

Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05

Right here, we have countless ebook Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05 and collections to check out. We additionally meet the expense of variant types and next type of the books to browse. The customary book, fiction, history, novel, scientific research, as capably as various supplementary sorts of books are readily available here.

As this Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05, it ends up physical one of the favored ebook Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05 collections that we have. This is why you remain in the best website to see the amazing book to have.

A Practical Guide to Usability Testing Joseph S Dumas 1999 In this volume, the authors begin by defining usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more

formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

The UX Careers Handbook Cory Lebson 2021-12-15 This second edition of The UX Careers Handbook offers you all the great advice of the first edition—freshly updated—plus a new chapter on critical soft skills, much more on becoming a UX leader, and a 17th user

experience (UX) career pathway. The UX Careers Handbook, Second Edition, offers you an insider's advice on learning, personal branding, networking skills, building your resume and portfolio, and actually landing that UX job you want, as well as an in-depth look at what it takes to get into and succeed in a UX career. Whether your interests include design, information architecture, strategy, research, UX writing, or any of the other core UX skillsets, you'll find a wealth of resources in this book. The book also includes: Insights and personal stories from a range of industry-leading UX professionals to show you how they broke

into the industry and evolved their own careers over time Activities and worksheets to help you make good decisions and build your career Along with the book, you can explore its companion website with more resources and information to help you stay on top of this fast-changing field. Not only for job seekers, The UX Careers Handbook, Second Edition, is a must-have for Employers and recruiters who want to better understand how to hire and keep UX staff Undergraduate and graduate students thinking about their future careers Professionals in other careers who are thinking about starting to do UX

work Cory Lebson has been a UX consultant and user researcher for over two decades. He is Principal and Owner of a small UX research consultancy, a builder of UX community, and a past president of the User Experience Professionals Association (UXPA). Not only a practitioner of UX, Cory teaches and mentors to help professionals grow their UX skills and conducts regular talks and workshops on topics related to both UX skills and career development. [Naked Statistics: Stripping the Dread from the Data](#) Charles Wheelan 2013-01-07 “Brilliant, funny . . . the best math teacher you never

had.”—San Francisco Chronicle Once considered tedious, the field of statistics is rapidly evolving into a discipline Hal Varian, chief economist at Google, has actually called “sexy.” From batting averages and political polls to game shows and medical research, the real-world application of statistics continues to grow by leaps and bounds. How can we catch schools that cheat on standardized tests? How does Netflix know which movies you’ll like? What is causing the rising incidence of autism? As best-selling author Charles Wheelan shows us in *Naked Statistics*, the right data and a few well-chosen statistical

tools can help us answer these questions and more. For those who slept through Stats 101, this book is a lifesaver. Wheelan strips away the arcane and technical details and focuses on the underlying intuition that drives statistical analysis. He clarifies key concepts such as inference, correlation, and regression analysis, reveals how biased or careless parties can manipulate or misrepresent data, and shows us how brilliant and creative researchers are exploiting the valuable data from natural experiments to tackle thorny questions. And in Wheelan's trademark style, there's not a dull page in sight. You'll

encounter clever Schlitz Beer marketers leveraging basic probability, an International Sausage Festival illuminating the tenets of the central limit theorem, and a head-scratching choice from the famous game show Let's Make a Deal—and you'll come away with insights each time. With the wit, accessibility, and sheer fun that turned *Naked Economics* into a bestseller, Wheelan defies the odds yet again by bringing another essential, formerly unglamorous discipline to life.

Designing with the Mind in Mind Jeff Johnson

2013-12-17 In this completely updated and

revised edition of *Designing with the Mind in Mind*, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list or rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that

they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules,

project deadlines, and budget pressures
Completely updated and revised, including
additional coverage on human choice and
decision making, hand-eye coordination and
attention, and new mobile and touch-screen
examples throughout

