Design Document Template For Web Application

Software architecture—the conceptual glue that holds every phase of a project together for its many stakeholders—is widely recognized as a critical element in modern software development. Practitioners have increasingly discovered that close attention to a software system's architecture pays valuable dividends. Without an architecture that is appropriate for the problem being solved, a project will stumble along or, most likely, fail. Even with a superb architecture, if that architecture is not well understood or well communicated the project is unlikely to succeed. Documenting Software Architectures, Second Edition, provides the most complete and current guidance, independent of language or notation, on how to capture an architecture in a commonly understandable form. Drawing on their extensive experience, the authors first help you decide what information to document, and then, with guidelines and examples (in various notations, including UML), show you how to express an architecture so that others can successfully build, use, and maintain a system from it. The book features rules for sound documentation, the goals and strategies of documentation, architectural views and styles, documentation for software interfaces and software behavior, and templates for capturing and organizing information to generate a coherent package. New and improved in this second edition: Coverage of architectural styles such as service-oriented architectures, multi-tier architectures, and data models Guidance for documentation in an Agile development environment Deeper treatment of documentation of rationale, reflecting best industrial practices Improved templates, reflecting years of use and feedback, and more documentation layout options A new, comprehensive example (available online), featuring documentation of a Web-based service-oriented system Reference guides for three important architecture documentation languages: UML, AADL, and SySML

A tutorial guide to using Visual Basic for Web development, this text shows programmers the quickest and easiest way to create Web applications. It makes Web development easier and faster. Special features include a CD with ready-to-run applets and productivity tools.

This book deals with Web applications in product design and manufacture, thus filling an information gap in digital manufacturing in the Internet era. It helps both developers and users to appreciate the potentials, as well as difficulties, in developing and adopting Web applications. The objective is to equip potential users and practitioners of Web applications with a better appreciation of the technology. In addition, Web application developers and new researchers in this field will gain a clearer understanding of the selection of system architecture and design, development and implementation techniques, and deployment strategies. The book is divided into two main parts. The first part gives an overview of Web and Internet and the second explains eight typical Web applications.

ADOBE DREAMWEAVER CS6: COMPREHENSIVE, 1E follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS6 software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Laying the Foundations is a comprehensive guide to creating, documenting, and maintaining design systems, and how to design websites and products systematically. It's an ideal book for web designers and product designers (of all levels) and especially design teams. This is real talk about creating design systems and digital brand guidelines. No jargon, no glossing over the hard realities, and no company hat. Just good advice, experience, and practical tips. System design is not a scary thing — this book aims to dispel that myth. It covers what design systems are, why they are important, and how to get stakeholder buy-in to create one. It introduces you to a simple model, and two very different approaches to creating a design system. What's unique about this book is its focus on the importance of brand in design systems, web design, product design, and when creating documentation. It's a comprehensive guide that's simple to follow and easy on the eye.

* Teaches Web development using real world tutorials * Approach to subject is no nonsense, wastes little time on history and unnecessary information; therefore it is very concise and results driven * Covers vital Web development subjects such as Web standards principles and implementation

ECWAC2012 is an integrated conference devoted to Electronic Commerce, Web Application and Communication. In the this proceedings you can find the carefully reviewed scientific outcome of the second International Conference on Electronic Commerce, Web Application and Communication (ECWAC 2012) held at March 17-18,2012 in Wuhan, China, bringing together researchers from all around the world in the field.

