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*ICLLE 2019* Syahrul R  
2019-07-19 As an annual event, International Conference on Language, Literature, and Education in Digital Era (ICLLE) 2019 continued the agenda to bring together researcher, academics, experts and professionals in examining selected theme by language, literature and education in digital era. In 2019, this event held in 19-20 July 2019 at Padang, Indonesia. The conference from any kind of stakeholders

related with Language and literature especially in education. Each contributed paper was refereed before being accepted for publication. The double-blind peer reviewed was used in the paper selection.

*The Narratology of Comic Art* Kai Mikkonen

2017-05-08 By placing comics in a lively dialogue with contemporary narrative theory, *The Narratology of Comic Art* builds a systematic theory of narrative comics, going

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beyond the typical focus on the Anglophone tradition. This involves not just the exploration of those properties in comics that can be meaningfully investigated with existing narrative theory, but an interpretive study of the potential in narratological concepts and analytical procedures that has hitherto been overlooked. This research monograph is, then, not an application of narratology in the medium and art of comics, but a revision of narratological concepts and approaches through the study of narrative comics. Thus, while narratology is brought to bear on comics, equally comics are brought to bear on narratology.

### **Characters and Characterization in**

**Luke-Acts** Frank Dicken  
2016-10-20 Like all skilful authors, the composer of the biblical books of Luke and Acts understood that a good story requires more than

a gripping plot - a persuasive narrative also needs well-portrayed, plot-enhancing characters. This book brings together a set of new essays examining characters and characterization in those books from a variety of methodological perspectives. The essays illustrate how narratological, sociolinguistic, reader-response, feminist, redaction, reception historical, and comparative literature approaches can be fruitfully applied to the question of Luke's techniques of characterization. Theoretical and methodological discussions are complemented with case studies of specific Lukan characters. Together, the essays reflect the understanding that while many of the literary techniques involved in characterization attest a certain universality, each writer also brings

his or her own unique perspective and talent to the portrayal and use of characters, with the result that analysis of a writer's characters and style of characterization can enhance appreciation of that writer's work.

### Search Engine

#### Optimization for Flash

Todd Perkins 2009-03-10 Some people believe that because search engines can't index all of the content in SWF files, Flash-based websites and Rich Internet Applications don't show up in web searches. This breakthrough book dispels that myth by demonstrating precisely what you can do to make your site fully searchable no matter how much Flash it contains. You'll learn best practices for using HTML, CSS, and JavaScript to build sites with Flash that will stand tall in search rankings. Search Engine Optimization for Flash shows you how search engines work, what constitutes a search-engine-optimized

(SEO) site, and what to watch out for in the way of SEO pitfalls. With this concise book, you will: Know what content is searchable, and why metadata, keywords, and links are so important Learn how to place HTML content in your Flash applications Create an SEO website by connecting Flash to JavaScript and CSS Work effectively with SWFObject by understanding its capabilities and limitations Discover the advantages of using the Adobe Flex framework for SEO The first and most authoritative book on how to optimize Flash content for search engines, Search Engine Optimization for Flash is an invaluable resource if you develop with Flash and want to be sure your audience can easily find your site.

### The JavaScript Pocket Guide

Lenny Burdette 2010-04-26 JavaScript is an object-oriented scripting language that enables you to modify a document's structure

styling, and content in response to user actions. This handy pocket serves as both a quick introduction to the language and acts a valuable reference. It's packed with tips as well as JavaScript syntax, methods, and properties. Concise and inexpensive, it's exactly the guide many web designers and developers need.

