Flash Player Tom Guide

Foundation Flash CS3 For DesignersPlain English
Guide to Windows VistaDreamweaver UltraDev 4The
Essential Guide to Open Source Flash
DevelopmentThe Movie GuideFoundation Flash 8
VideoThe ActionScript 3.0 Quick Reference Guide: For
Developers and Designers Using Flash2003 Baseball
Card Price GuideActionScriptFlash Remoting: The
Definitive GuideAbsolute Beginner's Guide to
Coaching Youth SoccerThe Complete Idiot's Guide to
Coaching Youth BasketballCIW Site and E-Commerce
Design Study GuideCCNA Cisco Certified Network
Associate Voice Study Guide (Exams 640-460 &
642-436)CompTIA CTP+ Convergence Technologies
Professional Certification Study Guide (Exam
CN0-201)XML and Web Technologies for Data
Sciences with RFlash RemotingThe Penguin Guide to
Jazz RecordingsMacromedia Flash Professional
8Dreamweaver MX 2004Time Out Film GuideBeckett
Football Card Price GuideMacromedia Contribute 2 for
Windows and MacintoshBaseball Card Price GuideAll
Music GuideVCP-Cloud Official Cert Guide (with
DVD)Windows 2000 Web Applications Developer's
GuideThe Donaldson, GuideThe Official 1996 Price
Guide to Basketball CardsGoldmine Jazz Album Price
GuideThe Family Guide to Movies and VideosNikon
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Wild PlantsThe Motion Picture GuideThe Dow Jones-
Irwin Guide to On-line InvestingThe Rough Guide to
FilmHands-On Guide to Streaming MediaDigital
Storage in Consumer Electronics

Foundation Flash CS3 For Designers

Plain English Guide to Windows Vista

The Absolute Beginner's Guide to Coaching Youth Soccer provides inexperienced coaches with the information they need to ensure their season is successful. It is a practical guide that helps them learn how to make the most out of their limited practice time and resources, ensuring a positive learning experience for players, coaches, and parents alike. This book covers several key concepts that often elude rookie coaches.

Dreamweaver UltraDev 4

The Best Fully Integrated Study System Available for Exams 640-460 & 640-436 With hundreds of practice questions and hands-on exercises, CCNA Cisco Certified Network Associate Voice Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all objectives for CCNA Voice Exams 640-460 & 640-436 Exam Readiness Checklist--you're ready for the exam when all objectives on the list are checked off Inside the Exam sections highlight key exam topics covered Two-Minute Drills for quick review Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all the exam topics, including: The VoIP Market;

Networking from a VoIP Perspective; Traditional Telephony; They Meet - Data and Voice Converged; Real-Time Streaming Protocol; H.323; SIP; SCCP and MGCP; Understanding Cisco Unified Communications; Cisco VoIP Hardware and Software; Digital Signal Processors; Call Manager Express; Unified Communications Manager; Gateways and Gatekeepers; IP-to-IP Gateways; Fax and Modem Over IP; Troubleshooting VoIP Problems; Securing VoIP Networks CD-ROM includes: Electronic book for studying on the go CertCam video training Complete MasterExam practice testing engine, featuring: Two full practice exams Detailed answers with explanations Score Report performance assessment tool With Free Online Registration: Bonus downloadable MasterExam practice tests

The Essential Guide to Open Source Flash Development

How Do I Promote My Music On A Small Budget? How Do I Get My YouTube Videos to Spread? How Do I Turn Casual Fans Into One's Who Buy From Me? How Do I Get Written About On Blogs? How Do I Increase Turnout At Shows? How Do I Make Fans Using Facebook, Twitter, Tumblr And SoundCloud? With every day that passes, the power the major labels once had dies a little more. The chance to get the same exposure as your favorite musicians gets easier and easier. The hurdles that would only allow you to get popular, if the right people said your music was good enough, are gone. You can now get exposed to thousands of potential fans without investing 1% of

