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National Construction Estimator 2019 Richard Pray 2018-10 Current building costs for residential, commercial, and industrial construction. Estimated prices for every common building material, the labor cost to install the material and a total "installed" cost. For those jobs where you can't rely on your past experience to estimate, rely on the prices in this national standard of construction costs to get you safely in the ballpark. Provides manhours, recommended crew, and the labor cost for installation of every job and practically every type of material in construction. Provides clear descriptions on what is included in the job being estimated so you know exactly what the job and the prices for that job entail. Every cost is carefully described. It even provides suggested crew sizes, and equipment rates.

Fences & Retaining Walls William McElroy 1990 Fences and Retaining Walls, is a practical manual for the fencing professional and has all the information for quality fence work. An important book as well for house builders and home remodelers.

Popular Science 2003-12 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Profit First for Contractors Shawn Van Dyke 2018-12-03 Construction industry business coach, speaker, and author, Shawn Van Dyke, has taken the core concepts of Mike Michalowicz's Profit First and customized them to address the specific needs of the construction industry. Profit First for Contractors addresses the major struggles contractors face and provides clear and actionable guidance on how to overcome them. Shawn shows contractors how to go from simply getting by to becoming permanently profitable. This book is for every construction business owner who dreams of prosperity. Using Van Dyke's Profit First for Contractors system, readers will learn how to break out of the "craftsman cycle" - the seemingly never-ending loop of urgent tasks and responsibilities that keep contractors from gaining traction toward their important goals. He guides construction business owners how to understand their financial statements and how to use them to determine the markup and margin that lead to profits. You will also learn hot to develop solid rules of thumb for the operation of your construction businesses, and how to implement an effective cash management plan that simplifies accounting and leverages normal human behavior. Using real-life stories from actual construction business owners, step-by-step advice, and his conversational twang, Van Dyke puts permanent profitability within reach of every construction business owner.

2017 National Construction Estimator Richard Pray 2016-10 Current building costs for residential, commercial, and industrial construction. Estimated prices for every common building material, the labor cost to install the material and a total "installed" cost. For those jobs where you can't rely on your past experience to estimate, rely on the prices in this national standard of construction costs to get you safely in the ballpark. Provides manhours, recommended crew, and the labor cost for installation of every job and practically every type of material in construction. Provides clear descriptions on what is included in the job being estimated so you know exactly what the job and the prices for that job entail. Every cost is carefully described. It even provides suggested crew sizes, and equipment rates.

Railroad Model Craftsman 1989

About Face Alan Cooper 2014-09-02 The essential interaction design guide, fully revised and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

Software Testing Paul C. Jorgensen 2018-12-07 This updated and reorganized fourth edition of Software Testing: A Craftsman's Approach applies the strong mathematics content of previous editions to a coherent treatment of Model-Based Testing for both code-based (structural) and specification-based (functional) testing. These techniques are extended from the usual unit testing discussions to full coverage of less understood levels integration and system testing. The Fourth Edition: Emphasizes technical inspections and is supplemented by an appendix with a full package of documents required for a sample Use Case technical inspection Introduces an innovative approach that merges the Event-Driven Petri Nets from the earlier editions with the "Swim Lane" concept from the Unified Modeling Language (UML) that permits model-based testing for four levels of interaction among constituents in a System of Systems Introduces model-based development and provides an explanation of how to conduct testing within model-based development environments Presents a new section on methods for testing software in an Agile programming environment Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, Software Testing: A Craftsman's Approach, Fourth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it will continue to serve as a valuable reference for software testers, developers, and engineers.

Frenzied Brandon Massey 2018-04-14 Live . . . work . . . play . . . die South Haven is the premier mixed-used community in metro Atlanta, a vibrant place where old-fashioned country living gets a modern update. There's the town square where residents watch family movies on the lawn on warm summer nights. The corner market stocked with organic foods. The bakery with fresh coffee and Wi-Fi. The stately homes on shaded, gently winding streets. The water park where children splash, laugh, and run . . . There's also something deadly lurking. The first incident is dismissed as an aberration: a college student goes berserk and hacks his family to chunks with a machete. But a day later, a young woman riding her bicycle is chased through the streets by her own neighbors. Then a teenager takes a deadly joyride, using his pick-up truck to mow down everyone in sight. As the incidents pile up, the only thing they share is that each person launched into an inexplicable, uncontrollable frenzy. Mark Deacon, an ex-cop and chief of South Haven's private security force, has never seen anything like it. And it's about to get a whole lot worse. Within twenty-four hours, South Haven is declared a quarantine zone, with every entrance barricaded and military snipers positioned outside the perimeter with orders to shoot on sight. Fearful residents huddle inside, uncertain whom to trust, anxiously watching one another for clues of where the terror might strike next. Together with Dr. Hannah Bailey, a brilliant CDC scientist dispatched to

investigate the threat, Deacon teams up with a motley crew of neighbors, and they hatch a desperate plan to find out answers--and stay alive. But the spreading menace might not have arrived by accident . . .

