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Teach Yourself

Mac® OS X

John Ray
Robyn Ness

in 24
Hours

Teach Yourself Mac Os 8 In 24 Hours

Michael Urban, Brian Tiemann



Teach Yourself Mac OS 8 In 24 Hours:

Teach Yourself Mac OS 8 in 24 Hours Rita Lewis, Lisa Lee, 1998 The Power Mac G3 266 running the Mac OS is twice as fast a computer using a 300 MHz Pentium chip Release 8.2 builds on this reputation for speed and reliability with minor improvements This book focuses on these improvements and describes in appropriate level detail many of the operating system's features

Sams Teach Yourself Mac OS X in 24 Hours John Ray, Robyn Ness, 2003 Underneath the colorful interface of Mac OS X is a powerful complicated operating system based on BSD Unix And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it In late Summer 2002 Apple is expected to release a new version of OS X code named Jaguar that will add some end user features like iChat and that will improve OS X's stability The second edition of Sams Teach Yourself Mac OS X in 24 Hours helps new users to understand how the new OS different from the traditional Mac OS as well as Windows functions and how to use it successfully The book also explores how to use the native OS X applications that ship with the product

iOS 8 Application Development in 24 Hours, Sams Teach Yourself John Ray, 2015-03-06 In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP/IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write

background aware multitasking applications Trace debug and monitor your applications as they run **Sams Teach Yourself iOS 8 Application Development in 24 Hours** John Ray, 2015 In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them John Ray is currently serving as the Director of the Office of Research Information Systems at the Ohio State University His many books include Using TCP/IP Special Edition Maximum Mac OS X Security Mac OS X Unleashed Teach Yourself Dreamweaver MX in 21 Days and Sams Teach Yourself iOS 7 Application Development in 24 Hours Printed in full color figures and code appear as they do in Xcode Covers iOS 8 and up Learn to navigate the Xcode 6.x development environment Prepare your system and iDevice for efficient development Get started quickly with Apple's new language Swift Test code using the new iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug-ins Use the iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor your applications as they run *Sams Teach Yourself Core Data for Mac and iOS in 24 Hours* Jesse Feiler, 2012 In just 24 sessions of one hour or less start using Core Data to build powerful data driven apps for iOS devices and Mac OS X computers Using this book's straightforward step by step approach you'll discover how Apple's built-in data persistence framework can help you meet any data related requirement from casual to enterprise class Beginning with the absolute basics you'll learn how to create data models build interfaces interact with users work with data sources and table views and even get started with iCloud Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Core Data development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Learn how to Start writing database apps

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Sams Teach Yourself FreeBSD in 24 Hours Michael Urban, Brian Tiemann, 2002 There currently no books on the market that offer to teach FreeBSD to a novice This book will be very attractive to the rushed and impatient as well as to those who simply have a desire to learn the benefits of FreeBSD when compared to other proprietary operating systems The book covers the most beneficial uses of FreeBSD as well as the information needed to install and configure the operating system This book will be the definitive tutorial reference for the growing FreeBSD market

Sams Teach Yourself Mac OS X Lion App Development in 24 Hours Kevin Hoffman, 2012 In just 24 sessions of one hour or less you can master Mac OS X Lion development from the ground up and start writing tomorrow's most exciting iOS style Mac apps Using this book's straightforward step by step approach you'll get comfortable with Apple's powerful new development tools and techniques build engaging user interfaces integrate data and web services and take advantage of Apple's latest innovations everything from gestures and multitouch to iCloud and In App Purchasing Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Mac OS X Lion development tasks Quizzes at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode Get started fast with Mac Developer Center XCode Objective C and Cocoa Programmatically control OS X Lion's powerful new features Work with Cocoa's powerful Model View Controller MVC pattern Safely manage memory and fix leaks Create robust engaging highly interactive user interfaces Organize Cocoa layouts controls bindings tables and collections Support

gestures and multi touch events Define user defaults and provide Preference Panes Work with documents versions and iOS style Autosave Make the most of notifications alerts sheets and popovers Use images and animation to make apps more powerful and more fun Use Core Data to cleanly integrate data into your apps Query and submit data to web services Submit apps to the Mac App Store Support In App Purchases with StoreKit

