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This book is the follow up course from 3 Minute French: Course 1. This book is split up into nine lessons, each of which will teach you a selection of useful words and phrases, and you'll learn how to put them together to form sentences, enabling you to communicate effectively in French from the very first lesson. You'll learn vocabulary that will be useful on any trips to France or any other French speaking country. It's perfect for the holiday-maker who wants to be able to communicate during their vacation. You'll have opportunity to practise what you've learnt thanks to hundreds of recap exercises, and you'll also learn about the 3 Minute Ideology and why extremely short bursts of study are much more effective for your overall learning than long, drawn out study sessions. Each word or phrase also comes with a useful pronunciation guide to show you how to say it in French. So, give 3 Minute French: Course 2 a go and you'll build more on what you learnt in course 1, allowing you to express yourself in even more situations. Research Paper (undergraduate) from the year 2013 in the subject Computer Science - General, grade: 2.1, , course: Computer science, language: English, abstract: 1.0 INTRODUCTION

Information Technology has revolutionized the way we go about doing our daily activities. The web for instance has revolutionized the way information can be accessed thereby making the world a global village. The impact of information technology has grown to the level that virtually all domains of life now has everything in Electronic. Now we have E-Commerce, E-Examination, E-Voting, E-Registration. The availability and deployment of all of these is made possible with the use of the Internet (the biggest of all the Computer networks), a local area network (intranet) for deploying E-Solutions within a restricted locality e.g. an office, telephone lines (using radio wave as its medium). Of interest also is the advent of information technology enabled devices such as the handsets, the PDAs and tablets that is used with the aforementioned web technology which makes the paradigm of information storage, access and retrieval to be mobile. The Internet is a wide area network consisting of over five hundred million hosts that can be accessed via a workstation that is connected to its service. It serves as a medium of connection between millions of peoples, airlines, organizations, military, educational institutions and government in the most remote of areas all over the world. It serves as an electronic transmission medium to engage in exchanging of information, also aiding transportation (digitally) from location to location connecting users online. Also, the internet is a very good platform for advertisement and awareness of any product. Information is obviously the most prominent function of the internet. The internet has grown from its inception into a giant warehouse of information, providing millions of people access to any information required by just a click of a button. It exposes one to a wide range of information resources, thereby posing as a giant database stacked with information. Due to the universal access of the internet, student tutorials and learning activities can be processed over the web. The project work which is focused on modeling and designing an Online Tutorial System through the Web. For the benefits of the students in the university; the online tutorial will include registration of students like their personal information and also made available video and audio type document for downloads, realtime communication between students and tutors. Kaplan Test Prep is the Official Partner for Live, Online Prep for the ACT. For more information visit kaptest.com/onlinepreplive Kaplan's comprehensive ACT program provides proven test-taking strategies, realistic practice tests, in-depth guided practice, video tutorials, and access to an online center so that you can score higher on the ACT. College becomes more competitive and costly each year, making a high score on the ACT essential. A high ACT score sets you apart from the competition and opens up scholarship opportunities. Kaplan understands how important it is for you to do well on the ACT and make your college dreams a reality. In fact, we help more than 95% of our students get into their top-choice school every year, and we want to help you! ACT Premier 2016-2017 is an unique resource that covers every concept on the test, and provides you with the additional practice you need both in the book and online. This comprehensive study guide includes:

- * Realistic Practice: eight full-length practice tests with detailed answer explanations: 3 in the book, 5 online
- * Online Center: online practice tests, quizzes, and videos to help guide your study.
- * SmartPoints: a Kaplan-exclusive strategy that identifies the most popular topics and question types on the exam, allowing you to focus your time appropriately and earn the most points on Test Day.
- * Scoring and Analysis for 1 Official

ACT Test. * Perfect Score Tips: advice and strategies from students who got a perfect score and top ACT instructors. * Video Tutorials: Kaplan's best tutors review the most important concepts in short video tutorials. When you study with ACT Premier 2016-2017, you will score higher on Test Day. End-user authored tutorials are increasingly becoming the norm for assisting users with learning software applications, but little is known about the quality of these tutorials. Using metrics derived from previous work, I characterize the quality of text- and image-based Photoshop tutorials available to users online. I compare these tutorials across four sources representing tutorials that are, i) written by a close-knit online community, ii) written by expert users, iii) most likely to be found, and iv) representative of the general population of tutorials. I found that not only are expert users generally writing higher quality tutorials than the other authors, but also, many of the typical tutorials are suffering from some important limitations. Most notably, they often lack attempts to help users avoid common errors, and seldom provide users with appropriate amounts of reasoning for undertaking steps. I also examine a typical tutorial rating system and find that it does not sufficiently distinguish quality between tutorials. I demonstrate the use of my findings by presenting two applications that I designed: a tutorial authoring tool, and a tutorial presentation site.

