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Introductory Structured COBOL - Howard D. Weiner - 1983

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Bowker's Complete Sourcebook of Personal Computing - - 1984

Bowker's Complete Sourcebook of Personal Computing - - 1984

Books in Print - - 1993

Books in Print - - 1993

Books in Print Supplement - - 1988

Books in Print Supplement - - 1988

Computer Books and Serials in Print - - 1985

Computer Books and Serials in Print - - 1985

Four Software Tools, with Lotus 1-2-3, 2.2 - Tim Duffy - 1990

Four Software Tools, with Lotus 1-2-3, 2.2 - Tim Duffy - 1990

Hands-On Lotus 1-2-3 (release 2.2) - Tim Duffy - 1990

Hands-On Lotus 1-2-3 (release 2.2) - Tim Duffy - 1990

Hands-on DBase III Plus - Tim Duffy - 1990

Hands-on DBase III Plus - Tim Duffy - 1990

Introduction to Programming with Quick Basic 3.5 - Head - 1995

Introduction to Programming with Quick Basic 3.5 - Head - 1995

The Publishers' Trade List Annual - - 1981

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Written for university and community-college students whose programming interests are Windows-based and business-oriented, this text assumes no previous knowledge of computer programming. In conjunction with Windows 95 and Visual Basic 4.0 software, this text will help students learn the fundamentals of writing computer applications in a Windows environment. It will allow them to create powerful, graphical programs for school, home or business. The authors' project-approach takes the student through a seven-step programming process to create working applications. As the student's competence grows, step-by-step instructions become less detailed. Students learn structured programming techniques and a systematic approach to writing and debugging programs that are applicable to any language. At the same time they become proficient in most of the features of Microsoft Visual Basic 4.0.
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Forthcoming Books - Rose Arny - 1997-12

Interface - - 1986

Management Information Systems - Kenneth C. Laudon - 2004
Management Information Systems provides comprehensive and integrative coverage of essential new technologies, information system applications, and their impact on business models and managerial decision-making in an exciting and interactive manner. The twelfth edition focuses on the major changes that have been made in information technology over the past two years, and includes new opening, closing, and Interactive Session cases.

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Computerworld - - 1980-08-04
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.

Getting Started with Computers - Deborah Morley - 1997
Dryden’s Getting Started series offers instruction in basic computer literacy combined with practical Web-based technologies. Designed with today’s student in mind, these four-color, heavily illustrated texts are concise and readable. Clear explanations, accompanied by large, easy-to-read screen captures, are followed by guided exercises and projects. Students learn by doing in real-world scenarios and case studies. Getting started has never been so easy!

The British National Bibliography - Arthur James Wells - 2002

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Mastering Today's Software - Edward G. Martin - 1996

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Thoughtful Interaction Design - Jonas Lowgren - 2007-01-26
The authors of Thoughtful Interaction Design go beyond the usual technical concerns of usability and usefulness to consider interaction design from a design perspective. The shaping of digital artifacts is a design process that influences the form and functions of workplaces, schools, communication, and culture; the successful interaction designer must use both ethical and aesthetic judgment to create designs that are appropriate to a given environment. This book is not a how-to manual, but a collection of tools for thought about interaction design. Working with information technology—called by the authors “the material without qualities”—interaction designers create not a static object but a dynamic pattern of interactivity. The design vision is closely linked to context and not simply focused on the technology. The authors’ action-oriented and context-dependent design theory, drawing on design theorist Donald Schön’s concept of the reflective practitioner, helps designers deal with complex design challenges created by new technology and new knowledge. Their approach, based on a foundation of thoughtfulness that acknowledges the designer’s responsibility not only for the functional qualities of the design product but for the ethical and aesthetic qualities as well, fills the need for a theory of interaction design that can increase and nurture design knowledge. From this perspective they address the fundamental question of what kind of knowledge an aspiring designer needs, discussing the process of design, the designer, design methods and techniques, the design product and its qualities, and conditions for interaction design.

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**Computerworld** - 1981-11-02
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Computerworld - - 1980-09-01
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Building a Workforce for the Information Economy - National Research Council - 2001-03-19
A look at any newspaper's employment section suggests that competition for qualified workers in information technology (IT) is intense. Yet even experts disagree on not only the actual supply versus demand for IT workers but also on whether the nation should take any action on this economically important issue. Building a Workforce for the Information Age offers an in-depth look at IT workers-where they work and what they do-and the policy issues they inspire. It also illuminates numerous areas that have been questioned in political debates: Where do people in IT jobs come from, and what kind of education and training matter most for them? Are employers' and workers' experiences similar or different in various parts of the country? How do citizens of other countries factor into the U.S. IT workforce? What do we know about IT career paths, and what does that imply for IT workers as they age? And can we measure what matters?

The committee identifies characteristics that differentiate IT work from other categories of hightech work, including an informative contrast with biotechnology. The book also looks at the capacity of the U.S. educational system and of employer training programs to produce qualified workers.

The Usefulness of Useless Knowledge - Abraham Flexner - 2017-02-21
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Database Design for Smarties - Robert J. Muller - 1999-03-08
Craft the Right Design Using UML Whether building a relational, object-relational, or object-oriented database, database developers are increasingly relying on an object-oriented design approach as the best way to meet user needs and performance criteria. This book teaches you how to use the Unified Modeling Language-the official standard of the Object Management Group-to develop and implement the best possible design for your database. Inside, the author leads you step by step through the design process, from requirements analysis to schema generation.
You'll learn to express stakeholder needs in UML use cases and actor diagrams, to translate UML entities into database components, and to transform the resulting design into relational, object-relational, and object-oriented schemas for all major DBMS products. Features Teach you everything you need to know to design, build, and test databases using an OO model. Shows you how to use UML, the accepted standard for database design according to OO principles. Explains how to transform your design into a conceptual schema for relational, object-relational, and object-oriented DBMSs. Offers practical examples of design for Oracle, SQL Server, Sybase, Informix, Object Design, POET, and other database management systems. Focuses heavily on re-using design patterns for maximum productivity and teaches you how to certify completed designs for re-use.

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**Brave NUI World** - Daniel Wigdor - 2011-04-05

Brave NUI World is the first practical guide for designing touch- and gesture-based user interfaces. Written by the team from Microsoft that developed the multi-touch, multi-user Surface® tabletop product, it introduces the reader to natural user interfaces (NUI). It gives readers the necessary tools and information to integrate touch and gesture practices into daily work, presenting scenarios, problem solving, metaphors, and techniques intended to avoid making mistakes. This book considers diverse user needs and context, real world successes and failures, and the future of NUI. It presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again. The book will be of value to game designers as well as practitioners, researchers, and students interested in learning about user experience design, user interface design, interaction design, software design, human computer interaction, human factors, information design, and information architecture. Provides easy-to-apply design guidance for the unique challenge of creating touch- and gesture-based user interfaces Considers diverse user needs and context, real world successes and failures, and a look into the future of NUI Presents thirty scenarios, giving practitioners a multitude of considerations for making informed design decisions and helping to ensure that missteps are never made again.
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**British Paperbacks in Print** - - 1985

**Subject Guide to Forthcoming Books** - - 1983
Presents by subject the same titles that are listed by author and title in Forthcoming books.

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