Xslt For Dummies

XSLT is a powerful language for transforming XML documents into something else. That something else can be an HTML document, another XML document, a Portable Document Format (PDF) file, a Scalable Vector Graphics (SVG) file, a Virtual Reality Modeling Language (VRML) file, Java code, or a number of other things. You write an XSLT stylesheet to define the rules for transforming an XML document, and the XSLT processor does the work. As useful as XSLT is, its peculiar characteristics make it a difficult language in which to get started. In fact, newcomers are often a little dazed on first contact. Learning XSLT offers a hands-on introduction to help them get up to speed with XSLT quickly. The book will help web developers and designers understand this powerful but often mystifying template-driven and functional-styled language, getting them over the many differences between XSLT and the more conventional programming languages. Learning XSLT moves smoothly from the simple to complex, illustrating all aspects of XSLT 1.0 through step-by-step examples that you'll practice as you work through the book. Thorough in its coverage of the language, the book makes few assumptions about what you may already know. You'll learn about XSLT's template-based syntax, how XSLT templates work with each other, and gain an understanding of XSLT variables. Learning XSLT also explains how the XML Path Language (XPath) is used by XSLT and provides a glimpse of what the future holds for XSLT 2.0 and XPath 2.0. The ability to transform one XML vocabulary to another is fundamental to exploiting the power of XML. Learning XSLT is a carefully paced, example-rich introduction to XSLT that will have you understanding and using XSLT on your own in no time.