**Shady Characters: The Secret Life of Punctuation, Symbols, and Other Typographical Marks** Keith Houston

2013-09-24 "An absolutely fascinating blend of history, design, sociology, and cultural poetics—highly recommended."—Maria Popova, Brain Pickings A charming and indispensable tour of two thousand years of the written word, Shady Characters weaves a fascinating trail across the parallel histories of language and typography. Whether investigating the asterisk (\*) and dagger (†)—which alternately illuminated and skewered heretical verses of the

early Bible—or the at sign (@), which languished in obscurity for centuries until rescued by the Internet, Keith Houston draws on myriad sources to chart the life and times of these enigmatic squiggles, both exotic (¶) and everyday (&). From the Library of Alexandria to the halls of Bell Labs, figures as diverse as Charlemagne, Vladimir Nabokov, and George W. Bush cross paths with marks as obscure as the interrobang (?) and as divisive as the dash (—). Ancient Roman graffiti, Venetian trading shorthand, Cold War double agents, and Madison Avenue round out an ever more diverse set of episodes, characters, and artifacts. Richly illustrated, ranging across time, typographies, and countries, Shady Characters will delight and entertain all who cherish the unpredictable and surprising in the writing life.

**Blender 3D: Characters** Downloaded from  
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## **Machines, and Scenes for Artists**

Enrico Valenza  
2016-11-22 Gain the insights and techniques you need to give life to your own custom characters, machines, and scenes in Blender 3D About This Book Learn how to establish the basic shape of a character on the basis of templates, and take it to completion using the tools available in Blender Develop realistic and awesome machines for your 3D projects and animation films Discover advanced techniques by adding fur to a character, creating a grass field, and fine-tuning a shot with post-processing effects to enhance your creations Who This Book Is For This learning path is for those who know the basics of Blender and have hands-on experience with the software. We will directly dive into creating characters first. If you wish to use Blender to create games, animated films, and architecture simulations, this learning path will

benefit you. What You Will Learn Use your sculpting skills to carve the character features from the mesh Find the best possible flow for your edge-loops to enhance the character features and to get the best possible range of deformation Mix both the Blender Internal and Cycles rendering engines in order to render materials as quickly as possible Know when and where to use various types of geometry—something that saves time in one instance will pose significant problems in another Create a 3D robot toy model from start to finish using the basic modeling tools of Blender Make a full alien character using the skin mesh modifier and the sculpting tools with an artistic approach Use re-topology techniques to create a clean 3D version of the previously sculpted alien Model a full haunted house and its environment using more advanced modeling tools and techniques, such as

the Array Modifier, Instance duplication, and Curves In Detail Blender 3D is one of the top 3D animation software available. As the Blender software grows more powerful and popular, there is a demand to take your modeling skills to the next level. This learning path is divided into three modules that will take you on this incredible journey of creating games. The first module will take you on a journey to understand the workflow normally used to create characters, from the modeling to the rendering stages, using the tools of the last official release of Blender exclusively. You will be making production-quality 3D models and characters quickly and efficiently, which will be ready to be added to your very own animated feature or game. The second module will help you develop a comprehensive skill set that covers the key aspects of mechanical modeling. You will

create many types of projects, including a pistol, spacecraft, robot, and a racer. By the end of this module, you will have mastered a workflow that you will be able to apply to your own creations. The final module will help you to create many types of projects using a step-by-step approach. Each project in this module will give you more practice and increase your knowledge of the Blender tools and game engine. This learning path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Blender 3D Cookbook, Second Edition by Enrico Valenza Blender 3D Incredible Machines, Second Edition by Christopher Kuhn Blender 3D By Example by Romain Caudron and Pierre-Armand Nicq Style and approach This easy-to-follow course will teach you how to create complex 3D characters, create incredible

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machines, and put them together to create a 3D scene. Each topic is explained sequentially in the process of creating various models, and includes detailed explanations of the basic and advanced features.

**Joomla! Templates** Angie

Radtke 2012-08-01

Provides information on template design, development, and customization using Joomla!, covering such topics as usability, CSS, PHP, accessibility, and HTML5.

