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Love And Other Human Errors Bethany Clift 2022-08-04 An unforgettable story about love in all its chaotic glory from the author of Last One At The Party A book synopsis is fundamentally ridiculous. How can I possibly convey, in only 100 words, the events of the past year and their impact on my perfectly ordered existence? It is insufficient space to accurately detail how I was blackmailed into demonstrating my flawless algorithm to find a soulmate, despite having no desire for one. In my former life I avoided trivial human connections. I was alone, accomplished and brilliant. Unfortunately, that solitary and driven woman no longer exists. My name is Indiana Dylan and this is the extraordinary account of how I fell in love. There: 100 words exactly.

 Love Happens only Once — Rest is Just Life Rochak Bhatnagar 2014-05-27 Brief is life... But love is long... Love…an emotion for some, word of GOD for others. Some feel love is patient, while others believe it does not delight in evil but rejoices with truth… always protects, always trusts, always hopes, always preserves. But for Rishi Sinha, it has a completely different definition. For him, love is time pass. Hanging out with random girls, flirting with them and changing his girlfriend every week is his way of life. Everything is fine in its own crooked way, until he encounters Ananya Tripathi… a devastatingly beautiful yet breathtakingly cute girl, whose charming eyes could brighten the dead night sky. What happens next? Will Ananya be able to fall for a flirt like Rishi? What's gonna happen when opposites collide? A chemical reaction... BOOM!... Beware it will numb all your senses. Love happens only once… rest is just life.

 Java for Artists Rick Miller 2006 Java For Artists: The Art, Philosophy, and Science of Object-Oriented Programming is a Java programming language text/tradebook that targets beginner and intermediate Java programmers.

 ASP.NET Rick Miller 2014-03-16

Guess What Happened at School Today! Ralph Bonner 2003-09-01 In the collegiate teaching environment, you meet many interesting teachers, students, and administrators. Situations arise that can be happy, sad (even, tragic), confrontational, sexual (explicit, mostly), and surprising, sometimes all at once!

An Introduction to Programming with C++ Diane Zak 2004-12 Offer your students a comprehensive introduction to programming using C++ as the illustrative language! By actively working through this hands-on text, students will gain confidence knowing that they have mastered essential C++ skills and techniques.

Dr. Dobb's Journal of Software Tools for the Professional Programmer 2001

Beginning Perl for Bioinformatics James Tisdall 2001-10-22 With its highly developed capacity to detect patterns in data, Perl has become one of the most popular languages for biological data analysis. But if you're a biologist with little or no programming experience, starting out in Perl can be a challenge. Many biologists have a difficult time learning how to apply the language to bioinformatics. The most popular Perl programming books are often too theoretical and too focused on computer science for a non-programming biologist who needs to solve very specific problems.Beginning Perl for Bioinformatics is designed to get you quickly over the Perl language barrier by approaching programming as an important new laboratory skill, revealing Perl programs and techniques that are immediately useful in the lab. Each chapter focuses on solving a particular bioinformatics problem or class of problems, starting with the simplest and increasing in complexity as the book progresses. Each chapter includes programming exercises and teaches bioinformatics by showing and modifying programs that deal with various kinds of practical biological problems. By the end of the book you'll have a solid understanding of Perl basics, a collection of programs for such tasks as parsing BLAST and GenBank, and the skills to take on more advanced bioinformatics programming. Some of the later chapters focus in greater detail on specific bioinformatics topics. This book is suitable for use as a classroom textbook, for self-study, and as a reference.The book covers: Programming basics and working with DNA sequences and strings Debugging your code Simulating gene mutations using random number generators Regular expressions and finding motifs in data Arrays, hashes, and relational databases Regular expressions and restriction maps Using Perl to parse PDB records, annotations in GenBank, and BLAST output

Artificial Intelligence and Education: Principles and case studies Robert Walter Lawler 1987 "Synthesis and Reflection" was the theme of the May 1989 conference held in Amsterdam. Twelve papers reflect a broadening of concerns, beyond instruction narrowly considered, since the 1987 meeting from which volume 1 (Learning environments and tutoring systems) was derived. Topics include: cross-cultural transmission of knowledge, how experience with computation can impact the lives of people with major handicaps, expert systems in teacher education, and situated cognition and the culture of learning. Paper edition (unseen), $29.50. Annotation copyrighted by Book News, Inc., Portland, OR