Borland C++ Builder 6 Developer's Guide Bob
Swart 2003 0672324806.Id The definitive guide to
the latest version of Borlands powerful
C++Builder. Provides complete coverage of
C++Builder Web Services development, now a
key component of C++Builder. Borland
C++Builder remains best in class IDE over the

past 5 years for C++ solutions. Written by a team
of top C++Builder experts with expertise in a
variety of technical areas related to C++
application development. C++Builder 6
Developers Guide is revised for the latest version
of C++Builder, the biggest update to C++Builder
in years. C++Builder is an ANSI C++ IDE. The
version 6 adds BizShape, a tool to build Web
Services using XML/SOAP, .NET, and BizTalk
from Microsoft, and SunONE from Sun
Microsystems. Other new components include
WebSnap for Web application development,
DataSnap for database development, and CLX,

which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive

work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior

systems engineer for Synetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

Universal Methods of Design Bella Martin

2012-02 Universal Methods of Design provides a thorough and critical presentation of 100 research methods, synthesis/analysis techniques, and research deliverables for human centered design, delivered in a concise and accessible format perfect for designers, educators, and students.

Whether research is already an integral part of a practice or curriculum, or whether it has been

unfortunately avoided due to perceived limitations of time, knowledge, or resources, Universal Methods of Design will serve as an invaluable compendium of methods that can be easily referenced and utilized by cross-disciplinary teams in nearly any design project. Universal Methods of Design : dismantles the myth that user research methods are complicated, expensive, and time-consuming ; creates a shared meaning for cross-disciplinary design teams ; illustrates methods with compelling visualizations and case studies ; characterizes each method at a glance ; indicates when

methods are best employed to help prioritize appropriate design research strategies. Universal Methods of Design distills each method down to its most powerful essence, in a format that will help design teams select and implement the most credible research methods best suited to their design culture within the constraints of their projects.

Intelligent Virtual Agents Yukiko Nakano

2012-09-19 This book constitutes the refereed proceedings of the 12th International Conference on Intelligent Virtual Agents, IVA 2012, held in Santa Cruz, CA, USA, in September 2012. The

17 revised full papers presented together with 31 short papers and 18 poster papers were carefully reviewed and selected from numerous submissions. The papers are organized in topical sections on IVAs on learning environments; emotion and personality; evaluation and empirical studies; multimodal perception and expression; narrative and interactive applications; social interaction; authoring and tools; conceptual frameworks.

Understanding Your Users Kathy Baxter

2015-05-20 This new and completely updated edition is a comprehensive, easy-to-read, "how-

to" guide on user research methods. You'll learn about many distinct user research methods and also pre- and post-method considerations such as recruiting, facilitating activities or moderating, negotiating with product developments teams/customers, and getting your results incorporated into the product. For each method, you'll understand how to prepare for and conduct the activity, as well as analyze and present the data - all in a practical and hands-on way. Each method presented provides different information about the users and their requirements (e.g., functional requirements, information architecture).

The techniques can be used together to form a complete picture of the users' needs or they can be used separately throughout the product development lifecycle to address specific product questions. These techniques have helped product teams understand the value of user experience research by providing insight into how users behave and what they need to be successful. You will find brand new case studies from leaders in industry and academia that demonstrate each method in action. This book has something to offer whether you are new to user experience or a seasoned UX professional. After reading this

book, you'll be able to choose the right user research method for your research question and conduct a user research study. Then, you will be able to apply your findings to your own products. Completely new and revised edition includes 30+% new content! Discover the foundation you need to prepare for any user research activity and ensure that the results are incorporated into your products Includes all new case studies for each method from leaders in industry and academia

[Docker in Practice](#) Ian Miell 2019-02-06 Summary

Docker in Practice, Second Edition presents over 100 practical techniques, hand-picked to help you

get the most out of Docker. Following a Problem/Solution/Discussion format, you'll walk through specific examples that you can use immediately, and you'll get expert guidance on techniques that you can apply to a whole range of scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology

Docker's simple idea-wrapping an application and its dependencies into a single deployable container-created a buzz in the software industry. Now, containers are essential to enterprise infrastructure, and Docker is the undisputed

industry standard. So what do you do after you've mastered the basics? To really streamline your applications and transform your dev process, you need relevant examples and experts who can walk you through them. You need this book.

