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AutoCAD 2012-Olivier Le Frapper 2011

AutoCAD LT 2010-Olivier Le Frapper 2009 Ce livre sur AutoCAD LT 2010 a pour but de vous faire découvrir puis maîtriser toutes les possibilités offertes par cette puissante application de Conception/Dessin Assisté(e) par Ordinateur (CAO/DAO). Il est destiné à des lecteurs possédant déjà de bonnes bases de dessin technique. Les premiers chapitres s'intéressent plus particulièrement à l'environnement de travail et à l'interface afin de mieux maîtriser ensuite la construction de dessins de tout type et la gestion des objets ainsi créés. Les chapitres suivants s'attardent sur tous les éléments qui peuvent compléter ou automatiser la conception et le dessin jusqu'à la présentation détaillée (gestion des calques, des blocs et blocs dynamiques, des éléments de bibliothèques, utilisation du dessin paramétrique, gestion des données annotatives, des tableaux et formules, des champs automatisés, des références externes, gestion des calques sous-jacents PDF, DGN, DWF et images, gestion des systèmes de coordonnées...). Enfin, vous sont présentées toutes les fonctionnalités permettant de gérer et présenter vos projets, de configurer les mises en page et les impressions, d'exporter ou d'importer d'autres formats graphiques (dont les formats DXF, DGN, DWF et PDF), de publier sur le Web et de personnaliser les options ainsi que les palettes d'outils et groupes de fonctions, ou encore les propriétés rapides et espaces de travail personnalisés proposés par AutoCAD LT 2010. (source : 4e de couv.)

Monitoring with Prometheus-James Turnbull 2018-06-12 Learn how to implement metrics-centric monitoring with Prometheus. This introductory book teaches you how to use Prometheus to monitor hosts, applications, and services. We cover installation, basic monitoring, service discovery, alerting, log monitoring, scaling, and visualization. Includes introducing you to monitoring basics, methodologies and approaches. Learn how to monitor in a metric-centric world including building dynamic thresholds, basic anomaly detection, monitoring aggregation, and federation. We'll look at how to apply modern patterns like Google's Four Golden Signals, the USE method, and the RED method. We cover monitoring Kubernetes, Docker containers, databases, and we look at instrumenting applications and integrating logging. We focus on the particular challenges of monitoring highly dynamic, transitory environments and new architectures like microservices. We focus on monitoring in the Cloud, including looking at service discovery and monitoring for Cloud platforms.

AutoCAD 2020 From Zero to Hero-Ali Akbar 2019-07-15 The objective of this book is to provide you with extensive knowledge of AutoCAD, whether you are taking an instructor-led course or learning on your own. AutoCAD 2020 From Zero to Hero is an ideal reference guide, unlike tutorial-oriented books where specific information is hard to find. This book helps you become an AutoCAD expert and has been fully updated to cover all of the AutoCAD's new capabilities. This indispensable resource teaches AutoCAD essentials using concise explanations, focused examples, step-by-step instructions, and hands-on projects. Introduces you to the basics of the interface and drafting tools Details how to effectively use hatches, fields, and tables Covers attributes, dynamic blocks, curves, and geometric constraints Explores 3D modeling and imaging Discusses customization and integration This detailed reference and tutorial is the perfect resource for becoming proficient with AutoCAD.

Notes on a Cellar-book-George Saintsbury 1921

Mastering Mechanical Desktop Release 3-Ron K. C. Cheng 2000 Cheng's MECHANICAL DESKTOP® R3, SURFACE, PARAMETRIC, AND ASSEMBLY MODELING, covers the four design tools of Mechanical Desktop® using a step-by-step approach to give readers proficiency in using Mechanical Desktop® R3. The author uses examples from a variety of applications, which show how Mechanical Desktop® is used to design actual products. Careful attention to pedagogical devices such as chapter objectives, aims and overviews at the beginning of each chapter, as well as chapter summaries and exercises makes Cheng's step-by-step method simple to use in introductory Engineering/Design courses in universities, community colleges and technical institutes. Cheng's

