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The objective of this work is to provide some quick tutorials in computer networking hacking. The work includes the following tutorials: -Tutorial 1: Setting Up Penetrating Tutorial in Linux. -Tutorial 2: Setting Up Penetrating Tutorial in Windows. -Tutorial 3: OS Command Injection: -

Tutorial 4: Basic SQL Injection Commands. -Tutorial 5: Manual SQL injection . -Tutorial 6: Damping SQL Tables and Columns -Tutorial 7: Uploading Shell in the Site having LFI. -Tutorial 8: Advanced Way for Uploading Shell -Tutorial 9: Uploading shell Using Sqli Command. - Tutorial 10: Uploading Shell Using SQLmap -Tutorial 11: Post Based SQL Injection -Tutorial 12: Cracking the Hashes Using Hashcat. -Tutorial 13: Hacking windows 7 and 8 through Metasploite -Tutorial 14: Tutorial on Cross Site Scripting -Tutorial 15: Hacking Android Mobile Using Metasploit -Tutorial 16: Man of the middle attack: -Tutorial 17: Using SQLmap for SQL injection -Tutorial 18: Hide Your Ip -Tutorial 19: Uploading Shell and Payloads Using SQLmap -Tutorial 20: Using Sql Shell in SQLmap -Tutorial 21: Blind SQL Injection -Tutorial 22: Jack Hriday SQL Injection -Tutorial 23: Using Hydra to Get the Password - Tutorial 24: Finding the phpmyadmin page using websploit. -Tutorial 25: How to root the server using back connect -Tutorial 26: HTML Injection - Tutorial 27: Tutuorial in manual SQL Injection -Tutorial 28: Venom psh-cmd-exe payload -Tutorial 29: Cross site Request Forgery (CSRF) - Tutorial 30: Disable Victim Computer -Tutorial 31: Exploit any firefox by xpi\_bootstrapped addon -Tutorial 32: Hack android mobile with metasploit -Tutorial 33: PHP Code Injection to Meterpreter Session - Tutorial 34: Basic google operators -Tutorial 35: Hacking Credit Cards with google -Tutorial 36: Finding Vulnerable Websites in Google -Tutorial 37: Using the httrack to download website -Tutorial 38: Getting the credit cards -Tutorial 39: Using burp suite to brute force password If you want to discover how to land a six figure job, learn how to interview, get your dream job, and start a successful career, then check out HowExpert Guide to Getting a Six Figure Job. This book is for anyone looking for

more than just a job, but a meaningful career that they can enjoy and be proud of. In this book, you will learn to hone in on the skills you are good at and improve on those you wish you could be better at. This book is full of tools for you to develop your hard and soft skills in and out of the workplace. You can think of this book as a manual to discovering what is important to you and how to get such things. In addition, you will learn to determine what is worth your time and energy to preserve your sanity - even during a job move. Ultimately, you will become a skilled self-reflector, communicator, and problem-solver in every situation you encounter. Work through proven methods of creating a features matrix, working on an achievements tracker, and networking with recruiters in this active guide. Through these skills, that six-figure earning dream job will be right within reach. Here are 101+ tips on the road to getting there from planning, interviewing, and making an impact at your job to create a positive trajectory in your career. Check out HowExpert Guide to Getting a Six Figure Job to learn how to interview, start a successful career, and get your dream job! About the Expert Celeste Mohan is a driven individual who is passionate about efficiency and productivity in the workplace. She believes that a team should work like a well-oiled machine, and the only way to achieve that is by building one made up of skilled, enthusiastic members. Through her experience as a freelance writer, working at large organizations, and trying her hand at startups, Celeste has collected a breadth of information on what a meaningful career looks and feels like - in addition to how to get there. Currently, she is helping others find meaningful, lucrative careers by capitalizing on their strongest skills through coaching and workshops. HowExpert publishes quick 'how to' guides by everyday experts. This Perl tutorial book is a collection of notes and sample codes written by the author while he was learning Perl language himself. Topics include introduction of ActivePerl; data types, variables and expressions; scalars, arrays, hash maps, and references; input/output and file systems; DBM files and MySQL access; socket communication; generating executables; XML::Simple and RPC:XML modules; LWP::UserAgent, HTTP::Request and SOAP::Lite modules; CGI, and IIS/Apache integrations. Updated in

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2022 (Version v6.01) with minor updates. For latest updates and free sample chapters, visit <https://www.herongyang.com/Perl>. This is a quick and easy, and even fun, tutorial for beginner VB.NET programmers, especially those learning from scratch or moving from VB6. "PowerShell Tutorial Volume 1" teaches you Windows PowerShell - takes your PowerShell skills from zero to Pro level. Fully hands-on with step-by-step labs! Why You Should Read PowerShell Tutorial Volume 1 This volume has 7 tutorials. At the end of each tutorial, you would have learnt an essential PowerShell concept. Each Tutorial also contains a step by step lab so you can practice as you learn. Each PowerShell tutorial is independent but builds on the knowledge of the previous tutorial. What is in PowerShell Tutorial Volume 1? POWERSHELL TUTORIAL 1: Introduction to PowerShell and Cmdlets: Tutorial 1 Introduces PowerShell and PowerShell cmdlets. It then teaches you how to find cmdlets using the Get-Command cmdlet. Tutorial 1 also discusses cmdlet parameters and Aliases. POWERSHELL TUTORIAL 2: Getting help with the Get-Help cmdlet: Tutorial 2 focuses on the Get-Help Command. It teaches you how to use the Get-Help command to get information about cmdlets. Tutorial 2 also covers how to understand cmdlet syntaxes from the results of the Get-Help command. POWERSHELL TUTORIAL 3: Variables and Pipelines: Tutorial 3 introduces you to PowerShell variables, one of the most important concepts in PowerShell scripting. It covers different types of variables and how you can use them in scripting. Tutorial 3 also covers PowerShell Pipelines and how to use them. POWERSHELL TUTORIAL 4: Introduction to Scripts and Functions: Tutorial 4 Introduces you to Scripts, Functions and Modules. It teaches you how to write Scripts, Functions and Modules. It also teaches you the difference between them. Tutorial 4 also covers PowerShell File Extensions; the default location for PowerShell modules and how you install PowerShell modules. POWERSHELL TUTORIAL 5: Commenting and Breaking scripts: Tutorial 5 teaches you How to add Comments to your Script; it shows you how to break (stop executing) scripts using the 'Break' statement. Tutorial 5 also teaches you how and why you should use the 'Escape' (Backtick) Character in PowerShell

