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# Creating Interactive Documents

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PDF Hacks

InDesign CS4 Digital Classroom

R Markdown

Creating ebooks for the Apple iPad and other ereaders

Creating an Interactive PDF Magazine

Design and produce digital publications for tablets, ereaders, smartphones, and more

Take Your Print Skills to the Web and Beyond

Practical Programming for Total Beginners

100 Essential Techniques

ET58112 SM

InDesign: Interactive Documents

Mac OS X Snow Leopard On Demand

ET58102 SM

Tableau: Creating Interactive Data Visualizations

Interactive InDesign CC

Creating an Interactive PDF Brochure

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Publishing Fundamentals

Interactive Media

Interactive InDesign CS5

A First Course in Programming and Statistics

Maximize Your Pdfs by Creating Interactive Documents Using Acrobat 4. 0

EPUB Straight to the Point

Bridging the Gap between Print and Digital Publishing

Adobe InDesign Interactive Digital Publishing

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Interactive Indesign Cs5

Creating Interactive Websites with PHP and Web Services

Designing Interactive Documents with Adobe Acrobat Pro

R Markdown

The Book of R

Automate the Boring Stuff with Python, 2nd Edition

Creating an Interactive PDF Magazine

Adobe InDesign CS4 How-Tos

100 Industrial-Strength Tips & Tools

Interactive Multimedia Documents

Maximize Your PDFs by Creating Interactive Documents Using Acrobat 4. 0 for the Mac

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## SINGLETON SHANE

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### PDF Hacks Monica Sevilla

Print designers make the transition to multimedia by mastering the interactive capabilities of InDesign with this tutorial-based guide to the new CS5 toolset that integrates with the Adobe Flash platform.

InDesign CS4 Digital Classroom CRC Press

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

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

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in *Automate the Boring Stuff with Python, 2nd Edition*.

*R Markdown* No Starch Press

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Creating ebooks for the Apple iPad and other ereaders CRC Press

Mac OS X Snow Leopard in Depth What you need When you need it! Need answers quickly? Mac OS X Snow Leopard on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Inside the Book · Master the Mac OS X Snow Leopard user interface, file management, and applications ·

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*Creating an Interactive PDF Magazine* Springer Science & Business Media

Learn to take a magazine originally designed as a static Adobe InDesign document and convert it to an interactive PDF. Of all the ways to create a digital magazine, PDF is a great choice because it fully preserves the look of your print design and requires no coding to create. Author Mike Rankin walks you through 12 quick steps to transform a print magazine into a digital one, with hyperlinks, buttons, and bookmarks for navigating to content inside the catalog and out on the web. Plus, learn to add video, slideshows, and forms that can be submitted via email. Mike also shows you how to recognize and fix some real-world problems with interactive PDFs from InDesign.

Design and produce digital publications for tablets, ereaders, smartphones, and more Packt Publishing Ltd

Now you can create and view electronic documents for use on disk, CD-ROM, and the World Wide Web faster and easier than you ever imagined. This book/CD set provides you with all the information you need to create professional, interactive documents with Adobe Acrobat Pro. You'll be able to create everything from interactive advertisements to dynamic electronic books, magazines, and much more! Authored by two experts on interactive multimedia, one of whom was an original Acrobat development team member, *Designing Interactive Documents with Adobe Acrobat Pro* will take you step-by-step through building several complete documents. Specifically, you'll learn how to:

- \* Navigate through a document with the Acrobat Reader
- \* Create, edit, and enhance documents with Acrobat Exchange and PDF Writer
- \* Convert files from other applications for use in your interactive document
- \* Add notes and icons, and embed fonts
- \* Link graphics, video, and audio to your document
- \* Convert PostScript files to PDF using Distiller
- \* Create links to Web pages or URLs

Real-life case studies illustrate how Acrobat has been successfully used at Adobe, Intel, Thomsen Financial Services, Virginia Polytechnic Institute, Wharton Business School, and other organizations. The first complete hands-on guide to using Adobe Acrobat, this book/CD set is a valuable resource for publishers, marketers, and multimedia developers. CD-ROM Includes:

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- \* A hypertext version of this book in Acrobat
- \* Sample Acrobat Documents

*Take Your Print Skills to the Web and Beyond* John Wiley & Sons

InDesign CS4 is more than just a page layout tool; as part of Adobe's new Creative Suite 4, it's a key component of an overall design workflow that lets users work seamlessly among all of their graphics applications to create spectacular layouts. Work faster, create more is what Adobe wants users to do with InDesign, and this info-packed guide lets users get right down to doing just that by focusing on

the InDesign CS4 features they're most likely to use and showcasing each in a stand-alone tip--complete with a relevant hint or two and a graphic example. In this fashion, readers learn as they go, exploring the program in a way that makes sense to them. Before they know it, users will be using the Bridge to manage their files, object styles to format their images, and snippets to save layout parts for reuse. Features new to InDesign CS4 that are covered include: live preflight, customizable Links panel, conditional text, cross references, interactive document capability with the new SWF file, animated page transitions, export to Flash CS4 functionality, Smart Guides and Smart Spacing, spread rotation, and smart text reflow.

Practical Programming for Total Beginners Scriptorium Publishing

Includes • Online Workshops • Online Adobe Certified Exam (ACE) Resources • More than 500 of the most essential InDesign CC tasks Need answers quickly? Adobe InDesign CC on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Inside the Book • Improved publishing and productivity with Adobe Creative Cloud • Create layouts for print, web, tablets, and mobile devices • Browse, organize, and process files using Adobe Bridge or Mini Bridge • Create, link, and manage content, pages, and books • Create text and apply style to display artistic text • Create QR code graphics • Use track changes to review content • Create interactive PDFs, EPUB ebooks, and HTML web pages • Create publications for use with Adobe Digital Publishing Suite Numbered Steps guide you through each task Did You Know alerts you to tips and techniques See Also points you to related information in the book Tasks are presented on one or two pages Illustrations with matching steps Bonus Online Content Register your book at [queondemand.com](http://queondemand.com) to gain access to: • Workshops and related files • Keyboard shortcuts Visit the author site: [perspection.com](http://perspection.com)

**100 Essential Techniques** John Wiley & Sons

This book was written for students and practitioners of engineering and social sciences, including computer, information, communication, library, business, management, and cognitive science. The topic is the relationship between people and interactive media. The book describes individuals, groups, and organizations. An understanding of people is critical to an understanding of the technology which can help people. This book was written with the help of a special computer system for authoring called the Many Using and Creating Hypertext (MUCH) system. Students and researchers from the University of Liverpool contributed to the book through the MUCH system. Classes at the University of Liverpool, both undergraduate classes and master's degree classes, have used various drafts of this book as required reading. The book has been available to the students online via the MUCH system, and the students have provided helpful feedback for the contents of the book. The author is particularly grateful for the contributions of Antonios Michailidis and Alex Birchall. Antonios's influence is most prominent in the chapters on groups, and Alex's, in the latter chapters on organizations. Claude Ghaoui coordinated the book authoring and production team, and Anthony Deakin provided finishing touches.

ET58112 SM Que Publishing

The Book of R is a comprehensive, beginner-friendly guide to R, the world's most popular programming language for statistical analysis. Even if you have no programming experience and little more than a grounding in the basics of mathematics, you'll find everything you need to begin

using R effectively for statistical analysis. You'll start with the basics, like how to handle data and write simple programs, before moving on to more advanced topics, like producing statistical summaries of your data and performing statistical tests and modeling. You'll even learn how to create impressive data visualizations with R's basic graphics tools and contributed packages, like ggplot2 and ggvis, as well as interactive 3D visualizations using the rgl package. Dozens of hands-on exercises (with downloadable solutions) take you from theory to practice, as you learn: -The fundamentals of programming in R, including how to write data frames, create functions, and use variables, statements, and loops -Statistical concepts like exploratory data analysis, probabilities, hypothesis tests, and regression modeling, and how to execute them in R -How to access R's thousands of functions, libraries, and data sets -How to draw valid and useful conclusions from your data -How to create publication-quality graphics of your results Combining detailed explanations with real-world examples and exercises, this book will provide you with a solid understanding of both statistics and the depth of R's functionality. Make The Book of R your doorway into the growing world of data analysis.