book also complements introductory AutoCAD® texts such as Cheng's Mastering AutoCAD® R14 (Brooks/Cole Thomson Learning 2000) and is a comprehensive reference for people using Mechanical Desktop on a daily basis. La Pratique de Catia --Michel Michaud 2015-12-30 CATIA ("Conception Assistée Tridimensionnelle Interactive Appliquée") est un logiciel de CAO et de design industriel qui a été créé par la société Dassault Aviation, au départ pour ses propres besoins, dans les années 70. Aujourd'hui CATIA est une famille de logiciels commercialisés et utilisés dans de très nombreux pays et dans des domaines aussi variés que la conception mécanique, la conception de systèmes électriques ou le design. Cet ouvrage explique les outils de base de la version 6, dernière version majeure sortie en 2008, mais qui commence seulement à se diffuser dans l'enseignement et dans la production." Mastering AutoCAD 2015 and AutoCAD LT 2015-George Omura 2014-05-14 The ultimate reference and tutorial for AutoCAD software This Autodesk Official Press book employs concise explanations, focused examples, step-by-step instructions, and hands-on projects to help you master both AutoCAD and AutoCAD LT. This detailed guide works well as both a tutorial and stand-alone reference, and is the perfect resource regardless of your level of expertise. Part I introduces the basics of the interface and drafting tools Part II moves into such intermediate skills as effectively using hatches, fields, and tables Part III details such advanced skills as attributes, dynamic blocks, drawing curves and solid fills Part IV explores 3D modeling and imaging Part V discusses customization and integration The supporting website includes all the project files necessary for the tutorials as well as video tutorials and other bonus content.

Adobe InDesign CS4 Classroom in a Book-Adobe Creative Team 2010-04-16 The fastest, easiest, most comprehensive way to learn Adobe InDesign CS4 Adobe InDesign CS4 Classroom in a Book contains 14 lessons. The book covers the basics of learning page layout with Adobe InDesign and provides countless tips and techniques to help you become more productive with the program. Explore typography and color, and learn more about creating tables and using styles. You can follow the book from start to finish or choose only those lessons that interest you. Create layouts for magazines, newsletters, and brochures. Learn how to make Adobe PDF files and rich interactive documents. Prepare files for high-resolution printing and the Web. "Adobe InDesign Classroom in a Book is the best way to learn hands-on with real-world examples. You'll gain exposure to good print design as well as efficient workflow techniques." —Michael Witherell, Adobe Certified Expert, Publishing, Training, and Consulting Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this eBook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Kivy Cookbook-Hugo Solis 2015-08-21 Enhance your skills in developing multi-touch applications with Kivy About This Book Create most diverse apps and learn how to distribute them with the help of the Kivy framework Explore Kivy API to develop user interfaces and control multi-touch events Step-by-step recipes that provide deeper understanding of the Kivy 1.9.0 framework Build and use your own events, widgets and gestures using features and tools in Kivy Who This Book Is For This book is intended for developers who want to use features of the Kivy framework and develop multi-touch applications. Prior experience with Kivy is not required, although familiarity with Python is expected. What You Will Learn Access widgets defined inside Kv language in your Python code Handle Kivy events to control widgets, touches, the mouse, the keyboard, and animations Recognize touch shapes

and detecting multi-tapping Create custom events and declare properties Organizing your layouts while working with the ActionBar Store and retrieve the coordinate space context Create your own shader and render in a framebuffer Leverage Factory objects, multi-touch in iOS and multi-touch in Android In Detail Kivy is an open-source Python library for rapid development of applications that make use of innovative user interfaces, such as multi-touch apps. It is a promising Python framework to develop UI and UX apps in a cross-platform environment, under the Python philosophy. Kivy Cookbook is a practical book that will guide you through the Kivy framework to develop apps and get your apps ready for distribution in App Store and Android devices. You will start off with installing Kivy and building your interfaces. You will learn how to work the accelerometer and create custom events. Then, you will understand how to use the basics, buttons, labels and text inputs and manipulate the widget tree. Next, you will be able to work with manipulating instructions, create an atlas and layouts. Moving on, you will learn packing for Windows and packing for iOS, and use TestDrive. By the end of the book, you will have learnt in detail the relevant features and tools in Kivy and how to create portable packages to distribute your apps in the most used platforms. Style and approach This is an easy-to-follow practical guide packed with graspable recipes that cover important tasks to be performed while developing multi-touch applications with Kivy. All the code used in each recipe is explained in detail.

The Fundamentals of Architecture-Lorraine Farrelly 2017-07-13 The Fundamentals of Architecture, 2nd Edition is an introduction to the basic ideas that inform architecture. It is intended to unravel the complexity of architecture to explain its process and make it more accessible. It guides students through the rich history of the discipline, and introduces aspects of contemporary theory and practice. The book explores the process of architecture starting from the initial ideas and concepts, and how these ideas are informed by understanding site and context. It examines the impact of the physical environment and the historical ideas that have informed and influenced the architectural solution. The second edition has been redesigned and updated with new material, including six case studies, exercise sections and contemporary visuals from students and leading architects.

The Boy in the Treehouse-Drew Hayden Taylor 2000 Two plays about the process of becoming an adult and the necessity for rites of passage in all cultures.