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrowing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

Deep learning is often viewed as the exclusive domain of math PhDs and big tech companies. But as this hands-on guide demonstrates, programmers comfortable with Python can achieve impressive results in deep learning with little math background, small amounts of data, and minimal code. How? With `fastai`, the first library to provide a consistent interface to the most frequently used deep learning applications. Authors Jeremy Howard and Sylvain Gugger, the creators of `fastai`, show you how to train a model on a wide range of tasks using `fastai` and PyTorch. You'll also dive progressively

further into deep learning theory to gain a complete understanding of the algorithms behind the scenes. Train models in computer vision, natural language processing, tabular data, and collaborative filtering Learn the latest deep learning techniques that matter most in practice Improve accuracy, speed, and reliability by understanding how deep learning models work Discover how to turn your models into web applications Implement deep learning algorithms from scratch Consider the ethical implications of your work Gain insight from the foreword by PyTorch cofounder, Soumith Chintala "This open access textbook offers a comprehensive introduction to instruction in all types of library and information settings. Designed for students in library instruction courses, the text is also a resource for new and experienced professionals seeking best practices and selected resources to support their instructional practice. Organized around the backward design approach and written by LIS faculty members with expertise in teaching and learning, this book offers clear guidance on writing learning outcomes, designing assessments, and choosing and implementing instructional strategies, framed by clear and accessible explanations of learning theories. The text takes a critical approach to pedagogy and emphasizes inclusive and accessible instruction. Using a theory into practice approach that will move students from learning to praxis, each chapter includes practical examples, activities, and templates to aid readers in developing their own practice and materials."-- Publisher's description. Teaches you to think like a nurse Passing the NCLEX-PN exam is not just about what you know—it's about how you think. With expert critical thinking strategies and targeted practice, Kaplan's NCLEX-PN Premier 2017 shows you how to leverage your content knowledge to think like a nurse. Kaplan's NCLEX-PN Premier includes:

- 9 critical thinking paths to break down what exam questions are asking
- 6 end-of-chapter practice sets to help you put critical thinking principles into action
- 2 full-length practice tests to gauge your progress—one in the book, one online
- 60 minutes of video tutorials
- Digital version of the book for mobile study
- Streamlined review organized along the exam's "Client Needs" framework
- Review of all question types, including alternate-format questions
- Detailed rationales for all answer choices, correct and incorrect
- Techniques for mastering the computer adaptive test

With efficient test prep via online + book + mobile, Kaplan's NCLEX-PN Premier 2017 with 2 Practice Tests will make you assured and confident on Test Day. Kaplan regularly reviews and revises content to ensure that we are providing the most up-to-date prep, realistic practice materials, and the most current test information. NCLEX-PN Premier 2017 has the same content as NCLEX-PN 2017 Strategies, Practice & Review, but NCLEX-PN Premier comes with additional, exclusive online assets. R and Data Mining introduces researchers, post-graduate students, and analysts to data mining using R, a free software environment for statistical computing and graphics. The book provides practical methods for using R in applications from academia to industry to extract knowledge from vast amounts of data. Readers will find this book a valuable guide to the use of R in tasks such as classification and prediction, clustering, outlier detection, association rules, sequence analysis, text mining, social network analysis, sentiment analysis, and more. Data mining techniques are growing in popularity in a broad range of areas, from banking to insurance, retail, telecom, medicine, research, and government. This book focuses on the modeling phase of the data mining process, also addressing data exploration and model