**InDesign: Interactive Documents** CRC Press

Illustrate your data in a more interactive way by implementing data visualization principles and creating visual stories using Tableau About This Book Use data visualization principles to help you to design dashboards that enlighten and support business decisions Integrate your data to provide mashed-up dashboards Connect to various data sources and understand what data is appropriate for Tableau Public Understand chart types and when to use specific chart types with different types of data Who This Book Is For Data scientists who have just started using Tableau and want to build on the skills using practical examples. Familiarity with previous versions of Tableau will be helpful, but not necessary. What You Will Learn Customize your designs to meet the needs of your business using Tableau Use Tableau to prototype, develop, and deploy the final dashboard Create filled maps and use any shape file Discover features of Tableau Public, from basic to advanced Build geographic maps to bring context to data Create filters and actions to allow greater interactivity to Tableau Public visualizations and dashboards Publish and embed Tableau visualizations and dashboards in articles In Detail With increasing interest for data visualization in the media, businesses are looking to create effective dashboards that engage as well as communicate the truth of data. Tableau makes data accessible to everyone, and is a great way of sharing enterprise dashboards across the business. Tableau is a revolutionary toolkit that lets you simply and effectively create high-quality data visualizations. This course starts with making you familiar with its features and enable you to develop and enhance your dashboard skills, starting with an overview of what dashboard is, followed by how you can collect data using various mathematical formulas. Next, you'll learn to filter and group data, as well as how to use various functions to present the data in an appealing and accurate way. In the first module, you will learn how to use the key advanced string functions to play with data and images. You will be walked through the various features of Tableau including dual axes, scatterplot matrices, heat maps, and sizing. In the second module, you'll start with getting your data into Tableau, move onto generating progressively complex graphics, and end with the finishing touches and packaging your work for distribution. This module is filled with practical examples to help you create filled maps, use custom markers, add slider selectors, and create dashboards. You

will learn how to manipulate data in various ways by applying various filters, logic, and calculating various aggregate measures. Finally, in the third module, you learn about Tableau Public using which allows readers to explore data associations in multiple-sourced public data, and uses state-of-the-art dashboard and chart graphics to immerse the users in an interactive experience. In this module, the readers can quickly gain confidence in understanding and expanding their visualization, creation knowledge, and quickly create interesting, interactive data visualizations to bring a richness and vibrancy to complex articles. The course provides a great overview for beginner to intermediate Tableau users, and covers the creation of data visualizations of varying complexities. Style and approach The approach will be a combined perspective, wherein we start by performing some basic recipes and move on to some advanced ones. Finally, we perform some advanced analytics and create appealing and insightful data stories using Tableau Public in a step-by-step manner.

*Mac OS X Snow Leopard On Demand* Peachpit Press

Build Dynamic Websites with PHP and MySQL—and Extend Those Sites with Web Services PHP and MySQL are great tools for building database-driven websites. There's nothing new about that. What is new is the environment in which your site operates—a world rich (and growing richer) in web services that can add value and functionality in many different ways. *Creating Interactive Web Sites with PHP and Web Services* walks you through every step of a major web project—a content-management system—teaching you both the basic techniques and little-known tricks you need to build successful web sites. And you can use those skills to develop dynamic applications that will meet your special requirements. Here's some of what you'll find covered inside: Adding, deleting, and displaying data with a custom content-management system Building a template system with PHP Interacting with web services using PHP and MySQL Creating and managing a user system and a shopping cart Processing credit card payments using merchant accounts and third-party payment solutions Tracking site statistics using PHP and MySQL Enhancing your site with third-party scripts Tons of examples, complete with explanations and supported by online source code, will speed your progress, whether you're a true beginner or already have PHP experience. This book is platform-agnostic, so it doesn't matter if you're deploying your site on Linux or Windows. You also get PHP and MySQL references, so you can quickly resolve questions about syntax and similar issues.

[ET58102 SM](#) CRC Press

- Find everything you need to know in this comprehensive guide to creating forms in SAP• Learn how to solve real-life problems that occur when working with interactive forms• Expand your knowledge with new information on ABAP Offline Infrastructure, XDC Editor, JobProfiles Editor, parallelization of print jobs, and much moreIf you've ever had any questions about working with SAP's interactive forms, this book will be a valuable addition to your library. Whether you are a beginning or advanced technical consultant, developer, or form designer, you will learn everything you need to know about working with SAP Interactive Forms by Adobe. The book offers a comprehensive discussion of the topic, explaining what interactive forms are, how they are created and used, and how to solve common problems associated with them.This expanded second edition is updated for SAP NetWeaver 7.20, and includes new coverage of ABAP Offline Infrastructure, XDC Editor, JobProfiles Editor, parallelization of print jobs, and more.

**Tableau: Creating Interactive Data Visualizations** Taylor & Francis

Get up to speed on the latest features and enhancements to InDesign CS5 As the industry standard in professional layout and design, InDesign delivers powerful publishing solutions for magazine, newspaper, and other publishing fields. This introductory book is an easy-to-understand reference for anyone migrating from another software application or those with little-to-no desktop publishing experience. You'll explore InDesign basics and examine the enhancements to InDesign CS5, while you also discover how pages work, build templates, create frames and shapes, manage styles, and much more. InDesign is proving to be an increasingly popular layout and design application; InDesign CS5 includes new functionality and enhanced tools Teaches all the basics for first-time users, including how to open and save your work, arrange objects, work with color, edit text, manage styles, finesse character details, add special type, import and size graphics, set paths, work with tabs, create indices, and more Demonstrates how to calibrate colors, export PDF files, fine-tune paragraph details, create frames and shapes, manipulate objects, and work with automated text InDesign CS5 For Dummies offers a straightforward but fun approach to discovering how to get the most from your desktop publishing experience when using InDesign.

[Interactive InDesign CC](#) John Wiley & Sons

Shows readers how to create PDF documents that are far more powerful than simple representations of paper pages, helps them get around common PDF issues, and introduces them to tools that will allow them to manage content in PDF, navigating it and reusing it as necessary. Original. (Intermediate).

*Creating an Interactive PDF Brochure* Peachpit Press

Print designers make the transition to multimedia by mastering the interactive capabilities of InDesign with this tutorial-based guide to the new CS5 toolset that integrates with the Adobe Flash platform.

*Take your Print Skills to the Web and Beyond* Apress

Designers or other creative professionals who create digital documents are always looking for ways to make their products more appealing to the user. One way of doing that is to increase reader engagement by building interactive animated effects into their designs. *Creating Animations in Adobe InDesign One Step at a Time* teaches the reader not only how to add animation to their InDesign documents (via step-by-step exercises) but also helps the reader to choose among the various digital format options for export- ePub (concentrating on the new Fixed-Layout variety), DPS, and PDF. Clear explanations and plenty of full-color graphics will guide the reader through the potentially confusing digital publishing landscape. Adding animated effects in InDesign documents is a field set to grow. The practice was given a big push in the 2014 release of the Adobe Creative Cloud, when InDesign introduced the new Fixed-Layout EPUB export format. EPUBS exported in this format preserve the layout of the InDesign document, and can include animated effects as well as media, such as audio and video. Fixed-Layout EPUB has gathered a large following in a short time for a number of reasons. They allow ePubs such as children's books to display fun animations to enhance the child's reading experience. They provide businesses a way to create all the interactivity of PDF documents PLUS animations not supported by PDFs. They are a viable replacement for Single Edition DPS folios which Adobe longer supports. The book will cover over two hundred different effects you can create using the animation features of InDesign. These include animations that don't

