

How Software Works: The Magic Behind Encryption, CGI, Search Engines, And Other Everyday Technologies

As a software engineer, you recognize at some point that there's much more to your career than dealing with code. Is it time to become a manager? Tell your boss he's a jerk? Join that startup? Author Michael Lopp recalls his own make-or-break moments with Silicon Valley giants such as Apple, Netscape, and Symantec in *Being Geek* -- an insightful and entertaining book that will help you make better career decisions. With more than 40 standalone stories, Lopp walks through a complete job life cycle, starting with the job interview and ending with the realization that it might be time to find another gig. Many books teach you how to interview for a job or how to manage a project successfully, but only this book helps you handle the baffling circumstances you may encounter throughout your career. Decide what you're worth with the chapter on "The Business" Determine the nature of the miracle your CEO wants with "The Impossible" Give effective presentations with "How Not to Throw Up" Handle liars and people with devious agendas with "Managing Werewolves" Realize when you should be looking for a new gig with "The Itch"

Noted magician and magic authority offers 72 tricks that work automatically through nature of card deck. No sleight of hand needed. Often spectacular. 42 illustrations.

Explore the world of APIs and learn how to integrate them with production-ready applications using Postman and the Newman CLI Key Features Learn the tenets of effective API testing and

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API design Gain an in-depth understanding of the various features Postman has to offer Know when and how to use Postman for creating high-quality APIs for software and web apps Book Description Postman enables the exploration and testing of web APIs, helping testers and developers figure out how an API works. With Postman, you can create effective test automation for any APIs. If you want to put your knowledge of APIs to work quickly, this practical guide to using Postman will help you get started. The book provides a hands-on approach to learning the implementation and associated methodologies that will have you up and running with Postman in no time.

Complete with step-by-step explanations of essential concepts, practical examples, and self-assessment questions, this book begins by taking you through the principles of effective API testing. A combination of theory coupled with real-world examples will help you learn how to use Postman to create well-designed, documented, and tested APIs. You'll then be able to try some hands-on projects that will teach you how to add test automation to an already existing API with Postman, and guide you in using Postman to create a well-designed API from scratch. By the end of this book, you'll be able to use Postman to set up and run API tests for any API that you are working with. What you will learn Find out what is involved in effective API testing Use data-driven testing in Postman to create scalable API tests Understand what a well-designed API looks like Become well-versed with API terminology, including the different types of APIs Get to grips with performing functional and non-functional testing of an API Discover how to use industry standards such as OpenAPI and mocking in Postman Who this book is for The book is for software testing professionals and software developers looking to improve

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product and API quality through API test automation. You will find this book useful if understand APIs and want to build your skills for creating, testing, and documenting APIs. The book assumes beginner-level knowledge of JavaScript and API development.

A guide to the functions and operation of computer software explains how software and hardware work together, discussing operating systems, programming languages, and database, spreadsheet, word processing, graphics, communications, Windows, and utility software products. Original.

Network World

Self-Working Card Tricks

Presenting Magic Cap

The Dynamics of Technology for Social Change

API Testing and Development with Postman

Understanding the Factors That Influence Results: Lessons Learned from the Field

Magic Cap is an easy to use, but powerful, interface for everyday business and personal communications. This book introduces the capabilities of this revolutionary system by stepping through Magic Cap's screens, showing how it works, and suggesting ways to use it. It emphasizes electronic mail that's powerful and easy to use, Magic Cap's intuitive navigation, and other innovative features.

Many users of the Internet are aware of bots: automated programs that work behind the scenes to come up with search suggestions, check the weather, filter emails, or clean up Wikipedia entries. More recently, a new software robot has been making its presence felt in social media sites such as Facebook and Twitter – the socialbot.

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However, unlike other bots, socialbots are built to appear human. While a weatherbot will tell you if it's sunny and a spambot will incessantly peddle Viagra, socialbots will ask you questions, have conversations, like your posts, retweet you, and become your friend. All the while, if they're well-programmed, you won't know that you're tweeting and friending with a robot. Who benefits from the use of software robots? Who loses? Does a bot deserve rights? Who pulls the strings of these bots? Who has the right to know what about them? What does it mean to be intelligent? What does it mean to be a friend? *Socialbots and Their Friends: Digital Media and the Automation of Sociality* is one of the first academic collections to critically consider the socialbot and tackle these pressing questions.

Provides information on using and contributing to Wikipedia, covering such topics as evaluating the reliability of articles, editing existing articles, adding new articles, communicating with other users, and resolving content disputes.

