



Hands On Without Software

Shane Hartman



Hands On Without Software:

Hands-on Digital Photography George Schaub, 2007 An introduction to digital photography *Software Engineering: A Hands-On Approach* Roger Y. Lee, 2013-07-04 This textbook provides a progressive approach to the teaching of software engineering First readers are introduced to the core concepts of the object oriented methodology which is used throughout the book to act as the foundation for software engineering and programming practices and partly for the software engineering process itself Then the processes involved in software engineering are explained in more detail especially methods and their applications in design implementation testing and measurement as they relate to software engineering projects At last readers are given the chance to practice these concepts by applying commonly used skills and tasks to a hands on project The impact of such a format is the potential for quicker and deeper understanding Readers will master concepts and skills at the most basic levels before continuing to expand on and apply these lessons in later chapters **The Hands-on XBEE Lab Manual** Jonathan A Titus, 2012-07-02 Get the practical knowledge you need to set up and deploy XBee modules with this hands on step by step series of experiments The Hands on XBee Lab Manual takes the reader through a range of experiments using a hands on approach Each section demonstrates module set up and configuration explores module functions and capabilities and where applicable introduces the necessary microcontrollers and software to control and communicate with the modules Experiments cover simple setup of modules establishing a network of modules identifying modules in the network and some sensor interface designs This book explains in practical terms the basic capabilities and potential uses of XBee modules and gives engineers the know how that they need to apply the technology to their networks and embedded systems Jon Titus KZ1G is a Freelance technical writer editor and designer based in Herriman Utah USA and previously editorial director at Test enables you to get up and running quickly with step by step tutorials Provides insight into the product data sheets saving you time and helping you get straight to the information you need Includes troubleshooting and testing information plus downloadable configuration files and fully documented source code to illustrate and explain operations **Hands-On Software Engineering with Golang** Achilleas Anagnostopoulos, 2020-01-24 Explore software engineering methodologies techniques and best practices in Go programming to build easy to maintain software that can effortlessly scale on demand Key Features Apply best practices to produce lean testable and maintainable Go code to avoid accumulating technical debt Explore Go s built in support for concurrency and message passing to build high performance applications Scale your Go programs across machines and manage their life cycle using Kubernetes Book Description Over the last few years Go has become one of the favorite languages for building scalable and distributed systems Its opinionated design and built in concurrency features make it easy for engineers to author code that efficiently utilizes all available CPU cores This Golang book distills industry best practices for writing lean Go code that is easy to test and maintain and helps you to explore its practical implementation by creating a multi tier application called Links R Us from scratch You ll be guided

through all the steps involved in designing implementing testing deploying and scaling an application Starting with a monolithic architecture you ll iteratively transform the project into a service oriented architecture SOA that supports the efficient out of core processing of large link graphs You ll learn about various cutting edge and advanced software engineering techniques such as building extensible data processing pipelines designing APIs using gRPC and running distributed graph processing algorithms at scale Finally you ll learn how to compile and package your Go services using Docker and automate their deployment to a Kubernetes cluster By the end of this book you ll know how to think like a professional software developer or engineer and write lean and efficient Go code What you will learn Understand different stages of the software development life cycle and the role of a software engineer Create APIs using gRPC and leverage the middleware offered by the gRPC ecosystem Discover various approaches to managing package dependencies for your projects Build an end to end project from scratch and explore different strategies for scaling it Develop a graph processing system and extend it to run in a distributed manner Deploy Go services on Kubernetes and monitor their health using Prometheus Who this book is for This Golang programming book is for medium to advanced users who want to delve deeper into the best practices of using Golang to build complex distributed systems effectively Knowledge of Go programming and the basics of software development is required