Essential AutoLISP® Roy Harkow 2013-12-20 AutoCAD is the most widely used computer-aided design package in the world. Underneath AutoCAD is a powerful computing language called AutoLISP. This language is designed to automate

many functions of AutoCAD. This book is a hands-on introduction to AutoLISP and its applications. AutoLISP is a unique and powerful language that allows you to write, debug, and modify programs extremely quickly, once you understand how the language itself works. Part I contains an easy-to-learn pictorial representation for data and code, a tool used to easily solve problems otherwise approached through trial and error method. Essential AutoLISP is the only book in its field that uses the pictorial representation. Part II is devoted to learning how AutoLISP processes the code entered. Part V not only explains the causes of most common error messages and how to solve them, but examines many other errors that don't necessarily give messages.

Discovery of Tourism Economics Larry Dwyer 2011-04-18 Presents the personal histories of some of the world's leading tourism economists, many of whom pioneered the field. This book offers a collection of personal experiences and is a literary celebration of the global community of economic scholars working in tourism. It provides a culturally and geographically diverse set of autobiographies.

C++ for Artists Rick Miller 2003 C++ For Artists The Art, Philosophy, and Science of Object-Oriented Programming takes a refreshing and sometimes controversial approach to the complex topic of object-oriented programming and the C++ language. Intended as both a classroom and reference t

Women in Microbiology Rachel J. Whitaker 2018-05-01 Many girls want to become scientists when they grow up, just like many boys do. But for these girls, the struggle to do what they love and to be treated with respect has been much harder because of the discrimination and bias in our society. In Women in Microbiology, we meet women who, despite these obstacles and against tough odds, have become scientific leaders and revered mentors. The women profiled in this collection range from historic figures like Alice Catherine Evans and Ruth Ella Moore to modern heroes like Michele Swanson and Katrina Forest. What binds all of these remarkable women are a passion for their work, a zest for life, a warm devotion to mentoring others—especially younger women—and a sense of justice and fairness that they are willing to fight tirelessly to obtain. Each story is unique, but each woman featured in Women in Microbiology has done so much to expand our knowledge of the natural world while also making it easier for the next generation of scientists to work collaboratively and in an atmosphere where people are judged by their intellect, imagination, skill, and commitment to service regardless of gender or race. Women in Microbiology is a wonderful collection of stories that will inspire everyone, but especially young women and men who are wondering how to find their way in the working world. Some of the names are familiar and some are lesser known, but all of the stories arouse a sense of excitement, driven by tales of new, important scientific insights, stories of overcoming adversity and breaking boundaries, and the inclusion of personal tips and advice from successful careers. These stories are proof that a person can live a balanced and passionate life in science that is rich and rewarding.

Data Structures in Java Sandra Andersen 2002 Data Structures & Theory of Computation

Transactions on Petri Nets and Other Models of Concurrency I Wil M. P. van der Aalst 2008-11-27 These Transactions publish archival papers in the broad

area of Petri nets and other models of concurrency, ranging from theoretical work to tool support and industrial applications. ToPNoC issues are published as LNCS volumes, and hence are widely distributed and indexed. This Journal has its own Editorial Board which selects papers based on a rigorous two stage refereeing process. ToPNoC contains: Revised versions of a selection of the best papers from workshops and tutorials at the annual Petri net conferences; special sections/issues within particular subareas (similar to those published in the Advances in Petri Nets series); other papers invited for publication in ToPNoC; papers submitted directly to ToPNoC by their authors. This is the first volume of ToPNoC. It contains revised and extended versions of a selection of the best papers from the workshops held at the 28th International Conference on Applications and Theory of Petri Nets and Other Models of Concurrency, which took place in Siedlce, Poland, June 25-29, 2007. The material has been selected and evaluated by the two Workshop and Tutorial Chairs, Wil van der Aalst and Jonathan Billington, in close cooperation with the chairs of the individual workshops. The 13 papers in this volume cover a wide range of concurrency-related topics, including: teaching concurrency; process languages; process mining; software engineering; state space visualization techniques; timed Petri nets; unfolding techniques and hardware systems. Thus, this volume gives a good overview of the state of the art in concurrency research.

