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APPLE TRAINING SERIES

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Peachpit Press **In the only Apple-certified guide to iLife '09, the authors have you working miracles with iLife within the first few pages. Featuring footage and images from around the world, this book uses real-life material and practical lessons that you can apply immediately to your own projects. Focused lessons take you step by step through all aspects of iLife '09—everything from organizing and sharing your photo library to creating polished video and soundtracks. Along the way, you'll produce movies, photobooks, podcasts, websites, blogs, and custom DVDs. • Master the iLife suite of tools quickly through fun, real-world projects • Turn your photos into cards, picture books, calendars, or a web gallery • Add motion and music to a slideshow, then publish it online • Create a video with polished transitions, music, effects, and even greenscreen • Learn "Hollywood-style" techniques for making better videos • Build a soundtrack in GarageBand, and learn to score a simple movie • Create websites, blogs, podcasts, and DVD menus in a snap. The Apple Training Series is both a self-paced learning tool and the official curriculum of the Apple Training and Certification Program. To find out more about Apple Training, or to find an Authorized Training Center near you, go to www.apple.com/training. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.**

MY IMAC (YOSEMITE EDITION)

Que Publishing **800x600 Step-by-step instructions with callouts to iMac images that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your iMac. Full-color, step-by-step tasks walk you through getting and keeping your iMac working just the way you want. The tasks include: Managing, arranging, and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email, instant messaging, and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up-to-date with friends and family via Twitter and Facebook Downloading and enjoying music, movies, books, and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems**

SECURITY OWNER'S STOCK GUIDE

MY MACBOOK (MOUNTAIN LION EDITION)

Que Publishing **Covers 2010 and later MacBook/Air/Pro models Step-by-step instructions with callouts to MacBook photos that show you exactly what to do. Help when you run into MacBook or OS X Mountain Lion problems or limitations. Tips and Notes to help you get the most from your MacBook. Full-color, step-by-step tasks walk you through getting and keeping your MacBook working just the way you want. The tasks include: • Managing and arranging your desktop • Staying on top of important changes with Notification Center • Creating and navigating virtual workspaces in Mission Control • Opening and organizing applications in Launchpad • Accessing the Internet through wired, wireless, and cellular networks • Joining and using iCloud services • Communicating via email, instant messages, audio, and video • Keeping in touch and on-time with Calendars and Contacts • Being social with Facebook, Twitter, and Game Center • Entertaining with music and videos • Downloading and managing software from the App Store and other sources • Sharing files, printers, and even scanners over your network connection • Protecting and securing your data • Recording video and sharing it instantly online • Expanding your capabilities with peripheral devices • Troubleshooting system problems**

MACS FOR DUMMIES

John Wiley & Sons **Whether you're thinking of switching to a Macintosh computer, are looking into the latest Apple products, or have a Mac and want to learn about Mac OS X Leopard, then Macs For Dummies, 10th Edition will get you going. Here you'll learn all about how to compare the different desktop and laptop models to choose your perfect match, make Mac OS X Leopard work your way, use the new iLife 2008 digital lifestyle applications, get online and connect to a wired or wireless network, and run Windows on your Mac so you can keep the Microsoft programs you need. You'll also discover how to: Navigate your way around the Mac interface and work with icons and folders Best utilize OS X, work with the new Photo Booth, and manage clutter with Exposé and Spaces Get connected, start a Web-browsing Safari, use e-mail and iChat, and shop online Join .Mac and take advantage of iDisk backups, IMAP mail, and Web Gallery Explore all that iTunes offers, process digital photos with iPhoto, make iMovies, and have fun with GarageBand Use Windows on your Mac and transfer Windows files It's a perfect time to join the Mac generation, especially if you're a Windows user who's been thinking of defecting. Macs For Dummies, 10th Edition will get you there, helping you pick peripherals, download freebie programs, set up user accounts, implement security secrets, troubleshoot your Mac, and experience the iLife.**

I SURE AM THANKFUL

This book is about a girl who discovers the power of gratitude and the joy she experiences from being thankful for everything in her life.

THE COMPLETE GUIDE TO ENLIGHTENMENT

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FANTASTIC PLANET

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MAC OS X HELP LINE, TIGER EDITION

Peachpit Press **With every update, Mac OS X grows more powerful, more dependable, and easier to use--and Mac OS X Tiger is no exception. But along with the new features come fresh issues--new areas to troubleshoot, new functionality to unravel, and new glitches waiting to confound even the savviest Mac users. Not to worry. Best-selling author and Mac guru Ted Landau turns his diagnostician's eye on Mac OS X Tiger, arming readers with fix-it knowledge This popular fix-it classic offers more troubleshooting information, tips, and hacks than any other single volume. Chock-full of detailed, understandable advice for maintaining and troubleshooting Mac OS X Tiger, this comprehensive reference is where users will turn before they head to the repair shop. Readers will find solutions for every Mac OS X problem under the sun plus the technical grounding they need to turn a diagnostic eye on their own operating systems. Filled with tips, tools, and preventive measures, the guide includes in-depth coverage of Library directories and folders, file and font maintenance, crash prevention and recovery, and more.**

