

Learning Ipad Programming A Hands On Guide To Building Ipad Apps

Hands On!The Hands-On ApproachHands OnConductingThe Body BookA Hands-On Introduction to Data ScienceThe Book of RubySialendoscopyThe Hands-On HomeHands CanHands The Hands on PlanThe Hands-On Guide for Science CommunicationThe Curious Kid's Science BookHands On! Art ProjectsInquiry-Based Literature Instruction in the 6-12 ClassroomThe Hands-On LifeHands-on RustHands-On Machine Learning withHands-On Machine Learning with Scikit-Learn, Keras, and TensorFlowLeft Hand, Right HandHands-On High Performance with Software Engineering: A Hands-On ApproachIntroduction to Research MethodsHands-On Course in Sensors Using the Arduino and Raspberry PiThe Old WorldArkansas Interactive Notebook Real LifeInternet of Things: A Hands-On ApproachHands-On LearningAll Hands On DeckHands! Hands-On Programming withHands-On EngineeringTaking a hands-on approach: Current perspectives on the effect of hand position onVisaHands-On Introduction to SOLIDWORKS 2022Hands-On Introduction to Forensic ScienceArduino Pro Micro A Hands-On Guide for BeginnersHands-On Approach to Teaching about Aging

Getting the booksLearning Ipad Programming A Hands On Guide To Building Ipad Apps is not type of challenging means. You could not abandoned going as soon as book growth or library or borrowing from your links to door them. This is an utterly easy means to specifically acquire guide by on-line. This online declaration Learning Ipad Programming A Hands On Guide To Building Ipad Apps can be one of the options to accompany you following having supplementary time.

It will not waste your time. take me, the e-book will totally freshen you further matter to read. Just invest tiny time to approach this on-line learningouncement Ipad Programming A Hands On Guide To Building Ipad Apps without difficulty as review them wherever you are now.

A Hands-On Introduction to Data ScienceMay 31 2022 An introductory textbook offering a low barrier entry to data science; the hands-on approach will appeal to students from a range of disciplines.

Hands-On Learning!Apr 05 2020 Plan lessons from a child-centered perspective! This innovative resource features more than 1,000 activities using inexpensive, readily available objects to engage young children's senses and build their knowledge of the world through hands-on experiences. Organized into 16 themes and grouped under the areas of literacy, mathematics, science, social studies, physical development, and creativity, the book's unique approach: Presents a new and simple way to design hands-on activities that complement any curriculum Offers suggestions on how to modify activities to respond to children's developmental levels Includes a list of over 60 generic tactile activities suitable for use in any classroom

The Body BookJul 01 2022 Provides a variety of projects and lessons to teach elementary students about the workings of the human body.

Hands-On Programming with RustJan 03 2020 "Write Your Own Functions and Simulations."--Cover.

Left Hand, Right HandJan 15 2021 Describes for young readers left and right hands and what they can do. Includes activities.

