

Sharepoint 2013 Wcm Advanced Cookbook Quick Answe

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RAIDEN KAYLYN

Beginning Perl Packt Publishing Ltd

Program 3D Games in C++: The #1 Language at Top Game Studios Worldwide C++ remains the key language at many leading game development studios. Since it's used throughout their enormous code bases, studios use it to maintain and improve their games, and look for it constantly when hiring new developers. Game Programming in C++ is a practical, hands-on approach to programming 3D video games in C++. Modeled on Sanjay Madhav's game programming courses at USC, it's fun, easy, practical, hands-on, and complete. Step by step, you'll learn to use C++ in all facets of real-world game programming, including 2D and 3D graphics, physics, AI, audio, user interfaces, and much more. You'll hone real-world skills through practical exercises, and deepen your expertise through start-to-finish projects that grow in complexity as you build your skills. Throughout, Madhav pays special attention to demystifying the math that all professional game developers need to know. Set up your C++ development tools quickly, and get started Implement basic 2D graphics, game updates, vectors, and game physics Build more intelligent games with widely used AI algorithms Implement 3D graphics with OpenGL, shaders, matrices, and transformations Integrate and mix audio, including 3D positional audio Detect collisions of objects in a 3D environment Efficiently respond to player input Build user interfaces, including Head-Up Displays (HUDs) Improve graphics quality with anisotropic filtering and deferred shading Load and save levels and binary game data Whether you're a working developer or a student with prior knowledge of C++ and data structures, Game Programming in C++ will prepare you to solve real problems with C++ in roles throughout the game development lifecycle. You'll master the language that top studios are hiring for—and that's a proven route to success.

SAP ABAP Advanced Cookbook Pearson Education Learn to design and create video games using the Java programming language and the LibGDX software library. Working through the examples in this book, you will create 12 game prototypes in a variety of popular genres, from collection-based and shoot-em-up arcade games to side-scrolling platformers and sword-fighting adventure games. With the flexibility provided by LibGDX, specialized genres such as card games, rhythm games, and visual novels are also covered in this book. Major updates in this edition include chapters covering advanced topics such as alternative sources of user input, procedural content generation, and advanced graphics. Appendices containing examples for game design documentation and a complete JavaDoc style listing of the extension classes developed in the book have also been added. What You Will Learn Create 12 complete video game projects Master advanced Java programming concepts, including data structures, encapsulation, inheritance, and algorithms, in the context of game development Gain practical experience with game design topics, including user interface design, gameplay balancing, and randomized content Integrate third-party components into projects, such as particle effects, tilemaps, and gamepad controllers Who This Book Is For The target audience has a desire to make video games, and an introductory level knowledge of basic Java programming. In particular, the reader need only be familiar with: variables, conditional statements, loops, and be able to write methods to accomplish simple tasks and classes to store related data.

Dart in Action "O'Reilly Media, Inc."

This integrated learning solution teaches all the Oracle PL/SQL skills you need, hands-on, through real-world labs, extensive examples, exercises, and projects! Completely updated for Oracle 11g, Oracle PL/SQL by Example, Fourth Edition covers all the fundamentals, from PL/SQL syntax and program control through packages and Oracle 11g's significantly improved triggers. One step at a time, you'll walk through every key task, discovering the most important PL/SQL programming techniques on your own. Building on your hands-on learning, the authors share solutions that offer deeper insights and proven best practices. End-of-chapter projects bring together all the techniques you've learned, strengthening your understanding through real-world practice. This book's approach fully reflects the authors' award-winning experience teaching PL/SQL programming to professionals at Columbia University. New database developers and DBAs can use its step-by-step instructions to get productive fast; experienced PL/SQL programmers can use this book as a practical solutions reference. Coverage includes • Mastering basic PL/SQL concepts and general programming language fundamentals, and

understanding SQL's role in PL/SQL • Using conditional and iterative program control techniques, including the new CONTINUE and CONTINUE WHEN statements • Efficiently handling errors and exceptions • Working with cursors and triggers, including Oracle 11g's powerful new compound triggers • Using stored procedures, functions, and packages to write modular code that other programs can execute • Working with collections, object-relational features, native dynamic SQL, bulk SQL, and other advanced PL/SQL capabilities • Handy reference appendices: PL/SQL formatting guide, sample database schema, ANSI SQL standards reference, and more