evaluation. With three in-depth case studies, a quick reference guide, bibliography, and links to a wealth of online resources, *R and Data Mining* is a valuable, practical guide to a powerful method of analysis. Presents an introduction into using R for data mining applications, covering most popular data mining techniques Provides code examples and data so that readers can easily learn the techniques Features case studies in real-world applications to help readers apply the techniques in their work Discusses the digital photography process, including how to use a digital camera, lighting, the use of space, framing, when to use a flash, background and foreground, and lenses, and provides suggestions for capturing specific subjects, including kids, wildlife, sports, and landscapes. The *Survey of Best Practices in Developing Online Information Literacy Tutorials* is a benchmarking report for online tutorial development, presenting a wealth of information on the practices involved in and the cost of developing online information literacy tutorials. The 285-page report also looks at how tutorials are marketed and accessed, and at popular access points such as Facebook, the library website and others, as well as how tutorials are used in for-credit classes and more ad-hoc use. The study looks at how tutorial designers are trained, and at how they inter-relate to non-library departments and other departments of the library. The study also looks at the use of tutorials of other colleges and vendor-produced tutorials, and at efforts to evaluate how students use tutorials, and how colleges should make decisions on what kinds of tutorials to produce and how to best produce them. The questionnaire for the report was largely developed by librarians at the University of Arizona libraries. Many tutorials and online courses transfer knowledge on interesting and important topics. Often the creators are indeed experts in their field, but have no idea of how knowledge is transferred properly and which aspects need to be considered when creating good online media. The result is often devastating. Bounce rates of up to 90% are the norm on many courses. Actual interesting content is not perceived because the form of presentation puts prospects to flight. In this book the experienced adult educator and online tutor, Markus Peter, presents the basics of knowledge transfer and provides the reader with tools for creating more professional and more attractive course content. The results are impressive: Over 50% more feedback, and better feedback for courses that have implemented the approach, is a convincing argument. 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. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, *Ruby on Rails™ Tutorial, Fourth Edition*, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web

applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku No matter where you are in your career, we make it easy to get comfortable with QuickBooks accounting products and develop skills at your pace. Choose from videos, webinars, virtual conferences, and in-person events to gain confidence and earn your clients' trust. This book facilitates you by detailing every feature of Quickbooks Online. It has details of everything: - What is Quickbooks Online? - How to become an expert in it? - Instructions to make client company? - How to manage the expenditure of money? - How to manage the revenue of money? - How to deal with bank and credit cards transactions? - How to improve the status of the business by learning Quickbooks Online features? There is a need for a book that provides a model of learning that is appropriate for online learning as well as teaches the user how to create potent Flash applications to deliver online learning content. This book is an Adobe Flash tutorial set in an instructional design context. It demonstrates how to develop Flash tutorials for teaching facts, concepts, principles, and procedures using Merrill s Component Display Theory. All the book s source files are provided as well as Adobe Captivate tutorials demonstrating the procedures. It's all in the name: Learn You a Haskell for Great Good! is a hilarious, illustrated guide to this complex functional language. Packed with the author's original artwork, pop culture references, and most importantly, useful example code, this book teaches functional fundamentals in a way you never thought possible. You'll start with the kid stuff: basic syntax, recursion, types and type classes. Then once you've got the basics down, the real black belt master-class begins: you'll learn to use applicative functors, monads, zippers, and all the other mythical Haskell constructs you've only read about in storybooks. As you work your way through the author's imaginative (and occasionally insane) examples, you'll learn to: –Laugh in the face of side effects as you wield purely functional programming techniques –Use the magic of Haskell's "laziness" to play with infinite sets of data –Organize your programs by creating your own types, type classes, and modules –Use Haskell's elegant input/output system to share the genius of your programs with the outside world Short of eating the author's brain, you will not find a better way to learn this powerful language than reading Learn You a Haskell for Great