Software Testing Paul C. Jorgensen 2021-06-28 This updated and reorganized Fifth edition of Software Testing: A Craftsman's Approach applies the strong mathematics content of previous editions to a coherent treatment of software testing. Responding to instructor and student survey input of previous editions, the authors have streamlined chapters and examples. The Fifth Edition: Has a new chapter on feature interaction testing that explores the feature interaction problem and explains how to reduce tests Uses Java instead of pseudo-code for all examples including structured and object-oriented ones Presents model-based development and provides an explanation of how to conduct testing within model-based development environments Explains testing in waterfall, iterative, and agile software development projects Explores test-driven development, reexamines all-pairs testing, and explains the four contexts of software testing Thoroughly revised and updated, Software Testing: A Craftsman's Approach, Fifth Edition is sure to become a standard reference for those who need to stay up to date with evolving technologies in software testing. Carrying on the tradition of previous editions, it is a valuable reference for software testers, developers, and engineers.

The Research Imagination Paul S. Gray 2007-08-13 The idea that science is a blueprint for research, and imagination gives research its life and purpose inspired this comprehensive explanation of research methodology. The authors' decades of experience have revealed that research is a craft requiring judgment and creativity, not simply memorization and application of the rules of science. Whether one is conducting an intimate one-on-one interview or a large-scale examination of an entire society, human imagination and scientific principles of inquiry go hand in hand. To that end, this book emphasizes scientific method, but also acknowledges its critics. It covers a wide variety of data-collection techniques, but presents them as reinforcing rather than competing with one another, thus striking a balance between qualitative and quantitative methods. It is designed for students and instructors who want a comprehensive treatment of a variety of research techniques with special emphasis on qualitative approaches.

Engineering Unesco 2010 This report reviews engineering's importance to human, economic, social and cultural development and in addressing the UN Millennium Development Goals. Engineering tends to be viewed as a national issue, but engineering knowledge, companies, conferences and journals, all demonstrate that it is as international as science. The report reviews the role of engineering in development, and covers issues including poverty reduction, sustainable development, climate change mitigation and adaptation. It presents the various fields of engineering around the world and is intended to identify issues and challenges facing engineering, promote better understanding of engineering and its role, and highlight ways of making engineering more attractive to young people, especially women.--Publisher's description.

Car PC Hacks Damien Stolarz 2005 A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players, handheld devices, computers and video-on-demand systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride.

Popular Science 1983-12 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

A Handbook of Statistical Graphics Using SAS ODS Geoff Der 2014-08-15 Easily Use SAS to Produce Your Graphics Diagrams, plots, and other types of graphics are indispensable components in nearly all phases of statistical analysis, from the initial assessment of the data to the selection of appropriate statistical models to the diagnosis of the chosen models once they have been fitted to the data. Harnessing the full graphics capabilities of SAS, A Handbook of Statistical Graphics Using SAS ODS covers essential graphical methods needed in every statistician's toolkit. It explains how to implement the methods using SAS 9.4. The handbook shows how to use SAS to create many types of statistical graphics for exploring data and diagnosing fitted models. It uses SAS's newer ODS graphics throughout as this system offers a number of advantages, including ease of use, high quality of results, consistent appearance, and convenient semiautomatic graphs from the statistical procedures. Each chapter deals graphically with several sets of example data from a wide variety of areas, such as epidemiology, medicine, and psychology. These examples illustrate the use of graphic displays to give an overview of data, to suggest possible hypotheses for testing new data, and to interpret fitted statistical models. The SAS programs and data sets are available online.

