Facebook Developer Guide

There's no doubt about it — Facebook is cool. Along with users who want to interact with friends, businesses are using Facebook as a marketing and networking tool. And if you're a Web developer, you probably know there's a demand for Facebook applications. If you have some basic knowledge of Web client technology, such as HTML, JavaScript, or CSS, and know how to use a Web programming language, Building Facebook Applications For Dummies is just what you need to start building apps for Facebook. This friendly guide helps you create applications to reach Facebook's huge audience, so you can enlarge your list of friends, introduce people to your product or service, or network with other business professionals. You'll find out how to: Work with the Facebook API Build applications that take advantage of Facebook's News Feed and Wall Migrate existing Web applications to Facebook Create mobile apps for Facebook Use Facebook's markup and query languages Get your app noticed by Facebook users A handy companion Web site includes code samples, starter applications, and other useful information about building Facebook apps. Whether you want to create applications for business purposes or just for fun, Building Facebook Applications For Dummies is the fun and easy way to get started.

WordPress: Visual QuickStart Guide, 2E uses a visual approach to teach the essential elements of WordPress, one of the world's most popular publishing platforms. This book gives readers the tools they need to create beautiful, functional WordPress-powered sites with minimal hassle. Using plenty of screenshots and a clear, organized format, authors Jessica Neuman Beck and Matt Beck walk new users through the installation and setup process while providing valuable tips and tricks for more experienced users. With no other resource but this guide, readers can set up a fully-functional and well-designed WordPress site that takes advantage of all the features WordPress has to offer. This new, fully updated version covers all the key new features of WordPress 3, including an improved welcome screen with enhanced security and usability; internal linking to articles on one's own blog; support for individual author templates; improved menu interface allowing for changes to be made from inside the WordPress dashboard; and the new, easily customizable Default Theme, Twenty Eleven, with support for child themes and header and background adjustments. It also covers more advanced features, such as improved content management with Custom Post types, which allow WordPress theme developers to create custom content types outside of pages and posts; and integration of the WordPress Multi-User into the WordPress core so that users can create and manage hundreds of blogs.

The Facebook API allows web developers to create Facebook applications and access Facebook data from other applications. Facebook API Developers Guide covers the use and implementation of the Facebook API—what the key features are and how you can access them. You will learn, through practical examples, the main features of the Facebook API including an introduction to the API–specific languages FQL and FBML. These examples are further supported by the introduction of other technologies like language libraries, relational database management systems, and XML. Covers all key features of the Facebook API Explains the API languages FQL and FBML Teaches by example, with useful code and tips you can use in your own applications

Build social Flash applications fully integrated with the Facebook Graph API.

Add Facebook to your marketing plan—and watch your sales grow With 2 billion monthly active users across the world, Facebook has evolved into a community of consumers, creating a primary resource for marketers. This presents a demand for knowledge about how to strategically plan, execute, and analyze a successful Facebook marketing campaign. Now, the trusted Facebook Marketing For Dummies has been fully updated to cover the newest tools and features important to marketers and Facebook page owners. If you're a marketer looking to effectively add Facebook to your overall marketing mix, consider this book the mecca of Facebook marketing. Inside, you'll discover the psychology of the Facebook user, establish a social media presence, increase your brand awareness, integrate Facebook marketing with other marketing strategies, learn to target a specific audience, and much more. Develop a desirable community Sell products and services Use Facebook events to drive sales Get new business tips and avoid common mistakes Whether you're a novice or a pro, you're no stranger to the power of Facebook. And this book makes Facebook marketing that much more exciting and easy!