Lync Server Cookbook Addison-Wesley Professional Summary Angular Development with TypeScript, Second Edition is an intermediate-level tutorial that introduces Angular and TypeScript to developers comfortable with building web applications using other frameworks and tools. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Whether you're building lightweight web clients or full-featured SPAs, Angular is a clear choice. The Angular framework is fast, efficient, and widely adopted. Add the benefits of developing in the statically typed, fully integrated TypeScript language, and you get a programming experience other JavaScript frameworks just can't match. About the Book Angular Development with TypeScript, Second Edition teaches you how to build web applications with Angular and TypeScript. Written in an accessible, lively style, this illuminating guide covers core concerns like state management, data, forms, and server communication as you build a full-featured online auction app. You'll get the skills you need to write type-aware classes, interfaces, and generics with TypeScript, and discover time-saving best practices to use in your own work. What's inside Code samples for Angular 5, 6, and 7 Dependency injection Reactive programming The Angular Forms API About the Reader Written for intermediate web developers familiar with HTML, CSS, and JavaScript. About the Author Yakov Fain and Anton Moiseev are experienced trainers and web application developers. They have coauthored several books on software development. Table of Contents Introducing Angular The main artifacts of an Angular app Router basics Router advanced Dependency injection in Angular Reactive programming in Angular Laying out pages with Flex Layout Implementing component communications Change detection and component lifecycle Introducing the Forms API Validating forms Interacting with servers using HTTP Interacting with servers using the WebSocket protocol Testing Angular applications Maintaining app state with ngrx

BeagleBone Home Automation Blueprints Packt Publishing Ltd

HTML5 and JavaScript Projects shows you how to build on your basic knowledge of HTML5 and JavaScript to create substantial HTML5 applications. Through the many interesting projects you can build in this book, you'll build your HTML5 skills for your future projects, and extend the core skills you may have learned with its companion book, The Essential Guide to HTML5. HTML5 and JavaScript Projects covers the most important areas of HTML5 that you'll want to know how to program, including: video, and audio, databases, localStorage, and geolocation. The projects have been carefully selected to help you build your HTML5 and JavaScript programming skills. You'll build games and applications, such as video jigsaws, recipe archives, paper dolls, and many more captivating examples. Each project starts out with an introduction to the basic HTML5 and JavaScript concepts covered and then includes specific, appealing examples explained step-by-step. You'll also discover line-by-line explanations for every single line of code—we'll make sure that you can fully understand what each line of code does, so that you can easily take that understanding and apply it to your own HTML5 projects. HTML5 and JavaScript Projects: Shows how to produce applications combining Canvas drawings, photos, and videos Explains how to incorporate Google Maps and geolocation into your projects Reveals how to build applications requiring persistent data, storing the information locally or on a database on the server

Weapons of Math Destruction Packt Publishing Ltd

A recipe-based guide to programming your Raspberry Pi 3 using Python Key Features Leverage the power of Raspberry Pi 3 using Python programming Create 3D games, build neural network modules, and interface with your own circuits Packed with clear, step-by-step recipes to walk you through the capabilities of Raspberry Pi Book Description Raspberry Pi 3 Cookbook for Python Programmers – Third Edition begins by guiding you through setting up Raspberry Pi 3, performing tasks using Python 3.6, and introducing the first steps to interface with electronics. As you work through each chapter, you will build your skills and apply them as you progress. You will learn how to build text

classifiers, predict sentiments in words, develop applications using the popular Tkinter library, and create games by controlling graphics on your screen. You will harness the power of a built in graphics processor using Pi3D to generate your own high-quality 3D graphics and environments. You will understand how to connect Raspberry Pi's hardware pins directly to control electronics, from switching on LEDs and responding to push buttons to driving motors and servos. Get to grips with monitoring sensors to gather real-life data, using it to control other devices, and viewing the results over the internet. You will apply what you have learned by creating your own Pi-Rover or Pi-Hexipod robots. You will also learn about sentiment analysis, face recognition techniques, and building neural network modules for optical character recognition. Finally, you will learn to build movie recommendations system on Raspberry Pi 3. What you will learn Learn to set up and run Raspberry Pi 3 Build text classifiers and perform automation using Python Predict sentiments in words and create games and graphics Detect edges and contours in images Build human face detection and recognition system Use Python to drive hardware Sense and display real-world data Build a neural network module for optical character recognition Build movie recommendations system Who this book is for This book is for anyone who wants to master the skills of Python programming using Raspberry Pi 3. Prior knowledge of Python will be an added advantage.

