

Usability Testing Essentials Ready Settest By Carol M Barnum 2010 11 05

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Usability Testing for Survey Research Emily Geisen 2017-02-15 Usability Testing for Survey Research provides researchers with a guide to the tools necessary to evaluate, test, and modify surveys in an iterative method during the survey pretesting process. It includes examples that apply usability to any type of survey during any stage of development, along with tactics on how to tailor usability testing to meet budget and scheduling constraints. The book's authors distill their experience to provide tips on how usability testing can be applied to paper surveys, mixed-mode surveys, interviewer-administered tools, and additional products. Readers will gain an understanding of usability and usability testing and why it is needed for survey research, along with guidance on how to design and conduct usability tests, analyze and report findings, ideas for how to tailor usability testing to meet budget and schedule constraints, and new knowledge on how to apply usability testing to other survey-related products, such as project websites and interviewer administered tools. Explains how to design and conduct usability tests and analyze and report the findings Includes examples on how to conduct usability testing on any type of survey, from a simple three-question survey on a mobile device, to a complex, multi-page establishment survey Presents real-world examples from leading usability and survey professionals, including a diverse collection of case studies and considerations for using and combining other methods Discusses the facilities, materials, and software needed for usability testing, including in-lab testing, remote testing, and eye tracking

Researching UX: User Research James Lang 2017-10-26 How well do you really know your users? With properly conducted user research, you can discover what really makes your audience tick. This practical guide will show you, step-by-step, how to gain proper insight about your users so that you can base design decisions on solid evidence. You'll not only learn the different methodologies that you can employ in user research, but also gain insight into important set-up activities, such as recruiting users and equipping your lab, and acquire analysis skills so that you can make the most of the data you've gathered. And finally, you'll learn how to communicate findings and deploy evidence, to boost your design rationale and persuade skeptical colleagues. Design your research Cost justify user research Recruit and incentivise users Discover how to run your research sessions Analyze your results Reporting on results and acting in your findings

Professional Mobile Application Development Jeff McWherter 2012-08-16 Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle.

Borland C++ Builder 6 Developer's Guide Bob Swart 2003 0672324806.Id The definitive guide to the latest version of Borlands powerful C++Builder. Provides complete coverage of C++Builder Web Services development, now a key component of C++Builder. Borland C++Builder remains best in class IDE over the past 5 years for C++ solutions. Written by a team of top C++Builder experts with expertise in a variety of technical areas related to C++ application development. C++Builder 6 Developers Guide is revised for the latest version of C++Builder, the biggest update to C++Builder in years. C++Builder is an ANSI C++ IDE. The version 6 adds BizShape, a tool to build Web Services using XML/SOAP, .NET, and BizTalk from Microsoft, and SunONE from Sun Microsystems. Other new components include WebSnap for Web application development, DataSnap for database development, and CLX, which allows cross-platform development for Unix and Linux. The new NetCLX Internet components allow development of cross-platform applications with Apache, Microsoft IIS, and Netscape Web Server applications. C++Builder 6 Developers Guide continues as the definitive guide for Borlands C++Builder, providing a clear and concise reference for C++ developers. C++Builder Developers Guide is a unique combination of over 35 C++Builder experts from around the globe. This team brings hundreds of thousands of working hours in professional software development to the creation of this extensive work. Leading the team are Jarrod Hollingworth, Bob Swart, Mark Cashman. and Paul Gustavson. Jarrod is running Backslash (<http://www.backslash.com;au>), loping software applications for the Internet and key business sectors and working as a software development consultant. Bob (aka. Dr.Bob) is an internationally recognized UK Borland Connections member and an independent technical author, trainer, and consultant using C++Builder, Kylix, and Delphi based in The Netherlands. Mark Cashman is an independent C++ developer in the U.S. Paul Gustavson lives in Virginia and is a senior systems engineer for Syntetics, Inc., a U.S.-based company providing knowledge management, systems engineering, and enterprise management services.

The Insider's Guide to Technical Writing Krista Van Laan 2022-04-04 The first edition of Krista Van Laan's popular The Insider's Guide to Technical Writing has guided a generation of technical writers who are either starting out or seeking to take their skills to the next level. This classic has now been updated for the technical writer of today. Today's tech writers truly are technical communicators, as they build information to be distributed in many forms. Technical communication requires multiple skills, including an understanding of technology, writing ability, and great people skills. Wherever you are in your journey as a technical communicator, The Insider's Guide to Technical Writing can help you be successful and build a satisfying career.

