

Sams Teach Yourself Applescript In 24 Hours

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Sams Teach Yourself AppleScript in 24 Hours offers a clearly written, well organized introduction to AppleScript. The book starts with running existing scripts, then teaches the reader to write simple scripts to create shortcuts and increase productivity on the Mac OS, then moves on to working with popular Macintosh applications with scripts.

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Genre/Form: Electronic books: Additional Physical Format: Print version: Feiler, Jesse. Sams teach yourself AppleScript in 24 hours. Indianapolis, Ind. : Sams, ©2003

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~~Sams Teach Yourself AppleScript in 24 Hours - Jesse Feiler ...~~

Teach Yourself Applescript in 24 Hours (TYA) from Sams Publishing is more up to date: it covers Applescript under OS X and the use of AppleScript Studio to build GUI applications using the language. That's its strength. The book's first weakness, though, is that it starts too far down the learning curve in my opinion.

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Sams Teach Yourself AppleScript in 24 Hours; By Jesse Feiler; Book \$19.99; Sams Teach Yourself Web Services in 24 Hours; By Stephen Potts; Book \$31.99; Read this on Safari; Sams Teach Yourself Microsoft Visual Basic .NET 2003 in 21 Days, 2nd Edition; By Steven ...

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Sams Teach Yourself AppleScript in 24 Hours av Jesse Feiler häftad, 2003, Engelska, ISBN 9780672325182. Provides lessons on using AppleScript, the scripting language for Macintosh, to automate a variety of daily computing tasks and workflow processes. häftad ...

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Okay, yes, some of this is so very basic, why would anyone with any experience in web design or development even look at it? Well, this anyone has been learning catch-as-catch-can for as long as there has been a World Wide Web, using all kinds of software, content management systems, books, free training online, and the like.

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Sams Teach Yourself Visual Basic .NET in 24 Hours provides readers with 24 structured lessons with step-by-step guidance to real-world tasks. Each chapter also contains exercises that reinforce the lessons learned in each chapter. Tips, Notes, and Cautions provide additional advice from the authors on how to get up-to-speed and programming quickly with Visual Basic .NET.

Provides lessons on using AppleScript, the scripting language for Macintosh, to automate a variety of daily computing tasks and workflow processes.

The Macintosh environment is very exciting--and very confusing, especially for the first-time user. This thorough, easy-to-understand introduction to all of the components of Mac OS X Tiger will teach readers how to easily work with Mac hardware, the operating system, and all of the powerful digital media applications that are built right into their systems.

You've got a Mac. You've got Leopard. And you've got iLife, Safari, Mail, iChat...and all the rest. Now

all you need to do is figure out how to get them to work together--so that you can stop thinking about your computer and start thinking about getting things done, having fun, and enjoying everything your Mac has to offer. This one book is your answer--the answer to any questions you might have today, and the answer to all the questions about Leopard and your Mac that you're likely to have in the future. Find out how to... Get the most enjoyment out of iLife Find files and documents with Spotlight Use QuickTime and DVD Player Use Windows software on Intel Macs Work with peripheral devices Surf the Web with Safari Send email with Mail Collaborate via iChat Share your screen, files, and computer securely Recover from crashes Back up and restore files with Time Machine

Presents lessons covering the features and functions of Objective-C, with information on such topics as using Xcode 5, working with data types, using compiler directives, managing memory, and working with code blocks.

Presents lessons discussing the concepts of Xcode 4.3+ development for OS X and iOS devices.

& The only entry-level tutorial that teaches FileMaker from the ground up and offers complete coverage of the latest version of the software. & & Covers how to customize the out-of-the-box databases as well as create databases and FileMaker solutions from scratch. & & Discusses how to network databases on LANs and the Internet, develop Web-based interfaces to databases, and manage database security.

Underneath the colorful interface of Mac OS X is a powerful, complicated operating system based on BSD UNIX. And Mac users of all kinds need help both in figuring out how to run OS X and in understanding how it worked and how to get the most out of it. In late summer 2002 Apple is expected to release a new version of OS X--code-named "Jaguar"--That will add some end user features (like iChat), that will improve OS X's stability. The second edition of Sams Teach Yourself Mac OS X in 24 Hours helps new users to understand how the new OS (different from the traditional Mac OS, as well as Windows) functions, and how to use it successfully. The book also explores how to use the native OS X applications that ship with the product.

Explains the basics of the Macintosh operating system and its software, covering topics such as iTunes, QuickTime, creating movies, networking, and automating tasks.

Describes how to get the most out of digital cameras, Photoshop Elements, iTunes, iMovies, and other digital equipment and functions using a Mac.

Full-color figures and code appear as they do in Xcode 5. In just 24 sessions of one hour or less, you can master the Objective-C language and start using it to write powerful native applications for even the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment..make the most of Objective-C objects and messaging..work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git..and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. • Use Xcode 5 to write modern Objective-C software more quickly and efficiently • Master Objective-C's object-oriented features and techniques • Manage projects more efficiently with the Git source code repository • Write more dynamic code with Objective-C's powerful messaging architecture • Declare classes, instance variables, properties, methods, and actions • Work with mutable and immutable data types • Organize data with collections, including arrays, dictionaries, and sets • Painlessly manage memory with Automatic Reference Counting (ARC) • Expand and extend classes with protocols, delegates, categories, and extensions • Get started with Apple's powerful classes and frameworks • Create and work with code blocks • Manage queues and threading with Grand Central Dispatch

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