

Xslt For Dummies

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Xslt For Dummies

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KIM SIMPSON

KINDLE FIRE HD FOR DUMMIES

"O'Reilly Media, Inc."

Provides information on designing and implementing mobile applications for the iPhone and the iPod touch.

Safari and WebKit Development for iPhone OS 3.0 John Wiley & Sons

Utilizes real-world examples to demonstrate how XSLT (Extensible Stylesheet Language Transformations) stylesheets can be used with XML data and documents to create such applications as sound files, HTML, WML, graphics (SVG), and Braille, and discusses the relationship of XSLT and XPath to other web standards. Original. (Intermediate/Advanced)

Creating Self-Describing Data John Wiley & Sons

Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich, interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

FrontPage 2003 All-in-One Desk Reference For Dummies John Wiley & Sons

* The complete solution! This revolution in product design incorporates 6 books in 1 straightforward desk reference. Provides in depth coverage of the many features and specifications of XML, the data interchange standard of choice. * XML All in One For Dummies is a true desk reference designed to guide readers through the features and specifications of the leading edge XML dialects and help them develop their own custom Web applications all under one cover. * Covers XML basics, using DTD's with XML, XML namespaces, XML schemas, styling XML documents, XML's linking languages, XML tools, using XML in the real world, and more. * The first two editions of XML For Dummies have sold more than 85,000 units. * According to Microsoft's CEO Steve Ballmer "XML will become the universal medium by which Web sites and users of Web sites communicate." * Written by NIIT a global training, IT consulting and software development organization. NIIT trains over 150,000 individuals each year in Information Technology areas. * The For Dummies series a repeat winner, now with more than 100 million books in print.

Professional iPhone and iPod Touch Programming John Wiley &

Sons

Through stunning four-color images that demonstrate how nondescript "before" situations gradually become astonishing "after" results, this book offers readers simple steps to achieve unique outcomes Readers learn how to incorporate the latest Web-building techniques on their sites, redesign a site for optimum usability, limit user bandwidth needs, keep user experience consistent with CSS, and manage content The medley of makeovers includes: full-site makeovers (user speed, color themes, improved accessibility), page makeovers (page sizing, working with tables), text makeovers (font selection, graphic alternatives), image makeovers (incorporating text with images, file sizing), navigation makeovers (improving navigation bars, menu additions), content makeovers (better Web writing, enhancing the home page message), and an extreme makeover (combining several smaller makeovers into a major site overhaul) *Adobe AIR For Dummies* John Wiley & Sons XSLT is an essential tool for converting XML into other kinds of documents: HTML, PDF file, and many others. It's a critical technology for XML-based platforms such as Microsoft .NET, Sun Microsystems' Sun One, as well as for most web browsers and authoring tools. As useful as XSLT is, however, most people have a difficult time getting used to its peculiar characteristics. The ability to use advanced techniques depends on a clear and exact understanding of how XSLT templates work and interact. The XSLT 1.0 Pocket Reference from O'Reilly wants to make sure you achieve that level of understanding. With its concise approach, this handy pocket guide quickly gets you up to speed on XSLT 1.0 so you can covert XML like a seasoned pro. In addition to covering the basics of stylesheet structure, it also explains how to: use template rules create a result tree apply conditional processing transform multiple source documents employ number formatting Thanks to their convenient, quick-reference format, O'Reilly's Pocket References spare you from having to hunt through larger books for answers. They deliver just what you need to get the job done in a timely fashion. And the XSLT 1.0 Pocket Reference is no different--it's the ideal companion to have at your desk when you need an answer fast.

BUILDING APPLICATIONS FOR MOBILE SAFARI

John Wiley & Sons

A comprehensive, easy-to-understand guide to Visual Studio 2010 Visual Studio is Microsoft's comprehensive development environment that encompasses the .NET Framework, various programming languages, and ASP.NET. Programmers love it for developing applications for mobile devices and the Web. Because Visual Studio can be complex, the All-in-One For Dummies format makes it easy for beginners to grasp its different parts and get up to speed. Visual Studio is a development environment used with various programming languages to create a variety of applications, including those for the Web and mobile devices The updated Visual Studio 2010 features new emphasis on development for Windows 7, cloud computing, and enhanced Web and Silverlight Visual Studio 2010 All-in-One For Dummies shows how to build applications using the enhanced productivity features of Visual Studio 2010 Minibooks cover a Visual Studio overview, getting started, building Windows 7 and cloud applications, data access, coding, and other IDE details Ideal for new programmers or Java programmers who want to become proficient with Visual Studio Visual Studio 2010 All-in-One For Dummies provides both a great instruction book for new

programmers and a valuable reference for the more experienced.