what musicians used to by building a fanbase based on listeners love for your music. No more writing letters hoping that A&R writes you back. This book explains how you do it. While many books will tell you obvious information, legal mumbo-jumbo and marketing catchphrases that don't help you get more fans. Our experience working with real bands - from upstarts like Man Overboard and Transit to legends like The Cure, The Misfits and Animal Collective, has led us to understand the insider tricks and ideas that go into some of the most important groups of our time. We produce records, do licensing deals, negotiate record contracts and get the musicians we work with written about on websites like Pitchfork and Vice. We have worked with bands who started off as nothing and became something. Unlike any other book written on the subject we have compiled the knowledge no one else has been willing to print in fear of obsoleting their own career. We give you thousands of ideas on how to get people to hear your music and turn them into fans who pay to support your music. Whether you are a label owner, musician, manager, booking agent or publicist there is information in this book that will help you do what you do better. Enjoy! For more information see GetMoreFansBook.com

The Movie Guide

No Marketing Blurb

Foundation Flash 8 Video

Ironically, while Web pages have become more flexible and capable over the past few years, Web creation tools have become increasingly more complex. Tom Negrino's Macromedia Contribute 2 for Windows and Macintosh: Visual QuickStart Guide, however, teaches those who are not Web experts how to build and maintain Web pages with Macromedia Contribute 2, which returns easy Web page editing to the many business and academic users for whom other Web creation tools have become too difficult to use effectively. With Contribute 2, anyone can add content to Web sites, without the possibility of accidentally breaking the site. Now in its second edition, this visual, task-based reference has been revised to cover all of Contribute's newest features, including all-new Mac OS X compatibility; improved speed and user response; the ability to connect to sites securely; and Flash Paper, a new way to publish any document on the Web (Windows-only). New PayPal Merchant Tools let any small business owner add the ability to accept credit cards on their website with just a few clicks. With the capable guidance of veteran Visual QuickStart author and Macworld contributing editor, Tom Negrino, you'll soon master how to build Web pages, edit page content, create tables, use Macromedia Dreamweaver templates, work with external documents, manage sites with Dreamweaver, customize Contribute, and more. Like all Visual QuickStart Guides, this book is broken up into bite-sized tasks to help you solve problems and answer questions quickly. Whether you're a beginner looking to learn Contribute 2 from the ground up or an experienced user who just needs a quick refresher course on the product's newest features, Macromedia

Contribute 2 for Windows and Macintosh: Visual QuickStart Guide is an all-access pass to just the information you need.

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash

Presents self-guided tutorials on creating slide shows, audio presentations, animations, and media applications using Macromedia Flash Professional 8.

2003 Baseball Card Price Guide

Collectors of jazz on vinyl know how difficult it can be to find pristine copies of original classic jazz recordings, and ever-changing market values can make pricing those albums even more difficult. With this fantastic, updated 2nd edition, collectors will be able to accurately price records using the most current US market values. This all-encompassing reference features all types of jazz issued on 331/3 rpm long-playing records, including Dixieland, bebop, big band, swing, West Coast, fusion, modern and many others. It includes over 40,000 albums released between 1948 and today, valued in three grades of condition, as well as a thoroughly illustrated label guide for easy distinction between first editions and later pressings. Collectors will discover thousands of records not listed in any other price guide.

ActionScript

Flash Remoting: The Definitive Guide

"No matter what your background, the pages that follow will provide you with some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript. Happy learning!"-- Branden Hall, from the Foreword Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains: Object-oriented programming (OOP) concepts, such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering Where did it go? A guide to help you find familiar features in ActionScript 3.0, such as global functions, operators, properties, and statements How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and ActionScript features and workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

Absolute Beginner's Guide to Coaching Youth Soccer

An updated listener's guide to recorded jazz features reviews of thousands of jazz recordings, organized by performer, and includes biographical details about and discographies for the musicians. Original.