Good! Today's students rely heavily on using electronic resources; they expect to be able to access library resources from any location and at any time of the day. More and more schools, from K-12 through graduate level universities, are offering online education, and libraries must be prepared to guide learners in how to use library resources when and where they are needed. Online tutorials are the library's answer to providing this immediate instruction, and today's learners are expecting to have these guides available. Many librarians don't have the technical expertise needed to create online tutorials. *Creating Online Tutorials: A Practical Guide for Librarians* will help guide them through the basics of designing and producing an online tutorial. Through practical examples, the book will guide librarians just starting the process of creating an online tutorial from start to finish and will provide tips that will be useful to librarians with more experience in designing online tutorials. This detailed roadmap for designing and producing online tutorials covers: When to consider a tutorial Needs assessment Choosing the right technology Selecting and organizing instructional content Planning—script, images, narration, other design elements Assessment as a primary design element Maintenance and updating Online tutorial resources After reading this book, new tutorial developers will have a practical, customizable blueprint that will enable them confidently address the creation of their first online tutorials, and experienced developers will learn efficient techniques to create and enhance future tutorials that are attractive, effective teaching tools. This book adopts a pragmatic and commonsense approach to blended learning, by situating the use of online media within a well-grounded teaching and learning strategy. It provides practical ideas for the successful implementation of blended strategies, including good practice in both asynchronous and synchronous tutoring, appropriate assessment design for developing successful blended learners, and innovative approaches to professional development for distance tutors. It is illustrated with a wide variety of examples and comments from students and practitioners in both distance and campus based environments in thirteen different countries. *Learn OpenGL* will teach you the basics, the intermediate, and tons of advanced knowledge, using modern (core-profile) OpenGL. The aim of this book is to show you all there is to modern OpenGL in an easy-to-understand fashion, with clear examples and step-by-step instructions, while also providing a useful reference for later studies. "The study looks closely at how much time, funding and effort academic libraries are spending developing information literacy tutorials. It also looks at the use of tutorials provided by vendors and by other libraries. This highly detailed, 300+ page study gives data and commentary on the types of programs and applications used to create tutorials, how tutorial developers are trained, how much time it takes to develop a tutorial, which subjects are chosen for treatment, how tutorials are marketed to library patrons and much more. Data is broken out separately by tuition level, type of college, enrollment and other variables for easier benchmarking." -amazon.com Learning styles are highly relevant for students in the online environment. *Designing Effective Library Tutorials* provides examples of, and steps for, how to create tutorials that match learning styles, based on usability studies of students from various cultural groups and styles of learning. The book presents studies, practical suggestions, and examples to assist librarians and faculty as they develop online programs for students from diverse learning styles. Research on learning style preferences

in the online environment emphasizes the need to provide a variety of methods that include text, aural, visual, and kinesthetic examples. Geared for the practitioner working in online learning, the book summarizes current literature, and presents best practices for designing effective online tools for diverse learners, including suggestions for assessment of learning objects. This title is structured into twelve chapters, covering: The learning style debate: do we need to match up learning styles with presentation styles? Overview of learning style theories and learning style results from various studies; The intersection of culture and learning styles; The need for learning object development; Current practice: categories and features of library tutorials; Effective design of learning objects; Pedagogical considerations for tutorials; Interactivity options for tutorials; Assessment of learning objects; The value and process of usability studies; Marketing learning objects for broad visibility; and a section on resources. Provides results from usability studies conducted with students that assess learning style and the resulting effectiveness of tutorials based on their preferred style Compares approaches and software used by librarians and educators to create tutorials, along with examples of pitfalls and benefits of each for various learning styles Incorporates examples of ways to use software while including learning objects to match learning style ? THE BEST GUIDE OF 2020 TO CONTINUE TO TEACH SUCCESSFULLY IN TROUBLE TIMES ? Are you contemplating using Google Classroom? Maybe you've already decided to use Google Classroom, but don't know where to start or how to sign up for your teacher account and get going. Are you tired of bringing bundles of unchecked papers home for checking? Perhaps, you might be looking for ways to make your lessons more interactive and engaging for your online students. Technology can be intimidating in general for teachers who were not raised with laptops, smartphones, tablets and applications around. But it can be especially challenging to teach students who are tech-natives and grew up with smart devices in their hands. So, it is understandable if you're feeling overwhelmed by all the devices, digital documents and applications that you have to work with in order to teach online. With Google Classroom, the class organization has become very easy for teachers. You won't have to physically notify anyone for the assignments and due dates. Everything is just a click away. You can now receive, check and return the assignments all through Google Drive. The embedded Google Calendar updates the schedule for you as you add new tasks. You can ask questions and hold discussions through Google Forms and give valuable feedback to students. This book will enlighten you on: ? What Is Google Classroom? ? Why Should You Choose Google Classroom? ? The Best Applications And Google Chrome Extensions For Teachers ? How To Promote Active Learning With Google Classroom ? Tips And Tricks To Better Organize Your Classroom ? What Are the Myths Surrounding Online Education? ? How To Sign Up, Create Classes And Invite Students ? How To Use Features Like "Ask A Question" And Grading Rubrics ? 50 Amazing Features Of Google Classroom To Use Today And Much More Even if you're never properly used technology before, this book will still guide in a comprehensive step-by-step way through your journey to becoming an effective online teacher. It will help you to manage your classes, discover new ways to interact with your students and give you lots of hacks to enhance your digital experience. So, what are you waiting for? Buy this book now to be the best online teacher that you're meant to be.?