Internet Environments for Science Education synthesizes 25 years of research to identify effective, technology-enhanced ways to convert students into lifelong science learners--one inquiry project at a time. It offers design principles for development of innovations; features tested, customizable inquiry projects that students, teachers, and professional developers can enact and refine; and introduces new methods and assessments to investigate the impact of technology on inquiry learning. The methodology--design-based research studies--enables investigators to capture the impact of innovations in the complex, inertia-laden educational enterprise and to use these findings to improve the innovation. The approach--technology-enhanced inquiry--takes advantage of global, networked information resources, sociocognitive research, and advances in technology combined in responsive learning environments. Internet Environments for Science Education advocates leveraging inquiry and technology to reform the full spectrum of science education activities--including instruction, curriculum, policy, professional development, and assessment. The book offers: *the knowledge integration perspective on learning, featuring the interpretive, cultural, and deliberate natures of the learner; *the scaffolded knowledge integration framework on instruction summarized in meta-principles and pragmatic principles for design of inquiry instruction; *a series of learning environments, including the Computer as Learning Partner (CLP), the Knowledge Integration Environment (KIE), and the Web-based Inquiry Science Environment (WISE) that designers can use to create new inquiry projects, customize existing projects, or inspire thinking about other learning environments; *curriculum design patterns for inquiry projects describing activity sequences to promote critique, debate, design, and investigation in science; *a partnership model establishing activity structures for teachers, pedagogical researchers, discipline experts, and technologists to jointly design and refine inquiry instruction; *a professional development model involving mentoring by an expert teacher; *projects about contemporary controversy enabling students to explore the nature of science; *a customization process guiding teachers to adapt inquiry projects to their own students, geographical characteristics, curriculum framework, and personal goals; and *a Web site providing additional links, resources, and community tools at www.InternetScienceEducation.org

Master the Techniques for Creating Data-Driven Websites with Dreamweaver MX Harness the power of Dreamweaver MX to build

dynamic, database-driven websites. Mastering Dreamweaver MX Databases equips you with all the coding and database skills you need. You'll find focused coverage of key Dreamweaver MX features, plus highly practical instruction relating to the most important scripting languages and databases supported by Dreamweaver MX. Topics include: Creating ASP, JSP, ColdFusion, ASP.NET, and PHP pages Connecting to SQL Server, MySQL, Oracle, Access, and other ODBC databases Capturing, storing, retrieving, and updating data Choosing the language and database combination that's right for your purpose Mastering the Dreamweaver MX data view, insert, and update features Creating recordsets and queries in Dreamweaver MX-supported languages and databases Securing your site and database using Dreamweaver MX features and best practices Designing pages using live data from your database with Dreamweaver's Live Data view Saving time using master/detail forms and templates Creating search pages for your database Using the extensions available to Dreamweaver MX to aid database development Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics. Learn HTML5, the language of the Web. Design good-looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

An up-to-date collection of tips, tricks, and techniques for computer users of all levels includes step-by-step, money- and time-saving guidelines for how to get the most out of one's personal computer, covering software, hardware, the Internet, and the Windows operating system.

ADOBE DREAMWEAVER CS6: COMPLETE, 1E follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS6 software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Web-Based TrainingCreating e-Learning ExperiencesJohn Wiley & Sons

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolumn pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with text, links, images, tables, and forms Use style sheets (CSS) for colors, backgrounds, formatting text, page layout, and even simple animation effects Learn how JavaScript works and why the language is so important in web design Create and optimize web images so they'll download as quickly as possible NEW! Use CSS Flexbox and Grid for sophisticated and flexible page layout NEW! Learn the ins and outs of Responsive Web Design to make web pages look great on all devices NEW! Become familiar with the command line, Git, and other tools in the modern web developer's toolkit NEW! Get to know the super-powers of SVG graphics

While most training companies develop their training programs in many different technological delivery media - computer-based, web-based, and distance learning technologies - this uniwue book demonstrates that the same instructional design process can be used for all media. [publisher's note]

In introducing new students to video game development, there are two crucial components to consider: design and implementation. Unity 3D and PlayMaker Essentials: Game Development from Concept to Publishing provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Each chapter focuses on a specific topic, with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project, as well as any supplementary video tutorials that have been developed. Addressing both theoretical and practical aspects, Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game. By gradually completing your own design document through the course of the book, you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life.

Dreamweaver in Simple Steps discusses in detail, the concept of making websites. The book covers basics with complete coverage of all tools and their usage, templates and cascading style sheet and links management. Be at home, office, or on move, you can use Dreamweaver in Simple Steps as a definitive reference. Starting from opening Dreamweaver to adding text, images, colors, uploading website on the World Wide Web, etc. this book covers all tasks required to build a website.

