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KEY=GIMP - BRAXTON MIDDLETON

ASTROPHOTOGRAPHY UNLEASHED

lulu.com **Astrophotography is a specialised type of photography that entails recording images of astronomical objects and large areas of the night sky. The first photograph of an astronomical object (the Moon) was taken in 1840, but it was not until the late 19th century that advances in technology allowed for detailed stellar photography. You do not need your own telescope, or digital camera to take beautiful astronomical photographs. The section Acquiring Images takes you step by step how to acquire images via free, or low cost remote telescopes. This book is aimed at those with little or no prior knowledge of astrophotography. You may be one of the many who have found the subject too complex or have achieved disappointing results. This book's step by step tutorial style will allow anyone to acquire, process, and display astronomical images of a very high quality. Where possible jargon is dispensed with, and replaced with understandable language and procedures.**

POINT & CLICK LINUX!

YOUR GUIDE TO TROUBLE-FREE COMPUTING

Addison-Wesley Professional **With step-by-step instructions and how-to videos, the reader will master everything from word processing to the Web and email, instant messaging to CD burning. This work also includes a CD: which features SimplyMEPIS Linux, and a DVD: which features the author explaining all the reader needs to know in bite-sized video tutorials.**

THE ULTIMATE GIMP 2.10 GUIDE: LEARN PROFESSIONAL PHOTO EDITING

Independently Published **Have you always wanted to do the things the pro's**

are doing? Now you can! In 'The Ultimate GIMP 2.10 Guide' you will learn professional photo editing, retouching, and e-book cover design in GIMP 2.10 in easy steps. The book starts from the very beginning, so when you are new to photo editing, that's no problem! The book starts with installing and configuring GIMP 2.10 to make it look and act as Photoshop. Then all aspects of photo editing are covered, and no stone will be left unturned! Everything will be shown in easy to follow steps. You will learn how to improve and correct photographs professionally, and how to work with layers. You'll learn how to crop images, how to resize images, how to save images for web, how to save images for print, and how to make PDF's. You will learn professional retouching, like skin retouching with frequency separation, Liquify (for example to make someone thinner), how to let the program remove objects, and how to remove objects with the clone and heal tool. You will learn how to use masks, and how to make selections. In Chapter 5 we will go in to making professional selections with just a single click (this is not possible in Photoshop!) using the patented 'U-point technology'. The U-point technology is delivered by the Google Nik Collection, a professional high-end photo editing ''plug-in'' suite, used by professional photographers. The Google Nik Collection and its integration into GIMP will be discussed in its whole. So in addition to gaining great expertise in GIMP, this book will also cover the complete Google Nik Collection. We'll download and install the software, together with a special plugin that will let you work with the Google Nik Collection from out of GIMP. You will learn how to create black and white images at a professional level with the most powerful black and white plugin on the market, and you will learn how to sharpen images and remove noise. We´ll look at making vignettes, and HDR photography. We´ll look at the use of text, kerning text, and how to make eye-catching book covers. You'll learn everything about all the powerful blending modes, and the practical use of each blending mode will be shown and explained. You'll learn how to select hair, how to use and make patterns and gradients, and how to use and adjust a tablet. You will learn everything about brushes. How to create brushes yourself, the many special effects you can create with brushes (e.g. to create a flock of birds with just a single stroke, or to create grunge textures), and how to download free creative brushes. We will look at a popular skin retouching technique used by professionals called ''frequency separation'', and different methods for dodging and burning (selectively darkening and lightening of an image). We will discuss color theory, and it's direct connection to the ways color is manipulated in photo manipulation programs. We'll discover creative filters that bring a different look and feel to your image. The book is created for the Windows (7,8,10) user. With some extra steps however, the Linux user can also follow along. The book has been printed in black and white to keep the price as low as possible. About the writer: Bernard 't Hooft has over 15 years of experience with professional photo editing, and teaches photo editing at the VolksUniversiteit in the Netherlands.