Implementation of the Math and Science Partnership Program United States. Congress. House. Committee on Science. Subcommittee on Research 2004

The Idea Factory Pepper White 2001-10-12 This is a personal story of the educational process at one of the world's great technological universities. This is a personal story of the educational process at one of the world's great technological universities. Pepper White entered MIT in 1981 and received his master's degree in mechanical engineering in 1984. His account of his experiences, written in diary form, offers insight into graduate school life in general—including the loneliness and even desperation that can result from the intense pressure to succeed—and the purposes of engineering education in particular. The first professor White met at MIT told him that it did not really matter what he learned there, but that MIT would teach him how to think. This, then, is the story of how one student learned how to think. There have of course been changes at MIT since 1984, but its essence is still the same. White has added a new preface and concluding chapter to this edition to bring the story of his continuing education up to date.

History of Programming Languages Richard L. Wexelblat 2014-05-27 History of Programming Languages presents information pertinent to the technical aspects of the language design and creation. This book provides an understanding of the processes of language design as related to the environment in which languages are developed and the knowledge base available to the originators. Organized into 14 sections encompassing 77 chapters, this book begins with an overview of the programming techniques to use to help the system produce efficient programs. This text then discusses how to use parentheses to help the system identify identical subexpressions within an expression and thereby eliminate their duplicate calculation. Other chapters consider FORTRAN programming techniques needed to produce optimum object programs. This book discusses as well the developments

leading to ALGOL 60. The final chapter presents the biography of Adin D. Falkoff. This book is a valuable resource for graduate students, practitioners, historians, statisticians, mathematicians, programmers, as well as computer scientists and specialists.

Overview of Industrial Process Automation K.L.S. Sharma 2016-10-25 Overview of Industrial Process Automation, Second Edition, introduces the basics of philosophy, technology, terminology, and practices of modern automation systems through the presentation of updated examples, illustrations, case studies, and images. This updated edition adds new developments in the automation domain, and its reorganization of chapters and appendixes provides better continuity and seamless knowledge transfer. Manufacturing and chemical engineers involved in factory and process automation, and students studying industrial automation will find this book to be a great, comprehensive resource for further explanation and study. Presents a ready made reference that introduces all aspects of automation technology in a single place with day-to-day examples Provides a basic platform for the understanding of industry literature on automation products, systems, and solutions Contains a guided tour of the subject without the requirement of any previous knowledge on automation Includes new topics, such as factory and process automation, IT/OT Integration, ISA 95, Industry 4.0, IoT, etc., along with safety systems in process plants and machines

Journal of Object-oriented Programming 1996

Modeling, Programming and Simulations Using LabVIEWTM Software Riccardo de Asmundis 2011-01-21 Born originally as a software for instrumentation control, LabVIEW became quickly a very powerful programming language, having some peculiar characteristics which made it unique: the simplicity in creating very effective Users Interfaces and the G programming mode. While the former allows designing very professional controls panels and whole Applications, completed with features for distributing and installing them, the latter represents an innovative and enthusiastic way of programming: the Graphical representation of the code. The surprising aspect is that such a way of conceiving algorithms is absolutely similar to the SADT method (Structured Analysis and Design Technique) introduced by Douglas T. Ross and SofTech, Inc. (USA) in 1969 from an original idea of MIT, and extensively used by US Air Force for their projects. LabVIEW practically allows programming by implementing straightly the equivalent of an SADT "actigram". Beside this academical aspect, LabVIEW can be used in a variety of forms, creating projects that can spread over an enormous field of applications: from control and monitor software to data treatment and archiving; from modeling to instruments controls; from real time programming to advanced analysis tools with very powerful mathematical algorithms ready to use; from full integration with native hardware (by National Instruments) to an easy implementation of drivers for third party hardware. In this book a collection of different applications which cover a wide range of possibilities is presented. We go from simple or distributed control software to modeling done in LabVIEW; from very specific applications to usage in the educational environment.

Multirate Signal Processing for Communication Systems Fredric J. Harris 2022-09-01 Multirate Signal processing can improve system performance and reduce costs in applications ranging from laboratory instruments, cable

modems, wireless systems, satellites, Radar, Sonar, and consumer entertainment products. This second edition continues to offer a systematic, clear, and intuitive introduction to multirate signal processing for working engineers and system designers. Significant new material and fresh concepts, including Green Signal Processing techniques have been introduced. The author uses extensive examples and figures to illustrate a wide range of multirate techniques, from basic resampling to leading-edge cascade and multi-stage filter structures. Along the way he draws on extensive research and consulting experience to introduce processing "tricks" shown to maximize performance and efficiency. Coverage includes:• Effect of sampling and resampling in time and frequency domains• Relationships between FIR filter specifications and filter length (# of taps)• Window design and equal-ripple (Remez) design techniques• Square-Root Nyquist and Half-band Filters including new enhancements• Polyphase FIR filters: up-sampling, down-sampling• Polyphase M-path analysis and synthesis channelizers and cascade pairs• Polyphase interpolators for arbitrary sample rate changes• Dyadic half-band filters, quadrature mirror filters• Channel banks for multiple arbitrary bandwidths and center frequencies • Comprehensive coverage of recursive all-pass filters and channelizers, non-uniform and uniform phase, mixed recursive and non-recursive• Comparisons with traditional DSP designs• Extensive applications coverage throughout