DIGITAL IMAGE PROCESSING

Digital Image Processing has been the leading textbook in its field for more than 20 years. As was the case with the 1977 and 1987 editions by Gonzalez and Wintz, and the 1992 edition by Gonzalez and Woods, the present edition was prepared with students and instructors in mind. 771e material is timely, highly readable, and illustrated with numerous examples of practical significance. All mainstream areas of image processing are covered, including a totally revised introduction and discussion of image fundamentals, image enhancement in the spatial and frequency domains, restoration, color image processing, wavelets, image compression, morphology, segmentation, and image description. Coverage concludes with a discussion of the fundamentals of object recognition. Although the book is completely self-contained, a Companion Website (see inside front cover) provides additional support in the form of review material, answers to selected problems, laboratory project suggestions. and a score of other features. A supplementary instructor's manual is available to instructors who have adopted the book for classroom use. New Features *New chapters on wavelets, image morphology, and color image

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THE BOOK THAT SHOULD HAVE BEEN IN THE BOX

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ALL OFFICIAL STATISTICS AND SCHEDULES

McClelland & Stewart Limited **This is the only publication offering NASCAR fans this essential information. NASCAR is watched in over 150 countries and has an estimated 100 million fans worldwide.**

I'M HAVING IT

Happy Publishing **Whatever it takes to change, whatever tenacity of consciousness you may have dreamed about but weren't certain could show up for you, authors in "I'm Having It" have experienced first-hand. Are you ready to change one thing in your life, or change everything? Are you willing to choose for you? Wisdom from authors Natalie Krishna, Dr. Lisa Cooney, Charly Caldwell II, Cherie Lawrence, Kathy Williams, Yuryra Guzman, Ken Elliott, Betsy McLoughlin, Charlinda Byrd, Michele Follis, Keisha Clark, Janie Smith, Susan Shatzer, Carrie Seela, Laura Hackel, Kaarin Alisa, B.D. Mashack and Erica Glessing will give you spectacular intensity around that moment when you choose to make a change. This book is consciousness on steroids.**

ICONIC

A PHOTOGRAPHIC TRIBUTE TO APPLE INNOVATION

A coffee table book that celebrates the history of Apple products, taking the reader on a breathtaking tour of some of the most visually stunning and important products from the wizards of Cupertino, starting with the Apple I through a wide range of Apple classics, including desktops, portables, peripherals, iDevices, product packaging, and even prototypes.

A MILLION RANDOM DIGITS WITH 100,000 NORMAL DEVIATES

Minnesota Historical Society **Not long after research began at RAND in 1946, the need arose for random numbers that could be used to solve problems of various kinds of experimental probability procedures. These applications, called Monte Carlo methods, required a large supply of random digits and normal deviates of high quality, and the tables presented here were produced to meet those requirements.This book was a product of RAND's pioneering work in computing, as well a testament to the patience and persistence of researchers in the early days of RAND. The tables of random numbers in this book have become a standard reference in engineering and econometrics textbooks and have been widely used in gaming and simulations that employ Monte Carlo trials. Still the largest published source of random digits and normal deviates, the work is routinely used by statisticians, physicists, polltakers, market analysts, lottery administrators, and quality control engineers. A 2001 article in the New York Times on the value of randomness featured the original edition of the book, published in 1955 by the Free Press. The rights have since reverted to RAND, and in this digital age, we thought it appropriate to reissue a new edition of the book in its original format, with a new foreword by Michael D. Rich, RAND's Executive Vice President**

EARTH DAY

Pebble Books **Earth Day celebrates our beautiful planet and calls us to act on its behalf. Some people spend the day planting flowers or trees. Others organize neighborhood clean-ups, go on nature walks, or make recycled crafts. Readers will discover how a shared holiday can have multiple traditions and be celebrated in all sorts of ways.**

MY OS X

Que **"My OS X" is filled with beginning through intermediate tasks, presented in a thorough step-by-step format, that guide you through learning everything you need to know to use the newest release of OS X. The goal is not to teach you how to type or click a mouse but how to configure network settings, customize your desktop, use built-in apps, optimize battery life, set up backup solutions, and much more. In "My OS X," you will find: Step-by-step instructions with callouts to OS X photos that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from OS X. Full-color, step-by-step tasks walk you through getting and keeping OS X working just the way you want. The tasks include: Managing, arranging, and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email, instant messaging, and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up-to-date with friends and family via Twitter and Facebook Downloading and enjoying music, movies, books, and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems**