This book is primarily a practical reference book for professional XSLT developers. It assumes no previous knowledge of the language, and many developers have used it as their first introduction to XSLT; however, it is not structured as a tutorial, and there are other books on XSLT that provide a gentler approach for beginners. The book does assume a basic knowledge of XML, HTML, and the architecture of the Web, and it is written for experienced programmers. There's no assumption that you know any particular language such as Java or Visual Basic, just that you recognize the concepts that all programming languages have in common. The book is suitable both for XSLT 1.0 users upgrading to XSLT 2.0, and for newcomers to XSLT. The book is also equally suitable whether you work in the Java or .NET world. As befits a reference book, a key aim is that the coverage should be comprehensive and authoritative. It is designed to give you all the details, not just an overview of the 20 percent of the language that most people use 80 percent of the time. It's designed so that you will keep coming back to the book whenever you encounter new and challenging programming tasks, not as a book that you skim quickly and then leave on the shelf. If you like detail, you will enjoy this book; if not, you probably won't. But as well as giving the detail, this book aims to explain the concepts, in some depth. It's therefore a book for people who not only want to use the language but who also want to understand it at a deep level. The book aims to tell you everything you need to know about the XSLT 2.0 language. It gives equal weight to the things that are new in XSLT 2.0 and the things that were already present in version 1.0. The book is about the language, not about specific products. However, there are appendices about Saxon (the author's own implementation of XSLT 2.0), about the Altova XSLT 2.0 implementation, and about the Java and Microsoft APIs for controlling XSLT transformations, which will no doubt be upgraded to handle XSLT 2.0 as well as 1.0. A third XSLT 2.0 processor, Gestalt, was released shortly before the book went to press, too late to describe it in any detail. But the experience of XSLT 1.0 is that there has been a very high level of interoperability between different XSLT processors, and if you can use one of them then you can use them all. In the previous edition we split XSLT 2.0 and XPath 2.0 into separate volumes. The idea was that some readers might be interested in XPath alone. However, many bought the XSLT 2.0 book without its XPath companion and were left confused as a result; so this time, the material is back together. The XPath reference information is in self-contained chapters, so it should still be accessible when you use XPath in contexts other than XSLT. The book does not cover XSL Formatting Objects, a big subject in its own right. Nor does it cover XML Schemas in any detail. If you want to use these important technologies in conjunction with XSLT, there are other books that do them justice. This book contains twenty chapters and eight appendixes (the last of which is a glossary) organized into four parts. The following section outlines what you can find in each part, chapter, and appendix. Part I: Foundations: The first part of the book covers essential concepts. You should read these before you start coding. If you ignore this advice, as most people do, then you read them when you get to that trough of despair when you find it impossible to make the language do anything but the most trivial tasks. XSLT is different from other languages, and to make it work for you, you need to understand what it was designed to be used. Chapter 1: XSLT in Context: This chapter explains how XSLT fits into the big picture: how the language came into being and how it sits alongside other technologies. It also has a few simple coding examples to keep you alert. Chapter 2: The XSLT Processing Model: This is about the architecture of an XSLT processor: the inputs, the outputs, and the data model. Understanding the data model is perhaps the most important thing that distinguishes an XSLT expert from an amateur; it may seem like information that you can't use immediately, but it's knowledge that will stop you making a lot of stupid mistakes. Chapter 3: Stylesheet Structure: XSLT development is about writing stylesheets, and this chapter takes a bird's eye view of what stylesheets look like. It explains the key concepts of rule-based programming using templates, and explains how to undertake programming-in-the-large by structuring your application using modules and pipelines. Chapter 4: Stylesheets and Schemas: A key innovation in XSLT 2.0 is that stylesheets can take advantage of knowledge about the structure of your input and output documents, provided in the form of an XML Schema. This chapter provides a quick overview of XML Schema to describe its impact on XSLT development. Not everyone uses schemas, and you can skip this chapter if you fall into that category. Chapter 5: The Type System: XPath 2.0 and XSLT 2.0 offer strong typing as an alternative to the weak typing approach of the 1.0 languages. This means that you can declare the types of your variables, functions, and parameters, and use this information to get early warning of programming errors. This chapter explains the data types available and the mechanisms for creating user-defined types. Part II: XSLT and XPath Reference: This section of the book contains reference material, organized in the hope that you can easily find what you want when you need it. It's not designed for sequential reading, though you might well want to leaf through the pages to discover what's there. Chapter 6: XSLT Elements: This monster chapter lists all the XSLT elements you can use in a stylesheet, in alphabetical order, giving detailed rules for the syntax and semantics of each element, advice on usage, and examples. This is probably the part of the book you will use most frequently as you become an expert XSLT user. It's a "no stone unturned" approach, based on the belief that as a professional developer you need to know what happens when the going gets tough, not just when the wind is in your direction. Chapter 7: XPath Fundamentals: This chapter explains the basics of XPath: the low-level constructs such as literals, variables, and function calls. It also explains the context rules, which describe how the evaluation of XPath expressions depends on the XSLT processing context in which they appear. Chapter 8: XPath: Operators on Items: XPath offers the usual range of operators for performing arithmetic, boolean comparison, and the like. However, these don't always behave exactly as you would expect, so it's worth reading this chapter to see what's available and how it differs from the last language that you used. Chapter 9: XPath: Path Expressions: Path expressions are what make XPath special; they enable you to navigate around the structure of an XML document. This chapter explains the syntax of path expressions, the 13 axes that you can use to locate the nodes that you need, and associated operators such as union, intersection, and difference. Chapter 10: XPath: Sequence Expressions: Unlike XPath 1.0, in version 2.0 all values are sequences (singletons are just a special case). Some of the most important operators in XPath 2.0 are those that manipulate sequences, notably the «for» expression, which translates one sequence into another by applying a mapping. Chapter 11: XPath: Type Expressions: The type system was explained in Chapter 5; this chapter explains the operations that you can use to take advantage of types. This includes the «cast» operation which is used to convert values from one type to another. A big part of this chapter is devoted to the detailed rules for how these conversions are done. Chapter 12: XSLT Patterns: This chapter returns from XPath to a subject that's specific to XSLT. Patterns are used to define template rules, the essence of XSLT's rule-based programming approach. The reason for explaining them now is that the syntax and semantics of patterns depends strongly on the corresponding rules for XPath expressions. Chapter 13: The Function Library: XPath 2.0 includes a library of functions that can be called from any XPath expression; XSLT 2.0 extends this with some additional functions that are available only when XPath is used within XSLT. The library has grown immensely since XPath 1.0. This chapter provides a single alphabetical reference for all these functions. Chapter 14: Regular Expressions: Processing of text is an area where XSLT 2.0 and XPath 2.0 are much more powerful than version 1.0, and this is largely through the use of constructs that exploit regular expressions. If you're familiar with regexes from languages such as Perl, this chapter tells you how XPath regular expressions differ. If you're new to the subject, it explains it from first principles. Chapter 15: Serialization: Serialization in XSLT means the ability to generate a textual XML document from the tree structure that's manipulated by a stylesheet. This isn't part of XSLT processing proper, so (following W3C's lead) it's separated it into its own chapter. You can control serialization from the stylesheet using an declaration, but many products also allow you to control it directly via an API. Part III: Exploitation: The final section of the book is advice and guidance on how to take advantage of XSLT to write real applications. It's intended to make you not just a competent XSLT coder, but a competent designer too. The best way of learning is by studying the work of others, so the emphasis here is on practical case studies. Chapter 16: Extensibility: This chapter describes the "hooks" provided in the XSLT specification to allow vendors and users to plug in extra functionality. The way this works will vary from one implementation to another, so we can't cover all possibilities, but one important aspect that the chapter does cover is how to use such extensions and still keep your code portable. Chapter 17: Stylesheet Design Patterns: This chapter explores a number of design and coding patterns for XSLT programming, starting with the simplest "fill-in-the-blanks" stylesheet, and extending to the full use of recursive programming in the functional programming style, which is needed to tackle problems of any computational complexity. This provides an opportunity to explain the thinking behind functional programming and the change in mindset needed to take full advantage of this style of development. Chapter 18: Case Study: XMLSpec: XSLT is often used for rendering documents, so where better to look for a case study than the stylesheets used by the W3C to render the XML and XSLT specifications, and others in the same family, for display on the web? The resulting stylesheets are typical of those you will find in any publishing organization that uses XML to develop a series of documents with a compatible look-and-feel. Chapter 19: Case Study: A Family Tree: Displaying a family tree is another typical XSLT application. This example with semi-structured data—a mixture of fairly complex data and narrative text—that can be presented in many different ways for different audiences. It also shows how to tackle another typical XSLT problem, conversion of the data into XML from a legacy text-based format. As it happens, this uses nearly all the important new XSLT 2.0 features in one short stylesheet. But another aim of this chapter is to show a collection of stylesheets doing different jobs as part of a complete application. Chapter 20: Case Study: Knight's Tour: Finding a route around a chessboard where a knight visits every square without ever retracing its steps might sound a fairly esoteric application for XSLT, but it's a good way of showing how even the most complex of algorithms are within the capabilities of the language. You may not need to tackle this particular problem, but if you want to construct an SVG diagram showing progress against your project plan, then the problems won't be that dissimilar. Part IV: Appendices: Appendix A: XPath 2.0 Syntax Summary: Collects the XPath grammar rules and operator precedences into one place for ease of reference. Appendix B: Error Codes: A list of all the error codes defined in the XSLT and XPath language specifications, with brief explanations to help you understand what's gone wrong. Appendix C: Backward Compatibility: The list of things you need to look out for when converting applications from XSLT 1.0. Appendix D: Microsoft XSLT Processors: Although the two Microsoft XSLT processors don't yet support XSLT 2.0, we thought many readers would find it useful to have a quick summary here of the main objects and methods used in their APIs. Appendix E: JAXP: the Java API for XML Processing: JAXP is an interface rather than a product. Again, it doesn't have explicit support yet for XSLT 2.0, but Java programmers will often be using it in XSLT 2.0 projects, so the book includes an overview of the classes and methods available. Appendix F: Saxon: At the time of writing Saxon (developed by the author of this book) provides the most comprehensive implementation of XSLT 2.0 and XPath 2.0, so its interfaces and extensions are covered in some detail. Appendix G: Altova: Altova, the developers of XML Spy, have an XSLT 2.0 processor that can be used either as part of the development environment or as a freestanding component. This appendix gives details of its interfaces. Appendix H: Glossary Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Inside XSLT is designed to be a companion guide to Inside XML. This example oriented book covers XML, HTML, Music, XML with Java, style sheet creation and usage, nodes and attributes, sorting data, creating Xpath expressions, using Xpath and XSLT functions, namespaces, names templates, name variables, designing style sheets and using XSLT processor API's, the 56 XSL formatting objects, the XSLT DTD, and much more. In order to work with XML fully, you need to be up to speed with XSLT since XSLT is the technology that transforms XML to a workable format. Readers are looking for the follow-up book to Inside XML and this is it.