**Educating for a Characterful Society**

James Arthur 2020-09-09

The UK National Curriculum states that schools should reaffirm commitment to the virtues of truth, justice, honesty, trust and a sense of duty. This aim, loosely defined as 'character' education, is widely agreed to be critical to healthy development and a fair, just and democratic society. But what exactly is 'character' and how best to educate for it? This

vitaly important book, written by five internationally prominent figures and government advisers, aims to answer that question. Accessibly written and brimming with inspirational ideas, it looks at questions of research, education, government policy and societal engagement with character, including in the light of COVID-19 and the huge debt owed to the public services frontline. This book is a fascinating and vital read for parents, teachers and anyone concerned with social justice, developing the energy and passion of young people and working towards a better, stronger, fairer society. This could very well be the most important book you read all year!

**Professional Wikis** Mark

S. Choate 2008-01-07

[Introducing Character Animation with Blender](#)

Tony Mullen 2011-06-09

**Handbook of Research on Consumption, Media, and Popular Culture in the**

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**Global Age** Ozgen, Ozlen  
2019-05-15 The mass  
production and  
diversification of media  
have accelerated the  
development of popular  
culture. This has  
started a new trend in  
consumerism of desiring  
new consumption objects  
and devaluing those  
consumption objects once  
acquired, thus creating  
a constant demand for  
new items. Pop culture  
now canalizes  
consumerism both with  
advertising and the  
marketing of consumerist  
lifestyles, which are  
disseminated in the mass  
media. The Handbook of  
Research on Consumption,  
Media, and Popular  
Culture in the Global  
Age discusses  
interdisciplinary  
perspectives on media  
influence and consumer  
impacts in a globalizing  
world due to modern  
communication  
technology. Featuring  
research on topics such  
as consumer culture,  
communication ethics,  
and social media, this  
book is ideally designed  
for managers, marketers,  
researchers,

academicians, and  
students.  
Characters in Fictional  
Worlds Jens Eder 2010  
Although fictional  
characters have long  
dominated the reception  
of literature, films,  
television programs,  
comics, and other media  
products, only recently  
have they begun to  
attract their due  
attention in literary  
and media theory. The  
book systematically  
surveys today's diverse  
and at times conflicting  
theoretical perspectives  
on fictional character,  
spanning research on  
topics such as the  
differences between  
fictional characters and  
real persons, the  
ontological status of  
characters, the  
strategies of their  
representation and  
characterization, the  
psychology of their  
reception, as well as  
their specific forms and  
constellations in - and  
across - different  
media, from the book to  
the internet."

*Global Marketing* Ilan  
Alon 2016-11-10 Global  
Marketing provides

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students with a truly international treatment of the key principles that every marketing manager should grasp. International markets present different challenges that require a marketer to think strategically, and apply tools and techniques creatively in order to respond decisively in a fiercely competitive environment. Alon et al. provide students with everything they need to rise to the challenge: Coverage of small and medium enterprises, as well as multinational corporations, where much of the growth in international trade and global marketing has occurred. A shift toward greater consideration of services marketing as more companies move away from manufacturing. A focus on emerging markets to equip students with the skills necessary to take advantage of the opportunities that these rapidly growing regions present. Chapters on social media, innovation, and

technology teach students how to incorporate these new tools into their marketing strategy. New material on sustainability, ethics, and corporate social responsibility; key values for any modern business. Short cases and examples throughout the text show students how these principles and techniques are applied in the real world. Longer cases provide instructors and students with rich content for deeper analysis and discussion. Covering key topics not found in competing books, *Global Marketing* will equip students with the knowledge and confidence they need to become leading marketing managers. A companion website features an instructor's manual with test questions, as well as additional exercises and examples for in-class use.

**Intelligent  
Communication  
Technologies and Virtual  
Mobile Networks G.**

Rajakumar

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## **DC Comics Encyclopedia**

Teaching and Learning

Chinese in Global

Contexts Linda Tsung

2011-01-13 >

Optical Character

Recognition Systems for

Different Languages with

Soft Computing Arindam

Chaudhuri 2016-12-23 The

book offers a

comprehensive survey of

soft-computing models

for optical character

recognition systems. The

various techniques,

including fuzzy and

rough sets, artificial

neural networks and

genetic algorithms, are

tested using real texts

written in different

languages, such as

English, French, German,

Latin, Hindi and

Gujrati, which have been

extracted by publicly

available datasets. The

simulation studies,

which are reported in

details here, show that

soft-computing based

modeling of OCR systems

performs consistently

better than traditional

models. Mainly intended

as state-of-the-art

survey for postgraduates

and researchers in

pattern recognition,

optical character

recognition and soft

computing, this book

will be useful for

professionals in

computer vision and

image processing alike,

dealing with different

issues related to

optical character

recognition.