SharePoint 2013 WCM Advanced Cookbook Apress

This book explores the challenges facing food security, sustainability, sovereignty, and supply chains in the Arctic, with a specific focus on Indigenous Peoples. Offering multidisciplinary insights and with a particular focus on populations in the European High North region, the book highlights the importance of accessible and sustainable traditional foods for the dietary needs of local and Indigenous Peoples. It focuses on foods and natural products that are unique to this region and considers how they play a significant role towards food security and sovereignty. The book captures the tremendous complexity facing populations here as they strive to maintain sustainable food systems – both subsistent and commercial – and regain sovereignty over traditional food production policies. A range of issues are explored including food contamination risks, due to increasing human activities in the region, such as mining, to changing livelihoods and gender roles in the maintenance of traditional food security and sovereignty. The book also considers processing methods that combine indigenous and traditional knowledge to convert the traditional foods, that are harvested and hunted, into local foods. This book offers a broader understanding of food security and sovereignty and will be of interest to academics, scholars and policy makers working in food studies; geography and environmental studies; agricultural studies; sociology; anthropology; political science; health studies and biology. [SharePoint 2013 Branding and UI Design eBook and SharePoint-videos.com Bundle](#) Springer

It's easy to write correct Ruby code, but to gain the fluency needed to write great Ruby code, you must go beyond syntax and absorb the "Ruby way" of thinking and problem solving. In Eloquent Ruby, Russ Olsen helps you write Ruby like true Rubyists do—so you can leverage its immense, surprising power. Olsen draws on years of experience internalizing the Ruby culture and teaching Ruby to other programmers. He guides you to the "Ah Ha!" moments when it suddenly becomes clear why Ruby works the way it does, and how you can take advantage of this language's elegance and expressiveness. Eloquent Ruby starts small, answering tactical questions focused on a single statement, method, test, or bug. You'll learn how to write code that actually looks like Ruby (not Java or C#); why Ruby has so many control structures; how to use strings, expressions, and symbols; and what dynamic typing is really good for. Next, the book addresses bigger questions related to building methods and classes. You'll discover why Ruby classes contain so many tiny methods, when to use operator overloading, and when to avoid it. Olsen explains how to write Ruby code that writes its own code—and why you'll want to. He concludes with powerful project-level features and techniques ranging from gems to Domain Specific Languages. A part of the renowned Addison-Wesley Professional Ruby Series, Eloquent Ruby will help you "put on your Ruby-colored glasses" and get results that make you a true believer.

Oracle PL/SQL by Example Addison-Wesley Professional Harness the hidden power of Java to build network-enabled applications with lower network traffic and faster processes About This Book Learn to deliver superior server-to-server communication through the networking channels Gain expertise of the networking features of your own applications to support various network architectures such as client/server and peer-to-

peer Explore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environment Who This Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications. You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java. No prior experience with network development or special software beyond the Java SDK is needed. Upon completion of the book, beginner and experienced developers will be able to use Java to access resources across a network and the Internet. What You Will Learn Connect to other applications using sockets Use channels and buffers to enhance communication between applications Access network services and develop client/server applications Explore the critical elements of peer-to-peer applications and current technologies available Use UDP to perform multicasting Address scalability through the use of core and advanced threading techniques Incorporate techniques into an application to make it more secure Configure and address interoperability issues to enable your applications to work in a heterogeneous environment In Detail Network-aware applications are becoming more prevalent and play an ever-increasing role in the world today. Connecting and using an Internet-based service is a frequent requirement for many applications. Java provides numerous classes that have evolved over the years to meet evolving network needs. These range from low-level socket and IP-based approaches to those encapsulated in software services. This book explores how Java supports networks, starting with the basics and then advancing to more complex topics. An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies. We start with the basics of networking and then explore how Java supports the development of client/server and peer-to-peer applications. The NIO packages are examined as well as multitasking and how network applications can address practical issues such as security. A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand. The examples used will provide a good starting point to develop similar capabilities for many of your network needs. Style and approach Each network technology's terms and concepts are introduced first. This is followed up with code examples to explain these technologies. Many of the examples are supplemented with alternate Java 8 solutions when appropriate. Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8.

