way using the theme systemTest your business logic to prevent regressionStay ahead of the curve and write PHP code by implementing best practicesWho this book is for If you are a Drupal developer looking to learn Drupal 9 to write modules for your sites, this book is for you. Drupal site builders and PHP developers with basic object-oriented programming skills will also find this book helpful. Although not necessary, some Symfony experience will help with understanding concepts easily. **iOS 10 Swift Programming Cookbook Solutions and Examples for iOS Apps** "O'Reilly Media, Inc." Ready to build truly stunning apps for iPhone, iPad, and Apple Watch? This cookbook—written exclusively in Swift 3—provides more than 120 proven solutions for tackling the latest features in iOS 10 and watchOS 3. With these code-rich recipes, you'll learn how to build dynamic voice interfaces with Siri and messaging apps with iMessage. You'll also learn how to use interactive maps, multitasking functionality, the UI Testing framework, and many other features. This cookbook is ideal for intermediate and advanced iOS developers looking to work with the newest versions of Apple's mobile operating systems. Each recipe includes reusable code that's available on GitHub, so you can put it to work right away. Let users interact with your apps and services through Siri Write your own iMessage extensions that allow added interactivity Work with features in Swift 3, Xcode 8, and Interface Builder Build standalone apps for Apple Watch Create vibrant user interfaces with new UIKit features Use Spotlight APIs to make your app content searchable Add Picture in Picture playback functionality to iPad apps Take advantage of MapKit and Core Location updates Use Apple's new UI Testing framework Liven up your UI with gravity and turbulence fields **SAP R/3 - Praxishandbuch Projektmanagement SAP R/3 als Werkzeug für professionelles Projektmanagement** Springer-Verlag Projekte rücken vor allem im IT-Sektor immer mehr in den Hauptfokus der Unternehmen. Viele Aufgaben des Projektmanagements lassen sich durch Werkzeuge wie SAP R/3® professionell unterstützen. Das Buch erläutert praxisorientiert die Anwendung von R/3® als effizientes Werkzeug für das Projektmanagement. Ein praktisches Beispiel begleitet den Leser durch das gesamte Buch. Um die Nachvollziehbarkeit zu gewährleisten, werden für die verwendete Beispielfirma exemplarisch alle notwendigen Organisationsstrukturen vorgestellt und angelegt. **Producing iOS 6 Apps The Ultimate Roadmap for Both Non-Programmers and Existing Developers** UnknownCom Inc. Effectively several books bundled into one, written by the entire team of a long-standing app development company, Producing iOS 6 Apps: The Ultimate Roadmap for Both Non-Programmers and Existing Developers makes every effort to provide most anyone with the understanding, recommended tools, and easy to follow step-by-step examples, to learn how to take your app idea from the start to Apple's iTunes App Store. Originally generated from an existing app company's internal and highly-confidential training guide, containing closely guarded app business secrets

teaching new employees the business of app design, development lifecycles and methodology. Updated contributions are from the entire staff; development as well as considerable contributions from marketing, management, and even the legal dept. Due to its very nature, this book contains many commonplace and relevant topics to today's app-related business issues, such as the latest "legal landmines" to avoid, modern app design, the latest in code development, and even avoiding programming altogether for app development - all specific to iOS and the App Store. This fully updated, multi-section book spans many chapters covering the relevant topics, including but not limited to the following: The latest software updates: Apple iOS 6 SDK, Xcode 4.5, and many other third-party development alternatives - some of which require simple scripting or no coding at all! The latest hardware updates: Apple iPhone 5, New iPad (3rd gen), and iPod touch (5th gen). Performing market research and analysis for a successful app with a solid business plan, specific to the App Store. Monetizing apps using Ad Networks and Aggregators, such as: Apple's iAd, Google's Admob, and Millennial Media, Jumptap, Smaato, Greystripe, AdWhirl, and MobClix. Authoring apps in both Apple's Xcode 4.5, iOS 6, and Objective-C for iPhone, iPod touch, iPad, as well as Third-Party tools for app creation such as Unity 3D, ShiVa3D, PhoneGap, MonoTouch, Marmalade, Adobe Flash Professional, Adobe Flash Builder (Formerly Flex Builder), Cocos2D, Corona SDK, GameSalad, Titanium Studio, and MoSync - complete with walkthroughs on how to build an app from scratch with optional app-making environments! Learn how to create an app once, and have it simultaneously work on