LEARNING COCOA WITH OBJECTIVE-C

"O'Reilly Media, Inc." **Learning Cocoa with Objective-C is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers. Based on the Jaguar release of Mac OS X 10.2, this edition of Learning Cocoa includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer--beginning or advanced.Completely revised and updated, this 2nd edition begins with some simple examples to familiarize you with the basic elements of Cocoa programming as well Apple's Developer Tools, including Project Builder and Interface Builder.After introducing you to Project Builder and Interface Builder, it brings you quickly up to speed on the concepts of object-oriented programming with Objective-C, the language of choice for building Cocoa applications. From there, each chapter presents a different sample program for you to build, with easy to follow, step-by-step instructions to teach you the fundamentals of Cocoa programming. The techniques you will learn in each chapter lay the foundation for more advanced techniques and concepts presented in later chapters.You'll learn how to: Effectively use Apple's suite of Developer Tools, including Project Builder and Interface Builder Build single- and multiple-window document-based applications Manipulate text data using Cocoa's text handling capabilities Draw with Cocoa Add scripting functionality to your applications Localize your application for multiple language support Polish off your application by adding an icon for use in the Dock, provide Help, and package your program for distribution Each chapter ends with a series of Examples, challenging you to test your newly-learned skills by tweaking the application you've just built, or to go back to an earlier example and add to it some new functionality. Solutions are provided in the Appendix, but you're encouraged to learn by trying.Extensive programming experience is not required to complete the examples in the book, though experience with the C programming language will be helpful. If you are familiar with an object-oriented programming language such as Java or Smalltalk, you will rapidly come up to speed with the Objective-C language. Otherwise, basic object-oriented and language concepts are covered where needed.**

WINDOWS 7 TWEAKS

A COMPREHENSIVE GUIDE ON CUSTOMIZING, INCREASING PERFORMANCE, AND SECURING MICROSOFT WINDOWS 7

Wiley **The definitive guide to unlocking the hidden potential of the Windows 7 OS Written by bestselling author and the creator of tweaks.com Steve Sinchak, this unique guide provides you with the ultimate collection of hidden gems that will enable you to get the most out of Windows 7. Packed with more than 400 pages of insider tips, the book delves beneath the surface to reveal little-known ways to tweak, modify, and customize Windows 7 so you can get every ounce of performance from your operating system. Regardless of your experience with tweaking your system, you'll find fascinating and fun tips and tricks for getting under the hood of Windows 7 that will allow you to optimize its appearance, speed, usability, and security. Bestselling author and creator of tweaks.com shows you how to tweak, modify, customize, and take complete control of the new Windows 7 operating**

system Unlocks hidden gems for optimizing the appearance, speed, usability, and security of the Windows 7 OS Shows you how to customize boot and login screens, supercharge your network and online speed, get rid of features that drive you nuts, fine tune your User Account Protection, and more So roll up your sleeves and take off your gloves so you can take total control over your Windows 7 OS!

THE TETRIS EFFECT

THE GAME THAT HYPNOTIZED THE WORLD

PublicAffairs The definitive story of a game so great, even the Cold War couldn't stop it Tetris is perhaps the most instantly recognizable, popular video game ever made. But how did an obscure Soviet programmer, working on frail, antiquated computers, create a product which has now earned nearly 1 billion in sales? How did a makeshift game turn into a worldwide sensation, which has been displayed at the Museum of Modern Art, inspired a big-budget sci-fi movie, and been played in outer space? A quiet but brilliant young man, Alexey Pajitnov had long nurtured a love for the obscure puzzle game pentominoes, and became obsessed with turning it into a computer game. Little did he know that the project that he labored on alone, hour after hour, would soon become the most addictive game ever made. In this fast-paced business story, reporter Dan Ackerman reveals how Tetris became one of the world's first viral hits, passed from player to player, eventually breaking through the Iron Curtain into the West. British, American, and Japanese moguls waged a bitter fight over the rights, sending their fixers racing around the globe to secure backroom deals, while a secretive Soviet organization named ELORG chased down the game's growing global profits. The Tetris Effect is an homage to both creator and creation, and a must-read for anyone who's ever played the game—which is to say everyone.