Inclusive Design for a Digital World Regine M. Gilbert 2019-12-19 What is inclusive design? It is simple. It means that your product has been created with the intention of being accessible to as many different users as possible. For a long time, the concept of accessibility has been limited in terms of only defining physical spaces. However, change is afoot: personal technology now plays a part in the everyday lives of most of us, and thus it is a responsibility for designers of apps, web pages, and more public-facing tech products to make them accessible to all. Our digital era brings progressive ideas and paradigm shifts – but they are only truly progressive if everybody can participate. In Inclusive Design for a Digital World, multiple crucial aspects of technological accessibility are confronted, followed by step-by-step solutions from User Experience Design professor and author Regine Gilbert. Think about every potential user who could be using your product. Could they be visually impaired? Have limited motor skills? Be deaf or hard of hearing? This book addresses a plethora of web accessibility issues that people with disabilities

face. Your app might be blocking out an entire sector of the population without you ever intending or realizing it. For example, is your instructional text full of animated words and Emoji icons? This makes it difficult for a user with vision impairment to use an assistive reading device, such as a speech synthesizer, along with your app correctly. In *Inclusive Design for a Digital World*, Gilbert covers the Web Content Accessibility Guidelines (WCAG) 2.1 requirements, emerging technologies such as VR and AR, best practices for web development, and more. As a creator in the modern digital era, your aim should be to make products that are inclusive of all people. Technology has, overall, increased connection and information equality around the world. To continue its impact, access and usability of such technology must be made a priority, and there is no better place to get started than *Inclusive Design for a Digital World*. What You'll Learn The moral, ethical, and high level legal reasons for accessible design Tools and best practices for user research and web developers The different types of designs for disabilities on various platforms Familiarize yourself with web compliance guidelines Test products and usability best practices Understand past innovations and future opportunities for continued improvement Who This Book Is For Practitioners of product design, product development, content, and design can benefit from this book.

Docker in Practice Ian Miell 2019-02-06 Summary Docker in Practice, Second Edition presents over 100 practical techniques, hand-picked to help you get the most out of Docker. Following a Problem/Solution/Discussion format, you'll walk through specific examples that you can use immediately, and you'll get expert guidance on techniques that you can apply to a whole range of scenarios. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Docker's simple idea-wrapping an application and its dependencies into a single deployable container-created a buzz in the software industry. Now, containers are essential to enterprise infrastructure, and Docker is the undisputed industry standard. So what do you do after you've mastered the basics? To really streamline your applications and transform your dev process, you need relevant examples and experts who can walk you through them. You need this book. About the Book Docker in Practice, Second Edition teaches you rock-solid, tested Docker techniques, such as replacing VMs, enabling microservices architecture, efficient network modeling, offline productivity, and establishing a container-driven continuous delivery process. Following a cookbook-style problem/solution format, you'll explore real-world use cases and learn how to apply the lessons to your own dev projects. What's inside Continuous integration and delivery The Kubernetes orchestration tool Streamlining your cloud workflow Docker in swarm mode Emerging best practices and techniques About the Reader Written for developers and engineers using Docker in production. About the Author Ian Miell and Aidan Hobson Sayers are seasoned infrastructure architects working in the UK. Together, they used Docker to transform DevOps at one of the UK's largest gaming companies. Table of Contents PART 1 - DOCKER FUNDAMENTALS Discovering Docker Understanding Docker: Inside the engine room PART 2 - DOCKER AND DEVELOPMENT Using Docker as a lightweight virtual machine Building images Running containers Day-to-day Docker Configuration management: Getting your house in order PART 3 - DOCKER AND DEVOPS Continuous integration: Speeding up your development pipeline Continuous delivery: A perfect fit for Docker principles Network simulation: Realistic environment testing without the pain PART 4 - ORCHESTRATION FROM A SINGLE MACHINE TO THE CLOUD A primer on container orchestration The data center as an OS with Docker Docker platforms PART 5 - DOCKER IN PRODUCTION Docker and security Plain sailing: Running Docker in production Docker in production: Dealing with challenges