iPhone's iOS, Android, and more! Includes a BONUS detailed Objective-C jumpstart guide, written by our development staff! It provides existing programmers who are familiar with C++, Java, C#, or other languages, with relevant topics such as: designing views, interfaces, images, controls, objects, classes, user input and touch gestures, important frameworks, managing memory, dealing with data types, databases, storage, and more - complete with free example sourcecode! A monster of a book with exceptional value, containing over 500 pages, spanning 40 chapters, split into 6 sections, with 6 appendices! Over 10 pages of detailed ToC, including all of the above, plus: Apple iOS developer program and App Store account creation walkthroughs, cross-platform app development for iOS, Android, BlackBerry and many more, app promotion and monetization techniques, pre/post-upload marketing, and suggestions on avoiding "real-life" App Store GOTCHAS to help save time, money, and effort! This "Tome of Knowledge" is a combined effort from an existing iOS development company's entire team who has been in the App Store trenches for years. In effect, it contains hard-learned experiences and previously detailed "secret" app production information, evolved into this complete guide and reference to all things required to deliver apps through the App Store as quickly, painlessly, and profitably, as possible. Both Paperback and eBook editions are available. **Selenium WebDriver 3 Practical Guide - Second Edition** Real-world examples of cross-browser, mobile, and data-driven testing with all the latest features of Selenium WebDriver 3 Key Features Unlock the full potential of Selenium to test your web applications Use Selenium Grid for faster, parallel running, and cross-browser testing Test iOS and Android Apps with Appium Book Description Selenium WebDriver is an open source automation tool implemented through a browser-specific driver, which sends commands to a browser and retrieves results. The latest version of Selenium 3 brings with it a lot of new features that change the way you use and setup Selenium WebDriver. This book covers all those features along with the source code, including a demo website that allows you to work with an HTML5 application and other examples throughout the book. Selenium WebDriver 3 Practical Guide will walk you through the various APIs of Selenium WebDriver, which are used in automation tests, followed by a discussion of the various WebDriver implementations available. You will learn to strategize and handle rich web UI using advanced WebDriver API along with real-time challenges faced in WebDriver and solutions to handle them. You will discover different types and domains of testing such as cross-browser testing, load testing, and mobile testing with Selenium. Finally, you will also be introduced to data-driven testing using TestNG to create your own automation framework. By the end of this book, you will be able to select any web application and automate it the way you want. What you will learn Understand what Selenium 3 is and how it has been improved than its predecessor Use different mobile and desktop browser platforms with Selenium 3 Perform advanced actions, such as drag-and-drop and action builders on web page Learn to use Java 8 API and Selenium 3 together Explore remote WebDriver and discover how to use it Perform cross browser and distributed testing with Selenium Grid Use Actions API for performing various keyboard and mouse actions Who this book is for Selenium WebDriver 3 Practical Guide is for software quality assurance/testing professionals, software project managers, or software developers interested in using Selenium for testing their applications. Prior programming experience in Java is necessary. Downloading the example code for this book You can download the example code files for all Packt books you have purchased from your account at <http://www.PacktPub.com>. If you purchased this book elsewhere, ... **Joint Volumes of Papers Presented to the Legislative Council and Legislative Assembly** Includes various departmental reports and reports of commissions. Cf. Gregory. Serial publications of foreign governments, 1815-1931. **Special Inspection Manual The IOS Apprentice Third Edition Updated for Swift 1.2: Beginning IOS Development with Swift** [Razeware LLC](#) Learn iPhone and iPad Programming via Tutorials! If you're new to iOS and Swift, or to programming in general, learning how to write an app can seem incredibly overwhelming. That's why you need a book that: Shows you how to write an app step-by-step Has tons of illustrations and screenshots to make everything clear Is written in a fun and easygoing manner! In this book, you will learn how to make your own iPhone and iPad apps, through a series of four epic-length hands-on tutorials. These hands-on tutorials describe in full