The Complete Hyper Card 2 2 Handbook

The Complete HyperCard 2.2 Handbook-Danny Goodman 1993 Shows users how to build working HyperCard applications. How to create more sophisticated applications by means of the HyperTalk scripting language. Incorporates new multimedia capabilities.

The Complete HyperCard Handbook-Danny Goodman 1988 The authoritative bestseller has now been expanded to include the updated HyperCard version 1.2. In the tradition of the successful first edition, this second edition's 152-page supplement reveals every shortcut and undocumented feature of version 1.2. "Buy this book".--MACUSER.

The Complete HyperCard 2.0 Handbook-Danny Goodman 1990 An authority reveals shortcuts and undocumented features for browsing, graphics, and authoring in addition to a programming guide for HyperTalk language

The Complete HyperCard 2.2 Handbook-Danny Goodman 1998 This book is the first of a two volume set. This was done to accommodate our printing process. Click here to see Volume 2. Originally published in 1993, this handbook to Hypercard remains the leading guide to this innovative programming language developed by Apple for the common computer user in an attempt to lower the barrier between what you want a computer to do, and how a computer really does it. This handbook covers up to version 2.2 and includes: Applescript support, user interface elements, additions to the HyperTalk scripting language, and the creation of personal application. Over 500,000 copies in print! Download sample stacks from the book (121K) (Disk not included).

NIH Training Center Catalog and Calendar-NIH Training Center (U.S.) 1992

InfoWorld- 1987-08-17 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

User Education in Health Sciences Libraries-M. Sandra Wood 1995 Here is ready access to a wide range of information for librarians who teach users how to best utilize information resources. Library and information science students and practitioners can learn from the educational programs that have been developed over the last decade, as presented in this volume, to build and expand their roles as consultants and educators. Bringing together the best information on the subject from the pages of Medical Reference Services Quarterly, this book is intended to create an interest in user education in libraries and generate ideas for new or expanded user education programs.

Comp HyperCard 2.0 Handbook-Danny Goodman 1990

HyperCard 2.2 in a Hurry-George Beekman 1994 The fastest way to get up-and-running with HyperCard, these six tutorial sessions introduce newcomers to the process of creating, modifying, and using HyperCard stacks. Ideal as a self-paced tutorial.

HyperCard-Sandra V. Turner 1994

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InfoWorld- 1989-05-29 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

The Waite Group's HyperTalk Bible-Mitchell Waite 1989 Introduces the features of the HyperTalk programming language, shows how to use it to create applications, and includes practical examples and exercises

HyperCard-Stephen L. Michel 1989

Learning with HyperCard-Joseph F. Hofmeister 1992

Designing Electronic Performance Support Tools-George H. Stevens 1995

Database- 1990

The HyperCard Handbook 1.2 Upgrade Kit-Danny Goodman 1988 Explains the new commands, functions, and features introduced with release 1.2 of HyperCard, and includes a guide to error messages

Revival: The Handbook of Software for Engineers and Scientists (1995)-Paul W Ross 2018-05-04 The Handbook of Software for Engineers and Scientists is a single-volume, ready reference for the practicing engineer and scientist in industry, government, and academia as well as the novice computer user. It provides the most up-to-date information in a variety of areas such as common platforms and operating systems, applications programs, networking, and many other problem-solving tools necessary to effectively use computers on a daily basis. Specific platforms and environments thoroughly discussed include MS-DOS®, Microsoft® WindowsTM, the Macintosh® and its various systems, UNIXTM, DEC VAXTM, IBM® mainframes, OS/2®, WindowsTM NT, and NeXTSTEPTM. Word processing, desktop publishing, spreadsheets, databases, integrated packages, computer presentation systems, groupware, and a number of useful utilities are also covered. Several extensive sections in the book are devoted to mathematical and statistical software. Information is provided on circuits and control simulation programs, finite element tools, and solid modeling tools.

The APDAlog- 1991

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Hypercard 2-Jean-Jacques Greif 1992

Elements of Hypermedia Design: Techniques for Navigation & Visualization in Cyberspace-Peter Gloor 2013-11-11 The hypermedia authoring process has been vividly described in a special issue of the Economist as a combination of writing a book, a play, a film, and a radio or television show: A hypermedia document combines all these elements and adds some of its own. The author' s first job is to structure and explain all of the infor mation. The author then must distill the information into brief, descriptive nodes. Each node has to contain a Iist of the ingredients, and instructions on how the ingredients are mixed together to the greatest advantage. The structure of the material provided is translated into an architectural metaphor of some kind; much of the designer' s work is the creation of this imaginary space. Then, the designers must chart the details of what to animate, what to film, who to inter view, and how to arrange the information in the space tobe built [Eco95a]. This book presents guidelines, tools, and techniques for prospective authors such that they can design better hypermedia documents and applications. lt surveys the different techniques used to organize, search, and structure infor mation in a large information system. It then describes the algorithms used to locate, reorganize, and link data to enable navigation and retrieval. It Iooks in detail at the creation and presentation of certain types of visual information, namely algorithm animations. It introduces new mechanisms for editing audio and video data streams.

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State- 1989

Resources in Education- 1996

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HyperVentilate Users Manual- 1992

The Human-Computer Interaction Handbook-Andrew Sears 2002-09-01 The Human-Computer Interaction Handbook: Fundamentals, Evolving Technologies, and Emerging Applications is a comprehensive survey of this fast-paced field that is of interest to all HCI practitioners, educators, consultants, and researchers. This includes computer scientists; industrial, electrical, and computer engineers; cognitive scientists; exp

U-M Computing News- 1988

Multimedia Design with HyperCard-Stephen Wilson 1991 Assuming no prior computer or technical background, this guide introduces the art and techniques of programming computers to create exciting multimedia graphics and sound events using HyperCard. Heavily illustrated with displays of annotated program scripts along with their output.

Writing Inventions-Scott Lloyd DeWitt A collection of instructional stories, research, and classroom applications for teachers who use computers in their writing instruction.

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Hypermedia as a Student Tool-Marianne G. Handler 1998 Provides a complete program for integrating hypermedia production skills into the classroom, for teachers of lower grades through high school. Section I describes activities adaptable to various teaching styles and curriculum needs, covering everything from rain forests to fractions to pioneers. Activities include step-by-step instructions and reproducible handouts. Section II gives student directions for using many of the hypermedia programs and software support materials currently being used in schools, such as HyperStudio for Apple IIGS, HyperCard, and Multimedia Scrapbook. Appendices offer assessment tools, generic planning sheets, and teacher support materials. Annotation copyrighted by Book News, Inc., Portland, OR

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Computational Support for Discrete Mathematics-Nathaniel Dean With recent technological advances in workstations, graphics, graphical user interfaces, and object oriented programming languages, a significant number of researchers are developing general-purpose software and integrated software systems for domains in discrete mathematics, including graph theory, combinatorics, combinatorial optimization, and sets. This software aims to provide effective computational tools for research, applications prototyping, and teaching. In March 1992, DIMACS sponsored a workshop on Computational Support for Discrete Mathematics in order to facilitate interactions between the researchers, developers, and educators who work in these areas. Containing refereed papers based on talks presented at the workshop, this volume documents current and past research in these areas and should provide impetus for new interactions.

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