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XSLT 1.0 Pocket Reference Evan Lenz, 2005-08-12 XSLT is an essential tool for converting XML into other kinds of documents HTML PDF file and many others It s a critical technology for XML based platforms such as Microsoft NET Sun Microsystems Sun One as well as for most web browsers and authoring tools As useful as XSLT is however most people have a difficult time getting used to its peculiar characteristics The ability to use advanced techniques depends on a clear and exact understanding of how XSLT templates work and interact The XSLT 1 0 Pocket Reference from O Reilly wants to make sure you achieve that level of understanding With its concise approach this handy pocket guide quickly gets you up to speed on XSLT 1 0 so you can covert XML like a seasoned pro In addition to covering the basics of stylesheet structure it also explains how to use template rules create a result tree apply conditional processing transform multiple source documents employ number formatting Thanks to their convenient quick reference format O Reilly s Pocket References spare you from having to hunt through larger books for answers They deliver just what you need to get the job done in a timely fashion And the XSLT 1 0 Pocket Reference is no different it s the ideal companion to have at your desk when you need an answer fast

XML Pocket Reference Robert Eckstein, Michel Casabianca, 2001 The XML Pocket Reference 2nd Edition is both a handy introduction to XML terminology and syntax and a quick reference to XML instructions attributes entities and datatypes The new edition introduces information on XSLT Extensible Stylesheet Language Transformations and Xpath

XSLT Cookbook Sal Mangano, 2006 Presents a collection of detailed code recipes that breaks down everyday XSLT problems into manageable chunks This work enables you learn how to transform XML documents into PDF files SVG files and HTML documents

Dreamweaver CS3: The Missing Manual David Sawyer McFarland, 2007-06-22 Welcome to Dreamweaver CS3 This new version of the popular web design software offers a rich environment for building professional sites with drag and drop simplicity clean HTML code and dynamic database driven web site creation tools Moreover it s now integrated more tightly with Adobe s other products Photoshop InDesign Flash and their siblings But with such sophisticated features the software isn t simple So say hello to Dreamweaver CS3 The Missing Manual the fifth edition of this bestselling book by experienced web site trainer and author David McFarland This book helps both first time and experienced web designers bring stunning interactive web sites to life With jargon free language and clear descriptions this new edition addresses both beginners who need step by step guidance as well as long time Dreamweaver users who need a handy reference to address the inner workings of the program Dreamweaver CS3 The Missing Manual teaches designers how to construct and manage web sites by examining web page components and Dreamweaver s capabilities through live examples With a complete A Z guide to designing organizing building and deploying a web site for those with no web design experience this book Takes you through the basics to advanced techniques to control the appearance of your web pages with CSS Shows you how to design dynamic database driven web sites from blogs to product catalogs and from shopping carts to newsletter

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Topological UML Modeling Janis Osis,Uldis Donins,2017-06-16 Topological UML Modeling An Improved Approach for Domain Modeling and Software Development presents a specification for Topological UML that combines the formalism of the Topological Functioning Model TFM mathematical topology with a specified software analysis and design method The analysis of problem domain and design of desired solutions within software development processes has a major impact on the achieved result developed software While there are many tools and different techniques to create detailed specifications of the solution the proper analysis of problem domain functioning is ignored or covered insufficiently The design of object

oriented software has been led for many years by the Unified Modeling Language UML an approved industry standard modeling notation for visualizing specifying constructing and documenting the artifacts of a software intensive system and this comprehensive book shines new light on the many advances in the field Presents an approach to formally define analyze and verify functionality of existing processes and desired processes to track incomplete or incorrect functional requirements Describes the path from functional and nonfunctional requirements specification to software design with step by step creation and transformation of diagrams and models with very early capturing of security requirements for software systems Defines all modeling constructs as extensions to UML thus creating a new UML profile which can be implemented in existing UML modeling tools and toolsets Subject Guide to Books in Print ,1991 American Book Publishing Record ,2002

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