Beginning PowerShell for SharePoint 2013 Packt Publishing Ltd Beginning PowerShell for SharePoint 2013 is a book for the SharePoint administrator looking to expand his or her toolkit and skills by learning PowerShell, Microsoft's vastly flexible and versatile object oriented scripting language. PowerShell is the future of Microsoft administration, and SharePoint is a complex product that can be managed more easily and quickly with PowerShell cmdlets and scripts. This book helps bridge the gap, introducing PowerShell fundamentals and operations in the context of deploying, migrating, managing, and monitoring SharePoint 2013. Author Nik Charlebois-Laprade begins by explaining the fundamental concepts behind the PowerShell language. Then, with copious real-world examples and scripts, he lays the foundation for PowerShell novices to automate interactions with the various pieces and components of the SharePoint 2013 platform. For SharePoint administrators wanting to do more with the technology, or for SharePoint developers trying to build their skills on the administration side, Beginning PowerShell for SharePoint 2013 is the perfect book to kick off your PowerShell journey.

Introduction to React Apress

You will be led carefully step-by-step through a detailed set of recipes. This book focuses on web content management using Microsoft SharePoint 2013 server. The practical examples are built logically throughout the chapters to create a common theme. This book is ideal for developers who want to broaden their understanding of the web content management features available with SharePoint 2013. It is assumed that you already have some experience using SharePoint and developing web content. Experience with Microsoft PowerShell and coding C# with Visual Studio will also be helpful, but is not essential.

Raspberry Pi 3 Cookbook for Python Programmers John Wiley & Sons

Design and create beautiful solutions using modern development tools for SharePoint Online About This Book Get the best out of the latest Sharepoint Framework and leverage the Sharepoint RESTful and JSOM APIs. Develop efficient client side applications with JavaScript injection and Sharepoint Addins. Get the best tips and tricks on designing your website flawlessly. Who This Book Is For This book targets current SharePoint developers, as well as people starting their journey on SharePoint development. The reader must have basic web development programming knowledge, including JavaScript and CSS. The reader should have familiarity using and managing SharePoint-based collaboration sites. What You Will Learn Understand what the SharePoint Framework is Create modern solutions using the new tools,

approaches and frameworks Learn how to use Visual Studio Code for effective SharePoint development Package and deploy your code, using automation as needed Work with content and data stored in SharePoint Benefit from third party frameworks without having to build your own frameworks Debug and troubleshoot your code with ease Configure security in your application In Detail SharePoint is one of Microsoft's best known web platforms. A loyal audience of developers, IT Pros and power users use it to build line of business solutions. The SharePoint Framework (SPFx) is a great new option for developing SharePoint solutions. Many developers are creating full-trust based solutions or add-in solutions, while also figuring out where and how SPFx fits in the big picture. This book shows you how design, build, deploy and manage SPFx based solutions for SharePoint Online and SharePoint 2016. The book starts by getting you familiar with the basic capabilities of SPFx. After that, we will walk through the tool-chain on how to best create production-ready solutions that can be easily deployed manually or fully automated throughout your target Office 365 tenants. We describe how to configure and use Visual Studio Code, the de facto development environment for SPFx-based solutions. Next, we provide guidance and a solid approach to packaging and deploying your code. We also present a straightforward approach to troubleshooting and debugging your code an environment where business applications run on the client side instead of the server side. Style and approach The approach will be that of a practical tutorial which will take you through every topic using code samples and working examples. [HTML5 and JavaScript Projects](#) Packt Publishing Ltd