The Complete Idiot's Guide to Coaching Youth Basketball

Everything you need to know about your new N1 camera! Portable and full color, this guide is packed with everything you want and need to know in order to take amazing photos using your new Nikon Camera N1. Veteran author J. Dennis Thomas walks you through the essential controls, features, and functions of the N1 using step-by-step instructions and providing full-color images of each menu screen. You'll learn how to adjust white balance, autofocus, and exposure as well as choose lens and adjust settings. The handy trim size allows this guide to go where you go, allowing you easy access to information quickly so you can get the exact shot you want when you want it. Helps you make the most of your Camera N1 and get the shots you want Features valuable insight from a successful professional photographer for capturing unique and memorable portrait, candid, action, travel, sports, and other shots Provides step-by-step explanations on techniques and tips, all aimed at getting you comfortable and confident with your camera Go beyond the basic manual and the standard settings and see what your Camera N1 can do with Camera N1 Digital Field Guide!

CIW Site and E-Commerce Design Study Guide

CCNA Cisco Certified Network Associate Voice Study Guide (Exams 640-460 & 642-436)

Arranged in sixteen musical categories, provides entries for twenty thousand releases from four thousand artists, and includes a history of each musical genre.

CompTIA CTP+ Convergence Technologies Professional Certification Study Guide (Exam CN0-201)

Prices and identifies thousands of baseball cards, including rookie card designations, card gradings, and information about autographs, jerseys, and bat inserts.

XML and Web Technologies for Data Sciences with R

Web technologies are increasingly relevant to scientists working with data, for both accessing data and creating rich dynamic and interactive displays. The XML and JSON data formats are widely used in Web services, regular Web pages and JavaScript code, and visualization formats such as SVG and KML for Google Earth and Google Maps. In addition, scientists

use HTTP and other network protocols to scrape data from Web pages, access REST and SOAP Web Services, and interact with NoSQL databases and text search applications. This book provides a practical hands-on introduction to these technologies, including high-level functions the authors have developed for data scientists. It describes strategies and approaches for extracting data from HTML, XML, and JSON formats and how to programmatically access data from the Web. Along with these general skills, the authors illustrate several applications that are relevant to data scientists, such as reading and writing spreadsheet documents both locally and via Google Docs, creating interactive and dynamic visualizations, displaying spatial-temporal displays with Google Earth, and generating code from descriptions of data structures to read and write data. These topics demonstrate the rich possibilities and opportunities to do new things with these modern technologies. The book contains many examples and case-studies that readers can use directly and adapt to their own work. The authors have focused on the integration of these technologies with the R statistical computing environment. However, the ideas and skills presented here are more general, and statisticians who use other computing environments will also find them relevant to their work. Deborah Nolan is Professor of Statistics at University of California, Berkeley. Duncan Temple Lang is Associate Professor of Statistics at University of California, Davis and has been a member of both the S and R development teams.

Flash Remoting

Here's the book you need to prepare for Exam 1D0-420, CIW Site Designer and Exam 1D0-425, CIW E-Commerce Designer. This Study Guide provides: In-depth coverage of official exam objectives Practical information on web site and e-commerce design Hundreds of challenging review questions, in the book and on the CD Leading-edge exam preparation software, including a testing engine and electronic flashcards Authoritative coverage of all exam topics, including: Implementing design concepts, vision statements, Web strategy and tactics Enhancing web site usability with tables, frames, and Cascading Style Sheets (CSS) Using client-side and server-side programming Implementing marketing in e-commerce site development Developing and hosting an e-commerce site using outsourcing services Configuring Web server software for an e-commerce site Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

The Penguin Guide to Jazz Recordings

PLEASE PROVIDE COURSE INFORMATION PLEASE PROVIDE

Macromedia Flash Professional 8

Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and

open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. this book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available.