* The complete solution! This revolution in product design incorporates 6 books in 1 straightforward desk reference. Provides in depth coverage of the many features and specifications of XML, the data interchange standard of choice. * XML All in One For Dummies is a true desk reference designed to guide readers through the features and specifications of the leading edge XML dialects and help them develop their own custom Web applications all under one cover. * Covers XML basics, using DTD's with XML, XML namespaces, XML schemas, styling XML documents, XML's linking languages, XML tools, using XML in the real world, and more. * The first two editions of XML For Dummies have sold more than 85,000 units. * According to Microsoft's CEO Steve Ballmer "XML will become the universal medium by which Web sites and users of Web sites communicate." * Written by NIIT a global training, IT consulting and software development organization. NIIT trains over 150,000 individuals each year in Information Technology areas. * The For Dummies series a repeat winner, now with more than 100 million books in print.

XSLT

Java and XSLT

Adobe AIR For Dummies

Christian Prayer For Dummies

Kindle Fire HD For Dummies

Music, video, e-books, and e-mail — Kindle Fire HD does it all! Your Kindle Fire HD is small but mighty — just like this book! This little book covers all the Kindle Fire HD basics — browsing the web and shopping online, connecting to a network, setting up and using e-mail, downloading and running apps, watching videos, keeping up with magazines and newspapers, and even reading books! Open the book and find: How to set up your device out of the box All the functionality of pre-installed apps Touchscreen and data transfer tips Ways to manage your multimedia Help setting up wireless connectivity

Advice and examples help you find your own prayer style Discover how prayer works and why it now more than ever Do you want to pray, but you're not sure how? This friendly guide explains the different kinds of prayer - revealing how and why to pray and how to discern God's answers. You'll see how to overcome hindrances, how to use a journal, and how to pray on your own. Discover what "Thy will be done" means and how to approach prayers that seemingly haven't been answered. The Dummies Way * Explanations in plain English * "Get in, get out" information * Icons and other navigational aids * Tear-out cheat sheet * Top ten lists * A dash of humor and fun

Want to create rich Internet applications and RIA desktop apps that run seamlessly online and offline? Adobe AIR — Adobe Integrated Runtime — makes it possible; Adobe AIR For Dummies makes it easy. AIR allows Web developers to create rich Internet applications using Web technologies. They run on desktops and across multiple operating systems, and they're more than mere wimpy widgets. Adobe AIR For Dummies gives you the scoop on AIR, working with local file systems and databases, setting up security, and all the stuff you need to know to create cool AIR apps. You'll learn to: Build full-fledged Web apps with JavaScript, Flash, Flex, or HTML Integrate AIR applications with Flash Use AIR to access services like eBay and AOL videos on the desktop Understand the AIR security model and how application sandboxes protect your code and data Create apps for network connectivity, monitor remote network services, and work with audio files Debug your apps with the AIR Debug Launcher, the alert command, or the AIR HTML Introspector Set the environment path in Vista, Windows XP, or Mac OS X Use HTML and CSS as building blocks and handle events in HTML DOM Add drag-and-drop capability in Flex, Flash, and HTML apps If you're excited about the possibilities of building applications that run on the desktop and interface with external Web apps, Adobe AIR For Dummies is just what you need to get started! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

VBA helps you put your computer in its place Write programs that automate tasks and make Office 2007 work better for you If your computer is becoming your boss instead of your servant, start using VBA to tell it what to do! Here's the latest on the VBA IDE and program containers, debugging and controlling your programs, working with multiple applications using a single program, and the most exciting stuff -- programming for all the Office 2007 applications. Discover how to Customize an application's interface Quick-launch a VBA program Store and modify information Use VBA with the Ribbon Understand object-oriented programming Avoid runtime errors