Digital Material Marianne van den Boomen 2009 This is a compelling study of the often controversial role and meaning of the new media and digital cultures in contemporary society. Three decades of societal and cultural alignment of new media yielded to a host of innovations, trials, and problems, accompanied by versatile popular and academic discourse. "New Media Studies" crystallized internationally into an established academic discipline, which begs the question: where do we stand now; which new issues have emerged now that new media are taken for granted, and which riddles remain unsolved; and, is contemporary digital culture indeed all about 'you', or do we still not really understand the digital machinery and how it constitutes us as 'you'. From desktop metaphors to Web 2.0 ecosystems, from touch screens to bloggging to e-learning, from role-playing games to Cybergoth music to wireless dreams, this timely volume offers a showcase of the most up-to-date research in the field from what may be called a 'digital-materialist' perspective.

Programming Challenges Steven S Skiena 2006-04-18 There are many distinct pleasures associated with computer programming. Craftsmanship has its quiet rewards, the satisfaction that comes from building a useful object and making it work. Excitement arrives with the flash of insight that cracks a previously intractable problem. The spiritual quest for elegance can turn the hacker into an artist. There are pleasures in parsimony, in squeezing the last drop of performance out of clever algorithms and tight coding. The games, puzzles, and challenges of problems from international programming competitions are a great way to experience these pleasures while improving your algorithmic and coding skills. This book contains over 100 problems that have appeared in previous programming contests, along with discussions of the theory and ideas necessary to attack them. Instant online grading for all of these problems is available from two WWW robot judging sites. Combining this book with a judge gives an exciting new way to challenge and improve your programming skills. This book can be used for self-study, for teaching innovative courses in algorithms and programming, and in training for international competition. The problems in this book have been selected from over 1,000 programming problems at the Universidad de Valladolid online judge. The judge has ruled on well over one million submissions from 27,000 registered users around the world to date. We have taken only the best of the best, the most fun, exciting, and interesting problems available.

2020 National Construction Estimator Richard Pray 2019-10 Current building costs for residential, commercial, and industrial construction. Estimated prices for every common building material. Provides manhours, recommended crew, and gives the labor cost for installation. Complete estimates for just about every item used in residential, commercial, or industrial construction." --

Introduction to Human Factors and Ergonomics Robert Bridger 2017-10-30 Building on the success of previous editions, the 4th edition of 'Introduction to Human Factors and Ergonomics' provides a comprehensive and up to date introduction to the field. The new edition places the subject matter into a system context using a human-machine model to structure the chapters and a knowledge application model to

structure the organisation of material in each chapter. Every chapter covers: Core Concepts, Basic Applications, Tools and Processes, and System Integration issues regardless of topic. Includes over 200 exercises and essays (at least ten per chapter). An Instructor's Manual, A Guide to Tutorials and Seminars and and over 500 powerpoint slides are available for academic users from the publisher. All chapters contain 'HFE Workshop' sections with practical guidance and worked examples. Please see the TOC for more information.

2005 National Home Improvement Estimator Ben Moselle 2004-11 "Manhours, labor and material costs for most home improvement work. Includes instructions for doing the work, with helpful illustrations, and tricks and tips from experienced remodelers."

Illustrated Guide to the International Plumbing & Fuel Gas Codes Howard C. Massey 2002-07 Packed with plumbing isometrics and helpful illustrations, this guide makes clear the code requirements for installing materials for plumbing and gas systems. Includes code tables for pipe sizing and fixture units, and code requirements for just about all areas of plumbing, from water supply and vents to sanitary drainage systems. Covers the principles and terminology of the code, how the various systems work and are regulated, and code-compliance issues you'll likely encounter on the job.

Ergonomics in the Automotive Design Process Vivek D. Bhise 2016-04-19 The auto industry is facing tough competition and severe economic constraints. Their products need to be designed "right the first time" with the right combinations of features that not only satisfy the customers but continually please and delight them by providing increased functionality, comfort, convenience, safety, and craftsmanship. Based on t

About Face 3 Alan Cooper 2007 Aimed at software developers, this book proposes the creation of a new profession of software design. The examples in the text are updated to reflect new platforms along with additional case studies where appropriate.