Master the Shiny web framework—and take your R skills to a whole new level. By letting you move beyond static reports, Shiny helps you create fully interactive web apps for data analyses. Users will be able to jump between datasets, explore different subsets or facets of the data, run models with parameter values of their choosing, customize visualizations, and much more. Hadley Wickham from RStudio shows data scientists, data analysts, statisticians, and scientific researchers with no knowledge of HTML, CSS, or JavaScript how to create rich web apps from R. This in-depth guide provides a learning path that you can follow with confidence, as you go from a Shiny beginner to an expert developer who can write large, complex apps that are maintainable and performant. Get started: Discover how the major pieces of a Shiny app fit together Put Shiny in action: Explore Shiny functionality with a focus on code samples, example apps, and useful techniques Master reactivity: Go deep into the theory and practice of reactive programming and examine reactive graph components Apply best practices: Examine useful techniques for making your Shiny apps work well in production Online assessments afford many advantages for teachers and students. Okolo (2006) stated, "As the power, sophistication, and availability of technology have increased in the classroom, online assessments have become a viable tool for providing the type of frequent and dynamic assessment information that educators need to guide instructional decisions," (pp 67-68). As post secondary institutes use online learning environments, education has molded into hybrid experiences. Traditional courses now regularly infuse components of online learning and assessments by required student participation both in person and online. Research is needed to analyze online components of assessment and student achievement. Data was gathered from an undergraduate mathematics course designed for students seeking a bachelor's degree in elementary education. The course was entitled MATH 320: Mathematics for Elementary School Teachers. Synergies of quantitative and qualitative data were evaluated to assess the impact of written and video help tutorials in online quizzes on student achievement. Three forms of data were collected: student interviews, surveys about students' online quiz experiences and learning style preferences, and student performance and tutorial usage statistics from seven online quizzes. Student interviews were conducted mid-semester by the researcher who also transcribed and analyzed data. Graphical schemes were used to identify and categorize responses to interview questions. Students' responses were summarized and quantified in frequency tables. Surveys about students' online quiz experiences and learning style preferences were analyzed through descriptive statistical methods to describe the data with numerical indices and in graphical form. Correlation matrices and linear regression models were used to identify relationships among survey items. Additionally, Analysis of Variance (ANOVA) techniques were used to explore the data for statistical significance. Students were assigned seven online quizzes throughout the semester. Descriptive statistics were calculated to describe the online quiz data. Regression models were used to determine correlations between use of help tutorials and performance on online quizzes. Data analysis revealed students were persistent and motivated to retake similar quizzes multiple times until a high or perfect score was obtained. After missing a problem, students selected written help tutorials more often than video help tutorials to identify mistakes and understand how to solve the particular problem. The proportion of students