detail how to build a new app from scratch. Four tutorials, four apps. Each new app will be a little more advanced than the one before, and together they cover everything you need to know to make your own apps. By the end of the series you'll be experienced enough to turn your ideas into real apps that you can sell on the App Store. Tutorial 1: Bull's Eye. In the first tutorial in the book, you'll start off by building a simple but fun game to learn the basics of iPhone programming. In the process, you'll get familiar with Xcode, Interface Builder, and Swift in an easygoing manner. Tutorial 2: Checklists. In the second tutorial in the series, you'll create your own to-do list app. In the process, you'll learn about the fundamental design patterns that all iOS apps use and about table views, navigation controllers and delegates. Now you're making apps for real! Tutorial 3: MyLocations. In the third tutorial, you'll develop a location-aware app that lets you keep a list of spots that you find interesting. In the process, you'll learn about Core Location, Core Data, Map Kit, and much more! Tutorial 4: StoreSearch. Mobile apps often need to talk to web services and that's what you'll do in this final tutorial of the book. You'll make a stylish app for iPhone and iPad that lets you search for products on the iTunes store using HTTP requests and JSON. It is my sincere belief that this series can turn you from a complete newbie into an accomplished iOS developer, but you do have to put in the time and effort. By writing this book I've done my part, now it's up to you... **IOS Apps for Masterminds How to Take Advantage of Swift 3 to Create Insanely Great Apps for iPhones and Ipad** [Createspace Independent Publishing Platform](#) Get ahead of everyone else and learn the latest technologies introduced by Apple. This is the first book to teach you how to work with Swift 3, Xcode 8, iOS 10 and the new APIs. iOS Apps for Masterminds leads the reader step by step to master the complex subjects required to create applications for iPhones and iPads. After reading this book, you will know how to program in Swift, how to design user interfaces, and how to work with the most powerful frameworks available for the construction of modern applications. This book is a complete course that will teach you how to build insanely great applications from scratch. Every chapter explores both basic and complicated concepts of computer programming, the Swift language, and app development. The information is supported by fully functional examples to guide beginners and experts through every single framework included in the iOS SDK. The examples are distributed throughout the book in a specific order to gradually introduce complex topics and make them accessible to everyone. 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Florida Building Code Administrative Chapter 1 is included. Chapter tabs are also included. Effective Date: December 31, 2020 **iPhone SDK 3 Programming Advanced Mobile Development for Apple iPhone and iPod touch** [John Wiley & Sons](#) Get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch Apple's iPhone is the hottest mobile device on the planet. More than one million iPhone 3G phones were sold in the first three days of release and millions more are sure to be in the hands of iPhone fans each year. Apple's iPhone SDK has been updated and includes more than one thousand new APIs that developers will want to get their hands on. iPhone SDK 3 Programming shows you how to build great applications for the iPhone and iPod Touch. Inside, veteran mobile developer and Bell Labs scientist Maher Ali begins with a foundational introduction to Objective-C and Cocoa programming, and then guides you through building programs with Apple's iPhone SDK 3. Covers the complete application development process, and highlights all the key device features including the camera, location awareness, and more Completely revised and redesigned with more than 100 new pages of content iPhone's new SDK release contains more than one thousand new APIs you will want to use right away Includes a focused introduction to the Objective-C language and Cocoa frameworks that new iPhone developers need With this advanced resource, you'll get the expert guidance you need to begin building native applications for Apple's new iPhone 3G as well as the iPod Touch. **IOS 10 App Development Essentials Learn to Develop IOS 10 Apps with Xcode 8 and Swift 3** [Createspace Independent Publishing Platform](#) iOS 10 App Development Essentials is latest edition of this popular book series and has now been fully updated for the iOS 10 SDK, Xcode 8 and the Swift 3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment. An introduction to the architecture of iOS 10 and programming in Swift 3 is provided, followed by an in-depth look at the design of iOS applications and user