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and references to major textbooks More than 400 illustrations and clinical images Written by an experienced educator and radiography program director who knows exactly what it takes to pass Essential for certification or recertification An author with 35+ years of teaching experience provides everything you need to excel on the exam coursework Summary boxes provide a convenient overview of must-know information The inside covers feature important formulae, radiation protection facts, conversion factors, body surface landmarks, digital imaging facts, acronyms and abbreviations, radiation quality factors, and minimum filtration requirements Coverage of the latest developments, including digital and electronic imaging A complete 200-question practice exam 440+ chapter-ending questions PMBOK® Guide is the go-to resource for project management practitioners. The project management profession has significantly evolved due to emerging technology, new approaches and rapid market changes. Reflecting this evolution, The Standard for Project Management enumerates 12 principles of project management and the PMBOK® Guide – Seventh Edition is structured around eight project performance domains. This edition is designed to address practitioners' current and future needs and to help them be more proactive, innovative and nimble in enabling desired project outcomes. This edition of the PMBOK® Guide:

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- Provides an entire section devoted to tailoring the development approach and processes;
- Includes an expanded list of models, methods, and artifacts;
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Based on Big Nerd Ranch's popular iPhone Bootcamp class,

iPhone Programming: The Big Nerd Ranch Guide leads you

through the essential tools and techniques for developing applications for the iPhone, iPad, and iPod Touch. In each

chapter, you will learn programming concepts and apply them immediately as you build an application or enhance one from a

previous chapter. These applications have been carefully designed

and tested to teach the associated concepts and to provide practice working with the standard development tools Xcode, Interface

Builder, and Instruments. The guide's learn-while-doing approach

delivers the practical knowledge and experience you need to

design and build real-world applications. Here are some of the

topics covered: Dynamic interfaces with animation Using the

camera and photo library User location and mapping services  
Accessing accelerometer data Handling multi-touch gestures  
Navigation and tabbed applications Tables and creating custom  
rows Multiple ways of storing and loading data: archiving, Core  
Data, SQLite Communicating with web services

ALocalization/Internationalization "After many 'false starts' with other iPhone development books, these clear and concise tutorials made the concepts gel for me. This book is a definite must have for any budding iPhone developer." –Peter Watling, New Zealand, Developer of BubbleWrap Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering



essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers New 7th Edition! Powerful resource for interactive, simulation-based teaching and learning! The Neonatal Resuscitation Program (NRP) is an educational program jointly sponsored by the American Academy of Pediatrics (AAP) and the American Heart Association (AHA). The course is designed to teach an evidence-based approach to resuscitation of the newborn to hospital staff who care for newborns at the time of delivery. New in the 7th edition! Text updated to reflect the 2015

AAP/AHA Guidelines for Cardiopulmonary Resuscitation and Emergency Cardiovascular Care of the Neonate Two new chapters added covering post-resuscitation care and preparing for resuscitation 140+ new full-color photographs replacing most line drawings For undergraduate courses in Health Education, Promotion, and Planning. Provide Students with the Tools They Need to Be Successful in Health Promotion Planning, Implementing, and Evaluating Health Promotion Programs: A Primer provides students with a comprehensive overview of the practical and theoretical skills needed to plan, implement, and evaluate health promotion programs in a variety of settings. The Seventh Edition features updated information throughout, including the new Responsibilities and Competencies generated from the Health Education Specialist Practice Analysis-2015 (HESPA-2015), and reflects the latest trends in the field. Project Management in Practice, 4th Edition focuses on the technical aspects of project management that are directly related to practice. The STABLE Program is a neonatal education program that focuses on the post-resuscitation/pre-transport stabilization care of sick newborns. This learner manual serves as a student handbook for either self-study or instructor-led presentations. It includes more than 220 pages, illustrated in full color. The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and

allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU\_C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot. Student manual for The S.T.A.B.L.E. Program Learner / Provider post-resuscitation / pre-transport neonatal stabilization course For courses in computer programming C How to Program is a comprehensive introduction to programming in C. Like other texts of the Deitels' How to Program series, the book serves as a detailed beginner source of information for college students looking to embark on a career in coding, or instructors and software-development professionals seeking to learn how to program with C. The Eighth Edition