A Hands-On Introduction to SOLIDWORKS 2022Apr 30 2019 SOLIDWORKS is the industry standard in 3D parametric modeling software, making it an essential tool for anyone going into a wide variety of engineering and design industries. Specifically written for those who are new to SOLIDWORKS, A Hands-On Introduction to SOLIDWORKS 2022 allows you to relax and learn as you follow an expert in SOLIDWORKS through the basics of the software to its more in-depth capabilities. Formerly called Project Based SOLIDWORKS, this revised edition includes new and expanded tutorials. This book works perfectly for a freshman design class or as a companion text to an engineering graphics textbook. Each tutorial in the book teaches you how to use engineering graphics concepts while modeling real-world parts and assemblies. Learn how to model parts, configurations, create part prints, and assembly drawings. As you become more comfortable with SOLIDWORKS, later chapters introduce FEA, how to create more complex solid geometries with parametric modeling, apply tolerances, and use advanced and mechanical mates. Important commands and features are highlighted and defined in each chapter to help you become familiar with them. Instructional videos for all the tutorials and the end-of-chapter problems come with the book, so if you need more help, or are a visual learner, you can refer to them. Some problems are purposely left open ended to simulate real life design situations; therefore, more than one solution is possible. After completing all the tutorials in this book, you will be able to accurately design moderately difficult parts and assemblies and have a firm foundation in SOLIDWORKS. Why this book? Instructors and learners will appreciate the thoughtful and well-organized layout of A Hands-On Introduction to SOLIDWORKS 2022. Every chapter begins with the prerequisites needed to complete the tutorials found in the chapter and a list of what you will learn. You do not necessarily need to complete the tutorials within the book in order, but be sure that you have the pre-requisite knowledge before you begin. Practice modeling problems and/or quiz problems at the end of each chapter offer an extra challenge and let you practice your newfound skills. Working with realistic part models and assemblies means that questions and problems might arise as they would when you are working on your real-life projects. The author anticipates these questions and how to address them. For example, if you are in the wrong standard or not on the correct layer, or an unexpected window appears on the screen, tips and notes quickly remedy the issue. Work alongside the author using the instructional videos included for every tutorial and end-of chapter problems in the book. Information on new commands or steps appear at the beginning of each chapter. They include definitions of new features and concepts and images of how they look on the screen. Everything is clearly labeled for easy identification. Throughout the book, readers are referred to the appropriate section of the chapter for more information on the command when needed. A command index at the back of the book lists where each command can be found for easy reference at any time.

Hands-on RustApr 17 2021 Rust is an exciting new programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters - and what better way to learn than by making games. Each chapter in this book presents hands-on, practical projects ranging from "Hello, World" to building a full dungeon crawler game. With this book, you'll learn game development skills applicable to other engines, including Unity and Unreal. Rust is an exciting programming language combining the power of C with memory safety, fearless concurrency, and productivity boosters. With Rust, you have a shiny new playground where your game ideas can flourish. Each chapter in this book presents hands-on, practical projects that take you on a journey from "Hello, World" to building a full dungeon crawler game. Start by setting up Rust and getting comfortable with your development environment. Learn the language basics with practical examples as you make your own version of Flappy Bird. Discover what it takes to randomly generate dungeons and populate them with monsters as you build a complete dungeon crawl game. Run game systems concurrently for high-performance and fast game-play, while retaining the ability to debug your program. Unleash your creativity with magical items, tougher monsters, and intricate dungeon design. Add layered graphics and polish your game with style. What You Need: A computer running Windows 10, Linux, or Mac OS X.A text editor, such as Visual Studio Code.A video card and drivers capable of running OpenGL 3.2.

Hands-On Machine Learning with Scikit-Learn, Keras, and TensorFlowNov 13 2021 Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

The Hands-On LifeMay 19 2021 Stressed out? Swimming in a sea of screens? Worried about our beloved, endangered earth yet uncertain how to work for change? If this sounds familiar, you're not alone. In this intelligent guide to mindfulness in the digital age, writer and teacher Amy Weldon describes how practicing life as an artist can help you wake yourself up and take back control of your attention, your money, your time, and the health of our society and our planet. Traveling from farm to protest march to classroom, and engaging a range of thinkers from Hannah Arendt to George Orwell, John Keats, and Henry David Thoreau, The Hands-On Life is a book for students and for everyone who dreams of building a better world.

Introduction to Research Methods Oct 12 2020 Introduction to Research Methods: A Hands-On Approach makes learning research methods easy for students by giving them activities they can experience and do on their own. With clear, simple, and even humorous prose, this text offers students a straightforward introduction to an exciting new world of social science and behavioral research. Rather than making research seem intimidating, author Bora Pajo shows students how research can be an easy, ongoing conversation on topics that matter in their lives. Each chapter includes real research examples that illustrate specific topics that the chapter covers, guides that help students explore actual research challenges in more depth, and ethical considerations relating to specific chapter topics. **Reasons Why You'll Want to Read This Book** 1. Conducting research can be fun when you see it in terms that relate to your everyday life. 2. Knowing how to do research will open many doors for you in your career. It will open your mind to new ideas on what you might pursue in the future (e.g., becoming an entrepreneur, opening your own nongovernmental organization, or running your own health clinic), and give you an extra analytic skill to brag about in your job interviews. 3. Understanding research will make you an educated consumer. You will be able to evaluate the information before you and determine what to accept and what to reject. Truth be told, understanding research will save you money in the short and long term*. *From Chapter 1 of Introduction to Research Methods: A Hands-On Approach