FrontPage 2003 All-in-One Desk Reference For Dummies

The W3C's Object-Oriented Descriptions for XML

PHP and MySQL Web Development All-in-One Desk Reference For Dummies

Professional IPhone and IPod Touch Programming

XML For Dummies

Use this guide to master the XML metalanguage and JSON data format along with significant Java APIs for parsing and creating XML and JSON documents from the Java language. New in this edition is coverage of Jackson (a JSON processor for Java) and Oracle's own Java API for JSON processing (JSON-P), which is a JSON processing API for Java EE that also can be used with Java SE. This new edition of Java XML and JSON also expands coverage of DOM and XSLT to include additional API content and useful examples. All examples in this book have been tested under Java 11. In some cases, source code has been simplified to use Java 11's var language feature. The first six chapters focus on XML along with the SAX, DOM, StAX, XPath, and XSLT APIs. The remaining six chapters focus on JSON along with the mJson, GSON, JsonPath, Jackson, and JSON-P APIs. Each chapter ends with select exercises designed to challenge your grasp of the chapter's content. An appendix provides the answers to these exercises. What You'll LearnMaster the XML language Create, validate, parse, and transform XML documents Apply Java's SAX, DOM, StAX, XPath, and XSLT APIs Master the JSON format for serializing and transmitting data Code against third-party APIs such as Jackson, mJson, Gson, JsonPath Master Oracle's JSON-P API in a Java SE context Who This Book Is For Intermediate and advanced Java programmers who are developing applications that must access data stored in XML or JSON documents. The book also targets developers wanting to understand the XML language and JSON data format.

Utilizes real-world examples to demonstrate how XSLT (Extensible Stylesheet Language Transformations) stylesheets can be used with XML data and documents to create such applications as sound files, HTML, WML, graphics (SVG), and Braille, and discusses the relationship of XSLT and XPath to other web standards. Original. (Intermediate/Advanced)

Visual Studio 2008 is packed with features that help you create better software and do it with less repetition and drudgery. Visual Studio 2008 All-In-One Desk Reference For Dummies shows you how to make the most of this cool suite of tools! It's all here! This comprehensive, seven-books-in-one guide gets you up and running with Visual Studio 2008 in no time. You'll discover Microsoft's vision for Visual Studio, get familiar with the .Net environment and languages, and learn how to install, browse, and make connections with Visual Studio. Soon, you'll be building applications for Vista, Office 2007, and mobile devices; using AJAX and LINQ; and testing and debugging your programs. Discover how to: Understand Visual Studio's role in software development Work with .Net languages Develop applications for Vista Build smart client interfaces Use the visual data designer Use Ajax controls Streamline application deployment Debug your applications Explore ASP. NET services Work with strongly typed data Sets Access data with Visual Studio Program with Visual Studio 2008 Build professional reports with Crystal Reports Fully updated with new information on Vista and .NET Framework 3.0 development, MS Office application development, and more, Visual Studio 2008 All-In-One Desk Reference For Dummies also features a companion Web site packed with sample projects, supplemental podcasts, and a support forum. You'll never find a smarter way to get up to speed with Visual Studio 2008!

What is this book about? This compact, relevant, updated version reflects recent changes in the XSLT specification and developments in XSLT parsers. The material on tools and implementations has been revised; so too have all the examples. It also includes a new chapter on writing extension functions. XML has firmly established itself as the universal standard for managing data for the web and is now being implemented on a wide scale. XSL (eXtensible Stylesheet Language), a vital companion to XML, is used for two main purposes: to format or style XML data so that it can be displayed in a browser and to transform XML data (XSLT). When you transform an XML document, you manipulate the data into a new structure, for example, re-ordering the data. This enables the same data store to be used in an unlimited number of ways. XSLT is a flexible, customizable, and cross-platform language. XSLT is a notoriously difficult language to understand, but this book, while being a complete reference to the recommendation, will also give code examples showing how it all ties together and can be effectively employed in a real-world development scenario. What does this book cover? In this book, you'll find the following topics covered: The rationale behind XSLT: What is it for? The XSLT processing model Design patterns and stylesheet structure A full reference to the XPath and XSLT languages The use of XSLT with worked examples Currently available XSLT processors - updated to reflect recent advances in XSLT parser technology Coverage of proposed specification enhancements Who is this book for? This book is for programmers already using XML to organize their data in applications and for those who want to use the power and compatibility of XSLT to improve the display of their data. The book is in three parts: a detailed introduction to the concepts of the language, a reference section giving comprehensive specifications and working examples of every feature, and an exploitation guide giving advice and case studies for the advanced user.

XPath 2.0 Programmer's Reference

Dreamweaver CS5 All-in-One For Dummies

Document Processing for Java SE

Building Facebook Applications For Dummies

VBA For Dummies

Learn all the core tools needed to create Web pages Businesses, special-interest groups, families, and individuals are all relying on Web sites to communicate. This all-in-one guide offers one-stop shopping for all the information you need to put together powerful Web pages to get your point across and keep visitors coming back. Nine individual minibooks cover best design practices, online tools, Microsoft Expression Web, Dreamweaver, cascading style sheets, HTML and XHTML, graphics and multimedia, scripting, and Flash, arming you to create professional-looking pages. Knowing how to build an effective Web site is important to businesses, groups, and even individuals today; this guide teaches how to use all the basic Web page tools Explains what goes into a well-designed page and how to use available online tools such as Google Page Builder and Blogger as well as Microsoft's popular Expression Web tool, Dreamweaver, and CSS Covers the core language behind Web sites, using graphics and multimedia, JavaScript, and Flash Creating Web Pages All-in-One For Dummies prepares anyone to build Web pages that get attention.