appear in the regular animation controls. Each chapter will have four or more exercises that the reader can follow along. The chapter exercises will start very basic and then work up. So the last exercise in each chapter will take more time than the first. This means someone can go through the book doing only the easy exercises in each chapter and come back later to get more involved. Some of the exercises will use basic shapes. Other exercises will use more advanced artwork. All the artwork, including the basic shapes, will be available for download by the reader so they can follow along with the exercises. In addition, the finished artwork for each exercise will also be provided to allow the readers to see how the animation is supposed to work. Written a longtime publishing expert, the book thoroughly covers the theory and best practices for creating animations in InDesign CC.

Pearson Education

With a growing focus on digital destinations, the publishing landscape is evolving at a dizzying speed and InDesign CC is at the forefront of the digital frontier. Known as the premiere layout application for magazine and print collateral, InDesign is also a powerful creation tool for both static and interactive PDF, Flash SWF, EPUB, and apps that can be published for sale in various app stores. This tutorial-based guide to InDesign CC provides you with a hands-on experience of the EPUB creation process, InDesign animation, Digital Publishing Suite app creation, creation of interactive PDFs, and a host of techniques that serve equally well in both print and digital production. This extensively detailed book is filled with over 700 screenshots, explicit diagrams, and step-by-step real-world exercises to get you up and running with: \*InDesign Animation \*Buttons, forms, and other interactive elements \*Interactive PDFs \*EPUB \*App building with DPS \*The fundamentals of HTML, CSS, and GREP \*A treasure trove of tips and techniques that will forever transform your work with InDesign.

*The Definitive Guide* Adobe Press

R Markdown: The Definitive Guide is the first official book authored by the core R Markdown developers that provides a comprehensive and accurate reference to the R Markdown ecosystem. With R Markdown, you can easily create reproducible data analysis reports, presentations, dashboards, interactive applications, books, dissertations, websites, and journal articles, while enjoying the simplicity of Markdown and the great power of R and other languages. In this book, you will learn Basics: Syntax of Markdown and R code chunks, how to generate figures and tables, and how to use other computing languages Built-in output formats of R Markdown: PDF/HTML/Word/RTF/Markdown documents and ioslides/Slidy/Beamer/PowerPoint presentations Extensions and applications: Dashboards, Tufte handouts, xaringan/reveal.js presentations, websites, books, journal articles, and interactive tutorials Advanced topics: Parameterized reports,

HTML widgets, document templates, custom output formats, and Shiny documents. Yihui Xie is a software engineer at RStudio. He has authored and co-authored several R packages, including knitr, rmarkdown, bookdown, blogdown, shiny, xaringan, and animation. He has published three other books, Dynamic Documents with R and knitr, bookdown: Authoring Books and Technical Documents with R Markdown, and blogdown: Creating Websites with R Markdown. J.J. Allaire is the founder of RStudio and the creator of the RStudio IDE. He is an author of several packages in the R Markdown ecosystem including rmarkdown, flexdashboard, learnr, and radix. Garrett Golemund is the co-author of R for Data Science and author of Hands-On Programming with R. He wrote the lubridate R package and works for RStudio as an advocate who trains engineers to do data science with R and the Tidyverse.

Publishing Fundamentals John Wiley & Sons Incorporated

Creative professionals seeking the fastest, easiest, most comprehensive way to learn InDesign CS6 choose Adobe InDesign CS6 Classroom in a Book from the Adobe Creative Team. The 16 project-based lessons show readers step-by-step the key techniques for working with InDesign CS6. Readers learn what they need to know to create engaging page layouts using InDesign CS6. This completely revised CS6 edition covers the new tools for adding PDF form fields, linking content, and creating alternative layouts for digital publishing. The companion CD includes all the lesson files that readers need to work along with the book. This thorough, self-paced guide to Adobe InDesign CS6 is ideal for beginning users who want to master the key features of this program. Readers who already have some experience with InDesign can improve their skills and learn InDesign's newest features. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." -Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

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