All Hands On Deck Mar 05 2020 How do you take an underperforming unit—team, department, office, or company—that has run aground and get it moving forward? In All Hands On Deck, Peter J. Boni shows any leader or aspiring leader exactly what to do. Following his advice, recognition and rewards come quickly. It even allows leaders without an MBA or Ivy League education to leapfrog over those who have superior credentials or stronger ties to the old boys' network. Peter's own career is the best illustration of his methods. A former special operations infantry officer and decorated combat veteran, Boni became a high-tech CEO of a wide variety of companies during a 30-year business career, leading many of them through the varying stages of growth, maturity, trouble, and renewal. Boni shows you how to use his scars of experience to rapidly advance your own career. Through his own experiences and detailed case studies, All Hands On Deck clearly illustrates how to: Create your plan and gain the buy-in of critical constituents Kick off the plan boldly, with your team completely aligned to achieve critical success factors Execute the plan, overcome obstacles, and produce stellar, recognition-worthy results

Tinkerlab Jun 19 2021 55 playful experiments that encourage tinkering, curiosity, and creative thinking—hands-on activities that explore art, science, and more. children of all ages, from toddlers to teenagers! The creator of the highly popular creativity site for kids, Tinkerlab.com, now delivers dozens of engaging, kid-tested, and easy-to-implement projects that will help parents and teachers bring out the natural tinkerer in every kid—even babies, toddlers, and preschoolers. The creative experiments shared in this book foster curiosity, promote creative and critical thinking, and encourage tinkering—mindsets that are important to children growing up in a world that values independent thinking. In addition to offering a host of activities that parents and teachers can put to use right away, this book includes a buffet of recipes (magic potions, different kinds of play dough, silly putty, and homemade butter) and a detailed list of materials to include in the art pantry.

Arduino Pro Micro A Hands-On Guide for Beginners Feb 29 2019 This book is designed for anyone who wants to learn "Arduino" Pro Micro development based on ATmega32U4 microcontroller. The following is a list of highlight topics in this book. * Preparing Development Environment * Setting Up Arduino Pro Micro * Writing and Reading Digital Data * Serial Communication (UART) * PWM and Analog Input * Working with I2C * Working with SPI * Accessing EEPROM * Working with DHT Module

Hands On! Art Projects Aug 22 2021 The Hands-On! Series is designed with any classroom in mind, aiding teachers and students both in the school environment and the at-home classroom by educating children about the amazing subjects of science, math, art, and nature, and more importantly, giving young learners the tools they need to explore and learn about those subjects on their own. Each project in this book is specifically designed to place the ability to discover in the hands of young minds. Simple text provides an easy-to-follow, step-by-step guide to each project, a brief explanation to why it works, and ideas for further activities. In addition, every single project is accompanied by colorful illustrations and appealing photographs, aimed to enhance children's understanding and engage the reader. Each book in the series also comes equipped with a comprehensive glossary and index, enriching and aiding the learning experience. We are sure our readers will finish these books with a new understanding of each subject matter, and new found abilities to explore and discover their world on their own. **Keywords:** STEM-Hands-On! Art appreciation, primary and secondary sources, history, biography, tools, mediums: collage, mosaic, 3D, abstract, famous works of art; Landscapes, people, animals, still life, sports and leisure. Text features; gallery, headings, glossary, index, photographs, captions, step by step directions. **Lexile:** 840L **GRL:** R