continues the tradition of the signature Deitel "Live Code" approach--presenting concepts in the context of full-working programs rather than incomplete snips of code. This gives readers a chance to run each program as they study it and see how their learning applies to real world programming scenarios. Java in a Nutshell, Deluxe Edition is a Java programmer's dream come true in one small package. The heart of this Deluxe Edition is the Java Reference Library on CD-ROM, which brings together five volumes for Java developers and programmers, linking related info across books. It includes: Exploring Java, 2nd Edition, Java Language Reference, 2nd Edition, Java Fundamental Classes Reference, Java AWT Reference, and Java in a Nutshell, 2nd Edition, included both on the CD-ROM and in a companion desktop edition. Java in a Nutshell, Deluxe Edition is an indispensable resource for anyone doing serious programming with Java 1.1. The Java Reference Library alone is also available by subscription on the World Wide Web. Please see <http://online-books.oreilly.com/books/javaref/> for details. The electronic text on the Web and on the CD is fully searchable and includes a complete index to all five volumes. It also includes the sample code found in the printed volumes. Exploring Java, 2nd Edition introduces the basics of Java 1.1 and offers a clear, systematic overview of the language. It covers the essentials of hot topics like Beans and RMI, as well as writing applets and other applications, such as networking programs, content and protocol handlers, and security managers. The Java Language Reference, 2nd Edition is a complete reference that describes all aspects of the Java language, including syntax, object-oriented programming, exception handling, multithreaded programming, and differences

between Java and C/C++. The second edition covers the new language features that have been added in Java 1.1, such as inner classes, class literals, and instance initializers. The *Java Fundamental Classes Reference* provides complete reference documentation on the core Java 1.1 classes that comprise the `java.lang`, `java.io`, `java.net`, `java.util`, `java.text`, `java.math`, `java.lang.reflect`, and `java.util.zip` packages. These classes provide general-purpose functionality that is fundamental to every Java application.

The *Java AWT Reference* provides complete reference documentation on the Abstract Window Toolkit (AWT), a large collection of classes for building graphical user interfaces in Java. *Java in a Nutshell, 2nd Edition*, the bestselling book on Java and the one most often recommended on the Internet, is a complete quick-reference guide to Java, containing descriptions of all of the classes in the Java 1.1 core API, with a definitive listing of all methods and variables, with the exception of the still-evolving Enterprise APIs. These APIs will be covered in a future volume. Highlights of the library include: History and principles of Java How to integrate applets into the World Wide Web A detailed look into Java's style of object-oriented programming Detailed coverage of all the essential classes

`java.lang`, `java.io`, `java.util`, `java.net`, `java.awt` Using threads Network programming Content and protocol handling A detailed explanation of Java's image processing mechanisms Material on graphics primitives and rendering techniques Writing a security manager System requirements: The CD-ROM is readable on all Windows and UNIX platforms. Current implementations of the Java Virtual Machine for the Mac platform do not support the Java search applet in this CD-ROM. Mac users can purchase the

World Wide Web version (see <http://online-books.oreilly.com/books/javaref/> for more information). A Web browser that supports HTML 3.2, Java, and JavaScript, such as Netscape 3.0 or Internet Explorer 3.0, is required.

**Planning, Implementing, and Evaluating Health Promotion Programs: A Primer**, provides readers with a comprehensive overview of the practical and theoretical skills needed to plan, implement, and evaluate health promotion programs in a variety of settings. The Fifth Edition features updated information throughout, including new theories and models such as the Healthy Action Process Approach (HAPA) and the Community Readiness Model (CRM), sections on grant writing and preparing a budget, real-life examples of marketing principles and processes, and a new classification system for evaluation approaches and designs.

**Health Education, Health Promotion, Health Educators, and Program Planning, Models for Program Planning in Health Promotion, Starting the Planning Process, Assessing Needs, Measurement, Measures, Measurement Instruments and Sampling, Mission Statement, Goals, and Objectives, Theories and Models Commonly Used for Health Promotion Interventions, Interventions, Community Organizing and Community Building, Identification and Allocation of Resources, Marketing: Making Sure Programs Respond to Wants and Needs of Consumers, Implementation: Strategies and Associated Concerns, Evaluation: An Overview, Evaluation Approaches and Designs, Data Analysis and Reporting.** Intended for those interested in learning the basics of planning, implementing, and evaluating health promotion programs