Dreamweaver MX 2004

The Movie Guide is the most comprehensive, in-depth film reference available in a single volume - the indispensable sourcebook for movie buffs and film scholars alike. Collected from the vast databases of CineBooks, the world's leading film authority, The Movie Guide provides key information not available in other single-volume guides. With longer, more detailed reviews and fascinating film facts, this easy-to-use, alphabetized guide covers well over 3,000 of the most important films ever made - from accepted classics such as Citizen Kane and Schindler's List, to cult hits and "sleepers" like The Crying Game and Strictly Ballroom, to the most-talked-about films of the year. Whether it's foreign films or The Flintstones, every movie fan will applaud The Movie Guide's in-depth coverage and special features: Comprehensive reviews - with detailed plot synopses and probing critical insights, often supplemented by special anecdotal material not found in other film guides. Complete cast listings - including major cast information (up to ten main actors) and the names of the characters played. Academy Awards - the special honors that each film has received. Not only the winners in every category, but the nominees as well. Top creative credits - including director, producer, cinematographer, editor, art director, music composer, costume designer, special effects, and more. Essential for the true fan who appreciates the collaborative nature of film. Production information - crucial film facts such as year of release, running time, distributor, production company, country of origin, and color code. Rating systems - not only the MPAA rating (essential for family viewing), but a special star ratingsystem based on the film's overall

critical merit.

Time Out Film Guide

Allows beginners to put Dreamweaver's visual layout tools, Web application development features, and code editing support immediately to work, and includes annotated example code to describe the programming techniques being illustrated. Original. (Beginner)

Beckett Football Card Price Guide

Can you imagine life without your cell phone, laptop, digital camera, iPod, BlackBerry, flat-screen TV, or DVD player? The skyrocketing demand for devices that provide simple, immediate access to large amounts of content is driving required digital storage capacity to unprecedented levels. Designing digital storage into consumer electronics is crucial to the performance and cost of these devices. However, as our requirements for digital content storage grow, so does the formidable difficulty of implementing design solutions that are rugged, long-lasting, power-miserly, secure, network-accessible and can still fit in the palm of your hand! This book provides the background necessary to understand common digital storage devices and media. It helps readers decide which methods of storage work best for which kinds of devices, and then teaches designers how to successfully integrate them into consumer products. * Presents best practices for selecting, integrating, and using storage devices to achieve higher performance,

greater reliability and lower cost * Teardown photos provide rare visuals of the "guts" of the devices discussed * Covers hot topics including flash memory, DVRs, Apple iPods, home networks, and automotive electronics, from basic layouts to standards, advanced features, and exciting growth opportunities

Macromedia Contribute 2 for Windows and Macintosh

Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX, Microsoft .NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Gone is the click/wait/reload approach of HTML. Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server. All the end user knows is that it's fast and flexible.The potential uses for Flash Remoting are endless. Flash Remoting: The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications (RIAs). Build applications that connect to a database, file system, or other server-side technologies. Or, use Flash Remoting to create: online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built-in shopping carts, click-through tracking, and site search capabilities new controls that can be used in place of HTML extensions to Flash, Dreamweaver, Fireworks, and

more front-ends to databases for administrators The book begins with Flash Remoting basics: setup, installation and an introduction to its underlying concepts. Next, you'll explore the Flash's User Interface components as they relate to Flash Remoting. Then, you'll gain insights into Flash Remoting internals and the Remoting API. The book is rich with examples that you will be able to run on your own system.The next section focuses on the server-side environment that you'll use for your applications. Individual chapters cover Flash Remoting with ColdFusion, Server-Side ActionScript, Java, ASP.NET, and PHP.The last section covers more advanced Flash Remoting techniques, such as calling web services from Flash Remoting, extending objects and UI controls, best practices, and debugging. Plus there is a detailed chapter demonstrating a real-world application. The book concludes with a Flash Remoting API reference.Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting: The Definitive Guide indispensable.

Baseball Card Price Guide

The new edition of this popular annual guide features more than 4,000 football card sets checklisted and priced. Virtually every football card ever produced! Prices and listings cover the years from 1894 to present. Includes cards from NFL, CFL, USFL, colleges.

All Music Guide

This book describes the steps for creating an on-

demand and live streaming video in an all-in-one refernce guide for new users and companies that need introduced to the technology. After reading this book, you will understand: - How the Internet works in relation to streaming media - Client/server technology, specifically related to streaming media - Strengths and limits of streaming media, including best uses for the technology - Choices of streaming media content creation tools

VCP-Cloud Official Cert Guide (with DVD)

This title provides comprehensive coverage of Flash Remoting, a programming model that enables Macromedia Flash MX to connect to remote Web services.