interfaces. More advanced topics such as file handling, database management, in-app purchases, graphics drawing and animation are also covered, as are touch screen handling, gesture recognition, multitasking, location management, local notifications, camera access and video and audio playback support. Other features are also covered including Auto Layout, App Store hosted in-app purchase content, Sprite Kit-based game development, local map search and user interface animation using UIKit dynamics. Additional features of iOS development using Xcode 8 are also covered, including Swift playgrounds, universal user interface design using size classes, app extensions, Interface Builder Live Views, embedded frameworks, CloudKit data storage and TouchID authentication. The key new features of iOS 10 and Xcode 8 are also covered in detail, including Swift 3, designing adaptive user interfaces using trait variations, iMessage apps, CloudKit sharing, speech recognition, and SiriKit integration. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 10. Assuming you are ready to download the iOS 10 SDK and Xcode 8, have an Intel-based Mac and ideas for some apps to develop, you are ready to get started. **Blueprint Reading Construction Drawings for the Building Trade** [McGraw-Hill Education](#) Improve Your Ability to Read and Interpret All Types of Construction Drawings Blueprint Reading is a step-by-step guide to reading and interpreting all types of construction drawings. Filled with hundreds of illustrations and study questions, this easy-to-use resource offers a complete overview of construction drawing basics for every aspect of the construction process- from site work, foundations, and structural systems to interior work and finishes. Covering all the latest technological advances, noted architect Sam Kubba offers detailed information on: Blueprint standards-ANSI, ISO, AWS, and ASME Computer-aided design (CAD) and computer-aided design and drafting (CADD) Lines, views, elevations, and dimensions Layouts of all construction drawing types-architectural, structural, mechanical, and electrical Specifications-MasterFormat and UniFormat Symbols-materials, electrical, plumbing, HVAC, and others How to avoid costly pitfalls on construction projects You'll also find a glossary of terms for quick reference, convenient tables and charts for identifying symbols and abbreviations, and much more. Inside This Skills-Building Guide to Construction Drawing Basics • Blueprint Standards • Blueprints and Construction Drawings: A Universal Language • Understanding Lines • Types of Views • Understanding Dimensions • Layout of Construction Drawings • Understanding Industrial Blueprints • The Meaning of Symbols • Understanding Schedules • Specifications • ISO Issues, Codes, and Building Regulations • Construction Business Environment **Wawrzyniec Tokarski** [Hatje Cantz Pub](#) New Concepts in Commerce Third Edition with eBookPLUS follows highly successful earlier editions in addressing Commerce teachers' needs by providing engaging, up-to-date and detailed content suitable for a range of student abilities. The fully revised third edition covers the four core and eleven option topics from the Years 7 to 10 Commerce syllabus in New South Wales. Features of this edition \* A comprehensive revision of content ensures syllabus applicability, currency, accuracy, high-interest and relevance to students' lives. \* An increased number of case studies with linked activities in both core and option topics make the world of commerce come alive for students. \* Extensive new content on e-commerce includes online shopping, m-commerce and use of financial and shopping-related apps. \* The core topic of Employment Issues contains new material on Fair Work Australia, changing work patterns, modern awards, National Employment Standards and legal issues in the workplace. \* The core topic of Law and Society contains new civil and criminal case studies. \* The Global Links and Our Economy option topics include updated economic data along with coverage of the Global Financial Crisis and European Debt Crisis. \* New content in the option topic of Promoting and Selling includes children's advertising, invasion of privacy, Coca-Cola target markets and targeted product range, and advertising. \* Glossary terms and definitions in context, use of dot points, graphic or visual displays, and careful grading of activities allow for differentiation of learning. New Concepts in Commerce 3e eBookPLUS is an electronic version of the textbook and a complementary set of targeted digital resources. These flexible and engaging ICT activities are available online at the [JacarandaPLUS](#) website. Your eBookPLUS resources include: \* four ICT projects, with engaging video briefs presented by industry professionals. Students use the ProjectsPLUS system to complete assessment tasks in a real-world scenario. \* eLessons and interactivities for core chapters \* student worksheets for elective topics \* curated weblinks to key commerce bodies and other support material on the internet. Click to view New Concepts in Commerce 3e eBookPLUS. Click here to view a New Concepts in Commerce Third Edition Value Pack. **Saved Through Fire The Fiery Ordeal in**