Rocket Surgery Made Easy Steve Krug 2009-12-08 It's been known for years that usability testing can dramatically improve products. But with a typical price tag of \$5,000 to \$10,000 for a usability consultant to conduct each round of tests, it rarely happens. In this how-to companion to *Don't Make Me Think: A Common Sense Approach to Web Usability*, Steve Krug spells out a streamlined approach to usability testing that anyone can easily apply to their own Web site, application, or other product. (As he said in *Don't Make Me Think*, "It's not rocket surgery".) Using practical advice, plenty of illustrations, and his trademark humor, Steve explains how to: Test any design, from a sketch on a napkin to a fully-functioning Web site or application Keep your focus on finding the most important problems (because no one has the time or resources to fix them all) Fix the problems that you find, using his "The least you can do" approach By paring the process of testing and fixing products down to its essentials ("A morning a month, that's all we ask"), *Rocket Surgery Made Easy* makes it realistic for teams to test early and often, catching problems while it's still easy to fix them. *Rocket Surgery Made Easy* adds demonstration videos to the proven mix of clear writing, before-and-after examples, witty illustrations, and practical advice that made *Don't Make Me Think* so popular.

How We Test Software at Microsoft Alan Page 2008-12-10 It may surprise you to learn that Microsoft employs as many software testers as developers. Less surprising is the emphasis the company places on the testing discipline—and its role in managing quality across a diverse, 150+ product portfolio. This book—written by three of Microsoft's most prominent test professionals—shares the best practices, tools, and systems used by the company's 9,000-strong corps of testers. Learn how your colleagues at Microsoft design and manage testing, their approach to training and career development, and what challenges they see ahead. Most important, you'll get practical insights you can apply for better results in your organization. Discover how to: Design effective tests and run them throughout the product lifecycle Minimize cost and risk with functional tests, and know when to apply structural techniques Measure code complexity to identify bugs and potential maintenance issues Use models to generate test cases, surface unexpected application behavior, and manage risk Know when to employ automated tests, design them for long-term use, and plug into an automation infrastructure Review the hallmarks of great testers—and the tools they use to run tests, probe systems, and track progress efficiently Explore the challenges of testing services vs. shrink-wrapped software

Involving the Audience Lee Ann Kastman Breuch 2018-09-19 *Involving the Audience: A Rhetorical Perspective on Using Social Media to Improve Websites* examines the usability challenges raised by large complex websites and proposes ways the social web can expand usability research to address these new challenges. Using the website *healthcare.gov* as an initial illustration, Breuch explains how large complex websites are inherently challenged by open-ended, interactive tasks that often have multiple pathways to completion. These challenges are illustrated through two in-depth case studies, each addressing the launch of an interactive, complex website designed for a large public audience.

The Browser Hacker's Handbook Wade Alcorn 2014-02-26 Hackers exploit browser vulnerabilities to attack deep within networks The *Browser Hacker's Handbook* gives a practical understanding of hacking the everyday web browser and using it as a beachhead to launch further attacks deep into corporate networks. Written by a team of highly experienced computer security experts, the handbook provides hands-on tutorials exploring a range of current attack methods. The web browser has become the most popular and widely used computer "program" in the world. As the gateway to the Internet, it is part of the storefront to any business that operates online, but it is also one of the most vulnerable entry points of any system. With attacks on the rise, companies are increasingly employing browser-hardening techniques to protect the unique vulnerabilities inherent in all currently used browsers. The *Browser Hacker's Handbook* thoroughly covers complex security issues and explores relevant topics such as: Bypassing the Same Origin Policy ARP spoofing, social engineering, and phishing to access browsers DNS tunneling, attacking web applications, and proxying—all from the browser Exploiting the browser and its ecosystem (plugins and extensions) Cross-origin attacks, including Inter-protocol Communication and Exploitation The *Browser Hacker's Handbook* is written with a professional security engagement in mind. Leveraging browsers as pivot points into a target's network should form an integral component into any social engineering or red-team security assessment. This handbook provides a complete methodology to understand and structure your next browser penetration test.

A Semantic Wiki-based Platform for IT Service Management Kleiner, Frank 2015-02-25

Universal Methods of Design Expanded and Revised Bruce Hanington 2019-12-03 This expanded and revised version of the best-selling *Universal Methods of Design* is a comprehensive reference that provides a thorough and critical presentation of 125 research methods, synthesis/analysis techniques, and research deliverables for human-centered design. The text and accompanying photos and graphics of this classic resource are delivered in a concise and accessible format perfect for designers, educators, and students. Information can be easily referenced and utilized by cross-disciplinary teams in nearly any design project. This new, expanded edition includes updated information on

scenarios, secondary research, territory maps, and other chapters. The addition of 25 new chapters brings fresh relevance to the text with innovative design methods that have emerged since the first edition, such as backcasting, behavioral design, horizon scanning, and transition design. Universal Methods of Design distills each method down to its essence, in a format that helps design teams select and implement the most credible research methods suited to their design culture.