 As I Remembered Stanley S. Chen 2010-06-25 I did not meet my parents, aside from the early weeks after I was born, until I was eight. I dont think that I ever thought about them or wondered about what they were like while I was being moved about from relative to relative in villages in the county of Haiyen Xian, Zhejiang Province. As I Remembered presents a picture of what it was like to grow up in the midst of the turbulence and turmoil of the Sino-Japanese war and the conflict between the Nationalists and Communists for control of China. Young Stanley Chen went to live with his aunt and uncle two weeks after his birth due to his parents involvement in the war. When his uncle died, he was sent to live with his grandfather for a short while and then to another uncle and aunt. Once reunited with his parents and his siblings, he began a more traditional family life with them in China. His memoir traces his life, describing his schooling and ultimately to his journey to the United States, where he made a new life for himself. His ties to his family and China remain strong, as does his life in the States.

 Programming the Internet of Things Andy King 2021-06-10 Learn how to program the Internet of Things with this hands-on guide. By breaking down IoT programming complexities in step-by-step, building-block fashion, author and educator Andy King shows you how to design and build your own full-stack, end-to-end IoT solution--from device to cloud. This practical book walks you through tooling, development environment setup, solution design, and implementation. You'll learn how a typical IoT ecosystem works, as well as how to tackle integration challenges that crop up when implementing your own IoT solution. Whether you're an engineering student learning the basics of the IoT, a tech-savvy executive looking to better understand the nuances of IoT technology stacks, or a programmer building your own smart house solution, this practical book will help you get started. Design an end-to-end solution that implements an IoT use case Set up an IoT-centric development and testing environment Organize your software design by

creating abstractions in Python and Java Use MQTT, CoAP, and other protocols to connect IoT devices and services Create a custom JSON-based data format that's consumable across a range of platforms and services Use cloud services to support your IoT ecosystem and provide business value for stakeholders

Control Solutions International 2003

Mini-computers in the Clinical Laboratory Edwin M. Knights 1970

The Margolis HRM lectures Alexander P. M. van den Bosch 2017-06-11 This, Julius Caesar, Vision, the REAL one, problems from the start, see that TOC, all-round, being that, BECOMING that, MORE

Glute Lab Bret Contreras 2019-09-17 WALL STREET JOURNAL BEST SELLER IMPROVE YOUR PHYSIQUE, BUILD LEAN MUSCLE, AND INCREASE STRENGTH For more than twenty years, Bret "the Glute Guy" Contreras has been on a quest to improve human performance, focusing his research on the gluteus maximus, the largest muscle in the human body. What started as an effort to improve his own weak, flat backside quickly evolved when he discovered the wide range of functional movements to which the glutes contribute. Properly trained glutes not only help you lift heavier, jump higher, sprint faster, and swing harder but also help prevent knee, hip, and lower back pain and injuries. Bret went on to earn a doctorate in sports science and is now known as one of the world's foremost experts on strength and physique training. After helping thousands of people reach their strength goals and achieve their ideal physique in his world-renowned training facilities, Bret brings you Glute Lab, which pulls his field-tested and scientifically proven methods and techniques together into an all-in-one glute training system that will help you develop leaner, rounder, stronger, higher-performing glutes. This all-encompassing guide explains why glute training is important for health and performance, how the glutes function, what critical role they play in the body, and how to design the optimal training program to accomplish your aesthetic and performance goals. This book offers thirty-six weeks of programming and several training templates for those who want to dive right in, breaking down each technique with step-by-step photos and descriptions. Bret also reveals the most common faults people make when performing these movements and offers hundreds of tips for getting the most out of every training session. You can implement his system in your local gym or even in the comfort of your own home. Glute Lab is more than just a book on glute training. These principles and methods can help you maximize muscle growth and strength, improve body composition, overcome training and physique plateaus, train around injuries and discomfort, determine ideal training frequency and exercise selection, design periodized programs, and so much more. In short, this book gives you the tools to make strength and physique gains and design balanced programs that cater to a wide range of goals and work for your entire body. Whether you're a regular person looking to improve your appearance, an athlete looking to boost your performance, a physique competitor or bodybuilder looking for an edge over the competition, a powerlifter looking to increase your strength, a CrossFitter inspired to gain knowledge, a personal trainer interested in offering your clients cutting-edge training techniques, or a physical therapist looking to improve your clients' health, Glute Lab will equip you with the information you need. In this book you will learn: The fundamentals of optimal glute