Hands-On Machine Learning with R Mar 17 2021 Hands-on Machine Learning with R provides a practical and applied approach to learning and developing intuition into today's most popular machine learning methods. This book serves as a practitioner's guide to the machine learning process and is meant to help the reader learn to apply the machine learning stack within R, which includes using various R packages such as glmnet, h2o, ranger, xgboost, keras, and others to effectively model and gain insight from their data. The book favors a hands-on approach, providing an intuitive understanding of machine learning concepts through concrete examples and just a little bit of theory. Throughout this book, the reader will be exposed to the entire machine learning process including feature engineering, resampling, hyperparameter tuning, model evaluation, and interpretation. The reader will be exposed to powerful algorithms such as regularized regression, random forests, gradient boosting machines, deep learning, generalized low rank models, and more! By favoring a hands-on approach and using real world data, the reader will gain an intuitive understanding of the architectures and engines that drive these algorithms and packages, understand when and how to tune the various hyperparameters, and be able to interpret model results. By the end of this book, the reader should have a firm grasp of R's machine learning stack and be able to implement a systematic approach for producing high quality modeling results. **Features:** · Offers a practical and applied introduction to the most popular machine learning methods. · Topics covered include feature engineering, resampling, deep learning and more. · Uses a hands-on approach and real world data.

The Curious Kid's Science Book Sep 22 2021 What happens if you water plants with juice? Where can you find bacteria in your house? Is slug slime as strong as a glue stick? How would your child find the answers to these questions? In The Curious Kid's Science Book, your child will learn to design his or her own science investigations to determine the answers! Children will learn to ask their own scientific questions, discover value in failed experiments, and — most importantly — have a blast with science. The 100+ hands-on activities in the book use household items to playfully teach important science, technology, engineering, and math skills. Each creative activity includes age-appropriate explanations and (when possible) real life applications of the concepts covered. Adding science to your at-home schedule will make a positive impact on your child's learning. Just one experiment a week will help build children's confidence and excitement about the sciences, boost success in the classroom, and give them the tools to design and execute their own science fair projects.

Conducting Aug 02 2022 This comprehensive text by Anthony Maiello on the art of conducting is designed to be hands on, user friendly, playable by any instrumentation, a step-by-step approach to baton technique, great for use with a wind, string or voice conducting class, and excellent as a refresher course for conductors at all levels of ability. The 232-page book covers a variety of conducting issues and the included recording contains all the musical exercises in the book (there are more than 100).

Arkansas Interactive Notebook Jul 09 2020 From KWLs to "foldables" and more, the Arkansas Interactive Notebook: A Hands-On Approach to Learning About Our State! resource includes activities that will have students exploring their state's history, geography, government, economics, and symbols in a whole new way!

The Hands-On Guide for Science Communicators Oct 24 2021 This hands-on guide offers practical advice on all aspects of science communication. It features a tightly interwoven fabric of issues: product types, target groups, written communication, visual communication, validation processes, practices of efficient work distribution, promotion, advertising, and much more. Extremely practical, the guide provides the necessary "shortcuts" to produce outreach products of high quality. All concepts are explained with simple terms and illustrative examples while check lists and short "to-the-point" overviews enable rapid progress and quick results. New science communicators as well as seasoned presenters will find this guide both helpful and inspirational.

Hands On! Nov 05 2022

The Hands on Plan Nov 24 2021 Take the guesswork out of your future. The Hands On Plan is a system of crafting your life the way you want it to be. Discover a unique combination of powerful techniques to easily establish goals and create plans for your ideal outcomes. The power of profound personal change is truly at your fingertips and in your hands. You write the script.

Real Life Jun 07 2020

A Hands-On Approach to Teaching about Aging Aug 27 2019 A one-of-a-kind guide to active, engaging learning strategies for aging studies Harnessing the proven benefits of active learning strategies, this is the first activity book created for a broad spectrum of courses in aging-related higher education. It features classroom and community-based educational activities for instructors seeking to introduce and/or enhance aging content in their courses. Underscoring the interdisciplinary nature of aging studies, the book encompasses teaching strategies for instructors in such disciplines as Counseling, Family Studies, Gerontology