This book broadly educates preservice teachers and scholars about current research on computational thinking (CT). More specifically, attention is given to computational algorithmic thinking (CAT), particularly among underrepresented K–12 student groups in STEM education. Computational algorithmic thinking (CAT)—a precursor to CT—is explored in this text as the ability to design, implement, and evaluate the application of algorithms to solve a variety of problems. Drawing on observations from research studies that focused on innovative STEM programs, including underrepresented students in rural, suburban, and urban contexts, the authors reflect on project-based learning experiences, pedagogy, and evaluation that are conducive to developing advanced computational thinking, specifically among diverse student populations. This practical text includes vignettes and visual examples to illustrate how coding, computer modeling, robotics, and drones may be used to promote CT and CAT among students in diverse classrooms.

Build custom SharePoint 2010 solutions with deep architectural insights from the experts. Get a detailed look inside SharePoint 2010—and master the intricacies of developing intranets, extranets, and Web-based applications. Guided by

an author team with in-depth knowledge of SharePoint architecture, you'll gain task-oriented guidance and extensive code samples to help you build robust business solutions. Discover how to: Master fundamental development techniques for SharePoint Foundation Deploy your SharePoint application as a sandboxed solution for more stable and security-enhanced code Create page templates, master pages, Web Parts, custom controls, and event handlers Develop custom field types, site columns, content types, and list definitions Query SharePoint lists with the LINQ-to-SharePoint provider Use the Client Object Model in JavaScript and Microsoft Silverlight applications Customize the Enterprise Content Management (ECM) capabilities in SharePoint 2010 Configure and extend Business Connectivity Services (BCS) and Enterprise Search

Among the many different approaches to "templating" with Perl--such as Embperl, Mason, HTML::Template, and hundreds of other lesser known systems--the Template Toolkit is widely recognized as one of the most versatile. Like other templating systems, the Template Toolkit allows programmers to embed Perl code and custom macros into HTML documents in order to create customized documents on the fly. But unlike the others, the Template Toolkit is as facile at producing HTML as it is at producing XML, PDF, or any other output format. And because it has its own simple templating language, templates can be written and edited by people who don't know Perl. In short, the Template Toolkit combines the best features of its competitors, with ease-of-use and flexibility, resulting in a technology that's fast, powerful and extensible, and ideally suited to the production and maintenance of web content and other dynamic document systems.In Perl Template Toolkit you'll find detailed coverage of this increasingly popular technology. Written by core members of the technology's development team, the book guides you through the entire process of installing, configuring, using, and extending the Template Toolkit. It begins with a fast-paced but thorough tutorial on building web content with the Template Toolkit, and then walks you through generating and using data files, particularly with XML. It also provides detailed information on the Template Toolkit's modules, libraries, and tools in addition to a complete reference manual.Topics in the book include: Getting started with the template toolkit The Template language Template directives Filters Plugins Extending the Template Toolkit Accessing databases XML Advanced static web page techniques Dynamic web content and web applications The only book to cover this important tool, Perl Template Toolkit is essential reading for any Perl programmer who wants to create dynamic web content that is remarkably easy to maintain. This book is your surefire guide to implementing this fast, flexible, and powerful templating system.

Fourteen short adventures featuring the Saint, dispensing justice with his own unique style.

Although recent findings show the public increasingly interacting with government Web sites, a common problem is that people can't find what they're looking for. In other words, the sites lack usability. The Research-Based Web Design and Usability Guidelines aid in correcting this problem by providing the latest Web design guidance from the research and other forms of evidence. This unique publication has been updated from its earlier version to include over 40 new or updated research guidelines, bringing the total to 209. Primary audiences for the book are: Web managers, designers, and all staff involved in the creation of Web sites. Topics in the book include: home page design, page and site navigation, graphics and images, effective Web content writing, and search. A new section on usability testing guidance has been added. Experts from across government, industry, and academia have reviewed and contributed to the development of the Guidelines. And, since their introduction in 2003, the Guidelines have been widely used by government, private, and academic institutions to improve Web design.