training The anatomy and function of the glutes How to select exercises based on your physique and training goals How to perform the most effective exercises for sculpting rounder, stronger glutes Variations of the hip thrust, deadlift, and squat exercises Sample training templates and splits that cater to different training goals and preferences How to implement advanced methods into your training routine Diet strategies to reach weight loss and body composition goals Sample glute burnouts and templates Twelve-week beginner, intermediate, and advanced full-body training programs with a glute emphasis How to design your own customized training programs How to overcome plateaus in training, strength, and physique

The Nell Papers (the core) Alexander P. M. van den Bosch 2017-06-16 We want to be a CEO & a sattio to a biochem AND a founder in rea1 & Rea14, so this: A Ellie Goulding intro, Problems from the start, The Enlargement (to..?), All round.. lecture, OCEAN, Going opposite ways, Julius Caesar, Consumerism (USA), Bear of the World (Russia), Institution (Chine), Assignation, Fleur-de-Lit film-script and that Ellie Goulding – sturdiness song book (complete). This.. all to USE & UNDERSTAND those world states in diplomacy & creating value (from the Ocean of opportunities in biochem, daily)

Intelligent Tutoring Systems Claude Frasson 1992-05-27 This volume of the Encyclopaedia offers a systematic introduction and a comprehensive survey of the theory of complex spaces. It covers topics like semi-normal complex spaces, cohomology, the Levi problem, q-convexity and q-concavity. It is the first survey of this kind. The authors are internationally known outstanding experts who developed substantial parts of the field. The book contains seven chapters and an introduction written by Remmert, describing the history of the subject. The book will be very useful to graduate students and researchers in complex analysis, algebraic geometry and differential geometry. Another group of readers will consist of mathematical physicists who apply results from these fields.

Twenty Years Before the Blackboard Michael Stueben 1998-09-17 This book is the legacy of twenty years of mathematics teaching: part philosophy, part humour, and completely fascinating.

Developer's Workshop to COM and ATL 3. 0 Andrew W. Troelsen 2012-01-18 Microsoft s Component Object Model is one of the most important concepts in software development today. Developer s Workshop to COM and ATL 3.0 provides an in-depth treatment of COM and shows how to adopt a component framework, namely ATL, to help lessen the burden of repetitive code. Every chapter contains integrated lab assignments that give you numerous opportunities to build COM clients and servers using raw C++ and IDL, as well as the Active Template Library. The book is divided into five sections, each focusing on a particular aspect of COM and ATL development. The book begins with a review of object-oriented and interface-based programming techniques, then moves into the core aspects of COM, including a full examination of language independence and location transparency. The author illustrates the numerous CASE tools used during ATL development and discusses apartments, COM exceptions, object identity, and component housing, in addition to various advanced concepts such as COM categories and tear-off interfaces. The fourth section examines a number of COM patterns such as enumerators, collections, scriptable objects, and callback interfaces. The book closes with an investigation of using ATL as a windowing framework and wraps up with the

development of a full-blown animated ActiveX control using ATL. Learn how to build Visual Basic, Java, C++, and web-based COM clients; use common VBA programming structures such as conditions, loops, arrays, and collections; master ATL s integrated CASE tools; dive into the details of object identity and the ATL COM map; build COM object models and leverage the ATL object map; develop full ActiveX controls with ATL."