Arduino Workshop John Boxall 2013-05-13 The Arduino is a cheap, flexible, open source microcontroller platform designed to make it easy for hobbyists to use electronics in homemade projects. With an almost unlimited range of input and output add-ons, sensors, indicators, displays, motors, and more, the Arduino offers you countless ways to create devices that interact with the world around you. In Arduino Workshop, you'll learn how these add-ons work and how to integrate them into your own projects. You'll start off with an overview of the Arduino system but quickly move on to coverage of various electronic components and concepts. Hands-on projects throughout the book reinforce what you've learned and show you how to apply that knowledge. As your understanding grows, the projects increase in complexity and sophistication. Among the book's 65 projects are useful devices like: – A digital thermometer that charts temperature changes on an LCD –A GPS logger that records data from your travels, which can be displayed on Google Maps – A handy tester that lets you check the voltage of any single-cell battery – A keypad-controlled lock that requires a secret code to open You'll also learn to build Arduino toys and games like: – An electronic version of the classic six-sided die – A binary quiz game that challenges your number conversion skills – A motorized remote control tank with collision detection to keep it from crashing Arduino Workshop will teach you the tricks and design principles of a master craftsman. Whatever your skill level, you'll have fun as you learn to harness the power of the Arduino for your own DIY projects. Uses the Arduino Uno board

Keyboard Wisdom STEVEN GOOMAS 2011-08-18 Presents piano theory with technical and creative ideas to enhance your keyboard knowledge and improvisation skills through practical approaches and applications. to benefit most from this book, you should already be comfortable with reading notation on the grand staff and should have an understanding of written rhythms. Each step-by-step lesson has ideas to practice, which may appear in the form of exercises, suggestions, or mixed with theory, prompting you to be creative. Through these lessons, you will discover how to become a more creative player with chords in a rhythm section setting, going beyond just playing what is written on the page. You will also learn how to utilize scales in improvisation. This book has been designed to help beginners and intermediate students build a strong foundation and enlarge their horizon, and to help advanced players fill in gaps in their skills. Online audio available.

Hacker, Hoaxer, Whistleblower, Spy Gabriella Coleman 2014-11-04 Here is the ultimate book on the worldwide movement of hackers, pranksters, and activists that operates under the non-name Anonymous, by the writer the Huffington Post says "knows all of Anonymous' deepest, darkest secrets." Half a dozen years ago, anthropologist Gabriella Coleman set out to study the rise of this global phenomenon just as some of its members were turning to political protest and dangerous disruption (before Anonymous shot to fame as a key player in the battles over WikiLeaks, the Arab Spring, and Occupy Wall Street). She ended up becoming so closely connected to Anonymous that the tricky story of her inside–outside status as Anon confidante, interpreter, and erstwhile mouthpiece forms one of the themes of this witty and entirely engrossing book. The narrative brims with details unearthed from within a notoriously mysterious subculture, whose semi-legendary tricksters—such as Topiary, tflow, Anachaos, and Sabu—emerge as complex, diverse, politically and culturally sophisticated people. Propelled by years of chats and encounters with a multitude of hackers, including imprisoned activist Jeremy Hammond and the double agent who helped put him away, Hector Monsegur, Hacker, Hoaxer, Whistleblower, Spy is filled with insights into the meaning of digital activism and little understood facets of culture in the Internet age, including the history of "trolling," the ethics and metaphysics of hacking, and the origins and manifold meanings of "the lulz."

Assembly Language Jeff Duntemann 1992-10-06 Begins with the most fundamental, plain-English concepts and everyday analogies progressing to very sophisticated assembly principles and practices. Examples are based on the 8086/8088 chips but all code is usable with the entire Intel 80X86 family of microprocessors. Covers both TASM and MASM. Gives readers the foundation necessary to create their own executable assembly language programs.

The Official MacGyver Survival Manual Allain Rhett 2019-09-17 Handy (and often hilarious) hacks from the resourceful TV hero. Includes illustrations! For over thirty years, the name MacGyver has been synonymous with astonishing feats of ingenuity, from fixing a car with nothing but water and egg whites to busting out of jail using a hairpin and a pair of repurposed handcuffs to, of course, saving the world with his favorite weapon, a simple paperclip. What you might not know is that every trick that the resourceful secret agent pulls off on CBS's hit show has been tested and fact-checked by experts, and really works . . . most of the time. No one is saying that you should craft a DIY airplane out of trash bags and a lawnmower engine. But with this book, you could. The first official how-to guide to the MacGyver universe, this book is packed with drawings and step-by-step descriptions of the hacks that made this character the world's most resourceful secret agent. It's lots of fun for fans of the new hit series as well as the classic show that started it all—or anyone who enjoys a bit of applied physics and clever problem-solving.