Revised edition of **Program evaluation for social workers**, 2012. Helps you discover the power of Java for

developing applications. This book incorporates the latest version of Java with a reader-friendly presentation and meaningful real-world exercises that highlight new Java strengths. For web developers and other programmers interested in using JavaScript, this bestselling book provides the most comprehensive JavaScript material on the market. The seventh edition represents a significant update, with new information for ECMAScript 2020, and new chapters on language-specific features. JavaScript: The Definitive Guide is ideal for experienced programmers who want to learn the programming language of the web, and for current JavaScript programmers who want to master it. Developed by the National Academy of Sports Medicine (NASM), this book is designed to help people prepare for the NASM Certified Personal Trainer (CPT) Certification exam or learn the basic principles of personal training using NASM's Optimum Performance Training (OPT) model. The OPT model presents NASM's protocols for building stabilization, strength, and power. More than 600 full-color illustrations and photographs demonstrate concepts and techniques. Exercise color coding maps each exercise movement to a specific phase on the OPT model. Exercise boxes demonstrate core exercises and detail the necessary preparation and movement. Other features include research notes, memory joggers, safety tips, and review questions. On t.p. of previous ed., H.M. Deitel's name appears first. Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN, 8E. D.S. Malik's time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of

applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik's experience further strengthen the reader's understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN**, Seventh Edition remains the definitive text for a first programming language course. D.S. Malik's time-tested, student-centered methodology uses a strong focus on problem-solving and full-code examples to vividly demonstrate the how and why of applying programming concepts and utilizing C++ to work through a problem. This new edition includes thoroughly updated end-of-chapter exercises, more than 30 new programming exercises, and many new examples created by Dr. Malik to further strengthen student understanding of problem solving and program design. New features of the C++ 11 Standard are discussed, ensuring this text best meets the needs of the modern CS1 course. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Fear of heights, fear of public speaking, fear of flying—virtually everyone is afraid of something. Statistics for the Terrified (7th ed.) is a user-friendly introduction to elementary statistics, intended primarily for the reluctant, math-anxious, math-



avoidant person. Shows how to write, debug, and run a Perl program, describes CGI scripting and data manipulation, and describes scalar values, basic operators, and associative arrays. Hematologists and others working in hematology-related fields need to stay current with the latest advances in the rapidly evolving disciplines of adult and pediatric hematology. The American Society of Hematology Self-Assessment Program (ASH-SAP) is the only complete, comprehensive, educational resource available that fulfills this need, while also providing thorough board and recertification preparation, as well as AMA PRA Category 1 Credit'. The best-selling C++ For Dummies book makes C++ easier! C++ For Dummies, 7th Edition is the best-selling C++ guide on the market, fully revised for the 2014 update. With over 60% new content, this updated guide reflects the new standards, and includes a new Big Data focus that highlights the use of C++ among popular Big Data software solutions. The book provides step-by-step instruction from the ground up, helping beginners become programmers and allowing intermediate programmers to sharpen their skills. The companion website provides all code mentioned in the text, an updated GNU\_C++, the new C++ compiler, and other applications. By the end of the first chapter, you will have programmed your first C++ application! As one of the most commonly used programming languages, C++ is a must-have skill for programmers who wish to remain versatile and marketable. C++ For Dummies, 7th Edition provides clear, concise, expert instruction, which is organized for easy navigation and designed for hands-on learning. Whether you're new to programming, familiar with other languages, or just getting up to speed on the new libraries, features, and generics, this guide

provides the information you need. Provides you with an introduction to C++ programming Helps you become a functional programmer Features information on classes, inheritance, and optional features Teaches you 10 ways to avoid adding bugs The book incorporates the newest C++ features into the fundamental instruction, allowing beginners to learn the update as they learn the language. Staying current on the latest developments is a crucial part of being a programmer, and C++ For Dummies, 7th Edition gets you started off on the right foot. Revised and updated with the latest information in the field, the Fifth Edition of best-selling Computer Science Illuminated continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher. Java in easy steps, 7th edition instructs you how to easily create your own Java programs. The book contains separate chapters on the major features of the Java language. Complete example programs with colorized code illustrate each important aspect of Java programming – all in easy steps. This book assumes no previous knowledge of any programming language so it's ideal for the newcomer to computer programming. Each chapter builds your knowledge of Java. By the end of this book you will have gained a sound understanding of the

Java language and be able to write your own Java programs and compile them into executable files that can be run on any Java-enabled device. This 7th edition of Java in easy steps covers the many exciting features of Java, including:

- How to quickly run statements in the interactive shell named jshell - similar to the Python interpreter
- How to make programs with the javac compiler and execute them with the java runtime.
- How to produce interactive Windows apps that can be easily distributed as jar program bundles.
- How to create mobile device apps using Java functionality within the Android operating system.