The book covers numerous tech entrepreneurial founders and software developers, and the exciting brands or products that they created. It goes deep on a handful of them, narrowly divulging exactly how a few software developers and startup founders created breakthrough tech products like Gmail, Dropbox, Ring, Snapchat, Bitcoin, Groupon, and more. It highlights and unpacks the general hero-worship that the media and our own minds practice about tech founders and tech entrepreneurs. This idealization of tech success can create a paradox, preventing average tech professionals from their own

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successful journeys. This book provides hard evidence that anyone in tech can create, and anyone on the peripheral of tech can break through to the center where innovation, creativity, and opportunity meet. The anecdotes, stories, evidence, facts, arguments, logic, principles, and techniques provided in this book have helped individuals and businesses engage in slow creation cycles, improve the morale of their development teams, and increased their delivery potential of their technology solutions overall. Average Joe covers: Genius - The systematic deconstruction and debunking of the commonly held assumptions in the tech industry around supreme intelligence, and how that intelligence has been worshipped and sought after, despite the facts. Slow Creation - How to force-manufacture creative ideation. How conscious and subconscious cycles of patterns, details, and secrets can lead to breakthrough innovations, and how those P.D.S. cycles, and systematic mental grappling, can be conjured and repeated on a regular basis. Little-C Creativity - The conscious and miniature moments of epiphany that leak into our active P.D.S. cycles of Slow Creation. Flow - Why it's great, but also - why it's completely unreliable and unnecessary. How to perpetually innovate without relying on a flow state. Team Installation - How teams and companies can engage their employees in Slow Creation to unlock dormant ideas, stir up creative endeavors, and jumpstart fragile ideas into working products. User Manipulation - How tech products are super-charged with tricks, secret techniques, and neural transmitters like Dopamine, Oxytocin, and Cortisol; how those products leverage cognitive mechanisms and

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psychological techniques to force user adoption and user behaviors. Contrarianism - How oppositional and backward-thinking leaders create brand-new categories and the products which dominate those categories.

Showmanship - How tech players have presented their ideas to the world, conjured up magic, manufactured mystique, and presented compelling stories that have captured their audiences. Sustainable Mystique Triad – A simple model for capturing audiences consistently without relying on hype and hustle.

New Trends in Software Methodologies, Tools and Techniques

6th Ada-Europe International Conference on Reliable Software Technologies Leuven, Belgium, May 14-18, 2001 Proceedings

The Developer's Guide

Socialbots and Their Friends

Making Search Work

A practical guide to creating, testing, and managing APIs for automated software testing

Essentials of Management Information Systems, 2/e, prepares students of the constantly changing demands of information systems management - first by relating MIS to management, the organization, and technology, focusing on the importance of integrating these elements; secondly by tracking emerging technologies and organizational trends; thirdly by consistently using examples taken from real businesses both domestic and foreign. The Second Edition explores the recent, rapid expansion of INTERNET

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related technologies and the impact they are having on how business is being done. The CD ROM-based Multimedia Edition offers all the text content, including figures, graphs, illustrations, and photos plus added multimedia dimensions of audio, video, animations, and an interactive study guide. Students may use the traditional text or the CD ROM independently or use the CD in conjunction with the text as a multi-media learning tool.

Contains 30 papers from the SoMeT_10 international conference on new trends in software methodology, tools and techniques in Yokohama, Japan. This book offers an opportunity for the software science community to reflect on where they are and how they can work to achieve an optimally harmonized performance between the design tool and the end-user.

The Sixth International Conference on Reliable Software Technologies, Ada-Europe 2001, took place in Leuven, Belgium, May 14-18, 2001. It was sponsored by Ada-Europe, the European federation of national Ada societies, in cooperation with ACM SIGAda, and it was organized by members of the K.U. Leuven and Ada-Belgium. This was the 21st consecutive year of Ada-Europe conferences and the sixth year of the conference focusing on the area of reliable software technologies. The use of software components in embedded systems is almost ubiquitous: planes fly by wire, train signalling

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systems are now computer based, mobile phones are digital devices, and biological, chemical, and manufacturing plants are controlled by software, to name only a few examples. Also other, non-embedded, mission-critical systems depend more and more upon software. For these products and processes, reliability is a key success factor, and often a safety-critical hard requirement. It is well known and has often been experienced that quality cannot be added to software as a mere afterthought. This also holds for reliability.