Restructuring information in an XML document so that it works in other formats used to be a time-consuming ordeal involving lots of blood, sweat, and tears. Now XSLT (Extensible Stylesheet Language Transformations) makes the process nearly instantaneous. Just provide an example of the kind of information you'd like to see, and XSLT does the rest. With XSLT you can effortlessly transform XML documents into virtually any kind of output, including other XML documents and HTML pages. But mastering XSLT can be tricky, especially if you've never worked with XML or HTML; and most books on the subject are written for people who have. Here comes XSLT For Dummies to the rescue! XSLT For Dummies is your ticket to quickly mastering XSLT—no matter what your prior programming experience. Writing in easygoing, plain English, XML pro Richard Wagner provides expert advice, step-by-step guidance, and tons of crystal-clear examples to help you harness the power of XSLT to transform documents. In no time you'll: Understand how XSLT works with XSL and XPath Experiment with templates, stylesheets, and expressions Perform HTML transformations Master XPath data types and functions Combine XSLT stylesheets Explore cool XSLT programming tricks XSLT For Dummies works from the ground up, starting with a practical introduction to the "X-Team"—XML, XSL, XSLT, and X-Path—and instructions on how to write a XSLT stylesheet. From there it quickly moves onward and upward through the whole range of important XSLT topics, including: Transforming with stylesheets Understanding and using template rules Using XPath to locate nodes in XML documents Combining XSLT stylesheets and adding processing instructions Debugging XSLT transformations Ten XSLT processors available online It doesn't matter whether you're a babe in the woods who can't tell a "tag" from an element, or you're an old pro at creating XML documents, XSLT For Dummies offers you a fun, easy way to explore and take full advantage of Extensible Stylesheet Language Transformations.

Get to know the beliefs and practices inspired by Jesus Christ Discover what it means to be a Christian and follow the gospel Curious about Christianity? This friendly guide helps you understand the basic teachings of the Christian faith, exploring the common ground that all Christians share, the differences among the major branches, the key events in Christian history, the key theological issues, and the many ways Christians live out their faith in today's world. The Dummies Way Explanations in plain English *Get in, get out* information Icons and other navigational aids Tear-out cheat sheet Top ten lists A dash of humor and fun Discover how to: Express the core essentials of Christianity Appreciate the life and teachings of Jesus Understand why the Bible is central to the faith Respect the unique roles of the Trinity Explore controversial issues among the branches

There's no doubt about it — Facebook is cool. Along with users who want to interact with friends, businesses are using Facebook as a marketing and networking tool. And if you're a Web developer, you probably know there's a demand for Facebook applications. If you have some basic knowledge of Web client technology, such as HTML, JavaScript, or CSS, and know how to use a Web programming language, Building Facebook Applications For Dummies is just what you need to start building apps for Facebook. This friendly guide helps you create applications to reach Facebook's huge audience, so you can enlarge your list of friends, introduce people to your product or service, or network with other business professionals. You'll find out how to: Work with the Facebook API Build applications that take advantage of Facebook's News Feed and Wall Migrate existing Web applications to Facebook Create mobile apps for Facebook Use Facebook's markup and query languages Get your app noticed by Facebook users A handy companion Web site includes code samples, starter applications, and other useful information about building Facebook apps. Whether you want to create applications for business purposes or just for fun, Building Facebook Applications For Dummies is the fun and easy way to get started.

Web Design Before and After Makeovers
Visual Studio 2008 All-In-One Desk Reference For Dummies
XSLT 2.0 and XPath 2.0 Programmer's Reference
XML All-in-One Desk Reference For Dummies
WordPerfect 12 For Dummies

If you want to build dynamic Web sites that encourage users to interact with them, PHP and MySQL are among the best tools you'll find. PHP is a scripting language designed specifically for use on the Web, while MySQL is a database management system that works with it perfectly. Best of all, they're free. It's hard to beat that combination! PHP & MySQL Web Development All-in-One Desk Reference For Dummies is kind of one-stop shopping for the information you need to get up and running with these tools and put them to good use. It's divided into six handy minibooks that cover setting up your environment, PHP programming, using MySQL, security, PHP extensions, and PHP Web applications. They make it easy to create a Web site where visitors can sign on, use shopping carts, complete forms, and do business with your business. It's easy to find what you need in this handy guide. You'll discover how to: Find and acquire all the tools you need and set up your development environment Build PHP scripts to make your Web site work Create a MySQL database that visitors can access Summarize and sort data results Design and implement user access control Build a shopping cart application Create extensions that make your site more useful With PHP & MySQL Web Development All-in-One Desk Reference For Dummies by your side, you'll be a Web site guru before you know it!

Whether you're looking to show off your digital photos or launch your own blog, Creating Web Pages All-in-One Desk Reference For Dummies, 3rd Edition delivers all the know-how you need to create Web pages for any need. It demystifies technical topics like HTML and Cascading Style Sheets, gives you the lowdown on adding sound and video to a page, and shows you how to put the latest versions of Dreamweaver and Flash to work. These nine minibooks show you the easy way to create great-looking pages with all the bells and whistles. They're completely revised and updated to cover new page design tools and trends. Three all-new minibooks show you how to use Microsoft's new Expressions Web tool to build simple but dazzling pages at online services such as Google Pages, MySpace, and eBay. You'll also learn how to tweak a site's look and feel with Cascading Style Sheets. Discover how to: Create user-friendly page designs Build a blog or photo page Fine-tune your firewall Fine-tune pages with HTML or CSS Spice up your pages with video and animation Use templates to save time and frustration Reduce exposure by controlling user tasks Create interactive features such as clickable images Generate sophisticated graphic effects and movies with Flash Discover So what are you waiting for? Get Creating Web Pages All-in-One Desk Reference For Dummies, 3rd Edition and start smartening up your Web pages now!