Table of Contents · Getting started · Performing operations · Making statements · Directing values · Manipulating data · Creating classes · Importing functions · Building interfaces · Recognizing events · Deploying programs

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introduced on control statements, loops, functions, and arrays before object-oriented programming is discussed. Abstract concepts are carefully and concretely explained using simple, short, and stimulating examples. Explanations are presented in brief segments, with many figures and tables. NEW! This edition is available with MyProgrammingLab, an innovative online homework and assessment tool. Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming.

**ADMINISTRATION OF PROGRAMS FOR YOUNG CHILDREN**, International Edition is a tried and true guide for early childhood education students who want to be directors, and a comprehensive resource for those who are already directors. The text emphasizes the role of leaders/managers and their function in relation to new staff, while simultaneously addressing the needs of children, parents, and other staff. Coverage includes a wide variety of information about relevant program elements as well as methods and principles related to supervising student teachers, assistant teachers, teachers, parents, and volunteers. Real-life scenarios equip working directors with problem-solving techniques; readers also learn best practices in child care program management. Highlights of the Eighth Edition include a fresh new design, a new chapter on family child care, up-to-date technology information, and a new section on managing aggressive or violent children.

**Programming & Planning in Early Childhood Settings** explores a range of approaches to curriculum and to documenting children's learning in early childhood settings. This valuable resource for early childhood education students and practitioners provides a broad view of the concepts

and issues in early childhood curriculum. Chapters reflect ongoing discussions about what is meant by the terms *planning* and *programming* in the context of early childhood, what is authentic curriculum for young children, and effective teaching strategies to extend young children's learning. The strong focus on sociocultural theories of learning promotes awareness of children's diverse experiences, competencies and learning styles, and helps readers recognise the need for collaborative partnerships between educators, children and families in order to develop appropriate programs. Thoroughly revised in response to recent developments, this well-known text retains the practical emphasis of previous editions. Numerous real-life examples, reflections, articles and case studies aid students in understanding a variety of educational theories, philosophies and frameworks. Throughout the book there is a focus on the processes of reflection, evaluation and ongoing improvement. Develop the strong programming skills needed for professional success with Farrell's **MICROSOFT VISUAL C# 2017: AN INTRODUCTION TO OBJECT-ORIENTED PROGRAMMING, 7E**. Approachable examples and a clear, straightforward style help readers build a solid understanding of both structured and object-oriented programming concepts. You Users master critical principles and techniques that easily transfer to other programming languages. This new edition incorporates the most recent versions of both C# and Visual Studio 2017 to ensure readers have the contemporary skills required in business today. Short You Do It hands-on features and a variety of new debugging exercises, programming exercises, and running case studies help users prepare for success in today's programming environment. Discover the latest tools and

expertise for programming success in this new edition. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Fitness Professional's Handbook, Seventh Edition With HKPropel Access**, provides current and future fitness professionals with the knowledge to screen participants, conduct standardized fitness tests, evaluate the major components of fitness, and prescribe appropriate exercise. This updated 7th edition examines fundamental issues that both vendors and customers may confront in the negotiation of a software license and a cloud computing agreement, including related issues such as software development, professional services, maintenance and support. Included are four new chapters and 41 new forms, checklists, and policies. The cloud computing chapter has been expanded. The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. The Seventh Edition has been extensively fine-tuned and is completely up-to-date with Sun Microsystems, Inc.'s latest Java release Java Standard Edition 6 ("Mustang") and several Java Enterprise Edition 5 topics. Contains an extensive OOD/UML 2 case study on developing an automated teller machine. Takes a new tools-based approach to Web application development that uses Netbeans 5.5 and Java Studio Creator 2 to create and consume Web Services. Features new AJAX-enabled, Web applications built with JavaServer Faces (JSF), Java Studio Creator 2 and the Java Blueprints AJAX Components. Includes new topics throughout, such as JDBC 4, SwingWorker for multithreaded GUIs, GroupLayout, Java Desktop Integration Components (JDIC), and much more. A

valuable reference for programmers and anyone interested in learning the Java programming language.

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