REACTIVE WEB APPLICATIONS

WITH SCALA, PLAY, AKKA, AND REACTIVE STREAMS

Manning Publications The emerging reactive model is ideal for high-performance web applications that need to manage the unpredictably-bursty behavior of the web, along with the potential instability of running on networks not fully controlled. By using application components that communicate asynchronously as they react to user and system events, reactive applications are more scalable, responsive, and fault-tolerant than standard monolithic applications. For web developers working in Java or Scala, the Play framework makes it easy to implement reactive applications without taking on the overhead of building everything from scratch. Reactive Web Applications teaches web developers how to benefit from the reactive application architecture and presents hands-on examples using the Play framework. It introduces Play as a framework to handle the plumbing of applications. The book alternates between chapters that introduce reactive ideas like asynchronous programming, managing distributed state, and fault tolerance and examples that show how to build such applications using Play. Readers new to Play will be able to learn from the ground up. Those already using Play will get a deeper look at how to implement reactive web applications effectively. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

TECHNIQUES OF VISUAL PERSUASION

New Riders Publishing Visual and still images are more pervasive and powerful than the written word. Once, only filmmakers and video professionals needed to know how to communicate, tell stories, and persuade visually. Now, everyone does. No matter who you are, Techniques of Visual Persuasion will teach you how to think visually, and create compelling visual messages, imagery, and video for business, social media and the web. Filled with practical examples, real-world stories, and hands-on exercises, this full-color guide illuminates the "why" and the "how" of powerful visual communication. Coverage includes: Essential visual literacy and visual concepts for non-professionals Building outstanding presentations: avoiding "death by PowerPoint" Creating disciplined "Pecha Kucha" talks that focus on the essential story you're telling Controlling the emotions associated with fonts and images Crafting effective photos, and working with both amateur and professional talent Editing, repairing, and compositing still images Optimizing the impact of your video messages by controlling story, imagery, and sound Create motion and 3D graphics that compel attention and convey a clear, powerful message Edit video, master the basics of visual effects, and more

THE AUTOCAR

A JOURNAL PUBLISHED IN THE INTERESTS OF THE MECHANICALLY PROPELLED ROAD CARRIAGE

LEARNING HOW TO LEARN

HOW TO SUCCEED IN SCHOOL WITHOUT SPENDING ALL YOUR TIME STUDYING; A GUIDE FOR KIDS AND TEENS

Penguin A surprisingly simple way for students to master any subject--based on one of the world's most popular online courses and the bestselling book A Mind for Numbers A Mind for Numbers and its wildly popular online companion course "Learning How to Learn" have empowered more than two million learners of all ages from around the world to master subjects that they once struggled with. Fans often wish they'd discovered these learning strategies earlier and ask how they can help their kids master these skills as well. Now in this new book for kids and teens, the authors reveal how to make the most of time spent studying. We all have the tools to learn what might not seem to come naturally to us at first--the secret is to understand how the brain works so we can unlock its power. This book explains: • Why sometimes letting your mind wander is an important part of the learning process • How to avoid "rut think" in order to think outside the box • Why having a poor memory can be a good thing • The value of metaphors in developing understanding • A simple, yet powerful, way to stop procrastinating Filled with illustrations, application questions, and exercises, this book makes learning easy and fun.

THE CTO'S GUIDE TO CODE QUALITY

PHP EDITION

This is not a book about algorithms. This is not a book about architecture. This is not a book about frameworks. This is not even a book about project management, agile or otherwise.This is a book about "the other things" that are important to writing and maintaining a sustainable code base.It's also a book about automation of parts of the programming process.If you're a CTO, the economic case for "code quality plus automation" is already strong, and getting stronger with each new iteration of hardware.If you're a programmer (maybe aspiring to be a CTO), it's about being able to concentrate on the stimulating, interesting, and creative parts of the craft, and getting the tedious parts done for you.Much of the book is about the general craft of programming and helping programmers become more productive, and should be useful no matter what programming language(s) you've chosen.However, I find it works better to illustrate principles with examples. And this edition of the book picks examples from the PHP programming language.

THE LOUGH CORRIB CHART BOOK

Lough Corrib in the West of Ireland, one of the worlds premier game fishing lakes, the largest lake in the Republic, and now one of the most important marine archaeological sites in Europe. This book of beautiful full colour charts on photo paper shows all of the lakes famed shallows, its deep holes and drop-offs, launch sites, local names, depths, contours and historic points of interest, and much more. A "must have" if you are sailing or fishing on Corrib

SPACEDOC

Thomas Wills is a young doctor, working hard in a busy hospital. His days have become predictable until one summer afternoon. Trying to help an old lady lying by the roadside, he is suddenly transported onto a spaceship travelling through the universe. On the spaceship, he is falsely accused of a crime and fights to save himself from becoming alien food. To avoid this awful fate, he agrees to become the spaceship doctor. This book is full of implausible adventures, taking Thomas from one planet to another, ably accompanied by a two metre robotic nurse called Martha. There is love interest with Carol, a beautiful doctor on the planet Meridian. Thomas has to escape the clutches of two-headed guards, take a ride in a space taxi driven by a large frog, avoid the amorous advances of a Blueworm and remove giant haemorrhoids hanging from the bottom of the alien leader. But can he succeed and convince his captors to return him to his wife and children on Earth

DESIGNED BY APPLE IN CALIFORNIA