RASPBERRY PI USER GUIDE

John Wiley & Sons **Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.**

BEGINNING GIMP

FROM NOVICE TO PROFESSIONAL

Apress **The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.**

THE BOOK OF GIMP

A COMPLETE GUIDE TO NEARLY EVERYTHING

No Starch Press **GIMP is a free alternative to Adobe Photoshop with tons of professional-grade features. But with so many powerful tools and menu**

options, GIMP can be difficult to master. Whether you're struggling to get started or trying to master some of GIMP's more complex features, you'll find the answers you're looking for in The Book of GIMP. The tutorials in the first half of the book walk you through essential GIMP skills, like resizing and cropping images, touching up spots and scratches, and customizing your work area. Illustrated, step-by-step instructions show you how to: –Improve the lighting and composition of images –Remove distortions and noise to make old and damaged photos look like new –Create stunning panoramas and digital collages using a series of photos –Make, edit, and export custom textures, logos, and animated GIFs –Work with selections, channels, and masks to edit images like a pro –Create colorful digital art, layer by layer The book's second half offers a comprehensive reference to GIMP's many features, including color balancing, masks, filters, and plug-ins. You'll find tools described in unparalleled detail, with coverage of nearly every option and parameter. With illustrated tutorials and detailed references, The Book of GIMP is sure to become your one-stop guide to just about everything GIMP.

ENERGIZE EDUCATION THROUGH OPEN SOURCE

LULU Publishing **For many schools in today's economy, money is tight, and costs must be closely monitored. With this in mind, there is one area where educators can save: free, open source software. In Energize Education through Open Source, Christopher D. Whittum explains the ins and outs of a huge repository of educational and productivity software that is available and open source. Filled with practical examples, this guide shares how this software and hardware can be obtained, provides suggestions for integrating it, and shows how schools can find the options that work best for their students and teachers. Whittum, who has worked with computers for more than thirty years, addresses and explains the Linux operating system, discusses how the open source products can be integrated into existing curricula, and provides suggestions for applications that could serve as aids to learning. Energize Education Through Open Source provides a feasible technology solution for schools facing financial barriers.**

BLENDER MASTER CLASS

A HANDS-ON GUIDE TO MODELING, SCULPTING, MATERIALS, AND RENDERING

No Starch Press **Presents a guide to the 3D design tool which uses three representative models to demonstrate such techniques as object manipulation, texture mapping, lighting, rendering, sculpting, and compositing.**

PAINTING WITH GIMP

Createspace Independent Publishing Platform **With the ever-increasing**

competitions in digital painting how do you think you can stand out and be noticed? Painting with GIMP is a compilation made to help painting artists do more in their field. It teaches them how to post results in a short while. The birth of GNU GIMP has made digital painting easier and more interesting than before. Learn how it can help you. Topics covered in this book: The Selection: Feathering, Making a Selection Partially Transparent, Creating and Using Selections, Moving a Selection, Adding or subtracting selections. The QuickMask: Overview, Properties, Using QuickMask Mode. Paths: Path Creation, Path Properties, Paths and Selections, Transforming Paths, Stroking a Path, Paths and Text, Paths and SVG files Brushes: Adding New Brushes, The GIH Dialog Box, Varying brush size, How to vary the height of a brush, Creating a brush quickly. Drawing Simple Objects: Drawing a Straight Line, Creating a Basic Shape. Plus Others: Gradients, Patterns, Presets, Palettes, Colormap. Bonus: you will get a 939-page GIMP book for free after purchase.