Start Small, Stay Small is a step-by-step guide to launching a self-funded startup. If you're a desktop, mobile or web developer, this book is your blueprint to getting your startup off the ground with no outside investment. This book intentionally avoids topics restricted to venture-backed startups such as: honing your investment pitch, securing funding, and figuring out how to use the piles of cash investors keep placing in your lap. This book assumes: * You don't have $6M of investor funds sitting in your bank account * You're not going to relocate to the handful of startup hubs in the world * You're not going to work 70 hour weeks for low pay with the hope of someday making millions from stock options There's nothing wrong with pursuing venture funding and attempting to grow fast like Amazon, Google, Twitter, and Facebook. It just so happened that most people are not in a place to do this. Start Small, Stay Small also focuses on the single most important element of a startup that most developers avoid: marketing. There are many great resources for learning how to write code, organize source control, or connect to a database. This book does not cover the technical aspects developers already know or can learn elsewhere. It focuses on finding your idea, testing it before you build, and getting it into the hands of your customers.

Today's Facebook is emerging to become tomorrow's operating system, according to some. Certainly, a WebOS. Web standards-based apps using HTML5, JavaScript, CSS3 and more are now possible on Facebook. Why not get started with developing and selling Facebook game apps on Facebook's App Store? Beginning Facebook Game Apps Development gets you started with building your first game apps that run on Facebook. Become your own "Zynga" and create your own "Civilization" or "Farmville" and more. Build rich Web-based apps that you can sell on Facebook's App Store. Because these apps are built on Web standards, you can build and run on many browsers and—more interestingly—more computers, tablets, smartphones and even other devices and appliances that are Web-connected or enabled.

Chapter 1: Introduction -- Chapter 2: Infrastructure as a Service -- Chapter 3: Platform as a Service -- Chapter 4: Application as a Service -- Chapter 5: Paradigms for Developing Cloud Applications -- Chapter 6: Addressing the Cloud Challenges -- Chapter 7: Security -- Chapter 8: Managing the Cloud Infrastructure -- Chapter 9: Related Technologies -- Chapter 10: Future trends and Research Directions.

Provides information on developing and building applications that integrate with Facebook, OpenSocial, and Twitter.

Discover new opportunities for building 2D and 3D games with HTML5 The newest iteration of HTML, HTML5 can be used with JavaScript, CSS3, and WebGL to create beautiful, unique, engaging games that can be played on the web or mobile devices like the iPad or Android phones. Gone are the days where games were only possible with plugin technologies such as Flash and this cutting-edge book shows you how to utilize the latest open web technologies to create a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets. You'll

discover how to build a framework on which you will create your HTML5 game. Then each successive chapter covers a new aspect of the game, including user input, sound, multiplayer functionality, 2D and 3D graphics, and more. Aims directly at a new way to develop games for the web through the use of HTML5 Demonstrates how to make iOS and Android web apps Explains how to capture player input; create 3D graphics; and incorporate textures, lighting, and sound Guides you through the process of creating a game from scratch using Canvas, HTML5 Audio, WebGL, and WebSockets By the end of this invaluable book, you will have created a fully functional game that can be played in any compatible browser or on any mobile device that supports HTML5.

Creating Flash Widgets with Flash CS4 and ActionScript 3.0 is an introduction to developing widgets for the Internet using the features of Flash CS4 and ActionScript 3.0. Many social-networking sites, blogs, and personal home pages have adopted the use of widgets and Flash developers can create and distribute their own widgets for others to use. A step-by-step example demonstrates how to design and develop your own Flash widgets and integrate them with XML. In addition, publishing, promoting, and capitalizing on your Flash widgets is discussed.

The most comprehensive guide to using Facebook Whether you're new to Facebook, a developer exploring apps, or a marketer interested in using Facebook for social media campaigns, this book has content you can use. Seven minibooks thoroughly cover the essentials, from how to get started with Facebook, to Facebook etiquette, to the best pages, apps, and games. You'll find handy information on how or when to share sensitive information and how to stay safe, even when settings change. If you want to join Facebook armed with the best information, this is the book you need. Packs seven minibooks in one practical guide: Getting Started with Facebook, Customizing Your Page, Marketing Yourself on Facebook, Facebook Advertising Basics, Facebook App Development Basics, Facebook Privacy and Etiquette, and Best Facebook Pages, Apps and Games Covers areas of Facebook you may not know about Helps you keep up with Facebook's tricky privacy policies, how to choose a tasteful profile photo, and when to watch your tone Puts practical and essential information in the hands of users, marketers, and developers—whether new or current Get the most out of Facebook and avoid hassles with this helpful, practical guide.