Paper Prototyping Carolyn Snyder 2003-05-12 Do you spend a lot of time during the design process wondering what users really need? Do you hate those endless meetings where you argue how the interface should work? Have you ever developed something that later had to be completely redesigned? Paper Prototyping can help. Written by a usability engineer with a long and successful paper prototyping history, this book is a practical, how-to guide that will prepare you to create and test paper prototypes of all kinds of user interfaces. You'll see how to simulate various kinds of interface elements and interactions. You'll learn about the practical aspects of paper prototyping, such as deciding when the technique is appropriate, scheduling the activities, and handling the skepticism of others in your organization. Numerous case studies and images throughout the book show you real world examples of paper prototyping at work. Learn how to use this powerful technique to develop products that are more useful, intuitive, efficient, and pleasing: * Save time and money - solve key problems before implementation begins * Get user feedback early - use it to focus the development process * Communicate better - involve development team members from a variety of disciplines * Be more creative - experiment with many ideas before committing to one * Enables designers to solve design problems before implementation begins * Five case studies provide real world examples of paper prototyping at work * Delves into the specifics of what types of projects paper prototyping is and isn't good for.

Beyond the Usability Lab William Albert 2009-12-21 Usability testing and user experience research typically take place in a controlled lab with small groups. While this type of testing is essential to user experience design, more companies are also looking to test large sample sizes to be able compare data according to specific user populations and see how their experiences differ across user groups. But few usability professionals have experience in setting up these studies, analyzing the data, and presenting it in effective ways. Online usability testing offers the solution by allowing testers to elicit feedback simultaneously from 1,000s of users. Beyond the Usability Lab offers tried and tested methodologies for conducting online usability studies. It gives practitioners the guidance they need to collect a wealth of data through cost-effective, efficient, and reliable practices. The reader will develop a solid understanding of the capabilities of online usability testing, when it's appropriate to use and not use, and will learn about the various types of online usability testing techniques. * The first guide for conducting large-scale user experience research using the internet * Presents how-to conduct online tests with 1000s of participants – from start to finish * Outlines essential tips for online studies to ensure cost-efficient and reliable results

Moderating Usability Tests Joseph S. Dumas 2008-04-09 Moderating Usability Tests provides insight and guidance for usability testing. To a large extent, successful usability testing depends on the skills of the person facilitating the test. However, most usability specialists still learn how to conduct tests through an apprentice system with little formal training. This book is the resource for new and experienced moderators to learn about the rules and practices for interacting. Authors Dumas and Loring draw on their combined 40 years of usability testing experience to develop and present the most effective principles and practices – both practical and ethical – for moderating successful usability tests. The videos are available from the publisher's companion web site. Presents the ten “golden rules that maximize every session's value Offers targeted advice on how to maintain objectivity Discusses the ethical considerations that apply in all usability testing Explains how to reduce the stress that participants often feel Considers the special requirements of remote usability testing Demonstrates good and bad moderating techniques with laboratory videos accessible from the publisher's companion web site

Web Content Delivery Xueyan Tang 2006-01-17 The concept of content delivery (also known as content distribution) is becoming increasingly important due to rapidly growing demands for efficient distribution and fast access of information in the Internet. Content delivery is very broad and comprehensive in that the contents for distribution cover a wide range of types with significantly different characteristics and performance concerns, including HTML documents, images, multimedia streams, database tables, and dynamically generated contents. Moreover, to facilitate ubiquitous information access, the network architectures and hardware devices also vary widely. They range from broadband wired/fixed networks to bandwidth-constrained wireless/mobile networks, and from powerful workstations/PCs to personal digital assistants (PDAs) and cellular phones with limited processing and display capabilities. All these levels of diversity are introducing numerous challenges on content delivery technologies. It is desirable to deliver contents in their best quality based on the nature of the contents, network connections and client devices. This book aims at providing a snapshot of the state-of-the-art research and development activities on web content delivery and laying the foundations for future web applications. The book focuses on four main areas: (1) web content delivery; (2) dynamic web content; (3) streaming media delivery; and (4) ubiquitous web access. It consists of 17 chapters written by leading experts in the field. The book is designed for a professional audience including academic researchers and industrial practitioners who are interested in the most recent research and development activities on web content delivery.