About the Book Docker in Practice, Second Edition teaches you rock-solid, tested Docker techniques, such as replacing VMs, enabling microservices architecture, efficient network modeling, offline productivity, and establishing a container-driven continuous delivery process. Following a cookbook-style problem/solution format, you'll explore real-world use cases and

learn how to apply the lessons to your own dev projects. What's inside Continuous integration and delivery The Kubernetes orchestration tool Streamlining your cloud workflow Docker in swarm mode Emerging best practices and techniques About the Reader Written for developers and engineers using Docker in production. About the Author Ian Miell and Aidan Hobson Sayers are seasoned infrastructure architects working in the UK. Together, they used Docker to transform DevOps at one of the UK's largest gaming companies. Table of Contents

PART 1 - DOCKER FUNDAMENTALS

Discovering Docker Understanding Docker: Inside the engine room PART 2 - DOCKER AND DEVELOPMENT Using Docker as a lightweight virtual machine Building images Running containers Day-to-day Docker Configuration management: Getting your house in order PART 3 - DOCKER AND DEVOPS Continuous integration: Speeding up your development pipeline Continuous delivery: A perfect fit for Docker principles Network simulation: Realistic environment testing without the pain PART 4 - ORCHESTRATION FROM A SINGLE MACHINE TO THE CLOUD A primer on container

orchestration The data center as an OS with Docker Docker platforms PART 5 - DOCKER IN PRODUCTION Docker and security Plain sailing: Running Docker in production Docker in production: Dealing with challenges [The Permanence and Care of Color Photographs](#) Henry Gilmer Wilhelm 1993 Reference source for the care and preservation of photographs and motion picture film. Evaluates the light fading and dark fading/yellowing characteristics of color transparency films, color negative films, and color photographic papers, with recommendations for the longest-lasting products. High-resolution ink

jet, dye sublimation, color electrophotographic, and other digital imaging technologies are discussed, as are conservation matting, mount boards, framing, slide pages, negative and print enclosures, storage boxes, densitometric monitoring of black-and-white and color prints in museum and archive collections, the care of color slide collections, the permanent preservation of color motion pictures, the preservation of cellulose nitrate films, and many other topics.

Usability Testing Essentials Carol M. Barnum
2020-07 Usability Testing Essentials, Second Edition, provides readers with the tools and

techniques needed to begin usability testing or to advance their knowledge in this area. The book begins by presenting the essentials of usability testing, which include focusing on the user and not the product; knowing when to conduct small or large studies; and thinking of usability as hill climbing. It then reviews testing options and places usability testing into the context of a user-centered design (UCD). It goes on to discuss the planning, preparation, and implementation of a usability test. The remaining chapters cover the analysis and reporting of usability test findings, and the unique aspects of international usability

testing. This updated edition, filled with new examples and case studies, is suitable for both students, and anyone involved in the development or support of any type of product, such as software or web developers, engineers, interaction designers, information architects, technical communicators, visual or graphic designers, trainers, user-assistance specialists, and instructional technologists.

[Learning SAS by Example](#) Ron Cody 2018-07-03

Learn to program SAS by example! Learning SAS by Example, A Programmer's Guide, Second Edition, teaches SAS programming from very

basic concepts to more advanced topics.

Because most programmers prefer examples rather than reference-type syntax, this book uses short examples to explain each topic. The second edition has brought this classic book on SAS programming up to the latest SAS version, with new chapters that cover topics such as PROC SGPLOT and Perl regular expressions. This book belongs on the shelf (or e-book reader) of anyone who programs in SAS, from those with little programming experience who want to learn SAS to intermediate and even advanced SAS programmers who want to learn new techniques

or identify new ways to accomplish existing tasks. In an instructive and conversational tone, author Ron Cody clearly explains each programming technique and then illustrates it with one or more real-life examples, followed by a detailed description of how the program works. The text is divided into four major sections: Getting Started, DATA Step Processing, Presenting and Summarizing Your Data, and Advanced Topics. Subjects addressed include Reading data from external sources Learning details of DATA step programming Subsetting and combining SAS data sets Understanding SAS functions and working

with arrays Creating reports with PROC REPORT and PROC TABULATE Getting started with the SAS macro language Leveraging PROC SQL Generating high-quality graphics Using advanced features of user-defined formats and informats Restructuring SAS data sets Working with multiple observations per subject Getting started with Perl regular expressions You can test your knowledge and hone your skills by solving the problems at the end of each chapter.