This book constitutes the thoroughly refereed post-workshop proceedings of the 26th International Workshop on Security Protocols, held in Cambridge, UK, in March 2018. The volume consists of 17 thoroughly revised invited papers presented together with the respective transcripts of discussions. The theme of this year's workshop was fail-safe and fail-deadly concepts in protocol design. The topics covered included failures and attacks; novel protocols; threat models and incentives; cryptomoney; and the interplay of cryptography and dissent.

THE OFFICIAL GAMESALAD GUIDE TO GAME DEVELOPMENT teaches readers how to make their own games with the simple, powerful, drag-and-drop GameSalad Creator software. Using techniques based on key game development concepts, current trends, and established best practices, readers will be able to use GameSalad Creator from concept to prototype--and beyond. The text's wide-ranging coverage encompasses desktop, mobile, online, social, and serious games--as well as key platforms such as iOS, Android, Mac, Windows, and HTML 5. This reader-friendly, highly visual guide is equally suited for formal game development courses and self-paced learning--with a balance of depth and detail that is ideal for both professionals and those working on their first game. Basic tutorials and terminology are available in the book's Appendix. GameSalad has also provided manuals, templates, and a Cookbook containing video tutorials at http://gamesalad.com/manuals and http://cookbook.gamesalad.com. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Webpages are so yesterday! If you really want your business to succeed you need to get it social. If you're sitting there thinking, "MySpace here I come!" then you really need this book; if you already know that Facebook is on your business' to do list, then this book will also come in handy. Before you start thinking "Hey, my mom's on Facebook...maybe she can be in charge of this project" you should be forewarned—Facebook for Business' is not yo mama's Facebook; sure your mom can whip up a page by a few clicks, but if you want to stand out from the rest, then you will have to do something a little more challenging: coding (this is only if your mom isn't up to date like the rest of our moms. If your mom is a coding queen, then why are you reading this again?). Don't worry! We aren't talking Matthew Broderick hunkered down in front of a computer trying to stop a nuclear war type of coding—this coding is so simple your mom might very well be able to do it...just don't tell her that, because, trust us, you really don't want your mom in charge of the social aspect of your business; Gadchick was about to hand over the powers of social media to her mama until her mama said, "I can't wait to share baby photos of you trying to get milk out of the puppy!" This book is really about the dirty secret programmers don't won't you to know about: you can do it yourself! We'll walk you through the steps, and promise to be gentle—we will bite, but we have no teeth, so it will feel more like a massage. We'll tell you about iFrames, FBML, and how to set up a Facebook ad campaign for your business.

Walk through the basics of Tornado, the high-performance web server known for its speed, simplicity, and scalability on projects large and small. With this hands-on guide, you'll learn how to use Tornado's acclaimed features by working with several example applications. You also get best practices for using Tornado in the real world. Are you interested in creating a scalable social application, real-time analytics engine, or RESTful API—all with the power and simplicity of Python? This book shows you why Tornado is fantastic choice for writing powerful applications that are simple to create, extend, and deploy. Learn how to use Tornado's lightweight and flexible templating language Extend templates to repurpose headers, footers, layout grids, and other content Use persistent storage like MongoDB to store, serve, and edit dynamic content Explore Tornado's ability to make asynchronous web requests Secure your application against cookie and request vulnerabilities Authenticate with external services, using Tornado's auth module Adopt deployment strategies that help harden your application and increase request throughput