Hands on Software Engineering (1000 MCQ E-Book) Harry Chaudhary.,2018-08-15 Our 1000 Software Engineering Questions and Answers focuses on all areas of Software Engineering subject covering 100 topics in Software Engineering These topics are chosen from a collection of most authoritative and best reference books on Software Engineering One should spend 1 hour daily for 15 days to learn and assimilate Software Engineering comprehensively This way of systematic learning will prepare anyone easily towards Software Engineering interviews online tests Examinations and Certifications Highlights 1000 Basic and Hard Core High level Multiple Choice Questions Answers in Software Engineering with Explanations Prepare anyone easily towards Software Engineering interviews online tests Government Examinations and certifications Every MCQ set focuses on a specific topic in Software Engineering Specially designed for IBPS IT SBI IT RRB IT GATE CSE UGC NET CS PROGRAMMER and other IT Computer Science related Exams Who should Practice these Software Engineering Questions Anyone wishing to sharpen their skills on Software Engineering Anyone preparing for aptitude test in Software Engineering Anyone preparing for interviews campus off campus walk in interviews Anyone preparing for entrance examinations and other competitive examinations All Experienced Freshers and Students

Hands-On Software Architecture with Java Giuseppe Bonocore,Arune Singhchawla,2022-03-16 Build robust and scalable Java applications by learning how to implement every aspect of software architecture Key FeaturesUnderstand the fundamentals of software architecture and build production grade applications in JavaMake smart architectural decisions with comprehensive coverage of various architectural approaches from SOA to microservicesGain an in depth understanding of deployment considerations with cloud and CI CD pipelinesBook Description

Well written software architecture is the core of an efficient and scalable enterprise application Java the most widespread technology in current enterprises provides complete toolkits to support the implementation of a well designed architecture This book starts with the fundamentals of architecture and takes you through the basic components of application architecture You ll cover the different types of software architectural patterns and application integration patterns and learn about their most widespread implementation in Java You ll then explore cloud native architectures and best practices for enhancing existing applications to better suit a cloud enabled world Later the book highlights some cross cutting concerns and the importance of monitoring and tracing for planning the evolution of the software foreseeing predictable maintenance and troubleshooting The book concludes with an analysis of the current status of software architectures in Java programming and offers insights into transforming your architecture to reduce technical debt By the end of this software architecture book you ll have acquired some of the most valuable and in demand software architect skills to progress in your career What you will learn

Understand the importance of requirements engineering including functional versus non functional requirementsExplore design techniques such as domain driven design test driven development TDD and behavior driven developmentDiscover the mantras of selecting the right architectural patterns for modern applicationsExplore different integration patternsEnhance existing applications with essential cloud native patterns and recommended practicesAddress cross cutting considerations in enterprise applications regardless of architectural choices and application typeWho this book is for This book is for Java software engineers who want to become software architects and learn everything a modern software architect needs to know The book is also for software architects technical leaders vice presidents of software engineering and CTOs looking to extend their knowledge and stay up to date with the latest developments in the field of software architecture

Hands-On Software Architecture with Golang Jyotiswarup Raiturkar, 2018-12-07 Understand the principles of software architecture with coverage on SOA distributed and messaging systems and database modeling Key FeaturesGain knowledge of architectural approaches on SOA and microservices for architectural decisionsExplore different architectural patterns for building distributed applicationsMigrate applications written in Java or Python to the Go languageBook Description Building software requires careful planning and architectural considerations Golang was developed with a fresh perspective on building next generation applications on the cloud with distributed and concurrent computing concerns Hands On Software Architecture with Golang starts with a brief introduction to architectural elements Go and a case study to demonstrate architectural principles You ll then move on to look at code level aspects such as modularity class design and constructs specific to Golang and implementation of design patterns As you make your way through the chapters you ll explore the core objectives of architecture such as effectively managing complexity scalability and reliability of software systems You ll also work through creating distributed systems and their communication before moving on to modeling and scaling of data In the concluding chapters you ll learn to deploy architectures and plan the

migration of applications from other languages By the end of this book you will have gained insight into various design and architectural patterns which will enable you to create robust scalable architecture using Golang What you will learn Understand architectural paradigms and deep dive into Microservices Design parallelism concurrency patterns and learn object oriented design patterns in Go Explore API driven systems architecture with introduction to REST and GraphQL standards Build event driven architectures and make your architectures anti fragile Engineer scalability and learn how to migrate to Go from other languages Get to grips with deployment considerations with CICD pipeline cloud deployments and so on Build an end to end e commerce travel application backend in Go Who this book is for Hands On Software Architecture with Golang is for software developers architects and CTOs looking to use Go in their software architecture to build enterprise grade applications Programming knowledge of Golang is assumed