*Beginning PHP and MySQL*

*E-Commerce* Cristian

Darie 2008-03-28 \* PHP

is an open-source

server-side scripting

language, with millions

of users worldwide. It

is more popular than

Microsoft's ASP and

ASP.NET. Version 5, out

before the end of Q2 of

2004, features new OO-

programming

capabilities. \* MySQL is

the most popular open

source RDBMS. \* There

are a lot of E-commerce

elements, such as credit

card transaction

processing, that are not

easy to learn. This book

will provide solid e-

commerce solutions for

PHP and MySQL

developers. \* This will

be a good companion book

to Apress' 1893115518

*Beginning PHP 5 and*

*MySQL: From Novice to*

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Professional by W.J. Gilmore.

**Advances and Trends in Artificial Intelligence. From Theory to Practice**

Hamido Fujita 2021 This two-volume set of LNAI 12798 and 12799 constitutes the thoroughly refereed proceedings of the 34th International Conference on Industrial, Engineering and Other Applications of Applied Intelligent Systems, IEA/AIE 2021, held virtually and in Kuala Lumpur, Malaysia, in July 2021. The 87 full papers and 19 short papers presented were carefully reviewed and selected from 145 submissions. The IEA/AIE 2021 conference will continue the tradition of emphasizing on applications of applied intelligent systems to solve real-life problems in all areas. These areas include the following: Part I, Artificial Intelligence Practices: Knowledge discovery and pattern mining; artificial intelligence and machine learning; semantic,

topology, and ontology models; medical and health-related applications; graphic and social network analysis; signal and bioinformatics processing; evolutionary computation; attack security; natural language and text processing; fuzzy inference and theory; and sensor and communication networks Part II, From Theory to Practice: Prediction and recommendation; data management, clustering and classification; robotics; knowledge based and decision support systems; multimedia applications; innovative applications of intelligent systems; CPS and industrial applications; defect, anomaly and intrusion detection; financial and supply chain applications; Bayesian networks; BigData and time series processing; and information retrieval and relation extraction.

**PHP 6 and MySQL 5 for Dynamic Web Sites** Larry

Edward Ullman 2008  
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Explains how to access and create MySQL databases through PHP scripting, including discussion of authentication, network connectivity, sessions, and content management.

**PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies** Steve Suehring 2013-03-15 Get the basics on four key web programming tools in one great book! PHP, JavaScript, and HTML5 are essential programming languages for creating dynamic websites that work with the MySQL database. PHP and MySQL provide a robust, easy-to-learn, open-source solution for creating superb e-commerce sites and content management. JavaScript and HTML5 add support for the most current multimedia effects. This one-stop guide gives you what you need to know about all four! Seven self-contained minibooks cover web technologies, HTML5 and CSS3, PHP programming, MySQL databases, JavaScript, PHP with templates, and

web applications. Addresses how PHP, MySQL, JavaScript, and HTML5 are vital tools for creating dynamic, database-driven websites and are especially important for e-commerce sites Serves as essential reading for web designers who are new to these technologies, offering a crash course covering all of these powerful technologies in this handy volume of seven self-contained minibooks Covers how to program in PHP and how to create and administer a MySQL database as well as how to manipulate MySQL data via a web interface Shows how to create a secure website and how to code popular e-business applications such as login programs and shopping carts With seven books in one, PHP, MySQL, JavaScript & HTML5 All-in-One For Dummies will turn your website into the center of attention in no time at all.