Discover how to leverage the power of the Facebook community to achieve your business marketing goals Facebook boasts an extremely devoted user base, with more than 65 billion page visits per month. With Facebook, an organization can market and promote their brand, products, or services via the network's built-in components of profile pages, polls, community building, advertising, word-of-mouth marketing, and business applications. This insightful resource focuses on the strategies, tactics, and techniques necessary to lead your organization into the world of Facebook marketing. Packed with vital real-world case studies, the book serves as a must-have guide for the most reliable, responsible, and ethical business and marketing practices with Facebook. A helpful reference that discusses essential strategies, tactics, and techniques for excelling in the world of Facebook marketing Examines setting up a business profile page, hosting an event on Facebook, and tracking your return-on-investment Shares strategies for successful Facebook advertising campaigns Demonstrates how to create widgets and Facebook applications Face it: this essential book contains everything you need to know for your foray into Facebook marketing. Note: CD-ROM/DVD and other supplementary

materials are not included as part of eBook file.

Practical Facebook marketing strategies, tactics, and techniques This new edition of Facebook Marketing For Dummies arms novice to expert marketers with everything they need to plan, refine, execute, and maintain a successful Facebook marketing campaign. Fully updated to cover the latest tools and techniques of Facebook marketing, you'll find hands-on guidance to create and administer your Page Timeline, understand the psychology of the Facebook user, build your fan base, utilize events, contests, and polls to promote your Page, increase your brand awareness, integrate your Facebook marketing campaign with other marketing strategies, and monitor, measure, and adjust your Facebook marketing campaigns. Written by a leading expert on helping others use Facebook and other social media tools to promote and enhance their brands, this practical guide gets you up and running on Facebook marketing—fast. In plain English, it walks you through all the latest features, including new designs for the News Feed, Timeline, and Pages, as well as major changes to the Facebook advertising platform. Includes real-world case studies that illustrate how successful Facebook marketing really works Fully updated to cover the latest tools and techniques in Facebook marketing Shows marketers how to use Facebook to reach and engage their target audience Provides step-by-step instructions on how to organize, optimize, and manage your Facebook advertising campaigns If you're a marketer looking to develop or refine a social media marketing plan that includes significant Facebook presence, Facebook Marketing For Dummies is your go-to guide.

This is a book for developers, who not only want to learn how to develop software for Alexa but also want to make money with Alexa. Want to start a side business or a SaaS startup? Just as in the early days of mobile, when fortunes were made with mobile apps on the app store, it is now the perfect time to catch the opportunities offered by voice apps. Amazon Alexa, the voice platform with the broadest adoption, helps developers like you and me, to develop, distribute, market and monetize their Alexa Skills on the Amazon Alexa Store. Want to develop and program Alexa Skills? In this book, you learn step-by-step how to create your first Alexa Skill with the Alexa Developer Console, AWS Lambda, the Alexa CLI, and node.js with the Alexa SDK. Want to scale and grow your Alexa Software Startup? You get a deep-dive into the various ways of making money with Alexa. You learn about the business models for Alexa Skills, marketing and monetizing your Alexa Skill on and off the Alexa Store, opportunities for offering in-skill purchases, and about programming the various purchase and payment flows. Want to build advanced Alexa Skills that users love? The book covers many advanced features of Alexa in plain English, such as account linking, audio streaming, session management and much more. You learn how to personalize your Skill with the user's data and linking the Skill to popular cloud apps, such as Spotify, Google and many more. This will help you create unique apps that stand out on the market and improve the lives of many Alexa users.

Want to build Facebook applications that truly stand out among the thousands already available? In addition to providing easy-to-follow recipes that offer practical ways to design and build scalable applications using the Facebook Platform and its new profile design, this Cookbook also explains proven strategies for attracting users in this highly competitive environment. With plenty of examples and practical solutions, Facebook Cookbook answers some of the hardest questions Facebook application developers contend with -- including how and where to get started. This Cookbook will help you: Learn to build an application that scales to accommodate a sudden influx of users Explore changes from Facebook's old profile design to the new look and feel Take advantage of new integration points in the new profile design Get tips for designing applications with hosting and deployment costs in mind Discover which widgets and controls to use for building the most attractive user interface design Learn the differences between standard HTML, JavaScript, and SQL, and the versions used on the Facebook Platform Target large, defined groups on Facebook, including those who want to find jobs, hire employees, market a business, advertise, and more If you can build simple web applications with HTML, Facebook Cookbook will help you build applications with the potential to reach millions of users around the globe. Learn what it takes to design applications that stand above the rest.