Geriatrics, Medicine, Psychology, Public Administration, Public Health, Nursing, Social Work, Sociology, Speech Pathology, and others. This peer-reviewed collection of hands-on activities is designed by noted educators in aging and incorporates AGHE competencies. It offers clear, step-by-step procedures for implementing each activity including preparation, introduction, the activity itself, discussion/reflection, wrap-up, and assessment. The book also addresses learning outcomes and includes recommendations for number of participants, settings, materials, and time required. Encompassing key, impactful issues affecting older individuals, the text examines Ageism and Aging in the Media, Dementia, Demography, Health Care, Housing, Physical Aging, Policy and Politics of Aging, Positive Interactions with Older Adults, and Spirituality. In addition to its value to students, the book's activities are also beneficial to professionals instructing or participating in staff trainings, in-services, and continuing education. Key Features: Contains 32 experiential learning activities for students in a great variety of aging-related disciplines. Designed for activities in the classroom, in the community, on line, and take-home. Provides clear, step-by-step procedures for each activity from implementation through assessment. Addresses student learning outcomes and includes a glossary. Incorporates AGHE competencies. Hands! Feb 02 2020 A concept book about the many ways we use our hands.

Sialendoscopy Mar 29 2022
A Hands-On Course in Sensors Using the Arduino and Raspberry Pi Sep 10 2020 A Hands-On Course in Sensors using the Arduino and Raspberry Pi is the first book to give a practical and wide-ranging account of how to interface sensors and actuators with micro-controllers, Raspberry Pi and other control systems. The author describes the progression of raw signals through conditioning stages, digitization, data storage and presentation. The collection, processing, and understanding of sensor data plays a central role in industrial and scientific activities. This book builds simplified models of large industrial or scientific installations that contain hardware and other building blocks, including services for databases, web servers, control systems, and messaging brokers. A range of case studies are included within the book, including a weather station, geophones, a water-colour monitor, capacitance measurement, the profile of laser beam, and a remote-controlled and fire-seeking robot. This book is suitable for advanced undergraduate and graduate students taking hands-on laboratory courses in physics and engineering. Hobbyists in robotics clubs and other enthusiasts will also find this book of interest. Features: Includes practical, hands-on exercises that can be conducted in student labs, or even at home. Covers the latest software and hardware, and all code featured in examples is discussed in detail. All steps are illustrated with practical examples and case studies to enhance learning.

The Book of Ruby Apr 29 2022 Ruby is famous for being easy to learn, but most users only scratch the surface of what it can do. While other books focus on Ruby's trendier features, The Book of Ruby reveals the secret inner workings of one of the world's most popular programming languages, teaching you to write clear, maintainable code. You'll start with the basics—types, data structures, and control flows—and progress to advanced features like blocks, mixins, metaclasses and beyond. Rather than bog you down with a lot of theory, The Book of Ruby takes a hands-on approach and focuses on making you productive from day one. You follow along, you'll learn to: -Leverage Ruby's succinct and flexible syntax to maximize your productivity -Balance Ruby's functional, imperative, and object-oriented features -Write self-modifying programs using dynamic programming techniques -Create new fibers and threads to manage independent processes concurrently -Catch and recover from execution errors with robust exception handling -Develop powerful web applications with the Ruby on Rails framework Each chapter includes a "Digging Deeper" section that shows you how Ruby works under the hood, so you'll never be caught off guard by its deceptively simple scoping, multithreading features, or precedence rules. Whether you're new to programming or just new Ruby, The Book of Ruby is your guide to rapid, real-world software development with this unique and elegant language.

Hands Can Jan 27 2022 Provides youngsters with an almost sensory experience." — School Library Journal Hands can do all kinds of things — wave hello and good-bye, play peekaboo, touch things, clap, even tie a shoe. For the very young, hands are a never-ending source of discovery and a means of mastery in an ever-unfolding world. With singsong rhythm, simple design, and alluring color photos of toddlers, Hands Can invites the littlest readers to discover the many things hands can do.