Moreover, the reliability of a system is not due to and cannot be built upon a single technology. A wide range of approaches is needed, the most difficult issue being their purposeful integration. Goals of reliability must be precisely defined and included in the requirements, the development process must be controlled to achieve these goals, and sound development methods must be used to fulfill these non-functional requirements. Introduces the PalmPilot and its systems while offering instruction in programming forms, databases, widgets, and event-driven user interfaces.

Be the Silicon Valley Tech Genius

Palm OS Programming

How Wikipedia Works

Swing Update

Filmmaking For Dummies

The Magic Behind Encryption, CGI, Search Engines, and Other Everyday Technologies

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If technology leads to such obvious efficiency and productivity in the private sector, why not deploy it just as easily to strengthen civil society and solve the world's social ills? Author Jonathan Peizer effectively answers this question in the innovative *The Dynamics of Technology for Social Change*. Peizer brings over twenty years of experience in implementing successful projects that have affected millions of lives globally. Working through all the important factors that affect successful implementations, Peizer points out what nonprofit organizations, foundations, social entrepreneurs, and governments can do to better ensure successful projects. *The Dynamics of Technology for Social Change* covers a diverse field of topics, including: Sector dependencies, collaboration dynamics, and information and communication technology (ICT) challenges Nonprofit capacity issues and promising approaches Balancing the profit and value motive Implementation strategies Marketing and promotion strategies *The Dynamics of Technology for Social Change* is a useful resource for anyone interested in implementing successful social sector projects with and without primary technology components. It easily explains the underlying dynamics that affect all undertakings in the social sector. "After e-commerce and e-government, Jonathan Peizer provides a thoughtful first-hand account of managing information technology for social change in the

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philanthropic sector that fills the gap between mere speculation and war stories with a serious attempt to think through the implications of the IT revolution for the 'third sector' that is both well-grounded and systematic and sure to be seminal." -Jon W.

Anderson, Chair, Anthropology Department, Catholic University of America "What makes this book so valuable is Peizer's ability to distill his vast experience into a series of principles and practical guidance for developing an effective IT strategy."

-Chris Coward, Director, Center for Internet Studies, University of Washington "Peizer shares his considerable global experience and ICT expertise in a highly readable, illuminating book. A must read!"

-Stefaan Verhulst, Chief of Research, Markle Foundation

For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

This is the first book to combine embedded design, development, interface selection, and PC interfacing within the same context.

InfoWorld is targeted to Senior IT professionals.

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Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Reliable Software Technologies - Ada-Europe 2001
Mastering Magic

Organization and Technology

Introduction to Java and Software Design

A Photographer's Guide to Vision and Creative Expression

InfoWorld

Those who have made the switch from a Windows PC to a Mac have made *Switching to the Mac: The Missing Manual* a runaway bestseller. The latest edition of this guide delivers what Apple doesn't—everything you need to know to successfully and painlessly move your files and adapt to Mac's way of doing things.

Written with wit and objectivity by *Missing Manual* series creator and bestselling author David Pogue, this book will have you up and running on your new Mac in no time.

Clear instructions for 101 tricks and problems, many based on important math principles. Master such number phenomena as *Lightning Calculations*, *Giant Memory*, *Magic Squares*, nearly 100 more. 98 illustrations.

***Software Development and Professional Practice* reveals how to design and code great software. What factors do you take into account? What makes a good design? What methods and processes are out there for designing software? Is designing small**

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programs different than designing large ones? How can you tell a good design from a bad one? You'll learn the principles of good software design, and how to turn those principles back into great code. Software Development and Professional Practice is also about code construction—how to write great programs and make them work. What, you say? You've already written eight gazillion programs! Of course I know how to write code! Well, in this book you'll re-examine what you already do, and you'll investigate ways to improve. Using the Java language, you'll look deeply into coding standards, debugging, unit testing, modularity, and other characteristics of good programs. You'll also talk about reading code. How do you read code? What makes a program readable? Can good, readable code replace documentation? How much documentation do you really need? This book introduces you to software engineering—the application of engineering principles to the development of software. What are these engineering principles? First, all engineering efforts follow a defined process. So, you'll be spending a bit of time talking about how you run a software development project and the different phases of a project. Secondly, all engineering work has a basis in the application of science and mathematics to real-world problems. And so does software development! You'll therefore take the time to examine how to design and implement programs that solve specific

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problems. Finally, this book is also about human-computer interaction and user interface design issues. A poor user interface can ruin any desire to actually use a program; in this book, you'll figure out why and how to avoid those errors. Software Development and Professional Practice covers many of the topics described for the ACM Computing Curricula 2001 course C292c Software Development and Professional Practice. It is designed to be both a textbook and a manual for the working professional.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Digital Media and the Automation of Sociality
A Guide to General Magic's Revolutionary Communicator Software