Scalable Vector Graphics -- or SVG -- is the new XML-based graphics standard from the W3C that will enable Web documents to be smaller, faster and more interactive. J. David Eisenberg's insightful book takes you through the ins and outs of SVG, beginning with basics needed to create simple line drawings and then moving through more complicated features like filters, transformations, and integration with Java, Perl, and XSLT. Unlike GIFs, JPEGs or PNGs (which are bitmapped), SVG images are both resolution- and device-independent, so that they can scale up or down to fit proportionally into any size display or any Internet device -- from PDAs to large office monitors and high-resolution printers. Smaller than bitmapped files and faster to download, SVG images can be rendered with different CSS styles for each environment. They work well across a range of available bandwidths. SVG makes it possible for designers to escape the constant need to update graphics by hand or use custom code to generate bitmap images. And while SVG was created with the Web in mind, the language has a variety of other uses. SVG greatly simplifies tasks like: Creating web sites whose graphics reflect the content of the page, changing dynamically if the content changes Generating graphs and charts from information stored in a wide variety of sources Exchanging detailed drawings, from architectural plans to CAD layouts to project management diagrams Creating diagrams that users can explore by zooming in and panning around Generating bitmap images for use in older browsers using simple automatable templates Managing graphics that support multiple languages or translations Creating complex animation By focusing sharply on the markup at the foundation of SVG, SVG Essentials gives you a solid base on which to create your own custom tools. Explanations of key technical tools -- like XML, matrix math, and scripting -- are included as appendices, along with a reference to the SVG vocabulary. Whether you're a graphic designer in search of new tools or a programmer dealing with the complex task of creating and managing graphics, SVG Essentials provides you with the means to take advantage of SVG.

A guide for Java programmers explains how to use XSLT's ability to provide platform-independent data to build Web-based applications incorporating transformations as well as interactive Web site and wireless services.

XSLT Cookbook
Inside XSLT
SVG Essentials
Java XML and JSON
Beginning iOS Application Development with HTML and JavaScript

See how XML works for business needs and RSS feeds Create consistency on the Web, or tag your data for different purposes Tag -- XML is it! XML tags let you share your format as well as your data, and this handy guide will show you how. You'll soon be using this markup language to create everything from Web sites to business forms, discovering schemas and DOCTYPES, wandering the Xpath, teaming up XML with Office 2003, and more. Discover how to: * Make information portable * Use XML with Word 2003 * Store different types of data * Convert HTML documents to XHTML * Add CSS to XML * Understand and use DTDs

Web site designers, Web developers, and visual designers all use Dreamweaver CS4 to build world class Web sites. Whether you're just starting out or you're a design pro, Dreamweaver CS4 All-In-One For Dummies makes Web development easy! You'll start with Dreamweaver basics and the essentials of a good Web site. Then you'll learn to add zing with Spry effects, set up Contribute, build dynamic pages, extend your site with Web applications, configure database connections using PHP, ASP.NET, or ColdFusion, and more! Discover how to: Get familiar with Dreamweaver's workspace, use the toolbars and panels, and set preferences Plan, design, build, and manage a site that meets your audience's expectations Add Flash files, movies, and sound, and keep your site updated with Cascading Style Sheets Create and use code snippets and history panel commands Follow the right steps for setting up links Incorporate interactive images to build visually appealing Web pages Use layers with CSS, JavaScript behaviors, or Flash® movies Review source formatting and clean up your code to avoid errors when publishing your site Capture attention with dynamic content and forms Dreamweaver CS4 All-In-One For Dummies is divided into nine minibooks: Getting Started Mastering the Basics Working Like the Pros Energizing Your Site Publishing Your Site Working Collaboratively Building Web Applications Making Pages Dynamic Developing Applications Rapidly Your one-stop Dreamweaver reference is Dreamweaver CS4 All-In-One For Dummies!

This book covers the various aspects of developing web-based applications for iOS. Over the past four years, the iPhone and iPad have been amazingly successful. Because of this success, application developers are entering a world of sophisticated, multifunctional mobile applications. Now mobile web-based applications can bring together web apps, native apps, multimedia video and audio, and the mobile device itself. By using this book you will learn how to create a mobile application from beginning to end, utilizing open source frameworks to speed up development times, emulate the look and feel of built-in Apple applications, capture finger touch interactions, and optimize applications for Wi-Fi and wireless networks. The book introduces you to the web application platform for iOS. It also guides you through the process of building new applications from scratch as well as migrating existing web applications to this new mobile platform. By doing this, the book helps readers design a user interface that is optimized for iOS touch-screen displays and integrate their applications with iPhone services, including Phone, Mail, Google Maps, and GPS. This book is aimed at beginning and intermediate web developers who want to learn how to build new applications for iOS or migrate existing web apps to this platform. In general, you will find it helpful if you have a working knowledge of these technologies: HTML/XHTML CSS JavaScript Ajax

There's been great anticipation since the release of XSLT 2.0, the new language specification that's critical for converting XML documents into other formats, such as HTML code or a PDF file. The XSLT 2.0 specification is approaching completion at long last, but unfortunately, version 2.0's delays and complexity have forced developers to rely on the XSLT 1.0 standard longer than they anticipated. Both specifications will be in use during what is likely to be a long transition period. The second edition of this title incorporates new material for XSLT 2.0 and expounds on the lessons learned over the last six years of XSLT 1.0 use. Whether you're looking for the latest and greatest in XSLT 1.0 techniques, or is moving on to XSLT 2.0, this new edition of XSLT will address your needs. The book includes plenty of practical, real-world examples to show you how to apply XSLT stylesheets to XML data using either version. You'll get a thorough understanding of XSLT and XPath and their relationship to other web standards, along with recommendations for a honed toolkit in an open platform-neutral, standards-based environment. Author Doug Tidwell starts with the basics: simple stylesheets and methods for setting up transformation engines. Then he works through examples that develop your understanding of the many parts of XSLT, particularly XSLT's template-based approach to transformations. This new edition has been updated to explain XSLT 2.0's many dependencies, notably XML Schema and XPath 2.0.