Hands-On Network Programming with C# and .NET Core Sean Burns, 2019-03-29 A comprehensive guide to understanding network architecture communication protocols and network analysis to build secure applications compatible with the latest versions of C 8 and NET Core 3 0 Key Features Explore various network architectures that make distributed programming possible Learn how to make reliable software by writing secure interactions between clients and servers Use NET Core for network device automation DevOps and software defined networking Book Description The C language and the NET Core application framework provide the tools and patterns required to make the discipline of network programming as intuitive and enjoyable as any other aspect of C programming With the help of this book you will discover how the C language and the NET Core framework make this possible The book begins by introducing the core concepts of network programming and what distinguishes this field of programming from other disciplines After this you will gain insights into concepts such as transport protocols sockets and ports and remote data streams which will provide you with a holistic understanding of how network software fits into larger distributed systems The book will also explore the intricacies of how network software is implemented in a more explicit context by covering sockets connection strategies such as Transmission Control Protocol TCP and User Datagram Protocol UDP asynchronous processing and threads You will then be able to work through code examples for TCP servers web APIs served over HTTP and a Secure Shell SSH client By the end of this book you will have a good understanding of the Open Systems Interconnection OSI network stack the various communication protocols for that stack and the skills that are essential to implement those protocols using the C programming language and the NET Core framework What you will learn Understand the breadth of C s network programming utility classes Utilize network layer architecture and organizational strategies Implement various communication and transport protocols within C Discover hands on examples of distributed application development Gain hands on experience with asynchronous socket programming and streams Learn how C and the NET Core runtime interact with a hosting network Understand a full suite of network programming tools and features Who this book is for If you re a NET developer or a system administrator with NET experience and are looking to get started with

network programming then this book is for you Basic knowledge of C and NET is assumed in addition to a basic understanding of common web protocols and some high level distributed system designs

Hands-On Agile Software Development with JIRA David Harned,2018-07-30 Plan track and release great software Key Features Learn to create reports and dashboard for effective project management Implement your development strategy in JIRA Practices to help you manage the issues in the development team Book Description As teams scale in size project management can get very complicated One of the best tools to deal with this kind of problem is JIRA This book will start by organizing your project requirements and the principles of Agile development to get you started You will then be introduced to set up a JIRA account and the JIRA ecosystem to help you implement a dashboard for your team s work and issues You will learn how to manage any issues and bugs that might emerge in the development stage Going ahead the book will help you build reports and use them to plan the releases based on the study of the reports Towards the end you will come across working with the gathered data and create a dashboard that helps you track the project s development What you will learn Create your first project and manage existing projects in JIRA Manage your board view and backlogs in JIRA Run a Scrum Sprint project in JIRA Create reports including topic based reports Forecast using versions Search for issues with JIRA Query Language JQL Execute bulk changes to issues Create custom filters dashboards and widgets Create epics stories bugs and tasks Who this book is for This book is for administrators who wants to apply the Agile approach to managing the issues bugs and releases in their software development projects using JIRA

Hands-On Functional Test Automation Chaminda Chandrasekara,Pushpa Herath,2019-05-02 Get started with functional testing of both web apps and Windows apps using different test frameworks This book will take you on a deep dive into integrating functional automation testing with deployment pipelines Hands On Functional Test Automation contains step by step lessons that will give you an understanding of how to do functional test automation using Selenium with C and Python Also you will learn how to enhance your test automation development with third party frameworks You will configure test clients run functional tests through Azure DevOps release management and carry out performance and load testing to gain a good understanding of how to do cloud based load testing Each lesson comprises an introduction to the related concepts to help you understand how things work This will broaden your knowledge so you can implement test automation in the correct way At the end of each lesson alternative options and other enhancement possibilities are discussed to allow you to do further exploration You will Implement functional test automation of Windows and web applications Use Visual Studio for load and performance testing Configure and run cloud based load testing Integrate testing with deployment pipelines

InfoWorld ,1992-12-21 InfoWorld is targeted to Senior IT professionals Content is segmented into Channels and Topic Centers InfoWorld also celebrates people companies and projects