The Persona Lifecycle John Pruitt 2010-08-04 The Persona Lifecycle is a field guide exclusively focused on interaction design's most popular new technique. The Persona Lifecycle addresses the "how" of creating effective personas and using those personas to design products that people love. It doesn't just describe the value of personas; it offers detailed techniques and tools related to planning, creating, communicating, and using personas to create great product designs. Moreover, it provides rich examples, samples, and illustrations to imitate and model. Perhaps most importantly, it positions personas not as a panacea, but as a method used to complement other user-centered design (UCD) techniques including scenario-based design, cognitive walkthroughs and user testing. The authors developed the Persona Lifecycle model to communicate the value and practical application of personas to product design and development professionals. This book explores the complete lifecycle of personas, to guide the designer at each stage of product development. It includes a running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. It also presents recommended best practices in techniques, tools, and innovative methods and contains hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries. This book will be a valuable resource for UCD professionals, including usability practitioners, interaction designers, technical writers, and program managers; programmers/developers who act as the interaction designers for software; and those professionals who work with developers and designers. Features * Presentation and discussion of the complete lifecycle of personas, to guide the designer at each stage of product development. * A running case study with rich examples and samples that demonstrate how personas can be used in building a product end-to-end. * Recommended best practices in techniques, tools, and innovative methods. * Hundreds of relevant stories, commentary, opinions, and case studies from user experience professionals across a variety of domains and industries.

ECGBL 2017 11th European Conference on Game-Based Learning 2017-10-05

Usability Testing Essentials: Ready, Set ...Test! Carol M. Barnum 2020-06-27 Usability Testing Essentials presents a practical, step-by-step approach to learning the entire process of planning and conducting a usability test. It explains how to analyze and apply the results and what to do when confronted with budgetary and time restrictions. This is the ideal book for anyone involved in usability or user-centered design—from students to seasoned professionals. Filled with new examples and case studies, Usability Testing Essentials, 2nd Edition is completely updated to reflect the latest approaches, tools and techniques needed to begin usability testing or to advance in this area. Provides a comprehensive, step-by-step guide to usability testing, a crucial part of every product's development Discusses important usability issues such as international testing, persona creation, remote testing, and accessibility Presents new examples covering mobile devices and apps, websites, web applications, software, and more Includes strategies for using tools for moderated and unmoderated testing, expanded content on task analysis,

and on analyzing and reporting results

Engineering Web Applications Sven Casteleyn 2009-07-25 Nowadays, Web applications are almost omnipresent. The Web has become a platform not only for information delivery, but also for eCommerce systems, social networks, mobile services, and distributed learning environments. Engineering Web applications involves many intrinsic challenges due to their distributed nature, content orientation, and the requirement to make them available to a wide spectrum of users who are unknown in advance. The authors discuss these challenges in the context of well-established engineering processes, covering the whole product lifecycle from requirements engineering through design and implementation to deployment and maintenance. They stress the importance of models in Web application development, and they compare well-known Web-specific development processes like WebML, WSDM and OOHDM to traditional software development approaches like the waterfall model and the spiral model. .

Understanding Your Users Catherine Courage 2005-01-11 "Understanding Your Users is an easy to read, easy to implement, how-to guide on usability in the real world. It focuses on the "user requirements gathering" stage of product development and it provides a variety of techniques, many of which may be new to usability professionals. For each technique, readers will learn how to prepare for and conduct the activity, as well as analyze and present the data - all in a practical and hands-on way. The techniques can be used together to form a complete picture of the users' requirements or they can be used separately to address specific product questions. These methods have helped product teams understand the value of user requirements gathering by providing insight into how users work and what they need to be successful at their tasks."--BOOK JACKET.

Universal Methods of Design Bella Martin 2012-02 Universal Methods of Design provides a thorough and critical presentation of 100 research methods, synthesis/analysis techniques, and research deliverables for human centered design, delivered in a concise and accessible format perfect for designers, educators, and students. Whether research is already an integral part of a practice or curriculum, or whether it has been unfortunately avoided due to perceived limitations of time, knowledge, or resources, Universal Methods of Design will serve as an invaluable compendium of methods that can be easily referenced and utilized by cross-disciplinary teams in nearly any design project. Universal Methods of Design : dismantles the myth that user research methods are complicated, expensive, and time-consuming ; creates a shared meaning for cross-disciplinary design teams ; illustrates methods with compelling visualizations and case studies ; characterizes each method at a glance ; indicates when methods are best employed to help prioritize appropriate design research strategies. Universal Methods of Design distills each method down to its most powerful essence, in a format that will help design teams select and implement the most credible research methods best suited to their design culture within the constraints of their projects.