whose scores improved after using both written and video help tutorials was greater than those who used the written help tutorials alone. Although the number of students who benefited from the video help tutorials was smaller than expected, the increased performance could be appreciated by students and educators alike. The research presented herein should serve as a base for curriculum development in university mathematics programs utilizing or considering implementation of online tutorials coupled with student evaluation. Many tutorials and online courses transfer knowledge on interesting and important topics. Often the creators are indeed experts in their field but have no idea of how knowledge is transferred properly, and which aspects need to be considered when creating good online media. The result is often devastating. Bounce rates of up to 90% are the norm on many courses. Actual interesting content is not perceived because the form of presentation puts prospects to flight. In this book the experienced adult educator and online tutor, Markus Peter, presents the basics of knowledge transfer and provides the reader with tools for creating more professional and more attractive course content. The results are impressive: Over 50% more feedback, and better feedback for courses that have implemented the approach, is a convincing argument. From Heegyum Kim, artist and author of Quarry's Draw 62...and Make Them Cute series, *Drawing Class: Animals* is a collection of 60 fun, beginner-level lessons for drawing animals in pencil, along with QR codes that link to video tutorials. This is the first and only book about developing online tutorial courses. It covers course organization, screen arrangement, writing style, test design, media selection, survey construction, and digital futures. The European Conference on e-Learning was established 17 years ago. It has been held in France, Portugal, England, The Netherlands, Greece and Denmark to mention only a few of the countries who have hosted it. ECEL is generally attended by participants from more than 40 countries and attracts an interesting combination of academic scholars, practitioners and individuals who are engaged in various aspects of e-Learning. Among other journals, the Electronic Journal of e-Learning publishes a special edition of the best papers presented at this conference. The Java® Tutorial, Fifth Edition, is based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as "Doing More with Rich Internet Applications" and "Deployment in Depth," and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, "Preparing for Java Programming Language Certification," lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. 30 tutorials and more than 100 exercises in

chemoinformatics, supported by online software and data sets Chemoinformatics is widely used in both academic and industrial chemical and biochemical research worldwide. Yet, until this unique guide, there were no books offering practical exercises in chemoinformatics methods. *Tutorials in Chemoinformatics* contains more than 100 exercises in 30 tutorials exploring key topics and methods in the field. It takes an applied approach to the subject with a strong emphasis on problem-solving and computational methodologies. Each tutorial is self-contained and contains exercises for students to work through using a variety of software packages. The majority of the tutorials are divided into three sections devoted to theoretical background, algorithm description and software applications, respectively, with the latter section providing step-by-step software instructions. Throughout, three types of software tools are used: in-house programs developed by the authors, open-source programs and commercial programs which are available for free or at a modest cost to academics. The in-house software and data sets are available on a dedicated companion website. Key topics and methods covered in *Tutorials in Chemoinformatics* include: Data curation and standardization Development and use of chemical databases Structure encoding by molecular descriptors, text strings and binary fingerprints The design of diverse and focused libraries Chemical data analysis and visualization Structure-property/activity modeling (QSAR/QSPR) Ensemble modeling approaches, including bagging, boosting, stacking and random subspaces 3D pharmacophores modeling and pharmacological profiling using shape analysis Protein-ligand docking Implementation of algorithms in a high-level programming language

Tutorials in Chemoinformatics is an ideal supplementary text for advanced undergraduate and graduate courses in chemoinformatics, bioinformatics, computational chemistry, computational biology, medicinal chemistry and biochemistry. It is also a valuable working resource for medicinal chemists, academic researchers and industrial chemists looking to enhance their chemoinformatics skills. This book will show you how to design and write interactive online training courses that suit the needs of today's technology and users. The purpose of this research was to explore the relationship between preclass content learning (tutorials), student readiness and success, and student perceptions of their readiness and success in utilizing class-mandated tools to complete assignments in an online environment. Ultimately, the purpose was to learn if student readiness and perceptions of readiness were predictable by combined demographic factors or self-evaluation of student training experience. This study was guided by Sweller's Cognitive Load Theory (1988) and explored two research questions: (a) How are student readiness and success influenced by familiarity with software required to complete assignments in an online higher education course based on age, gender, online course experience, connectivity, and similar software experience?, and (b) How are student perceptions of readiness and success influenced by tutorials used to learn software required to complete assignments in an online higher education course based on type of tutorial, style of tutorial, length of tutorial, student choice of tutorial type, device used to consume tutorial, and use of accessibility features?The literature review was conducted on the topics of student readiness for online learning, use of tutorials, use of YouTube, production guidelines for tutorials, and synthesis of cognitive load theory in the context of using preclass tutorials as training to complete assignments in an online course. One hundred