Windows 2000 Web Applications Developer's Guide

>Trust the Official Cert Guide series from VMware Press to help you learn, prepare, and practice for exam success. They are the only VMware authorized self-study books and are built with the objective of providing assessment, review, and practice to help ensure you are fully prepared for your certification exam. Master VMware certification exam topics Assess your knowledge with chapter-opening quizzes Review key concepts with exam preparation tasks This is the eBook edition of VCP-Cloud Official Cert Guide. This eBook does not include the companion DVD with practice exam that comes with the print edition. VCP-Cloud Official Cert Guide presents you

with an organized test-preparation routine through the use of proven series elements and techniques. "Do I Know This Already?" quizzes open each chapter and enable you to decide how much time you need to spend on each section. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. VCP-Cloud Official Cert Guide focuses specifically on the objectives for the VMware Certified Professional — Cloud exam. VMware Certified Design Experts Tom Ralph and Nathan Raper share preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. Well-regarded for its level of detail, assessment features, comprehensive design scenarios, and challenging review questions and exercises, this official study guide helps you master the concepts and techniques that will enable you to succeed on the exam the first time. The official study guide helps you master all the topics on the VCP-Cloud exam, including · Installing vCloud Director and vShield Manager · Learning the differences between roles and privileges and the principles of role-based access controls · Coverage of the vCenter Chargeback Manager product, introducing the concept of chargeback and why it is needed in a cloud environment · Understanding and troubleshooting vCloud Connector, including identification and functionality of the different components · Constructing different types of vCloud networks and network pools and the requirements for each ·

Creating and modifying vCloud Director organizations · Allocating and managing vCloud resources · Monitoring a vCloud implementation VCP-Cloud Official Cert Guide is part of a recommended learning path from VMware that includes simulation and hands-on training from authorized VMware instructors and self-study products from VMware Press. To find out more about instructor-led training, e-learning, and hands-on instruction offered worldwide, please visit www.vmware.com/training.

The Donaldson, Guide

The completely revised and only authorized textbook for the Cisco Networking Academy Program CCNA 1 curriculum.

The Official 1996 Price Guide to Basketball Cards

Demonstrates the design environment and tool for building data-driven Web applications, covering Web development techniques, database storage and retrieval, site management, Web site construction, ASP, JSP, and ColdFusion.

Goldmine Jazz Album Price Guide

Surveys the various investment information services and explains how to use the services to aid in planning investments

The Family Guide to Movies and Videos

Macromedia Flash is the de facto standard for delivering web-based multimedia to over 250 million users worldwide. ActionScript : The Definitive Guide is dedicated entirely to documenting ActionScript, Flash's object-oriented programming language. It goes beyond the hype and buzzwords to give web developers the fundamental tools for creating advanced web sites. It is targeted at both Flash developers who arc new to programming and existing JavaScript programmers migrating their skills to ActionScript (both languages are based on the ECMAScript standard). Colin Moock's ability to relate his exhaustive knowledge in practical and accessible terms has earned him wide acclaim in the Flash community. ActionScript : The Definitive Guide is written in his clear, narrative tone, free of ego and condescension, and packed with information. Part I, ActionScript Fundamentals, describes core programming concepts (variables, datatypes, operators, statements, functions, events, arrays, and objects) and details their usage, particularly with regard to movie clips. Part II, Applied ActionScript, covers common applications, such as processing online forms. Part III, Language Reference, details all ActionScript globals, properties, methods, event handlers, and objects, and includes extensive implementation examples. This book gets new ActionScript programmers up to speed quickly. It documents ActionScript in traditional terms, giving you a solid theoretical foundation. Experienced programmers can leverage their JavaScript knowledge while learning Flash-specific intricacies. Beyond the theory, this book is filled with practical tips and real-

world examples, covering scrolling text fields, menu buttons, multiple-choice quizzes, XML-driven sites, physics-based video games, real-time multiuser environments, and more. The book's meticulous coverage includes many undocumented and underdocumented topics. The detailed Language Reference is an invaluable daily companion. The popular companion site, the ActionScript Code Depot (http://www.moock.org/asdg), includes all source .fla files plus numerous additional examples, including a sample XMLSocket server in Java and a sample Perl text database.