Sams Teach Yourself Xcode 4 in 24 Hours John Ray, 2012-06-17 In just 24 sessions of one hour or less *Sams Teach Yourself Xcode 4 in 24 Hours* will help you achieve breakthrough productivity with Apple's new Xcode 4.3 development environment for OS X and iOS devices Every lesson introduces new concepts and builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Xcode 4 development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode 4.3 Master the MVC design pattern at the heart of iOS and OS X development Use Xcode project templates to get a head start on advanced application features Efficiently use the Xcode Code Editor and get fast contextually aware answers with the built in help system Use iOS Storyboards to visually describe an application's workflow Get started with Core Data to simplify data management and data driven user interfaces Use frameworks and libraries to package functionality and promote time saving code reuse Use Git and Subversion source control for managing distributed projects Prepare Unit tests and use the Xcode debugger to keep your projects error free Package your apps for the App Store Use the command line Xcode tools for scripting and build automation

Sams Teach Yourself Android Game Programming in 24 Hours Jonathan

Harbour, 2012-11-15 In just 24 sessions of one hour or less *Sams Teach Yourself Android Game Programming in 24 Hours* will help you master mobile game development for Android 4 Using a straightforward step by step approach you'll gain hands on expertise with the entire process from getting access to the hardware via the Android SDK to finishing a complete example game You'll learn to use the Android SDK and open source software to design and build fast highly playable games for the newest Android smartphones and tablets Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Android game programming tasks Quizzes and exercises at the end of each chapter help you test your knowledge By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you easier ways to perform tasks Watch Out cautions alert you to possible problems and give you advice on how to avoid them Jonathan Harbour is a writer and instructor whose love for computers and video games dates back to the Commodore PET and Atari 2600 era He has a Master's in Information Systems Management His portfolio site at <http://www.jharbour.com> includes a discussion forum He also authored *Sams Teach Yourself Windows Phone 7 Game Programming in 24 Hours* His love of science fiction led to the

remake of a beloved classic video game with some friends resulting in Starflight The Lost Colony <http://www.starflightgame.com> Learn how to Install and configure the free development tools including the Android 4 SDK Java Development Kit and Eclipse or NetBeans Use the Android graphics system to bring your game characters to life Load and manage bitmaps and use double buffering for better performance Incorporate timing and animation with threaded game loops Tap into the touch screen for user input Learn to use Android sensors such as the accelerometer gyroscope compass light detector and thermometer Integrate audio into your games using the media player Build your own game engine library to simplify gameplay code in your projects Animate games with sprites using atlas images and fast matrix transforms Employ object oriented programming techniques using inheritance and data hiding Create an advanced animation system to add interesting behaviors to game objects Detect collisions and simulate realistic movement with trigonometry Experiment with an evolving engine coding technique that more naturally reflects how games are written

Java in 24 Hours, Sams Teach Yourself (Covering Java 8) Rogers Cadenhead, 2014-05-05 Sams Teach Yourself Java in 24 Hours Seventh Edition Covers Java 8 and Android Development In just 24 lessons of one hour or less you can learn the fundamentals of Java programming In this book's straightforward step by step approach each lesson builds on everything that's come before helping readers learn Java's core features and techniques from the ground up Friendly accessible and conversational this book offers a practical grounding in the language without ever becoming overwhelming or intimidating Full color figures and clear instructions visually show you how to program with Java Popular author Rogers Cadenhead helps you master the skills and technology you need to create desktop and web programs web services and even an Android app in Java Learn how to Set up your Java programming environment Write your first working program in just minutes Control program decisions and behavior Store and work with information Build straightforward user interfaces Create interactive web programs Use threading to build more responsive programs Read and write files and XML data Master best practices for object oriented programming Create flexible interoperable web services with JAX WS Use Java to create an Android app Expand your skills with closures the powerful new capability introduced in Java 8 Contents at a Glance PART I Getting Started 1 Becoming a Programmer 2 Writing Your First Program 3 Vacationing in Java 4 Understanding How Java Programs Work PART II Learning the Basics of Programming 5 Storing and Changing Information in a Program 6 Using Strings to Communicate 7 Using Conditional Tests to Make Decisions 8 Repeating an Action with Loops PART III Working with Information in New Ways 9 Storing Information with Arrays 10 Creating Your First Object 11 Describing What Your Object Is Like 12 Making the Most of Existing Objects PART IV Programming a Graphical User Interface 13 Building a Simple User Interface 14 Laying Out a User Interface 15 Responding to User Input 16 Building a Complex User Interface PART V Moving into Advanced Topics 17 Storing Objects in Data Structures 18 Handling Errors in a Program 19 Creating a Threaded Program 20 Using Inner Classes and Closures 21 Reading and Writing Files 22 Creating Web Services with JAX WS 23 Creating Java2D Graphics 24 Writing Android Apps

Appendixes A Using the NetBeans Integrated Development Environment B Where to Go from Here Java Resources C This Book's Website D Setting Up an Android Development Environment Sams Teach Yourself UNIX System Administration in 24 Hours Dave Taylor,2002-07-11 In the wake of the highly successful Sams Teach Yourself Unix in 24 Hours this book focuses on the additional Unix commands that an advanced user or beginning system administrator needs to know in order to administer and maintain a Unix system The book includes coverage of the key Unix variations Red Hat Linux Solaris HP UX and Apple's Mac OS X environment The book will not be a comprehensive solution to all problems facing new system administrators but instead is a tutorial introduction to the process of learning about and maintaining a running Unix server

Sams Teach Yourself Adobe LiveMotion 2 in 24 Hours Molly E. Holzschlag,2002 A quick and practical introduction to LiveMotion Adobe's object oriented design tool for creating Web graphics and animation **Sams Teach Yourself**

Objective-C in 24 Hours Jesse Feiler,2014 Presents lessons covering the features and functions of Objective C with information on such topics as using Xcode 5 working with data types using compiler directives managing memory and working with code blocks *iOS 9 Application Development in 24 Hours, Sams Teach Yourself* John Ray,2016-02-04 Covers iOS 9 1 and up Xcode 7 x iPhone iPad and More In just 24 sessions of one hour each learn how to build powerful applications for today's hottest handheld devices the iPhone and iPad Using this book's straightforward step by step approach you'll master every skill and technology you need from setting up your iOS development environment to building great user interfaces sensing motion to writing multitasking applications Each lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common iOS development tasks Quizzes and Exercises help you test your knowledge Notes present interesting information related to the discussion Tips show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Printed in full color figures and code appear as they do in Xcode 7 x Learn to navigate the Xcode 7 x development environment and install apps on your iDevice Get started quickly with Apple's Open Source language Swift 2 0 Test code and application logic using the iOS Playground Understand the Model View Controller MVC development pattern Visually design and code interfaces using Xcode Storyboards Segues Exits Image Slicing and the iOS Object Library Use Auto Layout and Size Classes to adapt to different screen sizes and orientations Build advanced UIs with Tables Split Views Navigation Controllers and more Read and write preferences and data and create System Settings plug-ins Use iOS media playback and recording capabilities Take photos and manipulate graphics with Core Image Sense motion orientation and location with the accelerometer gyroscope and GPS Use 3D touch to add Peek Pop and Quick Actions to your apps Integrate online services using Twitter Facebook Email Web Views and Apple Maps Create universal applications that run on both the iPhone and iPad Write background aware multitasking applications Trace debug and monitor applications as they run Additional files and updates available online **Unix in 24 Hours, Sams Teach Yourself** Dave Taylor,2015-09-28 Learn to use Unix OS X or

Linux quickly and easily In just 24 lessons of one hour or less Sams Teach Yourself Unix in 24 Hours helps you get up and running with Unix and Unix based operating systems such as Mac OS X and Linux Designed for beginners with no previous experience using Unix this book s straightforward step by step approach makes it easy to learn Each lesson clearly explains essential Unix tools and techniques from the ground up helping you to become productive as quickly and efficiently as possible Step by step instructions carefully walk you through the most common Unix tasks Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and tips point out shortcuts and solutions Learn how to Pick the command shell that s best for you Organize the Unix file system and why Manage file and directory ownership and permissions Maximize your productivity with power filters and pipes Use the vi and emacs editors Create your own commands and shell scripts Connect to remote systems using SSH and SFTP