Children and Computer Technology ,2000 **Hands-On Software Engineering with Python** Brian Allbee,2018-10-26 Explore various verticals in software engineering through high end systems using Python Key

Features Master the tools and techniques used in software engineering Evaluates available database options and selects one for the final Central Office system components Experience the iterations software go through and craft enterprise grade systems

Book Description Software Engineering is about more than just writing code it includes a host of soft skills that apply to almost any development effort no matter what the language development methodology or scope of the project Being a senior developer all but requires awareness of how those skills along with their expected technical counterparts mesh together through a project's life cycle This book walks you through that discovery by going over the entire life cycle of a multi tier system and its related software projects You'll see what happens before any development takes place and what impact the decisions and designs made at each step have on the development process The development of the entire project over the course of several iterations based on real world Agile iterations will be executed sometimes starting from nothing in one of the fastest growing languages in the world Python Application of practices in Python will be laid out along with a number of Python specific capabilities that are often overlooked Finally the book will implement a high performance computing solution from first principles through complete foundation What you will learn Understand what happens over the course of a system's life SDLC Establish what to expect from the pre development life cycle steps Find out how the development specific phases of the SDLC affect development Uncover what a real world development process might be like in an Agile way Find out how to do more than just write the code Identify the existence of project independent best practices and how to use them Find out how to design and implement a high performance computing process Who this book is for Hands On Software Engineering with Python is for you if you are a developer having basic understanding of programming and its paradigms and want to skill up as a senior programmer It is assumed that you have basic Python knowledge

After Effects 5.0/5.5, H-O-T Hands-on Training Lynda Weinman, Craig Newman, 2003 Learn After Effects with hands on training from Lynda Weinman in order to create stunning motion graphics and visual effects for film video CD DVD or the Web Weinman teaches the basics the key concepts principles techniques plus practical tips

Hands-On Test Management with Jira Afsana Atar, 2019-02-19 Learn best practices for testing with Jira and model industry workflows that can be used during the software development lifecycle Key Features Integrate Jira with test management tools such as Zephyr Test Management and SynapseRT Understand test case management traceability and test execution with reports Implement continuous integration using Jira Jenkins and automated testing tools

Book Description Hands On Test Management with Jira begins by introducing you to the basic concepts of Jira and takes you through real world software testing processes followed by various organizations As you progress through the chapters the book explores and compares the three most popular Jira plugins Zephyr Test Management and synapseRT With this book you'll gain a practical understanding of test management processes using Jira You'll learn how to create and manage projects create Jira tickets to manage customer requirements and track Jira tickets You'll also understand how to develop test plans test cases and test

suites and create defects and requirement traceability matrices as well as generating reports in Jira Toward the end you ll understand how Jira can help the SQA teams to use the DevOps pipeline for automating execution and managing test cases You ll get to grips with configuring Jira with Jenkins to execute automated test cases in Selenium By the end of this book you ll have gained a clear understanding of how to model and implement test management processes using Jira What you will learn Understand QMS to effectively implement quality systems in your organization Explore a business driven structured approach to Test Management using TMap NEXT Implement different aspects of test planning test strategy and test execution Organize and manage Agile projects in Scrum and Kanban Uncover Jira plugins available in the Atlassian Marketplace for testing and project management Configure a DevOps pipeline for continuous integration using Jira with Jenkins Who this book is for If you re a quality assurance professional software project manager or test manager interested in learning test management best practices in your team or organization this book is for you Prior knowledge of test management and Jenkins will be beneficial in understanding the concepts covered in this book **Mac OS X Hands-on Training** Garrick Chow, 2003 Do you like to learn by doing Do manuals leave you craving real world examples Are you looking for concrete training that goes beyond theory and reference materials This is the book you ve been waiting for Whether you ve recently switched to the Mac or you re a veteran of earlier Mac operating systems this book will get you up to speed and using OS X in no time Illustrated with hundreds of detailed screen shots and accompanied by a CD ROM loaded with sample files and Quick Time movies Mac OS X Hands On Training teaches you the ins and outs of this amazing operating system and its programs guiding you step by step providing tips and tricks along the way Book jacket