The Software Developer's Career Handbook
A Practical Guide for Librarians

Plug In with onOne Software

Switching to the Mac: The Missing Manual, El Capitan Edition

Metrics for software development are usually employed ad-hoc and without clear directions for interpreting the numbers and acting on them. Almost every other engineering discipline has clear guidelines for measuring processes and products and making decisions based on quantified evidence. This practical book describes how to integrate processes and metrics to ensure easier and more effective enterprise

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software development. It crosses the divide between theory and practice and also discusses why essential processes so often fail to deliver quality industrial software. Enterprise Software Development introduces the techniques for building, applying and interpreting metrics for the workflows across the software development life cycle phases of inception, elaboration, construction and transition. It is a must read for software engineering practitioners (architects, application developers, designers and project managers), academics, and students and apprentices of software engineering.

With her friendly tone and insightful knowledge, Nicole S. Young takes readers through all the products in the onOne Photo Suite, walking through each and showing readers how to use the tools to stretch their creativity and showcase their personal photographic style. This beautifully illustrated guide provides easy-to-follow instructions on processing images from start to finish. Nicole will show readers how to use the following onOne tools to enhance their photos: Perfect Layers for a layered workflow without Photoshop; Perfect Portrait retouching; Perfect Mask for replacing backgrounds; Perfect Effects, Focal Point, and PhotoFrame for creative effects; and Perfect Resize for image enlargement. This step-based guide will show readers how to use these seven products together seamlessly as integrated modules also support their workflow - however they work. Readers can use Perfect Photo Suite directly from Photoshop, Lightroom, or Aperture - or as a standalone application.

We use software every day to perform all kinds of magical, powerful tasks. It's the force behind stunning CGI graphics, safe online shopping, and speedy Google searches. Software drives the modern world, but its inner workings remain a mystery to many. How Software Works explains how computers perform common-yet-amazing tasks that we take for granted every day. Inside you'll learn: – How data is

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encrypted – How passwords are used and protected – How computer graphics are created – How video is compressed for streaming and storage – How data is searched (and found) in huge databases – How programs can work together on the same problem without conflict – How data travels over the Internet

How Software Works breaks down these processes with patient explanations and intuitive diagrams so that anyone can understand—no technical background is required, and you won't be reading through any code. In plain English, you'll examine the intricate logic behind the technologies you constantly use but never understood. If you've ever wondered what really goes on behind your computer screen, How Software Works will give you a fascinating look into the software all around you.

This volume contains the proceedings of the 2003 International Conference on Formal Engineering Methods (ICFEM 2003). The conference was the 7th in a series that began in 1997. ICFEM 2003 was held in Singapore during 5 – 7 November 2003. ICFEM 2003 aimed to bring together researchers and practitioners from industry, academia, and government to advance the state of the art in formal engineering methods and to encourage a wider uptake of formal methods in industry. The Program Committee received 91 submissions from more than 20 countries in various regions. After each paper was reviewed by at least three referees in each relevant field, 34 high-quality papers were accepted based on originality, technical content, presentation and relevance to formal methods and software engineering. We wish to sincerely thank all authors who submitted their work for consideration. We would also like to thank the Program Committee members and other reviewers for their great efforts in the reviewing and selecting process. We are indebted to the three keynote speakers, Prof. Ian Hayes of the University of Queensland, Prof. Mathai Joseph of the Tata

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Research, Development and Design Centre, and Dr. Colin O'Halloran of QinetiQ, for accepting our invitation to address the conference.

101 Foolproof Tricks

Software Development and Professional Practice

The CS Detective

The Microwave Way to Software Project Management

5th International Conference on Formal Engineering

Methods, ICFEM 2003, Singapore, November 5-7, 2003,

Proceedings

Essentials of Management Information Systems

Meet Frank Runtime. Disgraced ex-detective.