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Michael Tyler Givens,2008-12-07 This is the eBook version of the printed book If the print book includes a CD ROM this content is not included within the eBook version Sams Teach Yourself Adobe AIR Programming in 24 Hours Michael Givens Covers version 1.5 of Adobe AIR In just 24 sessions of one hour or less you will be up and running with Adobe AIR 1.5 Using a straightforward step by step approach each lesson builds upon a real world foundation allowing you to learn the essentials of Adobe AIR from the ground up Step by step instructions carefully walk you through the most common Adobe AIR 1.5 tasks Quizzes and Exercises at the end of each chapter help you test your knowledge of Adobe AIR 1.5 By the Way notes present interesting information related to the discussion Did You Know tips offer advice or show you alternative ways to do something Watch Out cautions alert you to possible problems and give you advice on how to avoid them Learn how to Utilize the AIR SDK Write an AIR application with HTML Write an AIR application with Flash CS3 or Dreamweaver CS3 Write

an AIR application with PDF integration Debug an AIR application Distribute an AIR application Use the AIR APIs Leverage server side features for AIR Michael Givens is the CTO of U Saw It Enterprises a Web technology consulting firm based in Spring Texas He is an Adobe Community Expert and an Adobe Corporate Champion known to share his experience and evangelism of all things Adobe Certified in ColdFusion 5 and as an Advanced CFMX Developer he has been using ColdFusion since the days of Allaire Spectra and Flex since it was known as Royale He is the coauthor of Adobe AIR Programming Unleashed Sams Publishing and has written articles for the ColdFusion Developer s Journal and the Flex Developer s Journal He also wrote a digital Short Cut titled Apollo in Flight for Sams Publishing Michael blogs regularly at www.flexination.info Category Programming Application Development Covers Adobe AIR User Level Beginning Intermediate **Sams Teach Yourself Adobe Photoshop 7 in 24 Hours** Carla Rose,2002 In just 24 lessons of one hour or less you will be up and running with Adobe Photoshop 7 Using a straightforward step by step approach each lesson builds upon the previous one allowing you to learn the essentials of creating and editing images with Photoshop from the ground up Back cover [Sams Teach Yourself PHP in 24 Hours](#) Matt Zandstra,2004 Using a straightforward step by step approach each lesson builds upon the previous one allowing the reader to learn the essentials of PHP from the ground up The text includes tips to point out shortcuts and solutions *Using Adobe Photoshop Elements 8, Enhanced Edition* Kate Binder,2011-10-07 This USING Adobe Photoshop Elements 8 book is enhanced with over 2 5 hours of FREE step by step VIDEO TUTORIALS and AUDIO SIDEBARS Adobe Photoshop Elements 8 is a consumer application for photo asset management development and output Many digital photography enthusiasts scrapbookers and hobbyists adopt Photoshop Elements as their photo asset management and image editing tool of choice Photoshop Elements 8 brings the power of Photoshop to everyday photographers Combining an Organizer that makes keeping track of photos easy with an Editor for fixing up and experimenting with images Photoshop Elements includes automatic face recognition and shows live previews alongside all its single click Quick Fix operations Users can create new keyword tags for their photos simply by typing and a tag cloud enables them to see what tags are most used in their photo collections And printing has been improved to empower users to print their own images and projects when they don t want to send away for photo products USING Adobe Photoshop Elements 8 is a media rich learning experience designed to help new users master Adobe Photoshop Elements 8 quickly and get the most out of it fast EVERY chapter has multiple video and audio files integrated into the learning material which creates interactive content that works together to teach everything mainstream Adobe Photoshop Elements 8 users need to know You ll Learn How to Get all Your Photos into Elements Fast Organize Your Collection and Find Exactly What You re Looking For Instantly Fix any Photo s Color Lighting and Clarity Take Total Control with Manual Photo Editing Build Great Collages with Elements Layers Feature Make the Most of Filters and Special Effects Place Your Photos on Calendars Coffee Mugs and Other Useful Objects Share Your Best Images with Family and Friends on the Web Create Great Print and

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Unity Game Development in 24 Hours, Sams Teach Yourself Mike Geig, 2013-11-07 In just 24 sessions of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 4 game engine at the heart of Temple Run and many other sizzling hot mobile games You'll learn everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques Every lesson builds on what you've already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Unity 4 game development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Learn how to Create and work with game objects Unity's fundamental building blocks Work efficiently with Unity's graphical asset pipeline Apply shaders and textures to any 3D object Sculpt stunning game worlds with Unity's terrain and environmental toolsets Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Create amazing effects with Unity's new Shuriken particle system Leverage the full power of Unity's new Mecanim animation system Integrate ambient 2D 3D audio into your games Use mobile device accelerometers and multi touch displays Modify a desktop game for mobile platforms Apply the finishing touches and deploy your game

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