The Persona Lifecycle John Pruitt 2010-08-04 The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new

technique. The Persona Lifecycle addresses the "how" of creating effective personas and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive

walkthroughs and user testing. The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories,

commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work with developers and designers. Features * Presentation and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. * A running case study with rich

examples and samples that demonstrate how personas can be used in building a product end-to-end. * Recommended best practices in techniques, tools, and innovative methods. * Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries.

Usability Testing Essentials: Ready, Set ...Test!

Carol M. Barnum 2020-06-27 Usability Testing Essentials presents a practical, step-by-step approach to learning the entire process of planning and conducting a usability test. It

explains how to analyze and apply the results and what to do when confronted with budgetary and time restrictions. This is the ideal book for anyone involved in usability or user-centered design—from students to seasoned professionals. Filled with new examples and case studies, Usability Testing Essentials, 2nd Edition is completely updated to reflect the latest approaches, tools and techniques needed to begin usability testing or to advance in this area. Provides a comprehensive, step-by-step guide to usability testing, a crucial part of every product's development Discusses important usability issues

such as international testing, persona creation, remote testing, and accessibility Presents new examples covering mobile devices and apps, websites, web applications, software, and more Includes strategies for using tools for moderated and unmoderated testing, expanded content on task analysis, and on analyzing and reporting results

Usability Engineering Jakob Nielsen 1994-11-11

Written by the author of the best-selling HyperText & HyperMedia, this book is an excellent guide to the methods of usability engineering. The book provides the tools needed

to avoid usability surprises and improve product quality. Step-by-step information on which method to use at various stages during the development lifecycle are included, along with detailed information on how to run a usability test and the unique issues relating to international usability. * Emphasizes cost-effective methods that developers can implement immediately * Instructs readers about which methods to use when, throughout the development lifecycle, which ultimately helps in cost-benefit analysis. * Shows readers how to avoid the four most frequently listed reasons for delay in software projects. *

Includes detailed information on how to run a usability test. * Covers unique issues of international usability. * Features an extensive bibliography allowing readers to find additional information. * Written by an internationally renowned expert in the field and the author of the best-selling HyperText & HyperMedia.

Usability Testing and Research Carol M. Barnum
2002 Built on a solid foundation of current research in the field, Usability Testing and Research provides a comprehensive, up-to-date perspective in this increasingly important area of technical communication. Based on the most

current research in the field, this book reflects the most recent developments and studies on this topic available. Sidebars throughout the book catch the attention of the readers and highlight key concepts in the text. A chapter on web testing provides coverage of what is now the hottest area in usability testing. End of chapter discussions and exercises reinforce learning. Frequent examples of planning, conducting, and reporting usability tests present current samples of projects. An appendix on teamwork gives pertinent advice in an area neglected by other texts: building and coordinating cross-functional

teams for usability testing. For those interested in usability testing and research.

Handbook of Usability Testing Jeffrey Rubin

2011-03-10 Whether it's software, a cell phone, or a refrigerator, your customer wants - no, expects - your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect. You'll learn to recognize factors that limit usability, decide where

testing should occur, set up a test plan to assess goals for your product's usability, and more.

Researching UX: User Research James Lang

2017-10-26 How well do you really know your users? With properly conducted user research, you can discover what really makes your audience tick. This practical guide will show you, step-by-step, how to gain proper insight about your users so that you can base design decisions on solid evidence. You'll not only learn the different methodologies that you can employ in user research, but also gain insight into important set-up activities, such as recruiting users and

equipping your lab, and acquire analysis skills so that you can make the most of the data you've gathered. And finally, you'll learn how to communicate findings and deploy evidence, to boost your design rationale and persuade skeptical colleagues. Design your research Cost justify user research Recruit and incentivise users Discover how to run your research sessions Analyze your results Reporting on results and acting in your findings