**New Testament Eschatology** [Wipf and Stock Publishers](#) An unusually polyvalent symbol, fire assumes numerous functions in the Bible. It is a defining feature of theophanies, it serves as an instrument of judgment, and in some instances it cleanses and purifies. Examining a complex of traditions ranging from John the Baptist to Jesus of Nazareth and from the Pauline to the Petrine Epistles, Daniel Frayer-Griggs identifies a recurring motif in the New Testament, arguing that these disparate traditions, which appear in both very early and very late New Testament texts, testify to a shared belief that everyone—both the righteous and the wicked—would be subjected to eschatological judgment by fire and that the righteous would experience this judgment as a fiery ordeal through which they would be tested and, in some cases, ultimately purified. **A Theory of Inequality and Taxation** [CUP Archive](#) The author presents a theory of institutional inequality in which, in analysing taxation she shows that tax incidence depends upon the causes of inequality. **Drupal 9 Module Development - Third Edition Get Up and Running with Building Powerful Drupal Modules and Applications** Build and extend flexible Drupal sites and applications with this up-to-date, expert guide to Drupal 9 module development **Key Features** Explore the essential Drupal 9 APIs for module development Learn how to implement data modeling, caching, architecture, and much more in your Drupal applications Discover what's new in the latest Drupal core releases **Book Description** With its latest release, Drupal 9, the popular open source CMS platform has been updated with new functionalities for building complex Drupal apps with ease. This third edition of the Drupal Module Development guide covers these new Drupal features, helping you to stay on top of code deprecations and the changing architecture with every release. The book starts by introducing you to the Drupal 9 architecture and its subsystems before showing you how to create your first module with basic functionality. You'll explore the Drupal logging and mailing systems, learn how to output data using the theme layer, and work with menus and links programmatically. Once you've understood the different kinds of data storage, this Drupal guide will demonstrate how to create custom entities and field types and leverage the Database API for lower-level database queries. You'll also learn how to introduce JavaScript into your module, work with various file systems, and ensure that your code works on multilingual sites. Finally, you'll work with Views, create automated tests for your functionality, and write secure code. By the end of the book, you'll have learned how to develop custom modules that can provide solutions to complex business problems, and who knows, maybe you'll even contribute to the Drupal community! What you will learn Develop custom Drupal 9 modules for your applications Master different Drupal 9 subsystems and APIs Model, store, manipulate, and process data for effective data management Display data and content in a clean and secure way using the theme system Test your business logic to prevent regression Stay ahead of the curve and write PHP code by implementing best practices Who this book is for If you are a Drupal developer looking to learn Drupal 9 to write modules for your sites, this book is for you. Drupal site builders and PHP developers with basic object-oriented programming skills will also find this book helpful. Although not necessary, some Symfony experience will help with understanding concepts easily. **The Construction of Large Induction Coils** [Taylor & Francis](#) **Weapons of Math Destruction How Big Data Increases Inequality and Threatens Democracy** [Penguin UK](#) A former Wall Street quant sounds an alarm on the mathematical models that pervade modern life - and threaten to rip apart our social fabric We live in the age of the algorithm. Increasingly, the decisions that affect our lives - where we go to school, whether we get a loan, how much we pay for insurance - are being made not by humans, but by mathematical models. In theory, this should lead to greater fairness: everyone is judged according to the same rules, and bias is eliminated. And yet, as Cathy O'Neil reveals in this urgent and necessary book, the opposite is true. The models being used today are opaque, unregulated, and incontestable, even when they're wrong. Most troubling, they reinforce discrimination. Tracing the arc of