Hands-on Penetration Testing for Web Applications Richa Gupta , 2025-03-14 DESCRIPTION Hands on Penetration Testing for Web Applications offers readers with the knowledge and skillset to identify exploit and control the security vulnerabilities present in commercial web applications including online banking mobile payments and e commerce applications Covering a diverse array of topics this book provides a comprehensive overview of web application security testing methodologies Each chapter offers key insights and practical applications that align with the objectives of the course Students will explore critical areas such as vulnerability identification penetration testing techniques using open source pen test management and reporting tools testing applications hosted on cloud and automated security testing tools Throughout the book readers will encounter essential concepts and tools such as OWASP Top 10 vulnerabilities SQL injection cross site scripting XSS authentication and authorization testing and secure configuration practices With a focus on real world applications students will develop critical thinking skills problem solving abilities and a security first mindset required to address the challenges of modern web application threats With a deep understanding of security vulnerabilities and testing solutions students will have the confidence to explore new opportunities drive innovation and make informed decisions in the rapidly evolving field of cybersecurity KEY FEATURES Exciting coverage on vulnerabilities and security loopholes in modern

web applications Practical exercises and case scenarios on performing pen testing and identifying security breaches This new edition brings enhanced cloud security coverage and comprehensive penetration test management using AttackForge for streamlined vulnerability documentation and remediation WHAT YOU WILL LEARN Navigate the complexities of web application security testing An overview of the modern application vulnerabilities detection techniques tools and web penetration testing methodology framework Contribute meaningfully to safeguarding digital systems Address the challenges of modern web application threats This edition includes testing modern web applications with emerging trends like DevSecOps API security and cloud hosting This edition brings DevSecOps implementation using automated security approaches for continuous vulnerability remediation WHO THIS BOOK IS FOR The target audience for this book includes students security enthusiasts penetration testers and web application developers Individuals who are new to security testing will be able to build an understanding about testing concepts and find this book useful People will be able to gain expert knowledge on pentesting tools and concepts

TABLE OF CONTENTS 1 Introduction to Security Threats 2 Web Application Security Essentials 3 Web Pentesting Methodology 4 Testing Authentication Failures 5 Testing Secure Session Management 6 Testing Broken Access Control 7 Testing Sensitive Data Exposure 8 Testing Secure Data Validation 9 Techniques to Attack Application Users 10 Testing Security Misconfigurations 11 Automating Security Attacks 12 Penetration Testing Tools 13 Pen Test Management and Reporting 14 Defense In Depth 15 Security Testing in Cloud

Photoshop 6/ImageReady 3 Hands-on Training Lynda Weinman,Jan Kabil,2002 With this book users will learn to use Photoshop 6 and ImageReady 3 0 together with lessons developed by Lynda Weinman It focuses on the newest tools and automation devices available as readers learn intermediate techniques for producing images especially for the Web

Hands-On Ethical Hacking Tactics Shane Hartman,2024-05-17 Detect and mitigate diverse cyber threats with actionable insights into attacker types techniques and efficient cyber threat hunting Key Features Explore essential tools and techniques to ethically penetrate and safeguard digital environments Set up a malware lab and learn how to detect malicious code running on the network Understand different attacker types their profiles and mindset to enhance your cyber defense plan Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionIf you re an ethical hacker looking to boost your digital defenses and stay up to date with the evolving cybersecurity landscape then this book is for you Hands On Ethical Hacking Tactics is a comprehensive guide that will take you from fundamental to advanced levels of ethical hacking offering insights into both offensive and defensive techniques Written by a seasoned professional with 20 years of experience this book covers attack tools methodologies and procedures helping you enhance your skills in securing and defending networks The book starts with foundational concepts such as footprinting reconnaissance scanning enumeration vulnerability assessment and threat modeling Next you ll progress to using specific tools and procedures for hacking Windows Unix web servers applications and databases The book also gets you up to speed with malware analysis Throughout the book you ll experience a smooth