Understanding Your Users Kathy Baxter

2005-01-19 Today many companies are employing a user-centered design (UCD) process,

but for most companies, usability begins and ends with the usability test. Although usability testing is a critical part of an effective user-centered life cycle, it is only one component of the UCD process. This book is focused on the requirements gathering stage, which often receives less attention than usability testing, but is equally as important. Understanding user requirements is critical to the development of a successful product. Understanding Your Users is an easy to read, easy to implement, how-to guide on usability in the real world. It focuses on the "user requirements gathering" stage of product

development and it provides a variety of techniques, many of which may be new to usability professionals. For each technique, readers will learn how to prepare for and conduct the activity, as well as analyze and present the data –all in a practical and hands-on way. In addition, each method presented provides different information about the user and their requirements (e.g., functional requirements, information architecture, task flows). The techniques can be used together to form a complete picture of the users' requirements or they can be used separately to address specific

product questions. These techniques have helped product teams understand the value of user requirements gathering by providing insight into how users work and what they need to be successful at their tasks. Case studies from industry-leading companies demonstrate each method in action. In addition, readers are provided with the foundation to conduct any usability activity (e.g., getting buy-in from management, legal and ethical considerations, setting up your facilities, recruiting, moderating activities) and to ensure the incorporation of the results into their products. ·Covers all of the

significant requirements gathering methods in a readable, practical way ·Presents the foundation readers need to prepare for any requirements gathering activity and ensure that the results are incorporated into their products ·Includes invaluable worksheet and template appendices ·Includes a case study for each method from industry leaders ·Written by experienced authors who teach conference courses on this subject to usability professionals and new product designers alike

Artificial Intelligence in Education Ig Ibert

Bittencourt 2020-07-04 This two-volume set LNAI

12163 and 12164 constitutes the refereed proceedings of the 21th International Conference on Artificial Intelligence in Education, AIED 2020, held in Ifrane, Morocco, in July 2020.* The 49 full papers presented together with 66 short, 4 industry & innovation, 4 doctoral consortium, and 4 workshop papers were carefully reviewed and selected from 214 submissions. The conference provides opportunities for the cross-fertilization of approaches, techniques and ideas from the many fields that comprise AIED, including computer science, cognitive and learning sciences, education, game design, psychology, sociology,

linguistics as well as many domain-specific areas.

*The conference was held virtually due to the COVID-19 pandemic.

Moderating Usability Tests Joseph S. Dumas
2008-04-09 Moderating Usability Tests provides insight and guidance for usability testing. To a large extent, successful usability testing depends on the skills of the person facilitating the test. However, most usability specialists still learn how to conduct tests through an apprentice system with little formal training. This book is the resource for new and experienced moderators to learn about the rules and practices for interacting.

Authors Dumas and Loring draw on their combined 40 years of usability testing experience to develop and present the most effective principles and practices – both practical and ethical – for moderating successful usability tests. The videos are available from the publisher's companion web site. Presents the ten “golden rules that maximize every session’s value Offers targeted advice on how to maintain objectivity Discusses the ethical considerations that apply in all usability testing Explains how to reduce the stress that participants often feel Considers the special requirements of remote usability testing

Demonstrates good and bad moderating techniques with laboratory videos accessible from the publisher’s companion web site

Writing Readable Regulations Thomas A.

Murawski 1999

Nessus, Snort, and Ethereal Power Tools Brian

Caswell 2005-09-14 Nessus, Snort, and Ethereal Power Tools covers customizing Snort to perform intrusion detection and prevention; Nessus to analyze the network layer for vulnerabilities; and Ethereal to sniff their network for malicious or unusual traffic. The book contains an appendix detailing the best of the rest open source security

tools. Each of these tools is intentionally designed to be highly customizable so that users can torque the programs to suit their particular needs. Users can code their own custom rules, plug-ins, and filters that are tailor-made to fit their own networks and the threats which they most commonly face. The book describes the most important concepts of coding and customizing tools, and then provides readers with invaluable working scripts that can either be used as is or further refined by using knowledge gained from the book. Snort, Nessus, and Ethereal are the three most popular open source security tools in

the world Only book that teaches readers how to customize these tools for their specific needs by coding rules, plugins, and filters Companion Web site provides all working code and scripts from the book for download