WordPerfect 11 For Dummies
Christianity For Dummies
Creating Web Pages All-in-One For Dummies
Creating Web Pages All-in-One Desk Reference For Dummies
The Book of Revelation For Dummies

Provides information on designing and implementing mobile applications for the iPhone and the iPod touch.

Do you take the shortest route instead of the side roads when you're trying to get somewhere? Do you choose the streamlined model instead of one loaded with gizmos and gadgets? Do you value ease over extras? WordPerfect 12 is practical software designed to help you create great-looking, readable documents. Whether you're a recent convert from longhand (welcome to the modern world) or a word processing pro, WordPerfect 12 For Dummies covers what you need to know, including: The basics, like using menus and toolbars, saving, editing, and printing files, getting help, and more Editing and formatting text, adding page numbers, charts, coolfonts, borders, backgrounds, and more Using templates to make your life easier Creating envelopes and labels and doing multiple mailings Using the compatibility toolbars, Workspace Manager, OfficeReady template browser, and wireless office capabilities Creating and integrating columns and graphics Creating Web pages, Adobe Acrobat Documents, XML files, and even Microsoft Office documents Publishing your document as a Web Page WordPerfect 12 For Dummies was written by Margaret Levine Young, David C. Kay, and Richard Wagner, all computer gurus who have written or contributed to other For Dummies books and numerous computer books. After it shows you how to do what you need to do, it inspires you to do things you probably didn't know you could do, such as: Changing Workspaces to the WordPerfect Legal mode if you need one Choosing from 26 different tool bars to fit the way you worked what you're working on Using WordPerfect Office Ready for 40 additional templates Printing bar codes Using Microsoft Outlook contact information in WordPerfect First you'll get comfortable with WordPerfect 12, and then you'll get confident and want to explore more. Whether you are a beginner, need a quick refresher, or want to take advantage of the advanced functions, with its complete index, WordPerfect 12 For Dummies will be the reference you rely on.

* Updated for XSLT 2.0, the latest revision * A clear, step-by-step introduction to XSLT for practical, everyday tasks * Suitable for complete beginners, even people who have never programmed before * Comprehensive, but focuses on techniques that are used time and time again; Uses a fun but realistic case study throughout * Includes introductions to major XML vocabularies Written by one of the leading experts on both XSLT and XML Schema; technical review by Michael Kay, the leading and well-known expert on XSLT.

The must-have reference for building and optimizing Web applications for Safari on iPhone 3.0 The iPhone offers a compelling Web-based application development platform revolving around its built-in browser, Safari, which is built upon the open source WebKit framework. This must-have book serves as a hands-on guide to developing iPhone and iPod touch Web applications. Beginning with an introduction to Web application development for iPhone, this unique book then covers invaluable information on working with mobile and touch technologies, utilizing iPhone UI frameworks, and designing, styling, and programming the interface. You'll discover how to move Web apps to native apps and much, much more. Walks you through the process of developing Web applications for iPhone and iPod touch Covers how to design and develop applications that emulate the look and feel of native iPhone apps Instructs on how your Web app can respond to finger touch events that are a core part of the iPhone event model. Shows you how to create Web-based offline applications using the latest HTML 5 cache technologies Explains the unique process of moving Web apps to native apps Features a bonus chapter on optimizing and developing for third-party browsers Completely compliant with the new iPhone OS 3.0, as well as latest enhancements to Safari on iPhone, this indispensable book is a must-have resource. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

From Novice to Professional
Beginning XML
XSLT For Dummies
XML Schema
Learning XSLT

Decode one of the most complex books in the Bible! Are you baffled by the Book of Revelation? Understand the purpose, key themes, and symbolism of the most fascinating book in the Bible with The Book of Revelation For Dummies, an easy-to-understand guide that will help you grasp the enduring messages of Revelation and apply them to your life. You will understand what Revelation says about the past, present, and future, and how it relates to the rest of the Bible. You will learn how this mysterious book of the Bible fits into a historical context. You'll discover all kinds of interesting facts about the apostle John and learn about the details of his world. You will be able to choose a perspective for interpreting this book of the Bible and decipher the many haunting symbols. There is no need to read this reference guide from cover to cover; simply browse the table of contents or flip through the pages to find the answers and assistance that you need. Discover how to: Interpret the prophecy of the Revelation Place it in historical context Understand how it relates to other books in the Bible Unravel the details of the apostle John's life and world Choose a perspective for understanding See the grander scheme of things Complete with lists of the ten most commonly asked questions about end times and the ten rules of thumb for interpreting scripture, The Book of Revelation For Dummies will help you understand and decode one of the most perplexing books in the Bible!