GIMP BIBLE

John Wiley and Sons The ultimate reference and guide to the GNU image manipulation program GIMP is a free, Photoshop-like image manipulation program, and as its use grows, so does the demand for detailed instruction on how to get the very most out of it. GIMP Bible is the most comprehensive and current independent GIMP reference available that goes beyond official documentation. If you're a digital artist or photographer, the step-by-step explanations in this authoritative guide show you how to power-use GIMP throughout a production pipeline. Topics include understanding the GIMP interface and how to work with it, how to use all of GIMP's tools to create high-quality images, GIMP's default filters and plug-ins, advanced techniques for customization with Python and Scheme scripting, and much more. GIMP (GNU Image Manipulation Program) is a free graphics editor that runs on Linux, Windows, or Macs; it is used to process digital graphics and photographs including creating graphics and logos, resizing and cropping photos, altering colors, combining images, creating basic GIF animated images, and more Whether you're a digital artist, professional photographer, or beginner, this detailed how-to shows you best practices, valuable techniques, and helpful tips for getting the most out of GIMP for your projects Topics include the GIMP interface and how to work with it, in-depth description of GIMP's tools and how to use them to create high-quality images, a comprehensive reference for all of GIMP's default filters and common plug-ins, and advanced customization with Python and Scheme scripting Get the most out of this free image editing tool for your production pipeline with the GIMP Bible. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

SUSE LINUX 10 BIBLE

John Wiley & Sons

DIGITAL VISUAL LITERACY: THE LIBRARIAN'S QUICK GUIDE

ABC-CLIO **Millions of images are uploaded to social media every day, and students are increasingly being asked to participate in such image-rich research projects as websites and blogs. Image manipulation and photo editing are commonplace, but the visual literacy skills needed to detect that kind of misinformation aren't. College students need help learning how to find, evaluate, and use images in an ethical and effective manner. Digital Visual Literacy is designed to introduce visual literacy to instructional librarians. This concise introduction teaches visual literacy as a digital skill, complete with digital humanities-based workshops and assignments to make instruction informative and engaging. It covers all aspects of visual literacy, from copyright to image evaluation. Each chapter clearly explains visual literacy standards and proficiencies and offers practical instructional assignments, in-class demonstrations, and more through the use of digital humanities tools.**

REFERENCE MANUAL FOR THE RILM AUTOMATED BIBLIOGRAPHIC SYSTEM

INCLUDING A USERS GUIDE, REFERENCE INFORMATION AND PROGRAM LISTINGS

DIGITAL CURATION FUNDAMENTALS

Rowman & Littlefield **Digital Curation Fundamentals takes a straight-forward, commonsense approach to the complex problem of digital curation and preservation, and portrays the challenges and opportunities in an approachable conversational style which lowers the bar to include those with little to no technical expertise.**

GIMP 2 FOR PHOTOGRAPHERS

IMAGE EDITING WITH OPEN SOURCE SOFTWARE

Demonstrates the image editing functions of GIMP 2, covering such topics as scanning and editing an image, using layers and masks, and working with black-and-white images.

GIMP

THE OFFICIAL HANDBOOK : THE GIMP USER'S MANUAL VERSION 1.0.1

Coriolis Group **The authors comprehensively cover GIMP by teaching readers all aspects ranging from installing to scripting to working faster and more efficiently through shortcuts. Features a 32-page Color Studio with**

inspiring images readers can create by learning all of the program's techniques in the book. The CD-ROM contains core GIMP software, plug-ins, and libraries that add file formats and effects to harness the power of this expandable and extensible program.

RASPBERRY PI USER GUIDE

John Wiley & Sons **Make the most out of the world's first truly compact computer It's the size of a credit card, it can be charged like a smartphone, it runs on open-source Linux, and it holds the promise of bringing programming and playing to millions at low cost. And now you can learn how to use this amazing computer from its co-creator, Eben Upton, in Raspberry Pi User Guide. Cowritten with Gareth Halfacree, this guide gets you up and running on Raspberry Pi, whether you're an educator, hacker, hobbyist, or kid. Learn how to connect your Pi to other hardware, install software, write basic programs, and set it up to run robots, multimedia centers, and more. Gets you up and running on Raspberry Pi, a high-tech computer the size of a credit card Helps educators teach students how to program Covers connecting Raspberry Pi to other hardware, such as monitors and keyboards, how to install software, and how to configure Raspberry Pi Shows you how to set up Raspberry Pi as a simple productivity computer, write basic programs in Python, connect to servos and sensors, and drive a robot or multimedia center Adults, kids, and devoted hardware hackers, now that you've got a Raspberry Pi, get the very most out of it with Raspberry Pi User Guide.**

VIRTUAL AIRPLANE

SECOND EDITION

Witold Jaworski **This book will teach you how to create the model shown on its cover. It assumes that you may know nothing about the 3D modeling software, and starts this course from the very basics. In subsequent chapters the author gradually introduces new methods and tools, on the example of building a model of the P-40B fighter. Every step of this workflow is presented in numerous illustrations. The goal of this book is to encourage all the "plastic modelers" for this new branch of their hobby. To make this hobby more affordable, this course uses solely the free (Open Source) software. This publication may also be interesting to all who would like to master the powerful Blender 3D package. "Virtual Airplane" contains so many illustrations (over 2400) that it is readable to some extent even in a foreign language. If you want to skim all of its contents, search the Google Books for its free version (ISBN: 9788393699209, it is a Polish translation), or visit airplanes3d.net.**

LIBREOFFICE 5.4 WRITER GUIDE

Lulu.com **LibreOffice is a freely-available, full-featured office suite that runs**

on Windows, Linux, and Mac OS X. This book is for beginners to advanced users of Writer, the word processing component. It covers setting up Writer to suit the way you work; using styles and templates; working with text, graphics, tables, and forms; formatting pages (page styles, columns, frames, sections, and tables); printing and mail merge; creating tables of contents, indexes, and bibliographies; using master documents and fields; creating PDFs; and more. This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community. Free PDFs of this book and its individual chapters are available from http: //www.libreoffice.org/get-help/documentation

SYS ADMIN

THE JOURNAL FOR UNIX SYSTEM ADMINISTRATORS

LPIC-1 LINUX PROFESSIONAL INSTITUTE CERTIFICATION STUDY GUIDE

EXAM 101-500 AND EXAM 102-500

John Wiley & Sons The bestselling study guide for the popular Linux Professional Institute Certification Level 1 (LPIC-1). The updated fifth edition of LPIC-1: Linux Professional Institute Certification Study Guide is a comprehensive, one-volume resource that covers 100% of all exam objectives. Building on the proven Sybex Study Guide approach, this essential resource offers a comprehensive suite of study and learning tools such as assessment tests, hands-on exercises, chapter review questions, and practical, real-world examples. This book, completely updated to reflect the latest 101-500 and 102-500 exams, contains clear, concise, and user-friendly information on all of the Linux administration topics you will encounter on test day. Key exam topics include system architecture, Linux installation and package management, GNU and UNIX commands, user interfaces and desktops, essential system services, network and server security, and many more. Linux Servers currently have a 20% market share which continues to grow. The Linux OS market saw a 75% increase from last year and is the third leading OS, behind Windows and MacOS. There has never been a better time to expand your skills, broaden your knowledge, and earn certification from the Linux Professional Institute. A must-have guide for anyone preparing for the 101-500 and 102-500 exams, this study guide enables you to: Assess your performance on practice exams to determine what areas need extra study Understand and retain vital exam topics such as administrative tasks, network configuration, booting Linux, working with filesystems, writing scripts, and using databases Gain insights and tips from two of the industry's most highly respected instructors, consultants, and authors Access Sybex interactive tools that include electronic flashcards, an online test bank, customizable practice exams, bonus chapter review questions, and a searchable PDF

glossary of key terms LPIC-1: Linux Professional Institute Certification Study Guide is ideal for network and system administrators studying for the LPIC-1 exams, either for the first time or for the purpose of renewing their certifications.

LIFERAY ADMINISTRATOR'S GUIDE

Lulu.com **The Liferay Portal Administrator's Guide is your complete guide to installing, integrating, configuring, and maintaining a Liferay Portal server. This comprehensive guide will show you how to bring up a Liferay Portal server and keep it running. From installing a bundle to configuring a Liferay cluster, every aspect of running Liferay Portal is covered.**

RELIABLE SOFTWARE TECHNOLOGIES ADA-EUROPE 2000

5TH ADA-EUROPE INTERNATIONAL CONFERENCE POTSDAM, GERMANY, JUNE 26-30, 2000, PROCEEDINGS

Springer **This book constitutes the proceedings of the 23rd Ada-Europe International Conference on Reliable Software Technologies, Ada-Europe 2018, held in Lisbon, Portugal, in June 2018. The 10 papers presented in this volume were carefully reviewed and selected from 27 submissions. They were organized in topical sections named: safety and security; Ada 202X; handling implicit overhead; real-time scheduling; and new application domains.**

CENSUS CATALOG AND GUIDE

Includes subject area sections that describe all pertinent census data products available, i.e. "Business--trade and services", "Geography", "Transportation," etc.

BEGINNING GIMP

FROM NOVICE TO PROFESSIONAL

Apress **The GIMP Version 2.4 will be released end of 2005. We'll likely be first to market a book about the new version. Other books are pre-Version 2.4 and very outdated Takes a project-based approach. Reader will be taught through real-world examples and projects immediately applicable for their own work GIMP is an emerging technology in Open Source that has been making big headlines. Was used to make the Scooby-Doo movie and the official mascot of Linux (Tux) GIMP works on Mac OSX, Linux, and Windows. This book shows how to install it on each platform.**

PERL GRAPHICS PROGRAMMING

CREATING SVG, SWF (FLASH), JPEG AND PNG FILES WITH PERL

"O'Reilly Media, Inc." **Graphics programmers aren't the only ones who need to**

be proficient with graphics. Web and applications programmers know that a dull web page can be quickly transformed into one that's interesting and lively with the use of well-planned graphics. And fortunately, you don't need the skills of a fulltime graphics programmer to use graphics effectively. From access counters and log report graphs to scientific plots and on-the-fly animated GIFs, graphics scripting is within the grasp of most web programmers. Using open source software, like Perl, you have the power to dynamically generate graphics based on user input and activity, easily manipulate graphics content, and optimize graphics for compression and quality.Geared toward Perl users and webmasters, Perl Graphics Programming focuses on open-source scripting programs that manipulate graphics files for use on the Web. The book demystifies the manipulation of graphics formats for newcomers to the Web with a practical, resource-like approach. With this book you'll learn to: Generate dynamic web graphics with charts, tables, and buttons Automate graphics tasks (thumbnails and borders) Create dynamics web documents (PDF, Postscript) Produce rich Internet experiences with Flash and SVG You'll begin with a tour of the most common web graphic file formats--PNG, JPEG, GIF, SWF, SVG, Postscript and PDF--then you'll explore the most powerful tools and Perl modules available for manipulating these graphics, such as GD, PerlMagick, and GIMP. Included in this part of the book is a thorough description of the Ming module for creating on-the-fly Flash files. Next, a "cookbook" section includes practical, all purpose recipes: GIF animation, generating images within a dynamic application, communicating between SWF front-end and Perl back-end, XSLT transformations, compression, and much more.Perl programmers naturally turn to Perl to tackle whatever challenge they have at hand, and graphics programming is no exception. Perl Graphics Programming provides all the tools you need to begin programming and designing graphics for the Web immediately. This book will change how you think about generating and manipulating graphics for the Web.

THE LINUX COMMAND LINE

A COMPLETE INTRODUCTION

No Starch Press **You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short,**

easily-digestible chapters, you'll learn how to: * Create and delete files, directories, and symlinks * Administer your system, including networking, package installation, and process management * Use standard input and output, redirection, and pipelines * Edit files with Vi, the world's most popular text editor * Write shell scripts to automate common or boring tasks * Slice and dice text files with cut, paste, grep, patch, and sed Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

THE LITA GUIDE TO NO- OR LOW-COST TECHNOLOGY TOOLS FOR LIBRARIES

Rowman & Littlefield **The LITA Guide to No- or Low-Cost Technology Tools for Libraries provides a practical guide on how to find and use technology tools for a variety of purposes in libraries and, more broadly, in education. Each topic showcases two technology tools in detail and discusses additional tools and provides examples of how librarians or educators are using them in libraries and schools. Types of tools covered are: Video creation tools, such as PowToon and Animaker, can be used to create animated videos to tell patrons about a new service or teach students about search strategies. Screencasts includes tools like Jing or Screencast-O-Matic, which can be used to show how to use a new library database or service. Collaboration tools, including tools such as Padlet or Lino It, can be used for student collaboration or teamwork with colleagues and sharing project ideas quickly and easily. Assessment tools such as Quizizz and Kahoot allow for gamified assessment of student or patron knowledge.**

INTERNET RESOURCES FOR PROFESSIONAL ASTRONOMY

PROCEEDINGS OF THE IX CANARY ISLANDS WINTER SCHOOL OF ASTROPHYSICS

CUP Archive **Comprehensive guide to astronomy on the internet written for astronomers and astrophysicists.**

UNITED STATES GOVERNMENT PUBLICATIONS MONTHLY CATALOG

ANDROID TABLET APPLICATION DEVELOPMENT FOR DUMMIES

John Wiley & Sons **Get up to speed on the hottest opportunity in the application development arena App development for tablets is a booming business. Android tablets, including the popular Motorola Xoom, are gaining market share at breakneck speed, and this book can have even novice programmers creating great Android apps specifically for tablets quickly and easily. A little Java knowledge is helpful but not essential to get started creating apps. Android expert Donn Felker helps you get the**

Android environment up and running, use XML to create application menus, create an icon for your app, and submit your app to the Android Market. You'll also learn to create an SQLite database to run behind your app and how to allow users to tailor your app to their needs. Tablet application development is booming, and Android tablets, including the Samsung Galaxy Tab and Motorola Xoom, are rapidly gaining market share This easy-to-follow guide helps new and veteran programmers set up the Android tablet environment, work with Google's notification system, and design apps that take advantage of larger tablet screens Covers using XML to create application menus, creating an icon for your app, and submitting your app to the Android Market Demonstrates notifications, how to create an SQLite database to run behind an application, and how to set up your app so users can choose options that tailor the app to their individual needs If you want to break into the growing Android tablet application development market, look no further than Android Tablet Application Development For Dummies!

THE YOUNG LADIES' JOURNAL COMPLETE GUIDE TO THE WORK-TABLE

CONTAINING INSTRUCTIONS IN BERLIN WORK, CROCHET, DRAWN-THREAD WORK, EMBROIDERY, KNITTING, KNOTTING OR MACRAME, LACE NETTING, POONAH PAINTING, & TATTING

SAMSUNG ARTIK REFERENCE

THE DEFINITIVE DEVELOPERS GUIDE

Apress **Provides a professional-level reference to the Samsung ARTIK API, as well as to other aspects of interest to developers such as the file systems, the operating system internals, various available interfaces, input/output, and the hardware itself. This is the perfect book for experienced programmers and developers who want to jump in and work with Samsung's new ARTIK product line to create Internet of Things devices and applications. It is also a perfect follow-up resource for new-to-the-field developers who are just getting past the beginning stages of learning the ARTIK. Samsung ARTIK Reference begins with a concise overview of the hardware and the various developer reference boards that are available. Attention then shifts to operating system internals, modes such as sleep and startup, and the various file systems and their parameters that are available for developers to adjust. Also included is a reference of API calls, guidance on input and output, documentation of serial, audio, graphic, and other interfaces. There is extensive reference to online resources with annotation and commentary guiding the learning process in many directions for further study. What You Will Learn Install the ARTIK toolkit and prepare to develop Manipulate the inner workings of the ARTIK operating system Look up and refer to details of the ARTIK API specification Perform input and output over the peripheral interface buses**

Build embeddable applications in support of IoT devices Embed the ARTIK modules into your own hardware products Who This Book Is For Samsung ARTIK Reference is for experienced developers wanting to understand and begin working with ARTIK. The book is especially of interest to those wishing to interact with ARTIK modules from within their own applications and web services.

THE COMPLETE USER'S GUIDE TO THE AMAZING AMAZON KINDLE

Harvard Perspectives in Independent Publishing **The bestselling unauthorized guide that will ensure that you get the most out of the Kindle - or give you all the information you need before you decide to buy.**

THE GOOD LIFE CRISIS

Nick Shelton **The Good Life Crisis is a project that seeks to find the best answers to the question "What is the Good Life?" After traveling around the world and interviewing hundreds of inspiring people, Nick Shelton has compiled a book based on the best advice he's received. Comprised of humorous stories and practical advice, it provides you a glimpse of how to lead an ideal life in the 21st century.Containing just over 40 chapters, the book provides stories, real-life examples, and practical advice on how each of us can improve our lives and we appreciate each day. For more visit, www.TheGoodLifeCrisis.com**

BEGINNING DIGITAL IMAGE PROCESSING

USING FREE TOOLS FOR PHOTOGRAPHERS

Apress **Since the advent of digital photography, we have been able to post-process our pictures. However, to do it properly, we have to become digital art apprentices. Sebastian Montabone is a computer vision expert who wants us to use our cameras and image processing software to come up with works of art. In this book, he teaches image processing techniques of ascending difficulty based on freely available tools. The book teaches you to use the best tools for the job, and it focuses on the techniques, not the environments or toolchains in which they run. Also in this book, you'll learn about the Canon Hack Development Kit (CHDK), which expands the features of some cameras.**

LIBREOFFICE 6.0 WRITER GUIDE

Lulu.com **LibreOffice is a freely-available, full-featured office suite that runs on Windows, Linux, and macOS. This book is for beginners to advanced users of Writer, the word processing component. It covers setting up Writer to suit the way you work; using styles and templates; working with text, graphics, tables, and forms; formatting pages (page styles, columns, frames, sections, and tables); printing and mail merge; creating tables of contents, indexes, and bibliographies; using master documents and fields;**

creating PDFs; and more. This book was written by volunteers from the LibreOffice community. Profits from the sale of this book will be used to benefit the community. Free PDFs of this book and its individual chapters are available from http: //www.libreoffice.org/get-help/documentation

RED HAT LINUX - STUDY GUIDE

Firewall Media

CRYPTOGRAPHY IN C AND C++

Apress **This book covers everything you need to know to write professional-level cryptographic code. This expanded, improved second edition includes about 100 pages of additional material as well as numerous improvements to the original text. The chapter about random number generation has been completely rewritten, and the latest cryptographic techniques are covered in detail. Furthermore, this book covers the recent improvements in primality testing.**

THE BOOK OF INKSCAPE, 2ND EDITION

THE DEFINITIVE GUIDE TO THE GRAPHICS EDITOR

No Starch Press **A comprehensive user's guide to Inkscape, a vector illustration application. Dmitry Kirsanov, a former core Inkscape developer, shares his knowledge of Inkscape's inner workings as he shows how to use Inkscape to draw with various tools, work with objects, apply realistic and artistic effects, and more. Step-by-step task-based tutorials show you how to create business cards, animations, technical and artistic drawings, and graphic assets for games. This second edition covers the new tools, improved text features, advanced new path effects and filters, as well as many new UI conveniences in Inkscape 1.0. A new chapter describes Inkscape's extensions for both users and developers. Learn how to: Navigate the canvas and customize your workspace and views Create new objects and transform, style, clone, and combine them Use gradients, patterns, filters, and path effects to liven up your work Work with layers, groups, object order, and locks to control your artwork View and manipulate your document's structure with the XML Editor and the new Objects dialog Export your work to various formats**