ADOBE DREAMWEAVER CREATIVE CLOUDTM: COMPREHENSIVE, 1st Edition has been fully revised to meet Adobe's most recent Creative Cloud updates. Coverage of the newest Dreamweaver functions and tools will help you maximize your potential with the Dreamweaver software and familiarize yourself with the Creative Cloud. ADOBE DREAMWEAVER CREATIVE CLOUDTM: COMPREHENSIVE, 1st Edition follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver software. The pedagogy of this text has been enhanced to reflect the learning styles of today's students. Readers will easily follow along with the chapters in the text to gain valuable and comprehensive software skills to build their own exciting and dynamic Web sites and develop Internet applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

ADOBE DREAMWEAVER CS6: INTRODUCTORY, 1E follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS6 software. The pedagogy of this text has been enhanced to reflect the learning styles of today's students. Readers will easily follow along with the chapters in the text to gain valuable software skills to build their own exciting and dynamic Web sites and develop Internet applications. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Showcases Office essentials while demonstrating Office XP's updated features and explaining how to customize the programs, create shortcuts, and integrate Microsoft applications.

ADOBE DREAMWEAVER CS5: COMPREHENSIVE, 1E follows the Shelly Cashman Series proven step-by-step, screen-by-screen approach to teaching the Adobe Dreamweaver CS5 software. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The Marketing Yellow Pages contains online marketing and business resources to help small businesses succeed. It provides concise descriptions of resources used to market products and services locally, regionally, nationally, and internationally. The resource descriptions are written for small business owners, individuals, and marketing personnel. Technical jargon and industry specific terminology has been minimized to make this guide useful to a broad audience. Each description was written to help marketers understand the products being offered without them having to spend a lot of time doing research. The resources listed will provide you with a comprehensive overview of online marketing resources. This guide will save you numerous hours of searching. You'll be able find the resources you need when you need them. It will help you locate top marketing and business

resources in a matter of hours, not days. You'll have insight into products and services that many business owners know little about. This guide will help you understand the products and services commonly used by small businesses to market products and services. Each new edition will contain additional resources and improved descriptions. The Marketing Yellow Pages will continue to be about the same thing: marketing and business resources to help small businesses succeed.

This all-new edition of Web-Based Training is filled with practical charts, tables, and checklists that shows you how to design winning training programs for delivering instruction on the Web. Well grounded in the time-tested principles of great instructional design and adult education, Web-Based Training takes a step back from the whirlwind of technical guides and offers a extensively-researched handbook. For everyone seeking to learn more about the subject, Driscoll gives you illustrative examples from a wide range of organizations large and small. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

In April 1991 BusinessWeek ran a cover story entitled, â€œI Can't Work This ?#!!@ Thing,â€ about the difficulties many people have with consumer products, such as cell phones and VCRs. More than 15 years later, the situation is much the sameâ€"-but at a very different level of scale. The disconnect between people and technology has had society-wide consequences in the large-scale system accidents from major human error, such as those at Three Mile Island and in Chernobyl. To prevent both the individually annoying and nationally significant consequences, human capabilities and needs must be considered early and throughout system design and development. One challenge for such consideration has been providing the background and data needed for the seamless integration of humans into the design process from various perspectives: human factors engineering, manpower, personnel, training, safety and health, and, in the military, habitability and survivability. This collection of development activities has come to be called human-system integration (HSI). Human-System Integration in the System Development Process reviews in detail more than 20 categories of HSI methods to provide invaluable guidance and information for system designers and developers.

A guide to using Dreamweaver 8 to design, lay-out, and construct interactive and static Web sites.

Pfleeger divides her study into three major sections: a motivational treatise on why knowledge of software engineering is important, the major steps of development and maintenance including requirements analysis and architecture, and evaluation and improvement needs after delivery for future redesign and redevelopment.