JAVA AND XSLT

John Wiley & Sons

The must-have reference for building and optimizing Web applications for Safari on iPhone 3.0 The iPhone offers a compelling Web-based application development platform revolving around its built-in browser, Safari, which is built upon the open source WebKit framework. This must-have book serves as a hands-on guide to developing iPhone and iPod touch Web applications. Beginning with an introduction to Web application development for iPhone, this unique book then covers invaluable information on working with mobile and touch technologies, utilizing iPhone UI frameworks, and designing, styling, and programming the interface. You'll discover how to move Web apps to native apps and much, much more. Walks you through the process of developing Web applications for iPhone and iPod touch Covers how to design and develop applications that emulate the look and feel of native iPhone apps. Instructs on how your Web app can respond to finger touch events that are a core part of the iPhone event model. Shows you how to create Web-based offline applications using the latest HTML 5 cache technologies Explains the unique process of moving Web apps to native apps Features a bonus chapter on optimizing and developing for third-party browsers Completely compliant with the new iPhone OS 3.0, as well as latest enhancements to Safari on iPhone, this indispensable book is a must-have resource. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Mastering XSLT John Wiley & Sons

What is this book about? Extensible Markup Language (XML) is a rapidly maturing technology with powerful real-world applications, particularly for the management, display, and organization of data. Together with its many related technologies it is an essential technology for anyone using markup languages on the web or internally. This book teaches you all you need to know about XML — what it is, how it works, what technologies surround it, and how it can best be used in a variety of situations, from simple data transfer to using XML in your web pages. It builds on the strengths of the first edition, and provides new material to reflect the changes in the XML landscape — notably SOAP and Web Services, and the publication of the XML Schemas Recommendation by the W3C. What does this book cover? Here are just a few of the things this book covers: XML syntax and writing well-formed XML Using XML Namespaces Transforming XML into other formats with XSLT XPath and XPointer for locating specific XML data XML Validation using DTDs and XML Schemas Manipulating XML documents with the DOM and SAX 2.0 SOAP and Web Services Displaying XML using CSS and XSL Incorporating XML into tradition databases and n-tier architectures XLink and XPointer for linking XML and non-XML resources Who is this book for? Beginning XML, 2nd Edition is for any developer who is interested in learning to use XML in web, e-commerce or data-storage applications. Some knowledge of mark up, scripting, and/or object oriented programming languages is advantageous, but not essential, as the basis of these techniques are explained as required.

XML For Dummies John Wiley & Sons

Whether you're looking to show off your digital photos or launch your own blog, *Creating Web Pages All-In-One Desk Reference For Dummies*, 3rd Edition delivers all the know-how you need to

create Web pages for any need. It demystifies technical topics like HTML and Cascading Style Sheets, gives you the lowdown on adding sound and video to a page, and shows you how to put the latest versions of Dreamweaver and Flash to work. These nine minibooks show you the easy way to create great-looking pages with all the bells and whistles. They're completely revised and updated to cover new page design tools and trends. Three all-new minibooks show you how to use Microsoft's new Expressions Web tool to build simple but dazzling pages at online services such as Google Pages, MySpace, and eBay. You'll also learn how to tweak a site's look and feel with Cascading Style Sheets. Discover how to: Create user-friendly page designs Build a blog or photo page Fine-tune your firewall Fine-tune pages with HTML or CSS Spice up your pages with video and animation Use templates to save time and frustration Reduce exposure by controlling user tasks Create interactive features such as clickable images Generate sophisticated graphic effects and movies with Flash Discover So what are you waiting for? Get *Creating Web Pages All-in-One Desk Reference For Dummies*, 3rd Edition and start smartening up your Web pages now!

A Guide to XML Transformations John Wiley & Sons

If you want to build dynamic Web sites that encourage users to interact with them, PHP and MySQL are among the best tools you'll find. PHP is a scripting language designed specifically for use on the Web, while MySQL is a database management system that works with it perfectly. Best of all, they're free. It's hard to beat that combination! *PHP & MySQL Web Development All-in-One Desk Reference For Dummies* is kind of one-stop shopping for the information you need to get up and running with these tools and put them to good use. It's divided into six handy minibooks that cover setting up your environment, PHP programming, using MySQL, security, PHP extensions, and PHP Web applications. They make it easy to create a Web site where visitors can sign on, use shopping carts, complete forms, and do business with your business. It's easy to find what you need in this handy guide.

You'll discover how to: Find and acquire all the tools you need and set up your development environment Build PHP scripts to make your Web site work Create a MySQL database that visitors can access Summarize and sort data results Design and implement user access control Build a shopping cart application Create extensions that make your site more useful With *PHP & MySQL Web Development All-in-One Desk Reference For Dummies* by your side, you'll be a Web site guru before you know it!