Nikon D3300 Digital Field Guide

Presents a season-by-season guide to the identification, harvest, and preparation of more than two hundred common edible plants to be found in the wild.

Networking Basics

This is one of the first books solely dedicated to Flash 8 Video development and goes a lot deeper into the subject than other books. It is suitable for those with no previous Flash experience who want to discover the best way to create video applications for the Web. It starts with the very basics, and by the end of the book the reader will be creating advanced interactive video applications, using video alpha channels, masking, blends and filters, the Camera object, and much more.

Get More Fans: The DIY Guide to the New Music Business

The best fully integrated study system available for Exam CN0-201 With hundreds of practice questions and hands-on exercises, CompTIA CTP+ Convergence Technologies Professional Certification Study Guide covers what you need to know--and shows you how to prepare--for this challenging exam. 100% complete coverage of all official objectives for exam CN0-201 Exam Readiness Checklist--you're ready for the exam when all objectives on the list are checked off Inside the Exam sections highlight key exam topics covered Two-Minute Drills for quick review at the end of every chapter Simulated exam questions match the format, tone, topics, and difficulty of the real exam Covers all the exam topics, including: Networking Infrastructure and Design * Wireless Networks and Real-Time Communications * Infrastructure Hardware * Client Devices * Telephony Fundamentals * Telephony Hardware * Data and Voice Converged * Multimedia and Video * Understanding Quality of Service * Converged Network Management * Troubleshooting * Security Vulnerabilities * Security Solutions CD-ROM includes: Complete MasterExam practice testing engine, featuring: One full practice exam Detailed answers with explanations Score Report performance assessment tool One hour of video training PDF copy of the book for studying on the go with free online registration: Bonus downloadable MasterExam practice test

Edible Wild Plants

The Motion Picture Guide

The Rough Guide to Film is a bold new guide to cinema. Arranged by director, it covers the top moguls, mavericks and studio stalwarts of every era, genre and region, in addition to lots of lesser-known names. With each film placed in the context of its director's career, the guide reviews thousands of the greatest movies ever made, with lists highlighting where to start, arranged by genre and by region. You'll find profiles of over eight hundred directors, from Hollywood legends Alfred Hitchcock and John Huston to contemporary favourites like Steven Soderbergh and Martin Scorsese and cult names such as David Lynch and Richard Linklater. The guide is packed with great cinema from around the globe, including French New Wave, German giants, Iranian innovators and the best of East Asia, from Akira Kurosawa to Wong Kar-Wai and John Woo. With overviews of all major movements and genres, feature boxes on partnerships between directors and key actors, and cinematographers and composers, this is your essential guide to a world of cinema.

The Dow Jones-Irwin Guide to On-line Investing

Prices and identifies thousands of baseball cards, including rookie card designations, card gradings, and information about autographs, jerseys, and bat inserts.

The Rough Guide to Film

Hands-On Guide to Streaming Media

Authoritative criticism covering every area of world cinema: classic silents and thirties comedies, documentaries and the avant-garde, French or Japanese cinema as well as the Hollywood mainstream and the latest megaprocutions and B-movie horrors. Assessments of well over 10,000 movies, including full details of director, cast, alternative titles and release date for each film.

Digital Storage in Consumer Electronics

This book is all you'll need to learn Flash CS3 from the ground up, or learn about all these new features, if you already have previous Flash experience-Flash experts Tom Green and David Stiller take you step-by-step through all facets of Flash CS3, with the emphasis firmly on good design techniques that you use in your own projects.· Learning the Flash CS3 Professional · Graphics in Flash CS3 · Symbols and Libraries · Actionscript Basics · Audio in Flash CS3 · Text in Flash CS3 · Animation in Flash CS3 · Video in Flash · Using the Flash UI Components to Build Interfaces · CSS and Flash · Dynamic Data (XML) and Flash · Going Mobile in Flash · Optimizing Flash Movies· Publishing Flash Movies

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION