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Jin-Ying Zhang



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to store and manage data Flash s XML Socket makes it possible to network Flash front ends to an application server This allows developers to use a Flash interface for applications such as message boards real time chats surveys news feeds and games XML in Flash begins by illustrating the basics of XML and the Flash XML Object In Part I Flash is used as a teaching aid as you learn the basics of Flash XML integration Part II covers how Flash works with middleware languages such as PHP and ASP as well as performance and optimization You will also create a Flash message board with a database Part III delves into the advantages of XMLSocket Hands on projects include creating a stock market ticker to receive XML data from servers Finally the appendixes include invaluable reference information on XML XMLNode objects and XMLSocket objects as well as Frequently Asked Questions The example applications also illustrate the key concepts necessary for understanding the Flash XML relationship You will be able to use the applications on the accompanying Web site regardless of whether or not you spend the time to read and learn about their inner workings

Flash 5 Visual Insight Sherry London,Dan London,2001 London s in depth guide teaches the fundamentals of Flash 5 while focusing on projects that show the full range of it s capabilities It appeals to visual learners who need to see rather than read how to create something

Designing Web Sites that Work Tom Brinck,Darren Gergle,Scott D. Wood,2002 Every stage in the design of a new web site is an opportunity to meet or miss deadlines and budgetary goals Every stage is an opportunity to boost or undercut the site s usability This book tells you how to design usable web sites in a systematic process applicable to almost any business need You get practical advice on managing the project and incorporating usability principles from the project s inception This systematic usability process for web design has been developed by the authors and proven again and again in their own successful businesses A beacon in a sea of web design titles this book treats web site usability as a preeminent practical and realizable business goal not a buzzword or abstraction The book is written for web designers and web project managers seeking a balance between usability goals and business concerns Examines the entire spectrum of usability issues including architecture navigation graphical presentation and page structure Explains clearly the steps relevant to incorporating usability into every stage of the web development process from requirements to tasks analysis prototyping and mockups to user testing revision and even postlaunch evaluations Includes forms checklists and practical techniques that you can easily incorporate into your own projects at <http://www.mkp.com/uew>

Making Games Stefan Werning,2021-02-16 An argument that production tools shape the aesthetics and political economy of games as an expressive medium In *Making Games* Stefan Werning considers the role of tools primarily but not exclusively software their design affordances and the role they play as sociotechnical actors Drawing on a wide variety of case studies Werning argues that production tools shape the aesthetics and political economy of games as an expressive medium He frames game making as a meta game in itself and shows that tools like games have their own procedural rhetoric and should not always be conceived simply in terms of optimization and best practices

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E-Commerce Carla Romaine Cowan,2000-12-15 An introduction to the jobs available in multimedia discusses the skills training and education needed for a computer career in this field *Real World Adobe Illustrator 10* Deke McClelland,2002 This is an update to the comprehensive industrial strength guide to Illustrator 9 packed with timesaving tips and advanced techniques for everyday use **Creativity in the Digital Age** Nelson Zagalo,Pedro Branco,2015-04-02 This edited book discusses the exciting field of Digital Creativity Through exploring the current state of the creative industries the authors show how technologies are reshaping our creative processes and how they are affecting the innovative creation of new products Readers will discover how creative production processes are dominated by digital data transmission which makes the connection between people ideas and creative processes easy to achieve within collaborative and co creative environments Since we rely on our senses to understand our world perhaps of more significance is that technologies through 3D printing are returning from the digital to the physical world Written by an interdisciplinary group of researchers this thought provoking book will appeal to academics and students from a wide range of backgrounds working or interested in the technologies that are shaping our experiences of the future Essential Design for Web Professionals Charles J.

Lyons,2001 Using real world case studies the reader learns how to design an entire web site *PC Mag* ,2002-01-29 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 **EZ Flash 5** Bradley Kaldahl,2001 If you are new to Flash or an experienced Flash user you will find this book to be exciting informative and offers a wealth of creative ideas and techniques for getting the most out of Flash for web creation Learning Flash is both fun and easy This book provides over 30 short projects and over 100 experimental ideas that cover a variety of effects and techniques such as Melting Type Solar Explosions Animated Typist using ActionScript EZ Web Games MP3 Sound

Controllers Dynamic Photography Fading Web Paint Motion Trails Score Keeping for Web Games Collision Detection Creating and Testing Preloaders and Interactive Web Portfolios There are also tutorials for using Photoshop and Illustrator with Flash and a chapter on reverse engineering interesting Flash web sites Additionally this text provides a straightforward introduction to ActionScript You will enjoy exploring new Flash ideas that are presented in a short 28 page easy to follow step by step format This book allows you learn create and publish a variety of Flash effects quickly and easily If you have never worked with Flash you will appreciate the fact that from chapter two you are producing web content Rather than describing each palette and menu item you will learn by doing The projects were designed by a professional Flash instructor peer reviewed and classroom tested to insure that they are accurate exciting and most importantly easy to understand Extensive screen shots makes it easier to learn Short projects means that you can gain a solid understanding of a single concept before moving onto the next From the author My students and I agree that the most enjoyable way to learn complex software is with short projects that provide new interesting and creative techniques that can be used or modified immediately for your own web creations

eLearning with Dreamweaver MX Betsy Bruce, 2002 Learn how to create compelling online learning applications with Dreamweaver MX When designing online learning applications concepts such as interactivity levels user tracking and audience level must be understood before a developer can start coding a single web page eLearning with Dreamweaver MX Building Online Learning Applications begins by teaching readers the basic instructional design concepts that they will need to know to create successful online learning applications Bruce then walks you through the development process step by step beginning with planning and prototype creation Then she shows you how to add content emphasizing methods that take advantage of Dreamweaver's templates and libraries Next the book delves into the CourseBuilder extension to add quizzes and actions The next step is to track user progress with Learning Management Systems Finally Bruce shows users best practices for collaboration and optimization The web site www.newriders.com will provide code and extensions referenced in the book

Retro Gaming Hacks Chris Kohler, 2005-10-12 Maybe it was the recent Atari 2600 milestone anniversary that fueled nostalgia for the golden days of computer and console gaming Every Game Boy must ponder his roots from time to time But whatever is driving the current retro gaming craze one thing is certain classic games are back for a big second act and they're being played in both old and new ways Whether you've just been attacked by Space Invaders for the first time or you've been a Pong junkie since puberty Chris Kohler's Retro Gaming Hacks is the indispensable new guide to playing and hacking classic games Kohler has compiled tons of how-to information on retro gaming that used to take days or weeks of web surfing to track down and sort through and he presents it in the popular and highly readable Hacks style Retro Gaming Hacks serves up 85 hard-nosed hacks for reviving the classic games Want to game on an original system Kohler shows you how to hack ancient hardware and includes a primer for home brewing classic software Rather than adapt today's equipment to run retro games Kohler provides emulation techniques complete with

instructions for hacking a classic joystick that's compatible with a contemporary computer. This book also teaches readers to revive old machines for the original gaming experience: hook up an Apple II or a Commodore 64 for example and play it like you played before. A video game journalist and author of *Power Up: How Japanese Video Games Gave the World an Extra Life*, Kohler has taught the history of video games at Tufts University. In *Retro Gaming Hacks*, he locates the convergence of classic games and contemporary software, revealing not only how to retrofit classic games for today's systems but how to find the golden oldies hidden in contemporary programs as well. Whether you're looking to recreate the magic of a Robotron marathon or simply crave a little handheld Donkey Kong, *Retro Gaming Hacks* shows you how to set the way back dial.

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