A unique resource to help software developers create a desirable user experience Today, top-flight software must feature a desirable user experience. This one-of-a-kind book creates a design process specifically for software, making it easy for developers who lack design background to create that compelling user experience. Appealing to both tech-savvy designers and creative-minded technologists, it establishes a hybrid discipline that will produce first-rate software. Illustrated in full color, it shows how to plan and visualize the design to create software that works on every level. Today's software demands attention to the quality of the user experience; this book guides you through a practical design process to achieve that goal Approaches the mechanics of design with a process inspired by art and science Avoids the abstract and moves step by step through techniques you can put to use immediately Covers planning your design, tested methods, how to visualize like a designer, psychology of design, and how to create software that developers will appreciate Explores such elements as choosing the right typeface and managing interactivity Design for Software: A Playbook for Developers brings the art of good design together with the science of software development to create programs with pizazz.

The authors discuss the four main tasks of game design--imagining a game, defining how it works, describing its internal elements, and explaining it to others.

A digital experience is a personalized experience that provides employees, customers, business partners, and citizens with a single point of interaction with people, content, and applications anywhere, anytime, and from any device. The IBM® Digital Experience is a platform that is used to build powerful contextual websites. The strengths of the platform include the ability to mix applications and web content into a coherent user experience. Developers can build upon a prescriptive standard to build reusable building bricks, which can be used by line-of-business (LOB) users in a flexible way. LOB users can assemble pages from these building bricks and from rich web content. The page creation is performed inline by easy drag-and-drop operations without requiring sophisticated IT skills. This IBM Redbooks® publication describes how a team can build a website starting from a new installation of Digital Experience. The book provides examples of the basic tasks that are needed to get started with building a proof-of-concept (PoC) website example. The resulting example website illustrates the value and key capabilities of the Digital Experience suite, featuring IBM WebSphere® Portal and IBM Web Content Management. The target audiences for this book include the following groups: Decision makers and solution architects considering Digital Experience as a platform for their internal or external facing website. Developers who are tasked to implement a PoC and must be enabled to start quickly and efficiently, which includes the integration of existing back-end systems. A wide range of IBM services and sales professionals who are involved in selling IBM software and designing client solutions that include Digital Experience.

Build a dynamic, high-impact Web site with the remarkable power of Dreamweaver 8 and the latest version of this top-selling guide from well-known Dreamweaver guru Joseph Lowery. Packed with hands-on instruction and step-by-step tutorials, this comprehensive manual starts you on the basics of Web design and moves to advanced techniques in no time. From quick design prototyping to ongoing Web site management—plus a special focus on Dreamweaver 8's new features for CSS, Flash video, code development, and more - this professional guide is a must for Web masters and developers. Inside, you'll find complete coverage of Dreamweaver 8 Create dynamic Web pages using Cascading Style Sheets Punch up your page with progressive or streaming video Build interactive forms and client-side image maps Insert, delete, and update data in your Web pages Improve your HTML coding with the new Coding toolbar Integrate with Photoshop(r), Flash(r), Fireworks(r), ColdFusion(r), and other apps Use templates and the Library to unify and update your pages Extend Dreamweaver's power by creating your own custom tags and behaviors Bonus CD-ROM The value-packed CD-ROM includes Dreamweaver 8 tryout edition and exclusive interactive on-screen tutorials! Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Pro Website Development and Operations gives you the experience you need to create and operate a large-scale production website. Large-scale websites have their own unique set of problems regarding their design—problems that can get worse when agile methodologies are adopted for rapid results. Managing large-scale websites, deploying applications, and ensuring they are performing well often requires a full scale team involving the development and operations sides of the company—two departments that don't always see eye to eye. When departments struggle with each other, it adds unnecessary complexity to the work, and

that result shows in the customer experience. Pro Website Development and Operations shows you how to streamline the work of web development and operations - incorporating the latest insights and methodologies of DevOps - so that your large-scale website is up and running quickly, with little friction and extreme efficiency between divisions. This book provides critical knowledge for any developer engaged in delivering the business and software engineering goals required to create and operate a large-scale production website. It addresses how developers can collaborate effectively with business and engineering teams to ensure applications are smoothly transitioned from product inception to implementation, and are properly deployed and managed. Pro Website Development and Operations provides unique insights into how systems, code, and process can all work together to make large-scale website development and operations ultra-efficient.

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