transition from theoretical concepts to hands on techniques using various platforms Finally you ll explore incident response threat hunting social engineering IoT hacking and cloud exploitation which will help you address the complex aspects of ethical hacking By the end of this book you ll have gained the skills you need to navigate the ever changing world of cybersecurity What you will learn Understand the core concepts and principles of ethical hacking Gain hands on experience through dedicated labs Explore how attackers leverage computer systems in the digital landscape Discover essential defensive technologies to detect and mitigate cyber threats Master the use of scanning and enumeration tools Understand how to hunt and use search information to identify attacks Who this book is for Hands On Ethical Hacking Tactics is for penetration testers ethical hackers and cybersecurity enthusiasts looking to explore attack tools methodologies and procedures relevant to today s cybersecurity landscape This ethical hacking book is suitable for a broad audience with varying levels of expertise in cybersecurity whether you re a student or a professional looking for job opportunities or just someone curious about the field

Hands-On Low-Code Application Development with Salesforce Enrico Murru, 2020-10-16 Explore a wide range of low code tools in the Salesforce platform for building customized CRM applications without writing any code Key Features Create apps with a rich user experience without paying for costly developers Leverage Salesforce Lightning Platform s declarative features to build professional grade applications Improve productivity with business process automation using Workflow Process Builder and Flow Book Description Low code platforms allow users to focus on business logic to create solutions without getting trapped in programming complexities Thanks to its powerful features for designing developing and deploying apps without having to hand code Salesforce is at the forefront of the low code development revolution This book will guide you in building creative applications for solving your business problems using the declarative framework provided by Salesforce You ll start by learning how to design your business data model with custom objects fields formulas and validation rules all secured by the Salesforce security model You ll then explore tools such as Workflow Process Builder Lightning Flow and Actions that will help you to automate your business processes with ease This book also shows you how to use Lightning App Builder to build personalized UIs for your Salesforce applications explains the value of creating community pages for your organization and teaches you how to customize them with Experience Builder Finally you ll work with the sandbox model deploy your solutions and deliver an effective release management strategy By the end of this Salesforce book you ll be ready to customize Salesforce CRM to meet your business requirements by creating unique solutions without writing a single line of code What you will learn Get to grips with the fundamentals of data modeling to enhance data quality Deliver dynamic configuration capabilities using custom settings and metadata types Secure your data by implementing the Salesforce security model Customize Salesforce applications with Lightning App Builder Create impressive pages for your community using Experience Builder Use Data Loader to import and export data without writing any code Embrace the Salesforce Ohana culture to share knowledge and learn from the global Salesforce community Who this

book is for If you are a citizen developer business analyst Salesforce administrator or anyone interested in developing applications or solutions for business problems but lack technical knowledge this book is for you No prior programming experience is required

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Table of Contents Hands On Without Software

1. Understanding the eBook Hands On Without Software
 - The Rise of Digital Reading Hands On Without Software
 - Advantages of eBooks Over Traditional Books
2. Identifying Hands On Without Software
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Hands On Without Software
 - User-Friendly Interface
4. Exploring eBook Recommendations from Hands On Without Software
 - Personalized Recommendations
 - Hands On Without Software User Reviews and Ratings
 - Hands On Without Software and Bestseller Lists
5. Accessing Hands On Without Software Free and Paid eBooks

- Hands On Without Software Public Domain eBooks
- Hands On Without Software eBook Subscription Services
- Hands On Without Software Budget-Friendly Options
- 6. Navigating Hands On Without Software eBook Formats
 - ePub, PDF, MOBI, and More
 - Hands On Without Software Compatibility with Devices
 - Hands On Without Software Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Hands On Without Software
 - Highlighting and Note-Taking Hands On Without Software
 - Interactive Elements Hands On Without Software
- 8. Staying Engaged with Hands On Without Software
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Hands On Without Software
- 9. Balancing eBooks and Physical Books Hands On Without Software
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Hands On Without Software
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
- 11. Cultivating a Reading Routine Hands On Without Software
 - Setting Reading Goals Hands On Without Software
 - Carving Out Dedicated Reading Time
- 12. Sourcing Reliable Information of Hands On Without Software
 - Fact-Checking eBook Content of Hands On Without Software
 - Distinguishing Credible Sources
- 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development

- Exploring Educational eBooks

14. Embracing eBook Trends

- Integration of Multimedia Elements
- Interactive and Gamified eBooks

Hands On Without Software Introduction

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