Artificial Intelligence in Education Ig lbert Bittencourt 2020-07-04 This two-volume set LNAI 12163 and 12164 constitutes the refereed proceedings of the 21th International Conference on Artificial Intelligence in Education, AIED 2020, held in Ifrane, Morocco, in July 2020.* The 49 full papers presented together with 66 short, 4 industry & innovation, 4 doctoral consortium, and 4 workshop papers were carefully reviewed and selected from 214 submissions. The conference provides opportunities for the cross-fertilization of approaches, techniques and ideas from the many fields that comprise AIED, including computer science, cognitive and learning sciences, education, game design, psychology, sociology, linguistics as well as many domain-specific areas. ?*The conference was held virtually due to the COVID-19 pandemic.

Contextual Design Hugh Beyer 1998 Contextual design is a state-of-the-art approach to designing products directly from an understanding of how the customer works and what the customer needs. Based on a method developed and taught by the authors, this is a practical, hands-on guide that articulates the underlying principles of contextual design and shows how to use them to address different problems, constraints, and organizational situations.

Methods and Procedures for the Verification and Validation of Artificial Neural Networks Brian J. Taylor 2006-03-20 Neural networks are members of a class of software that have the potential to enable intelligent computational systems capable of simulating characteristics of biological thinking and learning. Currently no standards exist to verify and validate neural network-based systems. NASA Independent Verification and Validation Facility has contracted the Institute for Scientific Research, Inc. to perform research on this topic and develop a comprehensive guide to performing V&V on adaptive systems, with emphasis on neural networks used in safety-critical or mission-critical applications. Methods and Procedures for the Verification and Validation of Artificial Neural Networks is the culmination of the first steps in that research. This volume introduces some of the more promising methods and techniques used for the verification and validation (V&V) of neural networks and adaptive systems. A comprehensive guide to performing V&V on neural network systems, aligned with the IEEE Standard for Software Verification and Validation, will follow this book.

A Practical Guide to Usability Testing Joseph S Dumas 1999 In this volume, the authors begin by defining usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

Nessus, Snort, and Ethereal Power Tools Brian Caswell 2005-09-14 Nessus, Snort, and Ethereal Power Tools covers customizing Snort to perform intrusion detection and prevention; Nessus to analyze the network layer for vulnerabilities; and Ethereal to sniff their network for malicious or unusual traffic. The book contains an appendix detailing the best of the rest open source security tools. Each of these tools is intentionally designed to be highly customizable so that users can torque the programs to suit their particular needs. Users can code their own custom rules, plug-ins, and filters that are tailor-made to fit their own networks and the threats which they most commonly face. The book describes the most important concepts of coding and customizing tools, and then provides readers with invaluable working scripts that can either be used as is or further refined by using knowledge gained from the book. Snort, Nessus, and Ethereal are the three most popular open source security tools in the world Only book that teaches readers how to customize these tools for their specific needs by coding rules, plugins, and filters Companion Web site provides all working code and scripts from the book for download

The CERT Oracle Secure Coding Standard for Java Fred Long 2012 The only comprehensive set of guidelines for secure Java programming - from the field's leading organizations, CERT and Oracle • Authoritative, end-to-end code-level requirements for building secure systems with any recent version of Java, including the new Java 7 • Presents techniques that also improve safety, reliability, dependability, robustness, availability, maintainability, and other attributes of quality. • Includes extensive risk assessment guidance, plus references for further information. This is the first authoritative, comprehensive compilation of code-level requirements for building secure systems in Java. Organized by CERT's pioneering software security experts, with support from Oracle's own Java platform developers, it covers every facet of secure software coding with Java 7 SE and Java 6 SE, and offers value even to developers working with other Java versions. The authors itemize the most common coding errors leading to vulnerabilities in Java programs, and provide specific guidelines for avoiding each of them. They show how to produce programs that are not only secure, but also safer, more reliable, more robust, and easier to maintain. After a high-level introduction to Java application security, eighteen consistently-organized chapters detail specific guidelines for each facet of Java development. Each set of guidelines defines conformance, presents both noncompliant examples and corresponding compliant solutions, shows how to assess risk, and offers references for further information. To limit this book's size, the authors focus on 'normative requirements': strict rules for what programmers must do for their work to be secure, as defined by conformance to specific standards that can be tested through automated analysis software. (Note: A follow-up book will present 'non-normative requirements': recommendations for what Java developers typically 'should' do to further strengthen program

security beyond testable 'requirements.')