Great new edition covers what you need to know for successful Facebook marketing Facebook keeps evolving, and so does the social mediasphere. Even if you have a Facebook marketing strategy, have you taken into consideration Pinterest? Spotify? Foursquare? Facebook Marketing All-in-One For Dummies, 2nd Edition does. This detailed resource not only reveals how to create successful Facebook marketing strategies, it also shows you how to incorporate and use the entire social network to its full potential. Covers the tools, techniques, and apps you need to know to create successful Facebook marketing campaigns Nine minibooks cover the essentials: Joining the Facebook Marketing Revolution; Claiming Your Presence On Facebook; Adding the Basics; Building, Engaging, Retaining, and Selling; Understanding Facebook Applications; Making Facebook Come Alive; Advanced Facebook Marketing Tactics; Facebook Advertising; Measuring, Monitoring, and Analyzing Explores the new Timeline design for Pages, changes to Facebook Insights, new apps to incorporate into your strategy, and more Facebook Marketing All-in-One For Dummies, 2nd Edition is the perfect resource for any marketer who wants to build or refine a social media marketing presence that includes Facebook.

Build and Distribute Your Game Using an HTML5 Game Engine As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. HTML5 Game Engines: App Development and Distribution presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. Get Hands-On Guidance through Practical Techniques and Examples The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part,

the author describes how several of these games are distributed on platforms, such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook.

This unique book provides you with a wealth of tips, tricks, best practices, and answers to the day-to-day questions that programmers face in their careers. It is split into three parts: Coder Skills, Freelancer Skills, and Career Skills, providing the knowledge you need to get ahead in programming. About This Book Over 50 essays with practical advice on improving your programming career Practical focus gives solutions to common problems, and methods to become a better coder Includes advice for existing programmers and those wanting to begin a career in programming Who This Book Is For This book is useful for programmers of any ability or discipline. It has advice for those thinking about beginning a career in programming, those already working as a fully employed programmer, and for those working as freelance developers. What You Will Learn Improve your soft skills to become a better and happier coder Learn to be a better developer Grow your freelance development business Improve your development career Learn the best approaches to breaking down complex topics Have the confidence to charge what you're worth as a freelancer Succeed in developer job interviews In Detail This is an all-purpose toolkit for your programming career. It has been built by Jordan Hudgens over a lifetime of coding and teaching coding. It helps you identify the key questions and stumbling blocks that programmers encounter, and gives you the answers to them! It is a comprehensive guide containing more than 50 insights that you can use to improve your work, and to give advice in your career. The book is split up into three topic areas: Coder Skills, Freelancer Skills, and Career Skills, each containing a wealth of practical advice. Coder Skills contains advice for people starting out, or those who are already working in a programming role but want to improve their skills. It includes such subjects as: how to study and understand complex topics, and getting past skill plateaus when learning new languages. Freelancer Skills contains advice for developers working as freelancers or with freelancers. It includes such subjects as: knowing when to fire a client, and tips for taking over legacy applications. Career Skills contains advice for building a successful career as a developer. It includes such subjects as: how to improve your programming techniques, and interview guides and developer salary negotiation strategies. Style and approach This unique book provides over 50 insightful essays full of practical advice for improving your programming career. The book is split into three broad sections covering different aspects of a developer's career. Each essay is self-contained and can be read individually, or in chunks.

