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access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish

**Sampling of Heterogeneous and Dynamic Material Systems Theories of Heterogeneity, Sampling and Homogenizing** [Elsevier](#) Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short, the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry. **Sams Teach Yourself Core Data for Mac and IOS in 24 Hours** [Sams Publishing](#) In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. 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 Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. 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Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. 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Sams Teach Yourself Microsoft Windows 2000 Professional in 10 Minutes [Sams Publishing](#) Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories. Sample Surveys: Inference and Analysis [Morgan Kaufmann](#) Handbook of Statistics\_29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography Sams Teach Yourself .NET XML Web Services in 24 Hours [Sams Publishing](#) Explains what XML Web services are, where to apply Web services technology, the infrastructure behind .NET and XML Web services, and the programming model used to create Web services. Sams Teach Yourself Windows Phone 7 Application Development in 24 Hours [Sams Publishing](#) Covers Windows Phone 7.5 In just 24 sessions of one hour or less, you'll learn how to develop mobile applications for Windows Phone 7! 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Printed in full color—figures and code appear as they do in Xcode Use Xcode to write Objective-C software more quickly and efficiently Master Objective-C's object-oriented features and techniques Efficiently organize program files and projects Make the most of Objective-C's powerful messaging capabilities Declare classes, instance variables, properties, methods, and actions Leverage building block patterns to write more powerful code Work with mutable and immutable data types Organize data with collections, including dictionaries and sets Manage memory the modern way, with Automatic Reference Counting (ARC) Expand and extend classes with protocols, delegates, categories, and extensions Apply recent language enhancements such as Associative References and Fast Enumeration Create and work with portable, anonymous code blocks Manage queues and threading with Grand Central Dispatch Sams Teach Yourself SAP in 24 Hours [Pearson Education](#) Third Edition: Thoroughly Updated and Expanded, with Extensive New Coverage! 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Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming and Casting 339 Part VI: Advanced Topics Hour 20 Web Services 353 Hour 21 The New Web 363 Hour 22 Network Intrusion 375 Hour 23 TCP/IP Security 391 Hour 24 Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index Sams Teach Yourself Adobe Photoshop CS3 in 24 Hours [Sams Publishing](#) One of the most accessible and detailed tutorial on the most recent version of the leading image editing tool. 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Write simple, efficient code that reflects a clear understanding of how Cocoa Touch works and why it works that way Build great iPhone/iPod touch user interfaces from the ground up Display tables and provide for clear navigation Access the Internet and networks and show web pages Save and retrieve data, including user preferences Understand how the Cocoa Touch runtime loop interacts with your application Draw and manipulate images Create complex animations such as Cover Flow Build applications that play and record media Use the iPhone's built-in accelerometer, GPS capabilities, and WiFi support Share data via custom URLs, emails, and other techniques Find and fix common Cocoa Touch software bugs, fast Avoid the performance bottlenecks that affect Cocoa Touch code Sams Teach Yourself C in 21 Days [Sams Publishing](#) This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. 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