Hands-On High Performance with Go Dec 14 2020 Proven methodologies and concurrency techniques that will help you write faster and better code with Go programming. Key Features: Explore Go's profiling tools to write faster programs by identifying and fixing bottlenecks. Address Go-specific performance issues such as memory allocation and garbage collection. Dive into the subtleties of concurrency and discover how to successfully implement it in everyday applications. Book Description Go is an easy-to-write language that is popular among developers thanks to its features such as concurrency, portability, and ability to reduce complexity. This Golang book will teach you how to construct idiomatic Go code that is reusable and highly performant. Starting with an introduction to performance concepts, you'll understand the ideology behind Go's performance. You'll then learn how to effectively implement Go data structures and algorithms along with exploring data manipulation and organization to write programs for scalable software. This book covers channels and goroutines for parallelism and concurrency to write high-performance code for distributed systems. As you advance, you'll learn how to manage memory effectively. You'll explore the computer unified device architecture (CUDA) application programming interface (API), use containers to build Go code, and work with the Go build cache for quicker compilation. You'll also get to grips with profiling and tracing Go code for detecting bottlenecks in your system. Finally, you'll evaluate clusters and job queues for performance optimization and monitor the application for performance regression. By the end of this Go programming book, you'll be able to improve existing code and fulfill customer requirements by writing efficient programs. What you will learn: Organize and manipulate data effectively with clusters and job queues. Explore commonly applied Go data structures and algorithms. Write anonymous functions in Go to build reusable apps. Profile and trace Go apps to reduce bottlenecks and improve efficiency. Deploy, monitor, and iterate Go programs with a focus on performance. Dive into memory management and CPU and GPU parallelism in Go. Who this book is for This Golang book is a must for developers and professionals who have an intermediate-to-advanced understanding of Go programming, and are interested in improving their speed of code execution.

Hands-On Engineering Dec 02 2019 The author presents 26 projects--each with a teacher's guide, photocopiable worksheet, and additional project ideas--for which students use design and engineering methodologies to investigate and build their own solutions.

Taking a hands-on approach: Current perspectives on the effect of hand position Oct 30 2019 An exciting new line of research that investigates the impact of one's own hands on visual processing has flourished in the past several years. Specifically, several studies have demonstrated that objects near the hands receive prioritized attention, enhanced perceptual sensitivity, altered figure-ground assignment, prolonged and detail-oriented processing, and improved visual working memory. Taken together, these results demonstrate that the visual system reveals a new pattern of processing when one's hands are in proximity to viewed objects. Therefore, the vast majority of studies on visual processing, in which one's hands are kept away from the stimuli, may constitute but one side of a more complex story of the inner workings of the visual system. With several consistent behavioral demonstrations of hand-altered vision now in the literature, the present challenge facing this growing field, and the aim of this Research Topic, is four-pronged: 1) Isolate and elucidate the underlying cognitive and neural mechanisms of hand-altered vision; 2) Map the parameters and conditions of hand-nearness that permit/prevent the onset or maintenance of hand-altered vision; 3) Determine the consequences of hand-altered vision for higher-level cognition and assess its applied potential (e.g., as a neuropsychological intervention); and, 4) Present a cohesive and predictive theoretical account of hand-altered vision. We welcome submissions that fit into any one (or a combination) of the above domains. For behavioral research, we particularly encourage submissions that are relevant to the advancement of our understanding of the neural mechanisms of hand-altered vision (e.g., demonstrations that might corroborate or disconfirm proposed neural systems).

The Old World Aug 10 2020 Lieutenant Robert Fitzgerald has managed to retain his sanity, his humanity, and his honor during the hell of WWI's trench warfare. Charlotte Braninov fled the shifting storm of the impending Russian Revolution for the less-threatening world of field camp medicine, serving as a nurse in the hopeless of fronts. Their friendship creates a sanctuary both could cling to in the most desperate of times.

The Hands-On Home Feb 25 2022 Create the DIY home you've always wanted with over 100 recipes, tips, and inspirational ideas from blogger Erica Strauss (Northwest Edible Life). Covering everything from cooking, canning and preserving to making your own nontoxic home and personal care products, this fresh take on modern homemaking will help you make the most of your time, effort, and energy in the kitchen and beyond. Over half of the book focuses on the kitchen with a wealth of information about how to organize and stock your kitchen to more effortlessly prepare delicious meals. A former professional chef who knows how to build flavor into simple and delicious home-cooked meals, Strauss provides delectable recipes for breakfast, lunch, dinner, and dessert like Choose-Your-Own-Adventure Granola, Forager Spring Greens Soup, Simple Crispy Chicken with Roasted Lemon Pan Sauce, and Olive-Oil Rosemary Cake with Lemony Glaze. Strauss includes details on Basic Food Preservation techniques such as water-bath canning, pressure canning, and lacto-fermentation along with a handy year-long food preservation calendar of what to put up when. Preserving recipes are organized seasonally and include Rhubarb Syrup, Pressure-Canned Chicken Broth, Korean-Spiced Turnips, and Cranberry-Pear-Walnut Conserve. The book also features recipes for DIY home care and personal care products like Nontoxic Laundry Softener, Fizzy Bath Bombs, and Refreshing Peppermint Foot Scrub. Hands-on Home is packed with fabulous recipes, practical, no-nonsense advice, and time- and money-saving techniques. With a focus on less consumerism, Strauss provides instruction on everything you need to live more delicious and sustainably.