CP Violation Without Strangeness-Iosif B. Khriplovich 2012-12-06 Electric dipole moments (EDMs) have interested physicists since 1950, when it was first suggested that there was no experimental evidence that nuclear forces are symmetric under parity (P) transformation. This question was regarded as speculative because the existence of an EDM, in addition to P violation, requires a violation of time-reversal (T) symmetry. In 1964 it was discovered that the invariance under CP transformation, which combines charge conjugation (C) with parity, is violated in K-meson decays. This provided a new incentive for EDM searches. Since the combined operations of CPT are expected to leave a system invariant, breakdown of CP invariance should be accompanied by a violation of time-reversal symmetry. Thus there is a reason to expect that EDMs should exist at some level. The original neutron EDM experiments were later supplemented with checks of T invariance in atoms and molecules. These investigations are pursued now by many groups. Over the years, the upper limit on the neutron EDM has been improved by seven orders of magnitude, and the upper limit on the electron EDM obtained in atomic experiments is even more strict.

Flora Machina: a Defensible Cyborg Landscape-Michael Lucenkiw 2014-09-03

World Development Indicators 2006- 2006-01-01 Looking for accurate, up-to-date data on development issues? This indispensable statistical reference allows you to consult over 800 indicators for some 150 economies and 14 country groups in more than 80 tables. It provides a current overview of the most recent data available as well as important regional data and income group analysis in six thematic chapters: World View, People, Environment, Economy, States and Markets, and Global Links.

AUTODESK FUSION 360 BLACK BOOK-Gaurav Verma 2018-06-27 Autodesk Fusion is a product of Autodesk Inc. It is the first of its kind of software which combine D CAD, CAM, and CAE tool in single package. It connects your entire product development process in a single cloud based platform that works on both Mac and PC. In CAD environment, you can create the model with parametric designing and dimensioning. The CAD environment is equally applicable for assemblydesign. The CAE environment facilitates to analysis the model under real-world load conditions. Once the model is as per your requirement then generate the NC program using the CAM environment. With lots of features and thorough review, we present a book to help professionals as well as beginners in creating some of the most complex solid models. The book follows a step by step methodology. In this book, we have tried to give real-world examples with real challenges in designing. We have tried to reduce the gap between educational and industrial use of Autodesk Fusion. In this edition of book, we have included topics on Sketching, D Part Designing, Assembly Design, Rendering & Animation, Sculpting, Mesh Design, CAM, Simulation, D printing, D PDFs. Contents Starting with Autodesk Fusion 360 Sketching 3D Sketch and Solid Modelling Advanced 3D Modelling Practical and Practice Solid Editing Assembly Design Importing Files and

InspectionSurface ModellingRendering and AnimationDrawingSculptingSculpting-2Mesh DesignCAMGenerating Milling Toolpaths - 1Generating Milling Toolpaths - 2Generating Turning and Cutting ToolpathsMiscellaneous CAM ToolsIntroduction to Simulation in Fusion 360Simulation Studies in Fusion 360 Engineering Graphics with AutoCAD 2017, (2-download)-James D. Bethune 2016-08-19 This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Engineering Graphics with AutoCAD 2017 teaches technical drawing using AutoCAD 2017 as its drawing instrument, complying with ANSI standards. Taking a step-by-step approach, it encourages students to work at their own pace and uses sample problems and illustrations to guide them through the powerful features of this drawing program. Nearly 150 exercise problems provide instructors with a variety of assignment material and students with an opportunity to develop their creativity and problem-solving capabilities. This book includes the following features: •Step-by-step format throughout the text allows students to work directly from the text to the screen and provides an excellent reference during and after the course. •Covers the latest in dynamic blocks, user interface improvements, and productivity enhancements. •Exercise, sample problems and projects appear in each chapter, providing examples of software capabilities and giving students an opportunity to apply their own knowledge to realistic design situations. Includes examples of how to create an animated assembly, apply dimension to a drawing, calculate shear and bending values, and more! •ANSI standards are discussed when appropriate, introducing students to the appropriate techniques and national standards. •Illustrations and sample problems provided in every chapter, supporting the step-by-step approach by illustrating how to use AutoCAD 2017 and its features to solve various design problems