Beginning App Development with Parse and PhoneGap teaches you how to start app development with Parse and PhoneGap: free and open source software. Using the building block languages of the web--HTML, JavaScript, and CSS--you'll be on your way to creating a fully working product with minimal effort as fast as possible. With over 25 years' of combined experience, the authors make daunting tasks seem trivial. There is no book on the market that can take you from designer to developer faster. Using Facebook's Parse as backend service, and Adobe's PhoneGap (or Cordova) as a mobile development framework, building a highly customizable application is easier than you can imagine. A basic understanding of JavaScript, HTML, and CSS is not required, but it will help you pick up concepts faster. This book is geared toward a designer who wants to explore the world of application development. If you do not know anything about design, that's OK! We will walk you through step by step on how to build your first native iOS or Android app in the fastest and easiest way possible. Using free and open source software, this book will get you up and running quickly and efficiently--start using Parse and PhoneGap today with this key title.

IBM® Cloud Private is an application platform for developing and managing containerized applications across hybrid cloud environments, on-premises and public clouds. It is an integrated environment for managing containers that includes the container orchestrator Kubernetes, a private image registry, a management console, and monitoring frameworks. This IBM Redbooks® publication covers tasks that are performed by IBM CloudTM Private application developers, such as deploying applications, application packaging with helm, application automation with DevOps, using Microclimate, and managing your service mesh with Istio. The authors team has many years of experience in implementing IBM Cloud Private and other cloud solutions in production environments. Throughout this book, we used the approach of providing you the recommended practices in those areas. As part of this project, we also developed several code examples, which can be downloaded from the Redbooks GitHub web page. If you are an IBM Cloud Private application developer, this book is for you. If you are an IBM Cloud Private systems administrator, you can see the IBM Redbooks publication IBM Private Cloud Systems Administrator's Guide, SG248440.

A guide to the application of the theory and practice of computing to develop and maintain software that economically solves real-world problem How to Engineer Software is a practical, how-to guide that explores the concepts and techniques of model-based software engineering using the Unified Modeling Language. The author—a noted expert on the topic—demonstrates how software can be developed and maintained under a true engineering discipline. He describes the relevant software engineering practices that are grounded in Computer Science and Discrete Mathematics. Model-based software engineering uses semantic modeling to reveal as many precise requirements as possible. This approach separates business complexities from technology complexities, and gives developers the most freedom in finding optimal designs and code. The book promotes development scalability through domain partitioning and subdomain partitioning. It also explores software documentation that specifically and intentionally adds value for development and maintenance. This important book: Contains many illustrative examples of model-based software engineering, from semantic model all the way to executable code Explains how to derive verification (acceptance) test cases from a semantic model Describes project estimation, along with alternative software development and maintenance processes Shows how to develop and maintain cost-effective software that solves real-world problems Written for graduate and undergraduate students in software engineering and professionals in the field, How to Engineer Software offers an introduction to applying the theory of computing with practice and judgment in order to economically

develop and maintain software.

Do you have an idea for a Facebook application? With FBML Essentials, you'll learn how to build it quickly using the Facebook Markup Language (FBML) and other easy-to-use tools in the site's framework. If you can develop a website with HTML, writing a Facebook application with the help of this book will be a breeze. Of course, Facebook is not just another website. Any applications you write for it will have a potential audience of 16 million dedicated users. It's not just another social networking site, either. Under the surface, Facebook is pretty sophisticated, with a development toolkit that includes it's own modified version of HTML -- FBML -- to customize the look and feel of your Facebook applications. With FBML Essentials, you not only learn how to get started with this toolkit, you also get a complete reference on every FBML tag Facebook has ever written, with examples of how each tag works and advice on the best ways to use these tags in your code. This book includes: A walkthrough of a sample Facebook application Design rules for using images, CSS, JavaScript, and forms Specific chapters on tags -- authorization tags, logic tags, user/group tags, profile-specific tags, and more Messaging and alerts using FBML Creating forms with FBML Facebook navigation Notifications and requests Dynamic FBML attributes, including MockAJAX How to test your FBML code A chapter on FBJS, Facebook's version of JavaScript If you want to try your hand at writing a Facebook application, you have a willing audience, an easy-to-use toolkit, and the perfect guide to get you started. FBML Essentials will help you take your idea from conception to working application in no time.