Developing Quality Technical Information Michelle Carey 2014-06-23 The #1 Guide to Excellence in Technical Communication—Fully Updated for Embedded Assistance, Mobile, Search, Multimedia, and More Direct from IBM's own content design experts, this guide shows you how to design product interfaces and technical information that always place users front and center. This edition has been fully revised to help you consistently deliver the right content at the right time. You'll master today's best practices to apply nine essential characteristics of high-quality technical information: accuracy, clarity, completeness, concreteness, organization, retrievability, style, task orientation, and visual effectiveness. Coverage Includes Advocating for users throughout the entire product development process Delivering information in an ordered manner by following progressive disclosure techniques Optimizing content so that users can find it from anywhere Streamlining information for mobile delivery Helping users right where they are Whether you're a writer, editor, information architect, user experience professional, or reviewer, this book shows you how to create great technical information, from the product design to the user interface, topics, and other media. Thoroughly revised and updated Extensive new coverage of self-documenting interfaces and embedded assistance Updated practical guidelines and checklists Hundreds of new examples

Designing with the Mind in Mind Jeff Johnson 2013-12-17 In this completely updated and revised edition of *Designing with the Mind in Mind*, Jeff Johnson provides you with just enough background in perceptual and cognitive psychology that user interface (UI) design guidelines make intuitive sense rather than being just a list of rules to follow. Early UI practitioners were trained in cognitive psychology, and developed UI design rules based on it. But as the field has evolved since the first edition of this book, designers enter the field from many disciplines. Practitioners today have enough experience in UI design that they have been exposed to design rules, but it is essential that they understand the psychology behind the rules in order to effectively apply them. In this new edition, you'll find new chapters on human choice and decision making, hand-eye coordination and attention, as well as new examples, figures, and explanations throughout. Provides an essential source for user interface design rules and how, when, and why to apply them Arms designers with the science behind each design rule, allowing them to make informed decisions in projects, and to explain those decisions to others Equips readers with the knowledge to make educated tradeoffs between competing rules, project deadlines, and budget pressures Completely updated and revised, including additional coverage on human choice and decision making, hand-eye coordination and attention, and new mobile and touch-screen examples throughout

Beginning J2ME Sing Li 2006-10-31 * J2ME or Wireless Java development platform is a topic of interest, and is still a hot topic for shows like JavaOne. * Empowered by info on GUI graphics, sound, and music; enables a beginning wireless Java developer to build games for cell phone and other wireless devices. * Easy-to-read style with lots of practical, hands-on code examples.

The Permanence and Care of Color Photographs Henry Gilmer Wilhelm 1993 Reference source for the care and preservation of photographs and motion picture film. Evaluates the light fading and dark fading/yellowing characteristics of color transparency films, color negative films, and color photographic papers, with recommendations for the longest-lasting products. High-resolution ink jet, dye sublimation, color electrophotographic, and other digital imaging technologies are discussed, as are conservation matting, mount boards, framing, slide pages, negative and print enclosures, storage boxes, densitometric monitoring of black-and-white and color prints in museum and archive collections, the care of color slide collections, the permanent preservation of color motion pictures, the preservation of cellulose nitrate films, and many other topics.

The UX Careers Handbook Cory Lebson 2021-12-15 This second edition of *The UX Careers Handbook* offers you all the great advice of the first edition—freshly updated—plus a new chapter on critical soft skills, much more on becoming a UX leader, and a 17th user experience (UX) career pathway. *The UX Careers Handbook, Second Edition*, offers you an insider's advice on learning, personal branding, networking skills, building your resume and portfolio, and actually landing that UX job you want, as well as an in-depth look at what it takes to get into and succeed in a UX career. Whether your interests include design, information architecture, strategy, research, UX writing, or any of the other core UX skillsets, you'll find a wealth of resources in this book. The book also includes: Insights and personal stories from a range of industry-leading UX professionals to show you how they broke into the industry and evolved their own careers over time Activities and worksheets to help you make good decisions and build your career Along with the book, you can explore its companion website with more resources and information to help you stay on top of this fast-changing field. Not only for job seekers, *The UX Careers Handbook, Second Edition*, is a must-have for Employers and recruiters who want to better understand how to hire and keep UX staff Undergraduate and graduate students thinking about their future careers Professionals in other careers who are thinking about starting to do UX work Cory Lebson has been a UX consultant and user researcher for over two decades. He is Principal and Owner of a small UX research consultancy, a builder of UX community, and a past president of the User Experience Professionals Association (UXPA). Not only a practitioner of UX, Cory teaches and mentors to help professionals grow their UX skills and conducts regular talks and workshops on topics related to both UX skills and career development.