Rocket Surgery Made Easy Steve Krug

2009-12-08 It's been known for years that usability testing can dramatically improve products. But with a typical price tag of \$5,000 to \$10,000 for a usability consultant to conduct each round of tests, it rarely happens. In this how-to companion to Don't Make Me Think: A Common Sense Approach to Web Usability, Steve Krug

spells out a streamlined approach to usability testing that anyone can easily apply to their own Web site, application, or other product. (As he said in Don't Make Me Think, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application Keep your focus on finding the most important problems (because no one has the time or resources to fix them all) Fix the problems that you find, using his "The least you can do" approach By paring the process of testing and

fixing products down to its essentials ("A morning a month, that's all we ask"), Rocket Surgery makes it realistic for teams to test early and often, catching problems while it's still easy to fix them. Rocket Surgery Made Easy adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made Don't Make Me Think so popular.

Engineering Web Applications Sven Casteleyn
2009-07-25 Nowadays, Web applications are almost omnipresent. The Web has become a platform not only for information delivery, but also

for eCommerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance. The authors discuss these challenges in the context of well-established engineering processes, covering the whole product lifecycle from requirements engineering through design and implementation to deployment and maintenance. They stress the importance of models in Web application

development, and they compare well-known Web-specific development processes like WebML, WSDM and OOHDM to traditional software development approaches like the waterfall model and the spiral model. .

Transportation in an Aging Society 2004

The Browser Hacker's Handbook Wade Alcorn

2014-02-26 Hackers exploit browser

vulnerabilities to attack deep within networks The Browser Hacker's Handbook gives a practical understanding of hacking the everyday web browser and using it as a beachhead to launch further attacks deep into corporate

networks. Written by a team of highly experienced computer security experts, the handbook provides hands-on tutorials exploring a range of current attack methods. The web browser has become the most popular and widely used computer "program" in the world. As the gateway to the Internet, it is part of the storefront to any business that operates online, but it is also one of the most vulnerable entry points of any system. With attacks on the rise, companies are increasingly employing browser-hardening techniques to protect the unique vulnerabilities inherent in all currently used browsers. The Browser

Hacker's Handbook thoroughly covers complex security issues and explores relevant topics such as: Bypassing the Same Origin Policy ARP spoofing, social engineering, and phishing to access browsers DNS tunneling, attacking web applications, and proxying—all from the browser Exploiting the browser and its ecosystem (plugins and extensions) Cross-origin attacks, including Inter-protocol Communication and Exploitation The Browser Hacker's Handbook is written with a professional security engagement in mind. Leveraging browsers as pivot points into a target's network should form an integral component into

any social engineering or red-team securityassessment. This handbook provides a complete methodology to understand and structure your next browser penetration test.

The CERT Oracle Secure Coding Standard for Java

Fred Long 2012 The only comprehensive set of guidelines for secure Java programming - from the field's leading organizations, CERT and Oracle

- Authoritative, end-to-end code-level requirements for building secure systems with any recent version of Java, including the new Java 7
- Presents techniques that also improve safety, reliability, dependability, robustness, availability,

maintainability, and other attributes of quality.

- Includes extensive risk assessment guidance, plus references for further information. This is the first authoritative, comprehensive compilation of code-level requirements for building secure systems in Java. Organized by CERT's pioneering software security experts, with support from Oracle's own Java platform developers, it covers every facet of secure software coding with Java 7 SE and Java 6 SE, and offers value even to developers working with other Java versions. The authors itemize the most common coding errors leading to vulnerabilities in Java programs,

and provide specific guidelines for avoiding each of them. They show how to produce programs that are not only secure, but also safer, more reliable, more robust, and easier to maintain. After a high-level introduction to Java application security, eighteen consistently-organized chapters detail specific guidelines for each facet of Java development. Each set of guidelines defines conformance, presents both noncompliant examples and corresponding compliant solutions, shows how to assess risk, and offers references for further information. To limit this book's size, the authors focus on 'normative requirements':

strict rules for what programmers must do for their work to be secure, as defined by conformance to specific standards that can be tested through automated analysis software.