**Youth Violence** Kathryn Seifert, PhD 2011-10-07 Print+CourseSmart

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**Mapping Smallville** Cory Barker 2014-07-25 One of the first full-length academic projects on the television series *Smallville*, this collection of new essays explains why the WB/CW series is important to understanding contemporary popular culture. The essays are presented in four sections covering broad categories: Clark Kent's metamorphosis to Superman and the influence of his parents and the home; the role of the series' noteworthy female characters; the series' representations of the Other, explorations of identity, and the ways in which characters speak to Clark's own struggles; and audience reception of the series and its position within the Superman narrative universe.

*100 Greatest Video Game Characters* Jaime Banks 2017-06-23 Though in existence for only a few decades, video games are now firmly established in mainstream culture all around the planet.

Every year new games are produced, and every year new favorites emerge. But certain characters have become so iconic that they withstand both time and the shifting interests of players. Such creations permeate other elements of popular culture—from graphic novels to film—and are known not only to dedicated gamers but to the general public as well. In *100 Greatest Video Game Characters*, readers can learn about some of the most popular and influential figures that have leapt from computer monitors and television screens and into the public consciousness. The entries in this volume provide general facts about the characters as well as explore their cultural significance. The entries include the following information: Game developer Year character was established Video game franchise In addition, the book examines the commonalities of various video game characters.

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help readers better understand their popularity and how they operate within the video games and the industry itself. Whether casually looking up information on video game characters or researching what these icons says about society, readers will enjoy this entertaining and informative volume. Comprehensive and engaging, 100 Greatest Video Game Characters will appeal to fans and scholars alike.

### **Superman**

Jinan Sadao Kajikawa  
2018-09-17 In his moving memoir, Sadao Kajikawa tells the story of two generations of second-born sons, or jinans, who rode waves of hope, despair, and success across two rival countries and one world war. At age eighteen, with only five dollars in his pocket, little formal education, and no command of the English language, Sadao left Hiroshima. He boarded the Tatsuta Maru alone in 1936 and set sail for his birthplace—an otherwise foreign and

faraway country he had left when he was three. In Los Angeles, Sadao would join his older brother, Tadashi. Once reunited in LA, an unstoppable entrepreneurial drive would awaken within the Kajikawa brothers and lead to undreamed-of success. This fraternal force, born from unwavering filial piety and an invincible survival instinct, would sustain them throughout World War II, allow them to thrive once the Allies had declared victory, and withstand the virulently anti-Japanese climate of their native land. Despite the injustice of Executive Order 9066 and the loss of loved ones when the nuclear bomb razed Hiroshima to the ground, Sadao maintained his determined humility, having sworn his family would never know the hunger and insecurity he experienced as an impoverished child in Japan. Blurring definitions of homeland, in Jinan, Sadao describes how

unbreakable family ties spanning two warring countries separated by the mighty Pacific allowed him to triumph over seemingly insurmountable odds. Sadao provides one man's intimate, cross-cultural account that breaks the model minority mold and reflects the diverse and quiet-but-indomitable voices of the Greatest Generation. His book is an inspiring and timeless testament to the power, promise, and potential of the immigrant experience.

Crafting Characters Koen De Temmerman 2014-02-27

The oldest European novels were written in ancient Greek during the first few centuries of the Common Era. Despite the gold rush towards these novels in the last two decades and the resurgence of interest in representations of character in literary studies, and Classical studies in particular, no volume has yet been devoted to exploring character and characterization in the ancient Greek novels.

This study analyses the characterization of the protagonists in the five extant, so-called 'ideal' Greek novels (those of Chariton, Xenophon of Ephesus, Achilles Tatius, Longus, and Heliodorus). De Temmerman offers close readings of techniques of characterization used in each novel and combines modern—mainly, but not exclusively, structuralist—narratology and ancient rhetoric. He argues that three conceptual couples central to ancient theory of character, typification/individuation, idealistic/realistic characterization, and static/dynamic character, construct character in these narratives more ambiguously, more elusively, and in more complex ways than has so far been realized. Throughout the different chapters, it also becomes clear how intimately presentations of character are intertwined with self-portrayal and performance of the self.