Maturing Usability Effie Lai-Chong Law 2007-10-24 This book provides an understanding of how current research and practice has contributed towards improving quality issues in software, interaction and value. The book includes chapters on new methods/approaches that will enhance the field of usability. A balance between theoretical and empirical approaches is maintained throughout, and all those interested in exploring usability issues in human-computer interaction will find this a very useful book.

Writing Readable Regulations Thomas A. Murawski 1999

Usability Testing and Research Carol M. Barnum 2002 Built on a solid foundation of current research in the field, *Usability Testing and Research* provides a comprehensive, up-to-date perspective in this increasingly important area of technical communication. Based on the most current research in the field, this book reflects the most recent developments and studies on this topic available. Sidebars throughout the book catch the attention of the readers and highlight key concepts in the text. A chapter on web testing provides coverage of what is now the hottest area in usability testing. End of chapter discussions and exercises reinforce learning. Frequent examples of planning, conducting, and reporting usability tests present current samples of projects. An appendix on teamwork gives pertinent advice in an area neglected by other texts: building and coordinating cross-functional teams for usability testing. For those interested in usability testing and research.

Foundational Practices of Online Writing Instruction Beth L. Hewett 2015-04-15 *Foundational Practices in Online Writing Instruction* addresses administrators' and instructors' questions for developing online writing programs and courses. Written by experts in the field, this book uniquely attends to issues of inclusive and accessible online writing instruction in technology-enhanced settings, as well as teaching with mobile technologies and multimodal compositions.

Handbook of Usability Testing Jeffrey Rubin 2011-03-10 Whether it's software, a cell phone, or a refrigerator, your customer wants - no, expects - your product to be easy to use. This fully revised handbook provides clear, step-by-step guidelines to help you test your product for usability. Completely updated with current industry best practices, it can give you that all-important marketplace advantage: products that perform the way users expect. You'll learn to recognize factors that limit usability, decide where testing should occur, set up a test plan to assess goals for your product's usability, and more.

Modern Java in Action Raoul-Gabriel Urma 2018-09-26 Summary Manning's bestselling Java 8 book has been revised for Java 9! In *Modern Java in Action*, you'll build on your existing Java language skills with the newest features and techniques. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Modern applications take advantage of innovative designs, including microservices, reactive architectures, and streaming data. Modern Java features like lambdas, streams, and the long-awaited Java Module System make implementing these designs significantly easier. It's time to upgrade your skills and meet these challenges head on! About the Book *Modern Java in Action* connects new features of the Java language with their practical applications. Using crystal-clear examples and careful attention to detail, this book respects your time. It will help you expand your existing knowledge of core Java

as you master modern additions like the Streams API and the Java Module System, explore new approaches to concurrency, and learn how functional concepts can help you write code that's easier to read and maintain. What's inside Thoroughly revised edition of Manning's bestselling Java 8 in Action New features in Java 8, Java 9, and beyond Streaming data and reactive programming The Java Module System About the Reader Written for developers familiar with core Java features. About the Author Raoul-Gabriel Urma is CEO of Cambridge Spark. Mario Fusco is a senior software engineer at Red Hat. Alan Mycroft is a University of Cambridge computer science professor; he cofounded the Raspberry Pi Foundation. Table of Contents PART 1 - FUNDAMENTALS Java 8, 9, 10, and 11: what's happening? Passing code with behavior parameterization Lambda expressions PART 2 - FUNCTIONAL-STYLE DATA PROCESSING WITH STREAMS Introducing streams Working with streams Collecting data with streams Parallel data processing and performance PART 3 - EFFECTIVE PROGRAMMING WITH STREAMS AND LAMBIDAS Collection API enhancements Refactoring, testing, and debugging Domain-specific languages using lambdas PART 4 - EVERYDAY JAVA Using Optional as a better alternative to null New Date and Time API Default methods The Java Module System PART 5 - ENHANCED JAVA CONCURRENCY Concepts behind CompletableFuture and reactive programming CompletableFuture: composable asynchronous programming Reactive programming PART 6 - FUNCTIONAL PROGRAMMING AND FUTURE JAVA EVOLUTION Thinking functionally Functional programming techniques Blending OOP and FP: Comparing Java and Scala Conclusions and where next for Java