The easy way to learn programming fundamentals with Python Python is a remarkably powerful and dynamic programming language that's used in a wide variety of application domains. Some of its key distinguishing features include a very clear, readable syntax, strong introspection capabilities, intuitive object orientation, and natural expression of procedural code. Plus, Python features full modularity, supporting hierarchical packages, exception-based error handling, and modules easily written in C, C++, Java, R, or .NET languages, such as C#. In addition, Python supports a number of coding styles that include: functional, imperative, object-oriented, and procedural. Due to its ease of use and flexibility, Python is constantly growing in popularity—and now you can wear your programming hat with pride and join the ranks of the pros with the help of this guide. Inside, expert author John Paul Mueller gives a complete step-by-step overview of all there is to know about Python. From performing common and advanced tasks, to collecting data, to interacting with package—this book covers it all! Use Python to create and run your first application Find out how to troubleshoot and fix errors Learn to work with Anaconda and use Magic Functions Benefit from completely updated and revised information since the last edition If you've never used Python or are new to programming in general, Beginning Programming with Python For Dummies is a helpful resource that will set you up for success.

AWS Certified SysOps Administrator Official Study Guide Packt Publishing Ltd

Introduction to React teaches you React, the JavaScript framework created by developers at Facebook, to solve the problem of building complex user interfaces in a consistent and maintainable way. React.js shrugs away common front-end conventions in an effort to make things more efficient - use Introduction to React to learn about this framework and more today. Get to know the React API and it's specific JavaScript extension, JSX, which makes authoring React components easier and maintainable. You will also learn how to test your React applications and about the tools you can use while building. Once you understand these core concepts, you can build applications with React. This will help you cement the ideas and fundamentals of React and prepare you to utilize React in your own use case. What You'll Learn: How to use React to maintain complex user interfaces in an efficient way How to integrate existing user interfaces and move forward with React How to manage application architecture using Flux How to easily utilize JSX, React's JavaScript extension

SAP GRC For Dummies Sams Publishing

Summary Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. This edition was completely revised and updated to cover MongoDB 4, Express 4, Angular 7, Node 11, and the latest mainstream release of JavaScript ES2015. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Juggling languages mid-application can radically slow down a full-stack web project. The MEAN stack—MongoDB, Express, Angular, and Node—uses JavaScript end to end, maximizing developer productivity and minimizing context switching. And you'll love the results! MEAN apps are fast, powerful, and beautiful. About the Book Getting MEAN, Second Edition teaches you how to develop full-stack web applications using the MEAN stack. Practical from the very beginning, the book helps you create a static site in Express and Node. Expanding on that solid foundation, you'll integrate a MongoDB database, build an API, and add an authentication system. Along the way, you'll get countless pro tips for building

dynamic and responsive data-driven web applications! What's inside MongoDB 4, Express 4, Angular 7, and Node.js 11 MEAN stack architecture Mobile-ready web apps Best practices for efficiency and reusability About the Reader Readers should be comfortable with standard web application designs and ES2015-style JavaScript. About the Author Simon Holmes and Clive Harber are full-stack developers with decades of experience in JavaScript and other leading-edge web technologies. Table of Contents PART 1 - SETTING THE BASELINE Introducing full-stack development Designing a MEAN stack architecture PART 2 - BUILDING A NODE WEB APPLICATION Creating and setting up a MEAN project Building a static site with Node and Express Building a data model with MongoDB and Mongoose Writing a REST API: Exposing the MongoDB database to the application Consuming a REST API: Using an API from inside Express PART 3 - ADDING A DYNAMIC FRONT END WITH ANGULAR Creating an Angular application with TypeScript Building a single-page application with Angular: Foundations Building a single-page application with Angular: The next level PART 4 - MANAGING AUTHENTICATION AND USER SESSIONS Authenticating users, managing sessions, and securing APIs Using an authentication API in Angular applications **Kali Linux Wireless Penetration Testing: Beginner's Guide** Apress

If you are a security professional, pentester, or anyone interested in getting to grips with wireless penetration testing, this is the book for you. Some familiarity with Kali Linux and wireless concepts is beneficial.

