



LEARNING TO  
**PROGRAM**

STEVEN FOOTE

# Learning To Program Steven Foote

**Robert R. Redfield**



## **Learning To Program Steven Foote :**

**Learning to Program** Steven Foote,2014 Learning to Program will help students build a solid foundation in programming that can prepare them to achieve just about any programming goal Whether they want to become a professional software programmer learn how to more effectively communicate with programmers or are just curious about how programming works this book is a great first step in helping to get there

**Learning Progressive Web Apps** John M. Wargo,2020-02-18 Use Service Workers to Turbocharge Your Web Apps You have made an excellent decision in picking up this book If I was just starting on my learning path to mastery of Progressive Web Apps there are not many folks I would trust more to get me there than John Simon MacDonald Developer Advocate Adobe Software developers have two options for the apps they build native apps targeting a specific device or web apps that run on any device Building native apps is challenging especially when your app targets multiple system types i e desktop computers smartphones televisions because user experience varies dramatically across devices Service Workers a relatively new technology make it easier for web apps to bridge the gap between native and web capabilities In Learning Progressive Web Apps author John M Wargo demonstrates how to use Service Workers to enhance the capabilities of a web app to create Progressive Web Apps PWA He focuses on the technologies that enable PWAs and how to use those technologies to enhance your web apps to deliver a more native like experience Build web apps a user can easily install on their local system and that work offline or on low quality networks Utilize caching strategies that give you control over which app resources are cached and when Deliver background processing in a web application Implement push notifications that enable an app to easily engage with users or trigger action from a remote server Throughout the book Wargo introduces each core concept and illustrates the implementation of each capability through several complete operational examples You ll start with simple web apps then incrementally expand and extend them with state of the art features All example source code is available on GitHub and additional resources are available on the author s companion site learningpwa com Register your book for convenient access to downloads updates and or corrections as they become available See inside book for details

**Learning Blender** Oliver Villar,2017-04-07 This is the eBook of the printed book and may not include any media website access codes or print supplements that may come packaged with the bound book Master the Newest Blender Techniques for Creating Amazing 3D Characters From Design and Modeling to Video Compositing Now fully updated for Blender 2 78b and beyond Learning Blender Second Edition walks you through every step of creating an outstanding 3D animated character with Blender and then compositing it in a real video using a professional workflow This edition covers the powerful new selection and modeling tools as well as high efficiency improvements related to other parts of the project such as texture painting shading rigging rendering and compositing Still the only Blender tutorial to take you from preproduction to final result this guide is perfect for both novices and those moving from other software to Blender open source and free software Author Oliver Villar provides full color hands on chapters that

cover every aspect of character creation design modeling unwrapping texturing shading rigging animation and rendering He also walks you through integrating your animated character into a real world video using professional camera tracking lighting and compositing techniques The rich companion website [blendtuts.com](http://blendtuts.com) learning blender files will help you quickly master even the most complex techniques with bonus contents like video tutorials By the time you re done you ll be ready to create outstanding characters for all media and you ll have up to date skills for any 3D project whether it involves characters or not Learn Blender s updated user interface navigation and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient step by step pipeline to streamline workflow in any project Master modeling unwrapping and texturing Bring your character to life with materials and shading Create your character s skeleton and make it walk Use Camera Tracking to mix 3D objects into a real world video Transform a raw rendered scene into the final result using Blender s compositing nodes Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads updates and corrections as they become available

*Technical Debt in Practice* Neil Ernst,Rick Kazman,Julien Delange,2021-08-17 The practical implications of technical debt for the entire software lifecycle with examples and case studies Technical debt in software is incurred when developers take shortcuts and make ill advised technical decisions in the initial phases of a project only to be confronted with the need for costly and labor intensive workarounds later This book offers advice on how to avoid technical debt how to locate its sources and how to remove it It focuses on the practical implications of technical debt for the entire software life cycle with examples and case studies from companies that range from Boeing to Twitter Technical debt is normal it is part of most iterative development processes But if debt is ignored over time it may become unmanageably complex requiring developers to spend all of their effort fixing bugs with no time to add new features and after all new features are what customers really value The authors explain how to monitor technical debt how to measure it and how and when to pay it down Broadening the conventional definition of technical debt they cover requirements debt implementation debt testing debt architecture debt documentation debt deployment debt and social debt They intersperse technical discussions with Voice of the Practitioner sidebars that detail real world experiences with a variety of technical debt issues

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[Legal Information Management Index](#) ,2000 **Catalog of Copyright Entries. Third Series** Library of Congress. Copyright Office,1976 **Cumulative Author Index to Psychological Abstracts** ,1975 *Annual Meeting Program* American Educational Research Association,2008 **International Aerospace Abstracts** ,1999 **Stanford** ,1991

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