Blender Quick Start Guide-Allan Brito 2018-09-28 Learn the new Blender 2.8 user interface and make 3D models Key Features Find your way round the new user interface and tools of Blender 2.8 Create materials, apply textures and render scenes Use the new cutting-edge real-time render EEVEE in your projects Book Description Blender is open source 3D creation software. With a long history and an enthusiastic community of users, it is the ideal choice for almost any kind of work with 3D modeling or animation. However, for new users, its power and flexibility can sometimes be daunting, and that's when you need this book! The book starts by showing you round the all-new Blender 2.8 user interface. You'll look at the most commonly-used options and tools, such as navigating in 3D and selecting objects. You will then use and manipulate one of the most important windows of the interface, the 3D View. You'll learn how to use essential tools for working with 3D modeling. To give your models the feel of real-world objects, you'll learn how to create materials and set up surfaces. You'll see how to use Physically-Based Rendering (PBR), which allows you to craft realistic surfaces such as wood, stone, and metal. You will also work with Eevee, a new real-time render engine in Blender. You will see how to add motion to objects, making use of Blender's impressive 3D animation features. Finally, you'll learn how to create scenes and organize them for rendering, and later add titles and effects using built-in Blender tools. By the end of the book, you will be able to use Blender 2.8 new UI, Create 3D Models with textures, Animations, and Render them in real-time using Eevee. What you will learn Manipulate and visualize your 3D objects in Blender Use polygon modeling tools such as extrude, loop cut, and more Apply precision modeling tools like snapping and the 3D Cursor Render a scene using the real-time engine Eevee Create materials for Eevee and Cycles Render a scene with the Eevee real-time engine Use PBR textures to craft realistic surfaces such as wood with the Shader Editor Add motion and animation using keyframes Create animation loops using curves and modifiers Who this book is for This book is for anyone interested in taking their steps with Blender. If you're an experienced 3D artists or hobbyist, this book will help you with its features.

Nanosciences-Christian Joachim 2009 The nanosciences and their companion nanotechnologies are a hot topic all around the world. For some, they promise developments ranging from nanobots to revolutionary new materials. For others, they raise the specter of Big Brother and of atomically modified organisms (AMOs). This book is a counterbalance to spin and paranoia alike, asking us to consider what the nanosciences really are. Nanosciences are not just a branch of materials sciences, a common misrepresentation fostered in the funding wars. Nor should nanotechnology be confused with miniaturization, a convergence of microelectronics, biotechnology and lab-on-chip techniques. These misconceptions arise from a well-orchestrated US policy dating from the mid-1990s, in which the instrument that lies at the heart of the true nanoscience revolution ? the scanning tunneling microscope (STM) ? plays just a minor part. These issues are covered here for the first time in a book by a scientist who holds two Feynman prizes in nanotechnology and who has played a significant role in the birth of the nanosciences. Writing from the cutting edge and with an understanding of the real nature of nanoscience, the author provides a scientific and historical perspective on the subject, a response to the misplaced ethical concerns of objectors and to the scaremongering of the popular press.

Excel 2016 All-in-One For Dummies-Greg Harvey 2015-10-30 Your one-stop guide to all things Excel 2016 Excel 2016 All-in-One For Dummies, the most comprehensive Excel reference on the market, is completely updated to

reflect Microsoft's changes in the popular spreadsheet tool. It offers you everything you need to grasp basic Excel functions, such as creating and editing worksheets, setting up formulas, importing data, performing statistical functions, editing macros with Visual Basic—and beyond. In no time, your Excel skills will go from 'meh' to excellent. Written by expert Greg Harvey, who has sold more than 4.5 million copies of his previous books combined and has taught and trained extensively in Microsoft Excel, this all-encompassing guide offers everything you need to get started with Excel. From generating pivot tables and performing financial functions to performing error trapping and building and running macros—and everything in between—this hands-on, friendly guide makes working with Excel easier than ever before. Serves as the ideal reference for solving common questions and Excel pain points quickly and easily Helps to increase productivity and efficiency when working in Excel Fully updated for the new version of Excel Covers basic and more advanced Excel topics If working in Excel occasionally makes you want to scream, this will be the dog-eared, dust-free reference you'll turn to again and again.

**BDA Guide to Successful Brickwork-The Brick Development Association 2006-08-11** The BDA Guide to Successful Brickwork is the definitive practical guide to obtaining successful results in brickwork construction. Written by a team of experts from the Brick Development Association, the representative group in industry for brickwork construction, this best-selling text has now been brought fully in line with the latest British and European Standards, including the requirements of the new European Standard for Bricks EN771-1, to ensure readers are receiving the most up-to-date and accurate information available in the field. Based on actual teaching practice, the book is highly illustrated throughout to increase accessibility of the text for the reader in its exploration of the practical aspects of brickwork. It also includes an extensive glossary of brickwork terms for ease of reference. The third edition contains new material detailing recent innovations in brickwork, in the areas of components, systems and techniques, which includes the development of thin-joint techniques for both brickwork and blockwork. Students following NVQs and Construction Awards in Trowel Occupations (bricklaying route, at Foundation, Intermediate and Advanced level) from CITB, will find this book to be an invaluable source of information which will accompany them throughout their studies. The text has additional relevance to BTEC National and Higher Nationals in Construction, as well as GNVQ Intermediate and AVCE Construction and Built Environment courses. Building professionals concerned with the design, detailing and specification of brickwork will also find The BDA Guide to be an essential reference.

**Advanced Maya Texturing and Lighting-Lee Lanier 2015-04-03** Level up your skills with powerful texturing and lighting techniques Advanced Maya Texturing and Lighting, Third Edition leads you through the latest advanced techniques for adding realistic detail to your models. This new edition is up-to-date with the latest Maya texturing, lighting, and rendering features, including an exploration of the Node Editor, new Maya utility nodes and expanded coverage of mental ray shaders, and render settings. The proven tutorials are culled from real-world experience and refined to give you the ultimate in practical skills. You'll learn workflow tips and tricks, the construction of custom shading networks, and the application of time-saving tools that bring your project from concept to reality. The companion website features several gigabytes of Maya scene files, texture bitmaps, and QuickTime movies that support the exercises in the book, giving you everything you need to advance your animation skillset. This book helps you take your rendering skills to the next level with the advanced tools and techniques that take animation from good to great. Learn the theory behind expert lighting design Understand shadows, shading components, and texture mapping Work with node networks, raytracing, and global illumination Try new approaches to rendering using Maya Software and mental ray If you're ready to take a big step forward and fine-tune your style, Advanced Maya Texturing and Lighting, Third Edition is the practical, hands-on guide you need.

**Docker Cookbook-Sébastien Goasguen 2015-11-04** Whether you're deploying applications on-premise or in the cloud, this cookbook is for developers, operators, and IT professionals who need practical solutions for using Docker. The recipes in this book will help developers go from zero knowledge to distributed applications packaged and deployed within a couple of chapters. IT professionals will be able to use this cookbook to solve everyday problems, as well as create, run, share, and deploy Docker images quickly. Operators will learn and understand what developers are excited about and start to adopt the tools that will change the way they work.--

**Traditional Mediterranean Architecture-Amin Maalouf 2002**

**Integrated Design and Delivery Solutions-Matthijs Prins 2010-12-07** Integrated Design and Delivery Solutions (IDDS) represent a significant new research trajectory in the integration of architecture and construction through the rapid adoption of new processes. This book examines the ways in which collaboration and new methods of contracting and procurement enhance skills and improve processes in terms of lean and sustainable construction. Based on high quality research and practice-based examples that provide key insights into IDDS and its future potential, this book surveys the technologies that are being employed to create more sustainable buildings with added value for clients, stakeholders and society as whole.

**Exchange Server 2016: Server Infrastructure-William Stanek 2016-10-25** Expert advice for Exchange Server 2016

right at your fingertips. Practical and precise, this hands-on guide with ready answers is designed for architects, administrators, engineers and others working with on-premises, online and hybrid implementations of Microsoft Exchange. If you're an IT Pro responsible for configuring, managing and maintaining Exchange 2016 servers, start with this well-organized and authoritative resource. Inside, you'll find expert insights, tips, tricks and workarounds that will show you how to master Exchange Server 2016 in the shortest amount of time possible. During the course of reading this book, you will master a number of complex topics, techniques, commands and functions. This book, Exchange Server 2016: Server Infrastructure, is designed to be used with Exchange Server 2106 & Exchange Online: Essentials for Administration. While this book focuses on architecture and server configuration, the latter book focuses on: Using Exchange Admin Center Working with Exchange Management Shell Managing mail boxes, mail contacts and distribution groups Setting up address lists and address books Configuring Exchange clients Implementing Exchange security and role-based permissions Using the books together, you can answer most of the everyday questions you'll have with Exchange Server 2016 and Exchange Online. Topics include planning for Exchange Server 2016 and developing a deployment plan; managing Exchange organizations while navigating routing and data storage options; implementing Database Availability Groups and maintaining high availability; creating, managing and maintaining Exchange databases; using Send and Receive connectors for mail routing; configuring Transport services and maintaining mail flow; implementing email address policies and journal rules; filtering spam and defining block lists; optimizing Exchange Server 2016 for web and mobile access; configuring Client Access services; maintaining and troubleshooting Exchange Server 2016; and many more topics essential for Exchange administration. Not only will this informative training manual help you become familiar with many new ideas, it'll help you master Exchange Server 2016 in the shortest amount of time possible. After completing your Exchange Server 2016 journey with this in-depth guide, you will be ready to support Microsoft Exchange regardless of whether you are working in an on-premises, online or hybrid environment. As you will soon learn, Microsoft Exchange is versatile, flexible and highly customizable, allowing you to personalize the messaging system to meet your needs. Get the focused information you need to solve problems and get the job done.

