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How Metaphors Matter in New Media examines the role of metaphors in our daily encounters with computers and networks. While concepts such as that of the desktop and the window may be easily recognized, this study reveals the vast wealth of metaphors, ranging from icons and email to Facebook friends, tweets, and cyberspace, that are a part of technology today. These and other metaphors frame how we access the black boxes of software and machinery, which in turn organize and reconfigure society. A wide-ranging examination drawn from theories of metaphor, this book is an innovative treatment of today's digital media.

Despite popular belief, anyone can learn to program a computer. Computer programming doesn't require a high IQ and an innate proficiency in advanced mathematics. All that's required is a desire to learn and the patience to never give up. If you've ever dreamed of writing your own programs, rest assured that you can. Programming can be a lot of fun, but it can also be frustrating, annoying, and time-consuming. And that's why you need Beginning Programming For Dummies, 2nd Edition - to help you discover how to program a computer with the minimum amount of inconvenience and the maximum amount of enjoyment. Now, enjoyment can go only so far. In fact, not many people program just for the fun of it; usually, they want to create a program to do something unique to their lives, or perhaps they'd like to make a little cash on the side by selling their programs as shareware. If you've always wondered how you could do what so many others have done, all you have to do is plug into Beginning Programming For Dummies, 2nd Edition, to find out how. Here's just a sample of the topics you'll find covered: Deciphering the mystery of the various programming languages Assembling and working with programming tools Getting inside a programming language: Liberty BASIC Programming basics: From variables, constants, and comments to strings, control statements, and loops Creating user interfaces for your programs Dealing with data structures Playing with object-oriented programming Debugging and optimizing your code Top Ten lists on the top programming careers and additional resources So no matter what operating system platform you use - whether it's Windows, Mac OS, Linux, Palm OS, or Pocket PC - Beginning Programming For Dummies, 2nd Edition, can walk you through the basics of programming and get you well on your way to becoming a programming wizard!

" If I tell you the truth, if I tell it with a story, and if I tell that story with pictures, I can keep you glued to your seat. Let me show you how. " For the vast majority of us, giving a presentation is an extremely difficult and nerve-wracking process, whether we ' re in a one-on-one meeting, a conference room with a dozen strangers, or a lecture hall in front of thousands. But according to Dan Roam, the visual communications expert and acclaimed author of The Back of the Napkin, it doesn ' t have to be so hard. We struggle when we forget the basic steps we learned in kindergarten: show and tell. In this short but powerful book, Roam introduces a new set of tools for making extraordinary presentations in any setting. He also draws on ideas he ' s been honing for more than two decades, as an award-winning presenter who has brought his whiteboard everywhere from Fortune 500 companies to tiny startups to the White House. Even if you ' re already a good speaker, you ' ll learn more about understanding your audience, organizing your content, building a clear storyline, creating effective visuals, and channeling your fear into fun. And you ' ll master three fundamental rules: • When we tell the truth, we connect with our audience, we become passionate, and we find self-confidence. • When we tell a story, we make complex concepts clear, we make ideas unforgettable, and we include everyone. • When we use pictures, people see exactly what we mean, we captivate our audience ' s mind, and we banish boredom. From nailing the opening to leaving a lasting impression, you ' ll soon be able to give the performance of a lifetime . . . time after time. PLEASE NOTE: This eBook edition of SHOW AND TELL is carefully laid out to match the print book; this means it reads much better as designed pages, but you won't be able to use some features such as highlighting and annotating text.

If you are new to computer programming then this book is for you! Starting from scratch, it assumes no prior knowledge of programming and is written in a simple, direct style for maximum clarity. C# ('C Sharp') is an object-oriented, network-enabled programming language, developed expressly for Microsoft's .Net platform. C# provides the features that are the most important to programmers: object-orientation, graphics, GUI components, multimedia, internet-based client/server networking and distributed computing. 'C# for Students' will explain key programming concepts and the central ideas of object oriented programming, using C# as the vehicle language.

The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together Producing Open Source Software, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. Producing Open Source Software takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

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