Beyond Legacy Code David Scott Bernstein 2015-07-24 We're losing tens of billions of dollars a year on broken software, and great new ideas such as agile development and Scrum don't always pay off. But there's hope. The nine software development practices in Beyond Legacy Code are designed to solve the problems facing our industry. Discover why these practices work, not just how they work, and dramatically increase the quality and maintainability of any software project. These nine practices could save the software industry. Beyond Legacy Code is filled with practical, hands-on advice and a common-sense exploration of why technical practices such as refactoring and test-first development are critical to building maintainable software. Discover how to avoid the pitfalls teams encounter when adopting these practices, and how to dramatically reduce the risk associated with building software—realizing significant savings in both the short and long term. With a deeper understanding of the principles behind the practices, you'll build software that's easier and less costly to maintain and extend. By adopting these nine key technical practices, you'll learn to say what, why, and for whom before how; build in small batches; integrate continuously; collaborate; create CLEAN code; write the test first; specify behaviors with tests; implement the design last; and refactor legacy code. Software developers will find hands-on, pragmatic advice for writing higher quality, more maintainable, and bug-free code. Managers, customers, and product owners will gain deeper insight into vital processes. By moving beyond the old-fashioned procedural thinking of the Industrial Revolution, and working together to embrace standards and practices that will advance software development, we can turn the legacy code crisis into a true Information Revolution.

Dr. Dobb's Journal 2008

NASA Tech Briefs 1996

Programming in Haskell Graham Hutton 2016-09-01 Haskell is a purely functional language that allows programmers to rapidly develop clear, concise, and correct software. The language has grown in popularity in recent years, both in teaching and in industry. This book is based on the author's experience of teaching Haskell for more than twenty years. All concepts are explained from first principles and no programming experience is required, making this book accessible to a broad spectrum of readers. While Part I focuses on basic concepts, Part II introduces the reader to more advanced topics. This new edition has been extensively updated and expanded to include recent and more advanced features of Haskell, new examples and exercises, selected solutions, and freely downloadable lecture slides and example code. The presentation is clean and simple, while also being fully compliant with the latest version of the language, including recent changes concerning applicative, monadic, foldable, and traversable types.

Introduction to Program Design and Data Structures Thomas L. Naps 1993

Programming Interviews Exposed John Mongan 2018-03-28 Ace technical interviews with smart preparation Programming Interviews Exposed is the programmer's ideal first choice for technical interview preparation. Updated to reflect changing techniques and trends, this new fourth edition provides insider guidance on the unique interview process that today's programmers face. Online coding contests are being used to screen candidate pools of thousands, take-home projects have become commonplace, and employers are even evaluating a candidate's public code repositories at GitHub—and with competition becoming increasingly fierce, programmers need to shape themselves into the ideal candidate well in advance of the interview. This book doesn't just give you a collection of questions and answers, it walks you through the process of coming up with the solution so you learn the skills and techniques to shine on whatever problems you're given. This edition combines a thoroughly revised basis in classic questions involving fundamental data structures and algorithms with problems and step-by-step procedures for new topics including probability, data science, statistics, and machine learning which will help you fully prepare for whatever comes your way. Learn what the interviewer needs to hear to move you forward in the process Adopt an effective approach to phone screens with non-technical recruiters Examine common interview problems and tests with expert explanations Be ready to demonstrate your skills verbally, in contests, on GitHub, and more Technical jobs require the skillset, but you won't get hired unless you are able to effectively and efficiently demonstrate that skillset under pressure, in competition with hundreds of others with the same background. Programming Interviews Exposed teaches you the interview skills you need to stand out as the best applicant to help you get the job you want.

Building Client/Server Applications with VB .NET Jeff Levinson 2008-01-01 Levinson writes an extremely practical manual based on Release 1.0 of the .NET Framework / Release 1.0 of Visual Studio .NET + .Net Framework Service Pack 1.

Programming the Mobile Web Maximiliano Firtman 2010-07-23 Today's market for mobile apps goes beyond the iPhone to include BlackBerry, Nokia, Windows Phone, and smartphones powered by Android, webOS, and other platforms. If you're an experienced web developer, this book shows you how to build a standard app core that you can extend to work with specific devices. You'll learn the particulars and pitfalls of building mobile apps with HTML, CSS, and other standard web tools. You'll also explore platform variations, finicky mobile browsers, Ajax design patterns for mobile, and much more. Before you know it, you'll be able to create mashups using Web 2.0 APIs in apps for the App Store, App World, OVI Store, Android Market, and other online retailers. Learn how to use your existing web skills to move into mobile development Discover key differences in mobile app design and navigation, including touch devices Use HTML, CSS, JavaScript, and Ajax to create effective user interfaces in the mobile environment Learn about technologies such as HTML5, XHTML MP, and WebKit extensions Understand variations of platforms such as Symbian, BlackBerry, webOS, Bada, Android, and iOS for iPhone and iPad Bypass the browser to create offline apps and widgets using web technologies