a person's life, O'Neil exposes the black box models that shape our future, both as individuals and as a society. These "weapons of math destruction" score teachers and students, sort CVs, grant or deny loans, evaluate workers, target voters, and monitor our health. O'Neil calls on modellers to take more responsibility for their algorithms and on policy makers to regulate their use. But in the end, it's up to us to become more savvy about the models that govern our lives. This important book empowers us to ask the tough questions, uncover the truth, and demand change. **Professional Xcode 3** [John Wiley & Sons](#) A solid guide that responds to the active interest in Apple's Xcode tools Apple's Xcode tools are a collection of applications and frameworks that are used to develop, test, and optimize applications primarily written for Mac OS X or the iPhone. The steady increase in sales of Apple computers has triggered a strong interest in gaining a thorough understanding of Xcode and its tools and what they have to offer. This book provides you with an inside look at the array of Xcode tools from top to bottom. You'll go beyond the basics and dive into such in-depth topics as installing the latest version of Xcode tools, customizing the look and behavior of Xcode, creating and managing projects, using the built-in class browser to model complex applications and structures, and more. Offers you a solid foundation for getting the most out of Apple's Xcode tools, a collection of applications and frameworks used to develop, test, and optimize applications written for Mac OS X or the iPhone Includes clear, comprehensive lessons for installing the latest version of Xcode tools, customizing the look of Xcode, creating and managing projects, testing your interfaces, and building and debugging your projects Explains analyzing performance, optimizing your application, working with shared sources, creating your own custom file templates, and customizing the interface builder With this book, you'll be able to take full advantage of the range of tools included with Xcode. **Painting Out of the Ordinary Modernity and the Art of Everyday Life in Nineteenth-century Britain** [Paul Mellon Centre for Studies](#) With its plethora of illustrations, many of works published here for the first time, 'Painting Out of the Ordinary' will be compulsory reading for anyone interested in British art and society of the Romantic era. **iPhone for Programmers An App-Driven Approach** [Pearson Education](#) The professional programmer's DEITEL® guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This book gives you everything you'll need to start developing great iPhone apps quickly and-once you've joined Apple's fee-based iPhone Developer Program-to get them up and running on the App Store. The book uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Chapter 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone for Programmers include practical, example-rich coverage of: • iPhone SDK 3.x, XCode®, Interface Builder • Object-Oriented Programming in Objective-C® and Cocoa® • Collections, GUI, Event Handling • Controllers, Application Templates • UIView, Multi-Touch™ • Core Audio, Core Animation, NSTimer • Tables, UINavigationController • Map Kit, Core Location, GPS, Compass • Photos, iPod Library Access • Serialization **iPhone App Development Fundamentals LiveLessons** The professional programmer's DEITEL® video training guide to iPhone app development using iPhone SDK 3.x, Xcode®, Objective-C® and Cocoa® More than 1.5 billion iPhone apps were downloaded from Apple's App Store in just one year! This LiveLesson video training course gives you everything you'll need to start developing great iPhone apps quickly and-once you've joined Apple's fee-based iPhone Developer Program-to get them up and running on the App Store. The LiveLesson uses an app-driven approach—each new technology is discussed in the context of 14 fully tested iPhone apps (7700 lines of code), complete with syntax shading, code walkthroughs and sample outputs. Apps you'll develop include: Welcome Spot-On Game Route Tracker Tip Calculator Cannon Game Slideshow Favorite Twitter® Searches Painter Voice Recorder Flag Quiz Game Address Book Twitter® Discount Airfares By Lesson 3 you'll be building apps using Xcode®, Cocoa® and Interface Builder. You'll learn object-oriented programming in Objective-C® and build apps using the latest iPhone 3.x technologies including the Game Kit, iPod library access and more. iPhone Fundamentals LiveLessons includes practical, example-rich coverage of: • iPhone SDK 3.x, XCode®, Interface Builder • Object-Oriented Programming in Objective-C® and Cocoa® • Collections, GUI, Event Handling • Controllers, Application Templates • UIView, Multi-Touch™ • Core Audio, Core Animation, NSTimer • Tables, UINavigationController • Map Kit, Core Location, GPS, Compass • Photos, iPod Library Access • Serialization... **You Are Your Own Gym The bible of bodyweight exercises** [Random House](#) Elite trainer Mark Lauren has been at the front lines of preparing US Special Operations soldiers for action, getting them lean and strong in record time. Now, he shares the secrets to his simple, yet amazingly effective regimen to get you into the best shape of your life. - Rapid results with minimum time commitment - work out for only 30-minutes a day, four times a week - No gym or equipment required - simple bodyweight resistance exercises you can do anywhere - Build muscle and burn fat - get more effective results than weightlifting and aerobics - Suitable for men, women and all abilities - choose your level from Basic, 1st Class, Master Class and Chief Class - Safe and effective - develop balance, stability and prevent injuries With 125 clear exercises to work every muscle in your body, motivation techniques and nutritional advice, Mark Lauren's method will get you the body you want simply by using the body you have. **iPhone® Application Development For Dummies®** [John Wiley & Sons](#) Start building iPhone apps today with this friendly guide! Whether you're a beginner programmer who wants to build your first app, or a professional developer looking to leverage the marketing power of the iPhone SDK, this book walks you through the basics for building a variety of applications. Plus, you'll get invaluable advice on navigating the App Store so you can make money off of your original creations. This new edition covers all the latest information you need to know to get started developing apps immediately. Walks you through the fundamentals of developing a variety of applications for the iPhone Covers the latest updates for the iPad universal code and the new iPhone SDK Delves into getting your apps in the App Store and selling them Shows you how to use Apple's developer tools Addresses the universal code feature that allows you to develop apps and port them from the iPhone to the iPad and back No matter your level of experience, iPhone Application Development For Dummies, 3rd Edition enables you to leverage the power of the open iPhone SDK so you can start developing apps today. Note: Apple's iOS SDK tools are only accessible on Intel-powered Mac and MacBook devices. **Flash Builder 4 and Flex 4 Bible** [John Wiley & Sons](#) A complete and thorough reference for developers on the new Flex 4 platform Create desktop applications that behave identically on Windows, Mac OS X, and Linux with Adobe's new Flash Builder 4 platform and this in-depth guide. The book's tutorials and explanations walk you step-by-step through Flash Builder's new, faster tools; the new framework for generating code; how to connect to popular application servers; upgrading from Flex 3; and much more. Shows you how to create rich applications for the Web and desktop with the very latest version of Flex, with detailed coverage for both new and veteran Flex application developers Walks you through Flex basics; upgrading from Flex 3; how to create desktop applications with AIR; and integrating Flex applications with the most popular application servers, including ColdFusion, ASP.NET, and PHP Includes extensive code samples of common tasks that you can use to jump-start your development projects Flex your development muscles with the Flex 4 and this comprehensive guide. **Cocoa Touch for iPhone OS 3** [John Wiley & Sons](#) Join the gold rush to developing cool iPhone apps with this complete iPhone OS 3 developer's guide. Professional developer Jiva DeVoe speaks your language, and he talks you through the entire process—from explaining Cocoa Touch and the iPhone SDK to using Xcode and the Game Kit API. Follow step-by-step tutorials, then apply practical tips on signing and selling your applications. Even if you're new to iPhone development you'll soon be cranking out great code. Walk through Xcode, Interface Builder, and other key tools Build simple or complex GUIs with navigation and custom views Implement a database with Core Data, and design your schema in Xcode Learn to use the iPhone's signature multi-touch capabilities in your applications Work with the Apple Push Notification Service Use the Map Kit API to create apps with embedded maps Record audio, play video, and access the iPod Library Set up your developer certificates and code sign your apps Use Store Kit to sell expanded features and content within your apps Whether you're a new iPhone developer or seasoned veteran, this book is the perfect go-to reference for iPhone development—and one of an exciting new series for Apple developers. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. **Male Witches in Early Modern Europe** This is the first ever full book on the subject of male witches addressing incidents of witch-hunting in both Britain and Europe.