PHP Bible Tim Converse  
2002-10-03 \* Covers why  
users need PHP, how to  
get started, how to add  
PHP to HTML, and how to  
connect HTML Web pages  
to MySQL or Oracle  
databases. \* Authors  
have extensive  
experience using PHP and  
provide case studies of  
how and where to use  
PHP. \* Covers advanced  
topics, such as HTTP,  
cookies, Web services,  
redirection, building  
graphics, and sessions.  
**Religious Authority and  
the State in Africa**

Jennifer G. Cooke  
2015-11-10 Two important  
dynamics have driven  
political and social  
change in sub-Saharan  
Africa during the past  
25 years. New religious  
trends have emerged  
within the main faiths  
of Islam and  
Christianity, in  
particular the emergence  
of more charismatic,  
assertive forms of  
religious expression.  
Meanwhile, political  
space has opened in  
scores of countries as  
one-party rule has given  
way to a process of  
democratization, yet to

be completed. Based on  
their field work in each  
country, the authors  
examine the various ways  
in which religious  
actors have chosen to  
engage with the state.  
They also consider how  
governments and  
political actors respond  
to, and seek to manage,  
these interactions.

**Video Games and the  
Global South** Phillip  
Penix-Tadsen 2019  
"Redefines games and  
game culture from south  
to north, analyzing the  
social impact of video  
games, the growth of  
game development and the  
vitality of game  
cultures across Africa,  
the Middle East, Central  
and South America, the  
Indian subcontinent,  
Oceania and Asia."--Back  
cover.

*Professional LAMP* Jason  
Gerner 2005-12-13 The  
combination of Linux,  
Apache, MySQL, and PHP  
is popular because of  
interaction,  
flexibility,  
customization, and--most  
importantly--the cost  
effectiveness of its  
components Helps LAMP  
professionals take their



skills to the next level with in-depth discussions of OOP; extensions of PHP such as PEAR, GD, XML, and CURL; improving site security; and advanced tools available to the coder Those proficient in other languages such as Java, C++, Perl and ASP will find this guide invaluable when transitioning to the LAMP environment The Web site includes sample scripts created in the course of each chapter, and several applications that can be modified and reused

### **MySQL/PHP Database**

#### **Applications**

Jay Greenspan 2001-01-29

More businesses and ambitious individuals are trying to bring applications to the Web but they are bewildered with the array of components and concepts needed to create a data-driven site. The cost, stability and ease of development using the Open Source PHP 4 scripting language and a MySQL database makes this combination the best choice for small

and mid-size Web-based applications. PHP4/MySQL Database Applications demonstrates web-application development by presenting seven real, ready-to-use examples starting with a simple guess book and ending with a fully-functional e-commerce site with a shopping cart. Inexperienced users will learn the essentials of working with PHP4 and MySQL so they can start building and customizing database applications for the web right away!

*PHP 4 Bible* Tim Converse

2000-08-31 Demonstrates

the latest version of the server-side HTML-embedded language, explaining how to connect Web pages to backend databases, design relational databases, connect PHP code to e-mail programs, and avoid common problems.

### **PHP Reference: Beginner to Intermediate PHP5**

Mario Lurig 2008-04 A

collection of over 250 PHP functions with clear explanations in language anyone can understand

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followed with as many examples as it takes to understand what the function does and how it works. This book includes numerous additional tips, the basics of PHP, MySQL query examples, regular expressions syntax, and two indexes to help you find information faster: a common language index and a function index. When the internet is not around or you want a simpler explanation along with all the technical details, this book has all of that and more.

### **PHP for Absolute Beginners**

Jason Lengstorf 2009-12-05 Get started in web development using PHP. Even if you've never programmed before, author Jason Lengstorf introduces you to PHP by building a PHP-based blogging site while covering all the good coding practices and skills that you'll need when you start your own projects. Create web content with version 5.3 of PHP Learn good coding practices from the very

beginning Learn how systems like WordPress work Jason Lengstorf takes a practical approach to teaching you how to build a content management system. You'll dive into writing web applications and be guided by the author's supportive explanations, rather than learning elements of the PHP language and viewing examples after. PHP for Absolute Beginners starts slowly and covers everything you need to know about beginning web development using PHP. Even the most inexperienced web developer will find this book accessible.