User Interface Design for Programmers Avram Joel Spolsky 2008-01-01 Most programmers' fear of user interface (UI) programming comes from their fear of doing UI design. They think that UI design is like graphic design—the mysterious process by which creative, latte-drinking, all-black-wearing people produce cool-looking, artistic pieces. Most programmers see themselves as analytic, logical thinkers instead—strong at reasoning, weak on artistic judgment, and incapable of doing UI design. In this brilliantly readable book, author Joel Spolsky proposes simple, logical rules that can be applied without any artistic talent to improve any user interface, from traditional GUI applications to websites to consumer electronics. Spolsky's primary axiom, the importance of bringing the program model in line with the user model, is both rational and simple. In a fun and entertaining way, Spolky makes user interface design easy for programmers to grasp. After reading User Interface Design for Programmers, you'll know how to design interfaces with the user in mind. You'll learn the important principles that underlie all good UI design, and you'll learn how to perform usability testing that works.

Thinking Forth Leo Brodie 2004 Thinking Forth applies a philosophy of problem solving and programming style to the unique programming language Forth. Published first in 1984, it could be among the timeless classics of computer books, such as Fred Brooks' The Mythical Man-Month and Donald Knuth's The Art of Computer Programming. Many software engineering principles discussed here have been rediscovered in eXtreme Programming, including (re)factoring, modularity, bottom-up and incremental design. Here you'll find all of those and more, such as the value of analysis and design, described in Leo Brodie's down-to-earth, humorous style, with illustrations, code examples, practical real life applications, illustrative cartoons, and interviews with Forth's inventor, Charles H. Moore as well as other Forth thinkers.

Universal Design Handbook, 2E Wolfgang Preiser 2010-10-11 The Latest Advances in Universal Design Thoroughly updated and packed

with examples of global standards and design solutions, Universal Design Handbook, Second Edition, covers the full scope of universal design, discussing how to develop media, products, buildings, and infrastructure for the widest range of human needs, preferences, and functioning. This pioneering work brings together a rich variety of expertise from around the world to discuss the extraordinary growth and changes in the universal design movement. The book provides an overview of universal design premises and perspectives, and performance-based design criteria and guidelines. Public and private spaces, products, and technologies are covered, and current and emerging research and teaching are explored. This unique resource includes analyses of historical and contemporary universal design issues from seven different countries, as well as a look at future trends. Students, advocates, policy makers, and design practitioners will get a theoretical grounding in and practical reference on the physical and social roles of design from this definitive volume. UNIVERSAL DESIGN HANDBOOK, SECOND EDITION, COVERS: United Nations Convention on the Rights of Persons with Disabilities U.S. accessibility codes and standards, including the Americans with Disabilities Act (ADA) Life safety standards and guidelines Universal design implementations in Norway, Japan, France, Germany, Brazil, Italy and the Old City of Jerusalem Planning ADA implementation in public educational institutions Urban scale and mass transportation universal design Designing inclusive experiences, including outdoor play settings Office and workspace design Universal design in home building and remodeling Products and technologies, including autos, web access, media, and digital content Universal design research initiatives, education, and performance assessments

Excel 2013: The Missing Manual Matthew MacDonald 2013-04-18 The world's most popular spreadsheet program is now more powerful than ever, but it's also more complex. That's where this Missing Manual comes in. With crystal-clear explanations and hands-on examples, Excel 2013: The Missing Manual shows you how to master Excel so you can easily track, analyze, and chart your data. You'll be using new features like PowerPivot and Flash Fill in no time. The important stuff you need to know: Go from novice to ace. Learn how to analyze your data, from writing your first formula to charting your results. Illustrate trends. Discover the clearest way to present your data using Excel's new Quick Analysis feature. Broaden your analysis. Use pivot tables, slicers, and timelines to examine your data from different perspectives. Import data. Pull data from a variety of sources, including website data feeds and corporate databases. Work from the Web. Launch and manage your workbooks on the road, using the new Excel Web App. Share your worksheets. Store Excel files on SkyDrive and collaborate with colleagues on Facebook, Twitter, and LinkedIn. Master the new data model. Use PowerPivot to work with millions of rows of data. Make calculations. Review financial data, use math and scientific formulas, and perform statistical analyses.