Beginning XML XSLT For Dummies

A guide for Java programmers explains how to use XSLT's ability to provide platform-independent data to build Web-based applications incorporating transformations as well as interactive Web site and wireless services.

XSLT COOKBOOK

John Wiley & Sons

Visual Studio 2008 is packed with features that help you create better software and do it with less repetition and drudgery. *Visual Studio 2008 All-in-One Desk Reference For Dummies* shows you how to make the most of this cool suite of tools! It's all here! This comprehensive, seven-books-in-one guide gets you up and running with Visual Studio 2008 in no time. You'll discover Microsoft's vision for Visual Studio, get familiar with the .Net environment and languages, and learn how to install, browse, and make connections with Visual Studio. Soon, you'll be building applications for Vista, Office 2007, and mobile devices; using AJAX and LINQ; and testing and debugging your programs. Discover how to: Understand Visual Studio's role in software development Work with .Net languages Develop applications for Vista Build smart client interfaces Use the visual data designer Use Ajax

controls Streamline application deployment Debug your applications Explore ASP .NET services Work with strongly typed data sets Access data with Visual Studio Program with Visual Studio 2008 Build professional reports with Crystal Reports Fully updated with new information on Vista and .NET Framework 3.0 development, MS Office application development, and more, *Visual Studio 2008 All-in-One Desk Reference For Dummies* also features a companion Web site packed with sample projects, supplemental podcasts, and a support forum. You'll never find a smarter way to get up to speed with Visual Studio 2008!

XML All-in-One Desk Reference For Dummies John Wiley & Sons

Music, video, e-books, and e-mail — Kindle Fire HD does it all! Your Kindle Fire HD is small but mighty — just like this book! This little book covers all the Kindle Fire HD basics — browsing the web and shopping online, connecting to a network, setting up and using e-mail, downloading and running apps, watching videos, keeping up with magazines and newspapers, and even reading books! Open the book and find: How to set up your device out of the box All the functionality of pre-installed apps Touchscreen and data transfer tips Ways to manage your multimedia Help setting up wireless connectivity

VBA For Dummies "O'Reilly Media, Inc."

See how XML works for business needs and RSS feeds Create consistency on the Web, or tag your data for different purposes Tag -- XML is it! XML tags let you share your format as well as your data, and this handy guide will show you how. You'll soon be using this markup language to create everything from Web sites to business forms, discovering schemas and DOCTYPEs, wandering the Xpath, teaming up XML with Office 2003, and more. Discover how to * Make information portable * Use XML with Word 2003 * Store different types of data * Convert HTML documents to XHTML * Add CSS to XML * Understand and use DTDs

John Wiley & Sons

Experienced XML developers who want comprehensive coverage of XSLT will find it here, as will document design professionals who need to convert XML to HTML for Web pages.

Learning XSLT John Wiley and Sons

Get up to speed on all your basic word processing skills Use styles and formats, add borders, create form letters, even put pages on the Web Remember when life was simple - you typed something, and it ended up on paper? Simplicity is back! This book tells you how to do what you want to do - produce great-looking documents. Of course, if you discover you want more, it also covers adding context-sensitive links to your long documents and other cool stuff. You decide. The *Dummies Way* * Explanations in plain English * "Get in, get out" information * Icons and other navigational aids * Tear-out cheat sheet * Top ten lists * A dash of humor and fun

Learning XML John Wiley & Sons

There's no doubt about it — Facebook is cool. Along with users who want to interact with friends, businesses are using Facebook as a marketing and networking tool. And if you're a Web developer, you probably know there's a demand for Facebook applications. If you have some basic knowledge of Web client technology, such as HTML, JavaScript, or CSS, and know how to use a Web programming language, *Building Facebook Applications For Dummies* is just what you need to start building apps for Facebook. This friendly guide helps you create applications to reach Facebook's huge audience, so you can enlarge your list of friends, introduce people to your product or service, or network with other business professionals. You'll find out how to: Work with the Facebook API Build applications that take advantage of Facebook's News Feed and Wall Migrate

existing Web applications to Facebook Create mobile apps for Facebook Use Facebook's markup and query languages Get your app noticed by Facebook users A handy companion Web site includes code samples, starter applications, and other useful information about building Facebook apps. Whether you want to create applications for business purposes or just for fun, *Building Facebook Applications For Dummies* is the fun and easy way to get started.

XPATH 2.0 PROGRAMMER'S REFERENCE

John Wiley & Sons

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax [Using XML with Legacy Business Applications](#) John Wiley & Sons This second edition of the bestselling *Learning XML* provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. *Learning XML* is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. *Learning XML* also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. *Learning XML* illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, *Learning XML*, will give you the roadmap you need.

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