DIY lifestyle. From the Hardcover edition.

Hands Dec 26 2021 As the child in this story watches her parents build, sew, garden, and paint, she realizes she wants to create as well, and with a place to use good materials, and plenty of encouragement, she makes her own beautiful things. By the author of Pie in the Sky.

A Hands-On Introduction to Forensic Science Aug 29 2019 One failing of many forensic science textbooks is the isolation of chapters into compartmentalized units. This format prevents students from understanding the connection between material learned in previous chapters with that of the current chapter. Using a unique format, A Hands-On Introduction to Forensic Science: Cracking the Case approaches the topic of forensic science from a real-life perspective in a way that these vital connections are encouraged and established. The book utilizes an ongoing fictional narrative throughout, entertaining students as it provides hands-on learning in order to "crack the case." As two investigators try to solve a missing persons case, each succeeding chapter reveals new characters, new information, and new physical evidence to be processed. A full range of topics are covered, including processing the crime scene, lifting prints, trace and blood evidence, DNA and mtDNA sequencing, ballistics, skeletal remains, and court testimony. Following the storyline, students are introduced to the appropriate science necessary to process the physical evidence, including math, physics, chemistry, and biology. The final element of each chapter includes a series of cost-effective, field-tested lab activities that train students in processing, analyzing, and documenting the physical evidence revealed in the narrative. Practical and realistic in its approach, this book enables students to understand how forensic science operates in the real world.

Hands On Sep 03 2022 Hands On is the first of a three-part erotic series from New York Times and USA best-selling author Cathryn Fox. When hot as hell Danielle Lang showed up and asked me to teach her about sex, I thought I was hallucinating. Turns out the beautiful psychologist needed an extra bit of schooling in all things sexual so she could teach a class. I'm always up for helping a friend. I mean, it's the least I can do. What I wasn't expecting is for her to turn the tables and teach me a few things. Only this short-term promise of two weeks in her bed is going by a little too quickly. Not that I'm thinking forever or anything. I've got a football career to get back to. And she doesn't want to be a part of my world. There's no way we can be together—so I'm going to make sure I enjoy every sexy second.... This is the first of a three-part series full of mind-blowing sex, featuring a dirty-mouthed football player who knows the score and an inexperienced therapist who needs to learn it. HANDS ON is sure to leave readers begging for more. The next installment, Body Contact, will be published August 2016. The Hands On serial is best enjoyed in order. Reading Order: Book #1 Hands On Book #2 Body Contact Book #3 Full Exposure