five participants completed the demographic questionnaire, 16 participants completed the task, and 43 participants completed the evaluation questionnaire. All participants were currently enrolled in or had recently taken an online professional speaking class at a regional southeastern university. Data were collected through two Qualtrics questionnaires and analytics data from user interaction with the website. Student readiness and success were not influenced by familiarity with software required to complete assignments in an online higher education course based on age, gender, online course experience, connectivity, and similar software experience. Student perceptions of readiness and success were positively influenced by tutorials used to learn software required to complete assignments in an online higher education course based on style of tutorial, and student choice of tutorial type. Results, applications, implications, and recommendations for future research are discussed. This book describes in detail the various teaching strategies and assessment methods used in pharmacy education. Included in the text is both the advantages and disadvantages of each teaching and assessment method, as well as tips for effective implementation of the strategies. The text covers a plethora of teaching styles, from web based and online learning to lecture and team-based learning, and highlights some of the best practices used worldwide. This book aims to be a valuable single resource for pharmacy educators, students, and researchers. Key features One resource for the pharmacy educators, students, partitioners, researchers, policy makers and other readers with the necessary information and practical guidelines about the online pharmacy education, practice, and research. Describe and discuss the situation of the online pharmacy education, practice, and research around the world. Describe the challenges facing the online pharmacy education, practice, and research and suggest recommendations to overcome the challenges. Describe the pharmacy education teaching strategies and assessment methods. Describe the advantages and disadvantages of each teaching strategy and assessment method. Provide tips for the effective implementation of teaching strategies and assessment methods based on the best practices worldwide. Learn how to use R to turn raw data into insight, knowledge, and understanding. This book introduces you to R, RStudio, and the tidyverse, a collection of R packages designed to work together to make data science fast, fluent, and fun. Suitable for readers with no previous programming experience, R for Data Science is designed to get you doing data science as quickly as possible. Authors Hadley Wickham and Garrett Grolemund guide you through the steps of importing, wrangling, exploring, and modeling your data and communicating the results. You'll get a complete, big-picture understanding of the data science cycle, along with basic tools you need to manage the details. Each section of the book is paired with exercises to help you practice what you've learned along the way. You'll learn how to: Wrangle—transform your datasets into a form convenient for analysis Program—learn powerful R tools for solving data problems with greater clarity and ease Explore—examine your data, generate hypotheses, and quickly test them Model—provide a low-dimensional summary that captures true "signals" in your dataset Communicate—learn R Markdown for integrating prose, code, and results Are you required to pass the Praxis I: Mathematics, Reading and Writing to officially enroll in a teaching preparation program?" The online tutorial has been carefully constructed to help you prepare for and pass the Praxis I: Mathematics, Reading

and Writing Exams. Not only will you find in this easy-to-navigate interactive tutorial a wealth of sample test items written by ETS, but you will also find extensive content overviews and interactive exercises to help you master the content covered on the exam. This product consists of an access code for "THE PRAXIS SERIESTM ""Mathematics, Reading and Writing" (www.praxistutorial.com). Once the access code is activated, the subscription is valid for six months. Once the access code is activated, the subscription is valid for six months. E-LEARNING COMPANION serves as a resource and quick-reference guide for any course that demands technology skills. In addition to helping students adapt previously mastered skills--such as time management, note-taking, and critical thinking--to the online environment, this text shows students how social networking, cloud file storage, wikis, and blogs can be utilized appropriately and effectively in a college course. Technical terminology and how-to tutorials help students become more capable and flexible online learners, and build skills that will support them throughout college and their future careers. The Fourth Edition is fully updated to be current and relevant for today's online learning environments, and also includes new Workplace Applications, and coverage of professional behavior and professional emails. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic *Automate the Boring Stuff with Python*, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python*, 2nd Edition. *Teach Your Kids to Code* is a parent's and teacher's guide to teaching kids basic programming and problem solving using Python, the powerful language used in college courses and by tech companies like Google and IBM. Step-by-step explanations

will have kids learning computational thinking right away, while visual and game-oriented examples hold their attention. Friendly introductions to fundamental programming concepts such as variables, loops, and functions will help even the youngest programmers build the skills they need to make their own cool games and applications. Whether you've been coding for years or have never programmed anything at all, Teach Your Kids to Code will help you show your young programmer how to: –Explore geometry by drawing colorful shapes with Turtle graphics –Write programs to encode and decode messages, play Rock-Paper-Scissors, and calculate how tall someone is in Ping-Pong balls –Create fun, playable games like War, Yahtzee, and Pong –Add interactivity, animation, and sound to their apps Teach Your Kids to Code is the perfect companion to any introductory programming class or after-school meet-up, or simply your educational efforts at home. Spend some fun, productive afternoons at the computer with your kids—you can all learn something!

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