Laravel: Up & Running John Wiley & Sons

This is a book for those of us who believed that we didn't need to learn Perl, and now we know it is more ubiquitous than ever. Perl is extremely flexible and powerful, and it isn't afraid of Web 2.0 or the cloud. Originally touted as the duct tape of the Internet, Perl has since evolved into a multipurpose, multiplatform language present absolutely everywhere: heavy-duty web applications, the cloud, systems administration, natural language processing, and financial engineering. Beginning Perl, Third Edition provides valuable insight into Perl's role regarding all of these tasks and more. Commencing with a comprehensive overview of language basics, you'll learn all about important concepts such as Perl's data types and control flow constructs. This material sets the stage for a discussion of more complex topics, such as writing custom functions, using regular expressions, and file input and output. Next, the book moves on to the advanced topics of object-oriented programming, modules, web programming, and database administration with Perl's powerful database interface module, DBI. The examples and code provided offer you all of the information you need to start writing your own powerful scripts to solve the problems listed above, and many more. Whether you are a complete novice or an experienced programmer, Beginning Perl, Third Edition offers an ideal guide to learning Perl.

The Official ScratchJr Book John Wiley & Sons

This book includes the best works presented at the scientific and practical conference that took place on February 1, 2018 in Pyatigorsk, Russia on the topic "Perspectives on the use of New Information and Communication Technology (ICT) in the Modern Economy". The conference was organized by the Institute of Scientific Communications (Volgograd, Russia), the Center for Marketing Initiatives (Stavropol, Russia), and Pyatigorsk State University (Pyatigorsk, Russia). The book present the results of research on the complex new information and communication technologies in the modern economy and law as well as research that explore limits of and opportunities for their usage. The target audience of this book includes undergraduates and postgraduates, university lecturers, experts, and researchers studying various issues concerning the use of new information and communication technologies in modern economies. The book includes research on the following current topics in modern economic science: new challenges and opportunities for establishing information economies under the influence of scientific and technical advances, digital economy as a new vector of development of the modern global economy, economic and legal aspects of using new information and communication technologies in developed and developing countries, priorities of using the new information and communication technologies in modern economies, platforms of communication integration in tourism using new information and communication technologies, and economic and legal managerial aspects and peculiarities of scientific research on the information society.

Eloquent Ruby John Wiley & Sons

Utilize a treasure trove of free SharePoint troubleshooting tools and receive insightful guidance about the types of SharePoint issues that can be discovered through their use. Chapters in this book contrast solid and least privileged builds in order to help you understand the types of issues that are raised when farms are not built the least privileged way. Because SharePoint errors often present themselves one way, when an issue is actually something entirely different, the process of finding the root cause can feel like going down a rabbit hole. Hands-on exercises get you comfortable with logs so you can efficiently and effectively "explore the rabbit hole." Troubleshooting SharePoint also demonstrates how to identify components and settings that enter an environment where access has been restricted. The author

shares his proven methods for researching an issue based on what appears in the logs, with the understanding that often it is not as simple as asking a question, but how you ask it that leads to the right answer. What You'll Learn Utilize networking tools such as NetMon, WireShark, and Fiddler for troubleshooting Master SharePoint PAL, Webalizer, Indihaing, Developer Dashboard, the Feature Admin tool, and more Become proficient using Timer Jobs and Search Diagnostics Understand how various files are accessed by IIS sites and within the server file system

Discover how IIS mappings and file permissions affect issues Troubleshoot with ULS Viewer, PowerShell, and tools such as ProcMon, PerfMon, and Event Viewer Meet your new best friend, the ULS Viewer Use Event Viewer as a troubleshooting source Become conversant in the "language" of SharePoint from the log's perspective Who This Book Is For SharePoint administrators and developers who want to learn how to quickly diagnose and resolve issues in any SharePoint server in SharePoint farms where

admin access is possible
[Perspectives on the Use of New Information and Communication Technology \(ICT\) in the Modern Economy](#) Routledge
If you work with Lync on a daily basis or if you have to use a specific feature of Lync for a project, this is the book for you. For solutions architects, technical consultants, and administrators, if you have a Lync deployment and you want to upgrade, integrate, secure, or extend it to the cloud, you can get valuable information from the recipes in this book.