The guide for marketing a small business on Facebook The number one social networking site offers the opportunity toreach more than 350 million registered users with your advertisingmessage. Owners of small and local businesses will benefit fromthese tips and best practices provided by Facebook insiders. Learnnew ways to attract customers, create a business profile, and takeadvantage of Facebook's many marketing features. With more than 350 million registered users, Facebook opens aworldwide forum for small businesses that were once dependent onlocal traffic alone This guide to small business marketing on Facebook, is packedwith information from Facebook's staff Guides you through creating a profile for your business, takingadvantage of Facebook's unique marketing features, followingbest practices, and getting the best return on your investment Packed with insider tips and creative marketing ideas If you have a small or local business, you can't go wrongwith the marketing advice in The Facebook Guide to SmallBusiness Marketing.

Customizing Alfresco with actions, web scripts, web forms, workflows, and more

The Semantic Web represents a vision for how to make the huge amount of information on the Web automatically processable by machines on a large scale. For this purpose, a whole suite of standards, technologies and related tools have been specified and developed over the last couple of years and they have now become the foundation for numerous new applications. A Developer's Guide to the Semantic Web helps the reader to learn the core standards, key components and underlying concepts. It provides in-depth coverage of both the what-is and how-to aspects of the Semantic Web. From Yu's presentation, the reader will obtain not only a solid understanding about the Semantic Web, but also learn how to combine all the pieces to build new applications on the Semantic Web. The second edition of this book not only adds detailed coverage of the latest W3C standards such as SPARQL 1.1 and RDB2RDF, it also updates the readers by following recent developments. More specifically, it includes five new chapters on schema.org and semantic markup, on Semantic Web technologies used in social networks and on new applications and projects such as data.gov and Wikidata and it also provides a complete coding example of building a search engine that supports Rich Snippets. Software developers in industry and students specializing in Web development or Semantic Web technologies will find in this book the most complete guide to this exciting field available today. Based on the step-by-step presentation of real-world projects, where the technologies and standards are applied, they will acquire the knowledge needed to design and implement state-of-the-art applications.

This book constitutes the thoroughly refereed post-proceedings of the seven workshops and the PhD Symposium that were co-located with the 13th International Conference on Web Engineering, ICWE 2013, held in Aalborg, Denmark, in July 2013. The papers cover research in topics such as social data management; cloud service engineering; agile web development and quality management in web engineering.

"This book provides empirical research on the engineering of social network infrastructures, the development of novel applications, and the impact of social network- based services over the internet"--Provided by publisher.

A mainstream release of a previously self-published best-seller, written by a successful internet traffic developer best known for his record-breaking sale of the Business.com domain name, shares a wealth of insights, tips and strategies for using online resources to build wealth rapidly.

This book constitutes the thoroughly refereed proceedings of the 13th International Conference on Image Analysis and Recognition, ICIAR 2016, held in Póvoa de Varzim, Portugal, in July 2016. The 79 revised full papers and 10 short papers presented were carefully reviewed and selected from 167 submissions. The papers are organized in the following topical sections: Advances in Data Analytics and Pattern Recognition with Applications, Image Enhancement and Restoration, Image Quality Assessment, Image Segmentation, Pattern Analysis and Recognition, Feature Extraction, Detection and Recognition, Matching, Motion and Tracking, 3D Computer Vision, RGB-D Camera Applications, Visual Perception in Robotics, Biometrics, Biomedical Imaging, Brain Imaging, Cardiovascular Image Analysis, Image Analysis in Ophthalmology, Document Analysis, Applications, and Obituaries. The chapter 'Morphological Separation of Clustered Nuclei in Histological Images' is published open access under a CC BY 4.0 license at link.springer.com.

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