(Note: A follow-up book will present 'non-normative requirements': recommendations for what Java developers typically 'should' do to further strengthen program security beyond testable 'requirements'.')

Professional Mobile Application Development Jeff McWherter 2012-08-16 Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile

phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from

native development to web application development. Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap. Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional. Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle. *Java, Java, Java* Ralph Morelli 2006-01 "Java, Java, Java, Third Edition" systematically introduces the Java 1.5 language to the context of practical problem-solving and effective object-

oriented design. Carefully and incrementally, the authors demonstrate how to decompose problems, use UML diagrams to design Java software that solves those problems, and transform their designs into efficient, robust code. Their "objects-early" approach reflects the latest pedagogical insights into teaching Java, and their examples help readers apply sophisticated techniques rapidly and effectively."--BOOK JACKET.

Letting Go of the Words Janice Redish 2012

"Learn how to have great conversations through your site or app. Meet your business goals while

satisfying your site visitors' needs. Learn how to create useful and usable content from the master - Ginny Redish. Ginny's easy-to-read style will teach you how to plan, organize, write, design, and test your content"--

Maturing Usability Effie Lai-Chong Law

2007-10-24 This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is

maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Involving the Audience Lee Ann Kastman Breuch
2018-09-19 *Involving the Audience: A Rhetorical Perspective on Using Social Media to Improve Websites* examines the usability challenges raised by large complex websites and proposes ways the social web can expand usability research to address these new challenges. Using the website healthcare.gov as an initial illustration, Breuch explains how large complex websites are inherently challenged by open-

ended, interactive tasks that often have multiple pathways to completion. These challenges are illustrated through two in-depth case studies, each addressing the launch of an interactive, complex website designed for a large public audience.

Beginning J2ME Sing Li 2006-10-31 * J2ME or Wireless Java development platform is a topic of interest, and is still a hot topic for shows like JavaOne. * Empowered by info on GUI graphics, sound, and music; enables a beginning wireless Java developer to build games for cell phone and other wireless devices. * Easy-to-read style with

lots of practical, hands-on code examples.

Methods and Procedures for the Verification and Validation of Artificial Neural Networks Brian J.

Taylor 2006-03-20 Neural networks are members of a class of software that have the potential to enable intelligent computational systems capable of simulating characteristics of biological thinking and learning. Currently no standards exist to verify and validate neural network-based systems. NASA Independent Verification and Validation Facility has contracted the Institute for Scientific Research, Inc. to perform research on this topic and develop a comprehensive guide to

performing V&V on adaptive systems, with emphasis on neural networks used in safety-critical or mission-critical applications. *Methods and Procedures for the Verification and Validation of Artificial Neural Networks* is the culmination of the first steps in that research. This volume introduces some of the more promising methods and techniques used for the verification and validation (V&V) of neural networks and adaptive systems. A comprehensive guide to performing V&V on neural network systems, aligned with the IEEE Standard for Software Verification and Validation, will follow this book.

Web Content Delivery Xueyan Tang 2006-01-17

The concept of content delivery (also known as content distribution) is becoming increasingly important due to rapidly growing demands for efficient distribution and fast access of information in the Internet. Content delivery is very broad and comprehensive in that the contents for distribution cover a wide range of types with significantly different characteristics and performance concerns, including HTML documents, images, multimedia streams, database tables, and dynamically generated contents. Moreover, to facilitate ubiquitous information access, the

network architectures and hardware devices also vary widely. They range from broadband wired/fixed networks to bandwidth-constrained wireless/mobile networks, and from powerful workstations/PCs to personal digital assistants (PDAs) and cellular phones with limited processing and display capabilities. All these levels of diversity are introducing numerous challenges on content delivery technologies. It is desirable to deliver contents in their best quality based on the nature of the contents, network connections and client devices. This book aims at providing a snapshot of the state-of-the-art

research and development activities on web content delivery and laying the foundations for future web applications. The book focuses on four main areas: (1) web content delivery; (2) dynamic web content; (3) streaming media delivery; and (4) ubiquitous web access. It consists of 17 chapters written by leading experts in the field. The book is designed for a professional audience including academic researchers and industrial practitioners who are interested in the most recent research and development activities on web content delivery.