Young House Love Sherry Petersik 2015-07-14 This New York Times bestselling book is filled with hundreds of fun, deceptively simple, budget-friendly ideas for sprucing up your home. With two home renovations under their (tool) belts and millions of hits per month on their blog YoungHouseLove.com, Sherry and John Petersik are home-improvement enthusiasts primed to pass on a slew of projects, tricks, and techniques to do-it-yourselfers of all levels. Packed with 243 tips and ideas—both classic and unexpected—and more than 400 photographs and illustrations, this is a book that readers will return to again and again for the creative projects and easy-to-follow instructions in the relatable voice the Petersiks are known for. Learn to trick out a thrift-store mirror, spice up plain old roller shades, "hack" your Ikea table to create three distinct looks, and so much more.

Popular Science 2002-12 Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

2021 National Construction Estimator Richard Pray 2020-09 Current building costs for residential, commercial, and industrial construction. Estimated prices for every common building material, the labor cost to install the material and a total installed cost. For those jobs where you can't rely on your past experience to estimate, rely on the prices in this national standard of construction costs to get you safely in the ballpark.

Thoughtful Interaction Design Jonas Lowgren 2007-01-26 The authors of Thoughtful Interaction Design go beyond the usual technical concerns of usability and usefulness to consider interaction design from a design perspective. The shaping of digital artifacts is a design process that influences the form and functions of workplaces, schools, communication, and culture; the successful interaction designer must use both ethical and aesthetic judgment to create designs that are appropriate to a given environment. This book is not a how-to manual, but a collection of tools for thought about interaction design. Working with information technology—called by the authors "the material without qualities"—interaction designers create not a static object but a dynamic pattern of interactivity. The design vision is closely linked to context and not simply focused on the technology. The authors' action-oriented and context-dependent design theory, drawing on design theorist Donald Schön's concept of the reflective practitioner, helps designers deal with complex design challenges created by new technology and new knowledge. Their approach, based on a foundation of thoughtfulness that acknowledges the designer's responsibility not only for the functional qualities of the design product but for the ethical and aesthetic qualities as well, fills the need for a theory of interaction design that can increase and nurture design knowledge. From this perspective they address the fundamental question of what kind of knowledge an aspiring designer needs, discussing the process of design, the designer, design methods and techniques, the design product and its qualities, and conditions for interaction design.

Ecodefense Dave Foreman 1993

Beginning HTML5 and CSS3 Christopher Murphy 2013-01-26 Beginning HTML5 and CSS3 is your introduction to the new features and elements of HTML5—as a web developer you'll learn about all the leaner, cleaner, and more efficient code available now with HTML5, along with some new tools that will allow you to create more meaningful and richer content. For everyone involved in web design, this book also introduces the new structural integrity and styling flexibility of CSS 3—which means better-looking pages and smarter content in your website projects. For all forward-looking web professionals who want to start enjoying and deploying the new HTML5 and CSS3 features right away, this book provides you with an in-depth look at the new capabilities—including audio and video—that are new to web standards. You'll learn about the new HTML5 structural sections, plus HTML5 and CSS3 layouts. You'll also discover why some people think HTML5 is going to be a Flash killer, when you see how to create transitions and animations with these new technologies. So get ahead in your web development through the practical, step-by-step approaches offered to you in Beginning HTML5 and CSS3.

The Illustrated Guide to Assistive Technology & Devices Suzanne Robitaille 2009-12-08 A Doody's Core Title 2012 This new illustrated guide to assistive technologies and devices chronicles the use of AT/AD - technology used by individuals with disabilities to perform functions that might otherwise be difficult or impossible. This book empowers people to use assistive technologies to overcome some of their physical or mental limitations and have a more equal playing field. It includes real-life examples about how people with disabilities are using assistive technology (AT) to assist them in daily tasks, and discusses emotional issues related to AT/AD.

Brand Meaning Mark Batey 2012-03-12 How a company 'positions' a brand is not necessarily how the consumer perceives that brand. Brands allow marketers to add meaning to products and services, but it is consumers who ultimately determine what a brand means. The sources of brand meaning are many and varied, as are the ways in which meanings become attached to brands. Brand Meaning takes a comprehensive and holistic look at how consumers find and create meaning in brands. It explores the fundamental conscious and unconscious elements that connect people with products and brands. Traditional marketing concepts are questioned, and a new brand meaning framework is put forward. The book lays out new and fertile territory for the understanding of how brands can both assimilate and provide meaning. It will leave readers with a better appreciation of what brand means and what brands mean. Primarily intended as a supplemental reader for undergraduate, graduate and MBA courses, the book's scope should also make it rewarding and valuable reading for practitioners in the fields of marketing and advertising.