Internet of Things: A Hands-On Approach May 07 2020 Internet of Things (IoT) refers to physical and virtual objects that have unique identities and are connected to the internet to facilitate intelligent applications that make energy, logistics, industrial control, retail, agriculture and many other domains "smarter". Internet of Things is a new revolution of the Internet that is rapidly gathering momentum driven by the advancements in sensor networks, mobile devices, wireless communications, networking and cloud technologies. Experts forecast that by the year 2020 there will be a total of 50 billion devices/things connected to the internet. This book is written as a textbook on Internet of Things for educational programs at colleges and universities, and also for IoT vendors and service providers who may be interested in offering a broader perspective of Internet of Things to accompany their own customer and developer training programs. The typical reader is expected to have completed a couple of courses in programming using traditional high-level languages at the college-level, and is either a senior or a beginning graduate student in one of the science, technology, engineering or mathematics (STEM) fields. Like our companion book on Cloud Computing, we have tried to write a comprehensive book that transfers knowledge through an immersive "hands on" approach, where the reader is provided the necessary guidance and knowledge to develop working code for real-world IoT applications. Additional support is available at the book's website: www.internet-of-things-book.com Organization The book is organized into 3 main parts, comprising of a total of 11 chapters. Part I covers the building blocks of Internet of Things (IoT) and their characteristics. A taxonomy of IoT systems is proposed comprising of various IoT levels with increasing levels of complexity. Domain specific Internet of Things and their real-world applications are described. A generic design methodology for IoT is proposed. An IoT system management approach using NETCONF-YANG is described. Part II introduces the reader to the programming aspects of Internet of Things with a view towards rapid prototyping of complex IoT applications. We chose Python as the primary programming language for this book, and an introduction to Python is also included within the text to bring readers to a common level of expertise. We describe packages, frameworks and cloud services including the WAMP-AutoBahn, Xively cloud and Amazon Web Services which can be used for developing IoT systems. We chose the Raspberry Pi device for the examples in this book. Reference architectures for different levels of IoT applications are examined in detail. Case studies with complete source code for various IoT domains including home automation, smart environment, smart cities, logistics, retail, smart energy, smart agriculture, industrial control and smart health, are described. Part III introduces the reader to advanced topics on IoT including IoT data analytics and Tools for IoT. Case studies on collecting and analyzing data generated by Internet of Things in the cloud are described.

Software Engineering: A Hands-On Approach Nov 12 2020 This textbook provides a progressive approach to the teaching of software engineering. First, readers are introduced to the core concepts of the object-oriented methodology, which is used throughout the book to act as the foundation for software engineering programming practices, and partly for the software engineering process itself. Then, the processes involved in software engineering are explained in more detail especially methods and their applications in design, implementation, testing, and measurement, as they relate to software engineering projects. At last, readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands-on project. The impact of such a format is the potential for quicker and deeper understanding. Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters.

Inquiry-Based Literature Instruction in the 6-12 Classroom Oct 21 2021 This practical and engaging book will help you learn how to teach literature with an inquiry-based approach. Inquiry-based literature instruction is an effective method to facilitate student engagement, motivation, and understanding in middle and high school ELA classrooms. Easy-to-implement and adaptable for many types of texts, this method encourages students to make authentic connections between their lives, and real-world issues. In this classroom-ready resource, Roday and Caprino walk through this instructional approach to demonstrate how using essential questions and a variety of texts will engage students in thought-provoking inquiry and promote meaningful learning. This book features: Three inquiry-based units applicable for middle and high school ELA and English classrooms A range of models of what inquiry-based literature instruction looks like in practice A chapter on culturally responsive teaching and supporting ELLs Guides, templates, and resource lists to help you plan your own inquiry-based literature teaching Throughout the book Roday and Caprino share a wealth of insights and resources to support you when putting inquiry-based instruction into practice.

The Hands-On Approach Oct 04 2022 Avoid wasting time and get CLARITY on how to eliminate pain so that you can be more active without pills, injections, or surgery. If you suffer from hand, wrist, elbow or shoulder problems, feel stuck, and are unsure what can actually be done about it, then this book is for you. Don't spend another day waiting and suffering through annoying, nagging pain because you think, "I'm just getting old" or "it's not that bad yet." The problem may have you thinking that it doesn't "stop" you from doing anything, but it has probably slowed you down and kept you from doing all the things you love with the same level of energy. Now is the time to get back to living your full life. If your arm and hand issues get in the way of work, hobbies, and everyday life, now is the time to read this book. Inside you will discover: Why you don't have to continue suffering with nagging and annoying aches and pain-What is stopping you from getting real answers and how to get unstuck-Steps and advice to get you on the path to relief from arm and hand problems-How to save time and money in the short and long run-How stay fit and pain free-And so much more.... About the Author: Hoang Tran is the leading Occupational Therapist and Certified Hand Therapist in Miami, FL. She is the founder of a private therapy clinic in Miami, Hands-on Therapy Services, where she works with people 40+ to stay active, pain free, and avoid pills, injections, and surgery. She particularly specializes in helping those with arm and hand injuries. With almost 20 years of experience in the field, she also teaches and mentors other occupational therapists.