Conditional Design: Workbook Andrew Blauvelt

2013 Conditional design is a design method formulated by the graphic designers Luca Maurer, Jonathan Puckey, Roel Wouters and the artist Edo Paulus, in which conditions and rules of play are drawn up that invite cooperation within a 'regulated' process towards an unpredictable design or result.

World of Warcraft Programming James Whitehead, II 2011-03-31 The #1 bestselling programming book is back with updated and expanded coverage of the newest release of WoW! World of Warcraft (WoW) is currently the world's largest massively multiplayer online role-

playing game. The newest release, "Wrath of the Lich King," has created a demand for updated information on writing addons. This eagerly anticipated edition answers that request and is an essential reference for creating WoW addons. Written by a duo of authors who have each contributed a number of successful WoW addons, the book offers an overview of Lua and XML (the programming languages used to write addons) and includes coverage of specific pitfalls and common programming mistakes-and how to avoid them. Valuable examples show you detailed aspects of writing addons for WoW and

demonstrate how to implement addon concepts such as variables, slash commands, secure templates, and more. World of Warcraft insiders share their techniques for writing addons for both the latest version of WoW as well as the new Wrath of the Lich King expansion set Guides you through the specific nuances of the WoW API with the use of detailed examples Discusses ways to distribute and host your WoW addons so others can download and use them Explains how to respond to events, create frames, and use the WoW API to interact with the game You'll be well on your way to creating exciting WoW addons

with this comprehensive reference by your side.

Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Usability Testing Essentials Carol M. Barnum

2010-10-29 Usability Testing Essentials provides readers with the tools and techniques needed to begin usability testing or to advance their knowledge in this area. The book begins by presenting the essentials of usability testing, which include focusing on the user and not the product; knowing when to conduct small or large studies; and thinking of usability as hill climbing. It then reviews testing options and places usability

testing into the context of a user-centered design (UCD). It goes on to discuss the planning, preparation, and implementation of a usability test. The remaining chapters cover the analysis and reporting of usability test findings, and the unique aspects of international usability testing. This book will be useful to anyone else involved in the development or support of any type of product, such as software or web developers, engineers, interaction designers, information architects, technical communicators, visual or graphic designers, trainers, user-assistance specialists, and instructional technologists.

Provides a comprehensive, step-by-step guide to usability testing, a crucial part of every product's development. The fully updated four-color edition now features important usability issues such as international testing, persona creation, remote testing, and accessibility. Follow-up to *Usability Testing and Research* (9780205315192, Longman, 2001), winner of the highest-level award from the Society for Technical Communication.

Usability Testing for Survey Research Emily Geisen 2017-02-15 *Usability Testing for Survey Research* provides researchers with a guide to

the tools necessary to evaluate, test, and modify surveys in an iterative method during the survey pretesting process. It includes examples that apply usability to any type of survey during any stage of development, along with tactics on how to tailor usability testing to meet budget and scheduling constraints. The book's authors distill their experience to provide tips on how usability testing can be applied to paper surveys, mixed-mode surveys, interviewer-administered tools, and additional products. Readers will gain an understanding of usability and usability testing and why it is needed for survey research, along

with guidance on how to design and conduct usability tests, analyze and report findings, ideas for how to tailor usability testing to meet budget and schedule constraints, and new knowledge on how to apply usability testing to other survey-related products, such as project websites and interviewer administered tools. Explains how to design and conduct usability tests and analyze and report the findings Includes examples on how to conduct usability testing on any type of survey,

from a simple three-question survey on a mobile device, to a complex, multi-page establishment survey Presents real-world examples from leading usability and survey professionals, including a diverse collection of case studies and considerations for using and combining other methods Discusses the facilities, materials, and software needed for usability testing, including in-lab testing, remote testing, and eye tracking