**Mastering Emacs-Mickey Petersen 2015-05-26**

**Microsoft Project 2013: The Missing Manual-Bonnie Biafore 2013-04-17** Get up to speed on Microsoft Project 2013 and learn how to manage projects large and small. This crystal-clear book not only guides you step-by-step through Project 2013's new features, it also gives you real-world guidance: how to prep a project before touching your PC, and which Project tools will keep you on target. With this Missing Manual, you'll go from project manager to Project master. The important stuff you need to know Learn Project 2013 inside out. Get hands-on instructions for the Standard and Professional editions. Start with a project management primer. Discover what it takes to handle a project successfully. Build and refine your plan. Put together your team, schedule, and budget. Achieve the results you want. Build realistic schedules with Project, and learn how to keep costs under control. Track your progress. Measure your performance, make course corrections, and manage changes. Create attractive reports. Communicate clearly to stakeholders and team members using charts, tables, and dashboards. Use Project's power tools. Customize Project's features and views, and transfer info via the cloud, using Microsoft SkyDrive.

**The Logstash Book-James Turnbull 2014-12-22** A new book designed for SysAdmins, Operations staff, Developers and DevOps who are interested in deploying a log management solution using the open source tool Logstash. In this book we will walk you through installing, deploying, managing and extending Logstash. We'll teach you how to: \* Install and deploy Logstash. \* Ship events from a Logstash Shipper to a central Logstash server. \* Filter incoming events using a variety of techniques. \* Output those events to a selection of useful destinations. \* Use Logstash's awesome web interface Kibana. \* Scale out your Logstash implementation as your environment grows. \* Quickly and easily extend Logstash to deliver additional functionality you might need. By the end of the book you should have a functional and effective log management solution that you can deploy into your own environment. **Just Enough Autocad 2007-George Omura 2006-06** The book teaches expert and best practice based security and patch management of Microsoft environments, using any of the three covered Microsoft offerings (Microsoft Operations Manager, Systems Management Server, and Windows Update Service). After detailing installation and configuration of each of the products, it goes beyond these basics to show the methods administrators should implement to keep their systems patched, secure, and up-to-date. · **The Basics of Operations Management· MOM, SMS, and WSUS: How They Fit Together· Installing Microsoft Operations Manager 2005· Installation of SMS· Installing and Configuring Microsoft Update and Windows Server Update Services· MOM Configuration and Administration· MOM and SMS Agents· Management Packs and Components· Management Pack Drilldown for Windows Server· More on Management Packs· Third-Party Management Packs and Product Connectors· Using SMS and MOM to Manage Security and Patching· Monitoring· Securing Your MOM, SMS, WSUS, and WU**

Installation· Reporting· System Center and the Dynamic Systems Initiative  
Thermal Energy Systems-Sтивен G. Penoncello 2015-01-20 Model a Thermal System without Lengthy Hand Calculations Before components are purchased and a thermal energy system is built, the effective engineer must first solve the equations representing the mathematical model of the system. Having a working mathematical model based on physics and equipment performance information is crucial to finding a system's operating point. Thermal Energy Systems: Design and Analysis offers a fundamental working knowledge of the analysis and design of thermal-fluid energy systems, enabling users to effectively formulate, optimize, and test their own design projects. Providing an understanding of the basic concepts of simulation and optimization, and introducing the simulation and optimization techniques that can be applied to a system model, this text covers the basic foundations of thermal-fluid system analysis and design. It addresses hydraulic systems, energy systems, system simulation, and system optimization. In addition, it incorporates both SI and English units, and builds current state-of-the-art computer modeling skills throughout the book. Topics covered include: Review of thermal engineering concepts Engineering economics principles Application of conservation and balance laws Review of fluid flow fundamentals Minor losses Series and parallel pipe networks Economic pipe diameter Pump performance and selection Cavitation Series and parallel pump systems The affinity laws for pumps Heat exchangers, LMTD, and e-NTU methods Regenerative HX, condensers, evaporators, and boilers Double-pipe heat exchangers Shell and tube heat exchangers Plate and frame heat exchangers Cross-flow heat exchangers Thermal energy system simulation Fitting component performance data Optimization using Lagrange multipliers Optimization using software Thermal Energy Systems: Design and Analysis covers the concepts and the skills needed to plan, model, create, test, and optimize thermal systems; and to use computer simulation software through its use of Engineering Equation Solver (EES).  
Active Directory-Brian Desmond 2013-04-11 Provides information on the features, functions, and implementation of Active Directory, covering such topics as management tools, searching the AD database, and the Kerberos security protocol.  
3ds Max Modeling for Games-Andrew Gahan 2013-01-17 With 18 years under his belt in the game industry, a key contributor to the MotorStorm series, and the creator of the 3ds Max in Minutes video series (at FocalPress.com), Andrew Gahan delivers the expert techniques in 3ds Max Modeling for Games, 2nd edition. This updated edition is packed with new tutorials that will enhance your modeling skills and pump up your portfolio with high-quality work in no time. Along with Anthony O'Donnell and a team of experts, Gahan covers all of the fundamental game modeling techniques, including character and environment modeling, mapping, and texturing. Finally, a bonus section in 3ds Max Modeling for Games offers readers insights and tips on how to get their careers started in the game industry. New, expanded tutorials take readers of all abilities through full character and environment modeling from beginning to end Companion website (3d-for-games.com) offers a robust, supportive forum where readers can get commentary on new work, develop skills and portfolio art, as well as network with other game artists on a variety of projects. Also features project files for all tutorials in the book and enough support images and photos to keep the budding artist busy for months Completely updated gallery allows the reader to build on various models  
Microservices and Containers-Parminder Singh Kocher 2018-03-16 Transition to Microservices and DevOps to Transform Your Software Development Effectiveness Thanks to the tech sector's latest game-changing innovations—the Internet of Things (IoT), software-enabled networking, and software as a service (SaaS), to name a few—there is now a seemingly insatiable demand for platforms and architectures that can improve the process of application development and deployment. In Microservices and Containers, longtime systems architect and engineering team leader Parminder Kocher analyzes two of the hottest new technology trends: microservices and containers. Together, as Kocher demonstrates, microservices and Docker containers can bring unprecedented agility and scalability to application development and deployment, especially in large, complex projects where speed is crucial but small errors can be disastrous. Learn how to leverage microservices and Docker to drive modular architectural design, on-demand scalability, application performance and reliability, time-to-market, code reuse, and exponential improvements in DevOps effectiveness. Kocher offers detailed guidance and a complete roadmap for transitioning from monolithic architectures, as well as an in-depth case study that walks the reader through the migration of an enterprise-class SOA system. Understand how microservices enable you to organize applications into standalone components that are easier to manage, update, and scale Decide whether microservices and containers are worth your investment, and manage the organizational learning curve associated with them Apply best practices for interprocess communication among microservices Migrate monolithic systems in an orderly fashion Understand Docker containers, installation, and interfaces Network, orchestrate, and manage Docker containers effectively Use Docker to maximize scalability in microservices-based applications Apply your learning with an in-depth, hands-on case study Whether you are a software

architect/developer or systems professional looking to move on from older approaches or a manager trying to maximize the business value of these technologies, Microservices and Containers will be an invaluable addition to your library. Register your product at [informit.com/register](http://informit.com/register) for convenient access to downloads, updates, and/or corrections as they become available.

Copyrighting Creativity-Professor Helle Porsdam 2015-08-28 What is the relationship between creativity, cultural heritage institutions and copyright? Who owns culture and cultural heritage? The digital age has expanded the horizon of creative possibilities for artists and cultural institutions - what is the impact on legal regimes that were constructed for an analogue world? What are the tensions between the safeguarding of cultural heritage and the dissemination of knowledge about culture? Inspired by a three year research project involving leading European universities, this book explores the relationship between copyright and intellectual property, creativity and innovation, and cultural heritage institutions. Its contributors are scholars from both the humanities and the social sciences - from cultural studies to law - as well as cultural practitioners and representatives from cultural heritage institutions. They all share an interest in the contribution of intellectual property to the role of cultural institutions in making culture accessible and encouraging new creativity.