WordPress 2 Maria Langer 2006-06-29 WordPress is an open-source personal publishing platform that is easy to use, flexible, and highly customizable. Although used primarily for publishing blogs, WordPress can easily be used to create and maintain complete Web sites. Taking the average blogger further than blogspot can, WordPress allows

bloggers to create more complicated sites with their open-source technology, rather than blogger which is limited by HTML changes to their templates. This easy-to-follow, step-by-step guide shows you how to install, use, and customize WordPress to get the most from the software. Includes tips that explain why certain techniques are better than others, how to watch for potential problems, and where readers can find more information.

### **Blender 3D Cookbook**

Enrico Valenza  
2015-07-30 This book will take you on a journey to understand the workflow normally used to create characters, from the modeling to the rendering stages using the tools of the last official release of Blender exclusively. This book helps you create a character mesh and sculpt features, using tools and techniques such as the Skin modifier and polygon merging. You

will also get a detailed, step-by-step overview of how to rig and skin your character for animation, how to paint textures and create shaders, and how to perform rendering and compositing. With the help of this book, you will be making production-quality 3D models and characters quickly and efficiently, which will be ready to be added to your very own animated feature or game.

### **Ethical Hacking and Penetration Testing Guide**

Rafay Baloch  
2017-09-29 Requiring no prior hacking experience, Ethical Hacking and Penetration Testing Guide supplies a complete introduction to the steps required to complete a penetration test, or ethical hack, from beginning to end. You will learn how to properly utilize and interpret the results of modern-day hacking tools, which are required to complete a penetration test. The book covers a wide range of tools, including

Backtrack Linux, Google reconnaissance, MetaGooFil, dig, Nmap, Nessus, Metasploit, Fast Track Autopwn, Netcat, and Hacker Defender rootkit. Supplying a simple and clean explanation of how to effectively utilize these tools, it details a four-step methodology for conducting an effective penetration test or hack. Providing an accessible introduction to penetration testing and hacking, the book supplies you with a fundamental understanding of offensive security. After completing the book you will be prepared to take on in-depth and advanced topics in hacking and penetration testing. The book walks you through each of the steps and tools in a structured, orderly manner allowing you to understand how the output from each tool can be fully utilized in the subsequent phases of the penetration test. This process will allow you

to clearly see how the various tools and phases relate to each other. An ideal resource for those who want to learn about ethical hacking but don't know where to start, this book will help take your hacking skills to the next level. The topics described in this book comply with international standards and with what is being taught in international certifications.

Secure Development for Mobile Apps J. D. Glaser  
2014-10-13 The world is becoming increasingly mobile. Smartphones and tablets have become more powerful and popular, with many of these devices now containing confidential business, financial, and personal information. This has led to a greater focus on mobile software security. Establishing mobile software security should be of primary concern to every mobile application developer. This book explains how you can create mobile social applications that incorporate security.

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throughout the development process. Although there are many books that address security issues, most do not explain how to incorporate security into the building process. *Secure Development for Mobile Apps* does exactly that. Its step-by-step guidance shows you how to integrate security measures into social apps running on mobile platforms. You'll learn how to design and code apps with security as part of the process and not an afterthought. The author outlines best practices to help you build better, more secure software. This

book provides a comprehensive guide to techniques for secure development practices. It covers PHP security practices and tools, project layout templates, PHP and PDO, PHP encryption, and guidelines for secure session management, form validation, and file uploading. The book also demonstrates how to develop secure mobile apps using the APIs for Google Maps, YouTube, jQuery Mobile, Twitter, and Facebook. While this is not a beginner's guide to programming, you should have no problem following along if you've spent some time developing with PHP and MySQL.