If you need to create or use formal descriptions of XML vocabularies, the W3C's XML Schema offers a powerful set of tools for defining acceptable document structures and content. An alternative to DTDs as the way to describe and validate data in an XML environment, XML Schema enables developers to create precise descriptions with a richer set of datatypes?such as booleans, numbers, currencies, dates and times?that are essential for today's applications. Schemas are powerful, but that power comes with substantial complexity. This concise book explains the ins and outs of XML Schema, including design choices, best practices, and limitations. Particularly valuable are discussions of how the type structures fit with existing database and object-oriented program contexts. With XML Schema, you can define acceptable content models and annotate those models with additional type information. Schemas combine the easy interchange of text-based XML with the more stringent requirements of data exchange, and make it easier to validate documents based on namespaces. You?ll find plenty of examples in this book that demonstrate the details necessary for precise vocabulary definitions. Topics include: Foundations of XML Schema syntax Flat, "russian-doll", and other schema approaches Working with simple and complex types in a variety of contexts The built-in datatypes provided by XML Schema Using facets to extend datatypes, including regular expression-based patterns Using keys and uniqueness rules to limit how and where information may appear Creating extensible schemas and managing extensibility Documenting schemas and extending XML Schema capabilities through annotations In addition to the explanatory content, XML Schema provides a complete reference to all parts of both the XML Schema Structures and XML Schema Datatypes specifications, as well as a glossary. Appendices explore the relationships between XML Schema and other XML vocabularies and other tools for describing document structures, including DTDs, RELAX NG, and Schematron, as well as work in progress at the W3C to more tightly integrate XML Schema with existing specifications. No matter how you intend to use XML Schema - for data structures or document structures, for standalone documents or as part of SOAP transactions, for documentation, validation, or data binding - all the foundations you need are outlined in XML Schema.

Everything web designers need to build sites with Dreamweaver Dreamweaver is the leading website creation tool, with 90 percent of the market share. The nine minibooks that make up this guide cover getting started with Dreamweaver CS5, creating and publishing great sites, making pages dynamic, building web applications, and much more, including all the upgrades in Dreamweaver CS5. Dreamweaver is the gold standard for website development software; this complete reference covers what both beginners and intermediate-level users need to know to make the most of Dreamweaver CS5 and create professional-quality sites Nine minibooks cover getting started, mastering Dreamweaver basics, working like a pro, energizing your site, publishing your site, working collaboratively, building Web applications, making pages dynamic, and developing applications rapidly Teaches how to customize the workspace, understand the Panels and Properties Inspector, plan, design, and manage your site, work with text and graphics, add Flash, movies, and sound, work with Cascading Style Sheets, JavaScript, and Ajax, connect to a database, and much more Dreamweaver CS5 All-in-One For Dummies gives web designers essential information for creating, managing, and maintaining all types of websites.

What is this book about? XPath 2.0 Programmer's Reference is the only authoritative reference on XPath, a sub-language within XSLT that determines which part of an XML document the XSLT transforms. Written for professional programmers who use XML every day but find the W3C XPath specifications tough to slog through, this book explains in everyday language what every construct in the language does and how to use it. It also offers background material on the design thinking behind the language, gentle criticism of the language specification when appropriate, and a diverse range of interesting examples in various application areas.

Learning XML
Yahoo! SiteBuilder For Dummies
Creating Self-Describing Data
Beginning XSLT 2.0
Safari and WebKit Development for iPhone OS 3.0

Get up to speed on all your basic word processing skills Use styles and formats, add borders, create form letters, even put pages on the Web Remember when life was simple - you typed something, and it ended up on paper? Simplicity is back! This book tells you how to do what you want to do - produce great-looking documents. Of course, if you discover want more, it also covers adding context-sensitive links to your long documents and other cool stuff. You decide. The Dummies Way * Explanations in plain English * "Get in, get out" information * Icons and other navigational aids * Tear-out cheat sheet * Top ten lists * A dash of humor and fun

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.

What is this book about? Extensible Markup Language (XML) is a rapidly maturing technology with powerful real-world applications, particularly for the management, display, and organization of data. Together with its many related technologies it is an essential technology for anyone using markup languages on the web or internally. This book teaches you all you need to know about XML — what it is, how it works, what technologies surround it, and how it can best be used in a variety of situations, from simple data transfer to using XML in your web pages. It builds on the strengths of the first edition, and provides new material to reflect the changes in the XML landscape — notably SOAP and Web Services, and the publication of the W3C. What does this book cover? Here are just a few of the things this book covers: XML syntax and writing well-formed XML Using XML Namespaces Transforming XML into other formats with XSLT XPath and XPointer for locating specific XML data XML Validation using DTDs and XML Schemas Manipulating XML documents with the DOM and SAX 2.0 SOAP and Web Services Displaying XML using CSS and XSL Incorporating XML into tradition databases and n-tier architectures XLink and XPointer for linking XML and non-XML resources Who is this book for? Beginning XML, 2nd Edition is for any developer who is interested in learning to use XML in web, e-commerce or data-storage applications. Some knowledge of mark up, scripting, and/or object oriented programming languages is advantageous, but not essential, as the basis of these techniques are explained as required.

This second edition of the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML. The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text. For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices. Learning XML illustrates the core

XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need.

Building Applications for Mobile Safari

XSLT 1.0 Pocket Reference

Dreamweaver CS4 All-in-One For Dummies

Programmer's Reference

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.

Through stunning four-color images that demonstrate how nondescript "before" situations gradually become astonishing "after" results, this book offers readers simple steps to achieve unique outcomes Readers learn how to incorporate the latest Web-building techniques on their sites, redesign a site for optimum usability, limit user bandwidth needs, keep user experience consistent with CSS, and manage content The medley of makeovers includes: full-site makeovers (user speed, color themes, improved accessibility), page makeovers (page sizing, working with tables), text makeovers (font selection, graphic alternatives), image makeovers (incorporating text with images, file sizing), navigation makeovers (improving navigation bars, menu additions), content makeovers (better Web writing, enhancing the home page message), and an extreme makeover (combining several smaller makeovers into a major site overhaul)