Infrastructure as Code-Kief Morris 2016-06-09 Virtualization, cloud, containers, server automation, and software-defined networking are meant to simplify IT operations. But many organizations adopting these technologies have found that it only leads to a faster-growing sprawl of unmanageable systems. This is where infrastructure as code can help. With this practical guide, author Kief Morris of ThoughtWorks shows you how to effectively use principles, practices, and patterns pioneered through the DevOps movement to manage cloud age infrastructure. Ideal for system administrators, infrastructure engineers, team leads, and architects, this book demonstrates various tools, techniques, and patterns you can use to implement infrastructure as code. In three parts, you'll learn about the platforms and tooling involved in creating and configuring infrastructure elements, patterns for using these tools, and practices for making infrastructure as code work in your environment. Examine the pitfalls that organizations fall into when adopting the new generation of infrastructure technologies Understand the capabilities and service models of dynamic infrastructure platforms Learn about tools that provide, provision, and configure core infrastructure resources Explore services and tools for managing a dynamic infrastructure Learn specific patterns and practices for provisioning servers, building server templates, and updating running servers  
Excel 2010 For Dummies-Greg Harvey 2012-01-25 Crunch numbers, create spreadsheets, and get up to speed on Excel 2010! This friendly book gets you started with the basics of Excel 2010, such as creating a spreadsheet from scratch, selecting commands from the Ribbon, customizing the Quick Access toolbar, creating simple formulas, moving and copying data with drag and drop, using the AutoCorrect and AutoFill features, and more. Navigate effectively — see how the Ribbon interface and the Backstage View give you access to all the tools you need for every task Be a mover and a shaker — move and copy data with cut, copy, and paste or drag and drop Summing up — total columns and rows of numbers with the AutoSum button Making it pretty — format data tables, adjust column widths and row heights, hide columns and rows, and format with Styles or the Format Painter Safety net — save your work and recover spreadsheets after a computer crash Open the book and find: What's new in Excel 2010 How to surf an Excel 2010 worksheet and workbook Instructions for entering data in a worksheet Tips for keeping your data secure How to enter and edit formulas with built-in functions Tips for undoing or deleting data entry mistakes Learn to: Get comfortable with Excel 2010 and Backstage View Create and edit spreadsheets Format cells, create formulas, and fix data entry errors Copy, cut, move, paste, or delete data  
Next Generation Infrastructure-Hillary Brown 2014-05-15 The 2007 bridge collapse in Minneapolis-St. Paul quickly became symbolic of the debilitated interstate highway system—and of what many critics see as America's disinvestment in its infrastructure. The extreme vulnerability of single-purpose, aging infrastructure was highlighted once again when Hurricane Sandy churned its way across the northeast United States. Inundating New York City's vital arteries, floodwaters overwhelmed tunnels and sewers; closed bridges; shut down mass transit; curtailed gas supplies; and destroyed streets, buildings, and whole neighborhoods. Next Generation Infrastructure takes a critical but ultimately hopeful look at how our infrastructure networks can be made more efficient, less environmentally damaging, and more resilient. Brown argues that, if we're to chart a course for global sustainability, we must begin to design, regulate, and finance infrastructure that decouples carbon-intensive and ecologically harmful technologies from critical infrastructure systems, namely the essential systems for contemporary society: water, wastewater, power, solid waste, transportation, and communication. The book highlights hopeful examples from around the world, ranging from the Mount Poso cogeneration plant in California to urban rainwater harvesting in Seoul, South Korea, to the multi-purpose Marina Barrage project in Singapore. Brown encourages us to envision infrastructure within a larger economic, environmental, and social context, and to share resources across systems, reducing costs and extending benefits. This is a must read for professionals and students interested in a more resilient urban future including urban designers, architects, urban planners,

urban policymakers, landscape architects, and engineers.

To-morrow-Ebenezer Howard 2010-10-28 The founder of the Garden City Association outlines his radical new approach to urban planning. First published in 1898.

Excel 2016 For Dummies-Greg Harvey 2016-05-31 Let your Excel skills soar to new heights with this bestselling guide Updated to reflect the latest changes to the Microsoft Office suite, this new edition of Excel For Dummies quickly and painlessly gets you up to speed on mastering the world's most widely used spreadsheet tool. Written by bestselling author Greg Harvey, it has been completely revised and updated to offer you the freshest and most current information to make using the latest version of Excel easy and stress-free. If the thought of looking at spreadsheet makes your head swell, you've come to the right place. Whether you've used older versions of this popular program or have never gotten a headache from looking at all those grids, this hands-on guide will get you

up and running with the latest installment of the software, Microsoft Excel 2016. In no time, you'll begin creating and editing worksheets, formatting cells, entering formulas, creating and editing charts, inserting graphs, designing database forms, and more. Plus, you'll get easy-to-follow guidance on mastering more advanced skills, like adding hyperlinks to worksheets, saving worksheets as web pages, adding worksheet data to an existing web page, and so much more. Save spreadsheets in the Cloud to work on them anywhere Use Excel 2016 on a desktop, laptop, or tablet Share spreadsheets via email, online meetings, and social media sites Analyze data with PivotTables If you're new to Excel and want to spend more time on your actual work than figuring out how to make it work for you, this new edition of Excel 2016 For Dummies sets you up for success.