Hard-boiled private eye. Search expert. When

a robbery hits police headquarters, it's up

to Frank Runtime and his extensive search

skills to catch the culprits. In this

detective story, you'll learn how to use

algorithmic tools to solve the case. Runtime

scours smugglers' boats with binary search,

tails spies with a search tree, escapes a

prison with depth-first search, and picks

locks with priority queues. Joined by know-it-

all rookie Officer Notation and inept tag-

along Socks, he follows a series of leads in

a best-first search that unravels a deep

conspiracy. Each chapter introduces a

thrilling twist matched with a new

algorithmic concept, ending with a technical

recap. Perfect for computer science students

and amateur sleuths alike, The CS Detective

adds an entertaining twist to learning

algorithms. Follow Frank's mission and learn:

-The algorithms behind best-first and depth-

first search, iterative deepening,

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parallelizing, binary search, and more –Basic computational concepts like strings, arrays, stacks, and queues –How to adapt search algorithms to unusual data structures –The most efficient algorithms to use in a given situation, and when to apply common-sense heuristic methods

The Microwave Way to Software Project Management takes you on a fast, entertaining and essential tour through the jungle software project managers can and will walk in to. For a lot of readers one conclusion still comes as a big surprise: doing projects is a peoples business. It's all about keeping everyone involved in the project happy by supporting their stakes. The trouble with stakes is, no one tells you what they are. You have to guess, negotiate, anticipate and manipulate to get passed the requirements directly through the fears and wishes of people. Software project management is more about psychology than technology. This book presents how in the real world of enterprises the 'traditional' techniques of project management, like Gantt-charting, can be used as communications techniques to keep some persons happy. The Microwave Way is not about knowing you have a deadline, but about how to move it. Naming a date is easy, telling you cannot make it, is the real job.

This second edition of Song Sheets to Software includes completely revised and updated listings of music software, instructional media, and music-related

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Internet Web sites of use to all musicians, whether hobbyist or professional. This book is a particularly valuable resource for the private studio and classroom music teacher.

How Software Works
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No Starch Press
AUG 2008

Self-Working Number Magic
Embedded Systems
How Software Works

Computerworld

Now updated--the step-by-step secrets to capturing great moments on film With all the recent advancements in filmmaking technology, more people than ever are trying their hand at filmmaking. Keeping up with the newest information in this booming field, this updated edition of Filmmaking For Dummies features up-to-the-minute coverage of the latest and greatest hardware, software, accessories, and trends--including high-definition technology and new outlets for films such as YouTube and MySpace. It demystifies the nuts-and-bolts of filmmaking, from developing a project and securing financing to hiring a cast and crew, editing, and getting distribution. This new edition also provides new movie examples and updated contacts and resources. Whether people want to become professional filmmakers or simply shoot quality home movies, this practical guide has all the advice and tips needed to succeed.

Enterprise search engines locate information from internal servers and external information services and provide solutions for all organisations (including not-for-profit). This unique book is designed to help organizations to understand, specify and implement desktop, website, intranet and enterprise search applications, focusing on the practical aspects, rather than the

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theory of information retrieval. It will enable you to understand the benefits and issues with each solution whether from the traditional high-end range or the newer plug-and-play solutions. The book covers: the technology of searching defining search requirements usability of the search interface developing the business case selecting a search engine implementing a search engine. Readership: If you are responsible for implementing your organization's internal search strategy this book will give you crucial guidance to be found nowhere else. It also provides essential awareness of the issues for all those on information science courses around the world.

Reaching Diverse Audiences with Virtual Reference and Instruction features practical advice for teaching and serving diverse audiences using a mix of new technologies and old-school librarianship. The guidebook aims to provide a range of options that can be adapted for your community's needs.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Reaching Diverse Audiences with Virtual Reference and Instruction

Being Geek

Desktop Integration

MacUser

Proceedings of the 9th SoMeT_10

The Electronic Text

Introduction to Java and Software Design breaks the current paradigms for teaching Java and object-oriented programming in a first-year programming

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course. The Dale author team has developed a unique way of teaching object-oriented programming. They foster sound object-oriented design by teaching students how to brainstorm, use filtering scenarios, CRC cards, and responsibility algorithms. The authors also present functional design as a way of writing algorithms for the class responsibilities that are assigned in the object-oriented design. [Click here for downloadable student files](#) This book has been developed from the ground up to be a Java text, rather than a Java translation of prior works. The text uses real Java I/O classes and treats event handling as a fundamental control structure that is introduced right from the beginning. The authors carefully guide the student through the process of declaring a reference variable, instantiating an object and assigning it to the variable. Students will gradually develop a complete and comprehensive understanding of what an object is, how it works, and what constitutes a well-designed class interface.

Song Sheets to Software

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Metrics-driven Enterprise Software Development

And how You Can be a Part of it

PC Mag

Implementing Web, Intranet and Enterprise Search

A Guide to Print Music, Software, and Web Sites for Musicians