scripting. It also shows you how to use this very important character in PowerShell scripting. POWERSHELL TUTORIAL 6: PowerShell Operators: Tutorial 6 teaches you PowerShell Operators. Understanding PowerShell Operators is very important to your scripting career. Tutorial 6 teaches you about Comparison, Arithmetic, Logical, Split, Join, Redirection and Assignment Operators. Tutorial 6 also teaches you detailed application of the listed operators with examples. POWERSHELL TUTORIAL 7: Introduction to Object Properties: Tutorial 7 (the last in Volume 1) introduces you to Object Properties, another very important concept! This tutorial teaches you how to access PowerShell object properties using variables. Tutorial 7 also teaches you about Objects 'MemberTypes' and their applications in scripting. Finally, Tutorial 7 explores the Get-Member Cmdlet in detail and shows you how to manipulate object properties using this powerful cmdlet. Connect with PowerShell Tutorial Book Series [Twitter.com/PowerShellDIY](https://twitter.com/PowerShellDIY) [facebook.com/PowerShellTutorialBook](https://facebook.com/PowerShellTutorialBook) Get your copy of "PowerShell Tutorial Volume 1" at this discounted price Tags: Powershell Scripting, Powershell In Depth, Powershell Cookbook, Windows Powershell, Windows PowerShell 4.0, windows PowerShell for developers, windows PowerShell in action, Powershell 5, Powershell 5.0, PowerShell For Beginners, PowerShell step by step Buy this book and get FREE COLORING BOOK. All the information within You just can't find the right book or tutorial to teach you how to get started. Some books skip steps while others just have the pictures with no instructions at all. Online tutorials can be frustrating, especially the video tutorials. Nothing seems to explain it where you can follow it at your own pace without leaving steps out. This book was written with you, the beginner, in mind. From the tools you will need to get started to shading and basic techniques, this book has been made for you. I will walk you step-by-step through each lesson and even offer extra practice for you to cut your teeth on. No question will be left unanswered as you go from page to page following the steps. You will be drawing in no time! Here is a preview of what you'll learn: Fruit Everyday things Plants Home and Office Animals Buildings The Human Body Female Faces The Survey of Best Practices in

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Developing Online Information Literacy Tutorials is a benchmarking report for online tutorial development, presenting a wealth of information on the practices involved in and the cost of developing online information literacy tutorials. The 285-page report also looks at how tutorials are marketed and accessed, and at popular access points such as Facebook, the library website and others, as well as how tutorials are used in for-credit classes and more ad-hoc use. The study looks at how tutorial designers are trained, and at how they inter-relate to non-library departments and other departments of the library. The study also looks at the use of tutorials of other colleges and vendor-produced tutorials, and at efforts to evaluate how students use tutorials, and how colleges should make decisions on what kinds of tutorials to produce and how to best produce them. The questionnaire for the report was largely developed by librarians at the University of Arizona libraries. A Tutorial Guide to AutoCAD 2013 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2013, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later, individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled AutoCAD users. A Tutorial Guide to AutoCAD 2013 begins with three Getting Started chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary lists the key commands used in the tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil

engineering as well as architectural problems. A local Singaporean magazine dedicated to photography and videography. The objective of this work is to provide some quick tutorials in certified ethical hacking. The work includes the following tutorials: Making a Game Demo: From Concept to Demo Gold provides a detailed and comprehensive guide to getting started in the computer game industry. Written by professional game designers and developers, this book combines the fields of design, art, scripting, and programming in one book to help you take your first steps toward creating a game demo. Discover how the use of documentation can help you organize the game design process; understand how to model and animate a variety of objects, including human characters; explore the basics of scripting with Lua; learn about texturing, vertex lighting, light mapping, motion capture, and collision checking. The companion CD contains all the code and other files needed for the tutorials, the Ka3D game engine, the Zax demo, all the images in the book, demo software, and more! Focused around a hotel suite project, AutoCAD 2016 for the Interior Designer provides the Interior Design student with a non-intimidating, tutorial based, approach to learning the AutoCAD program. It accomplishes this by taking students that have no computer design experience from simple commands to complete projects in this single-semester sized text. This well organized and progressive approach to learning AutoCAD sets this text apart from others. To support all users, this book now covers AutoCAD for both Macs and PCs. The emphasis of this book is on easy to understand descriptions and instructions, allowing the non-technical, artistic, visual learning Interior Design student to quickly get past the fear of using the computer to produce drawings. The focus is entirely on the use of AutoCAD for the Interior Design field and not simply architectural drawings. Chapters alternate between command descriptions, which are organized by a command set category, and tutorials. This allows students to easily refer back to command descriptions without hunting through a tutorial that introduces commands as it progresses. The emphasis is on the practical use of commands using the AutoCAD ribbon workspace, rather than the multiple (and seldom used) command options. Multiple

tutorials of the hotel suite, which includes floor plan, elevation views, dimensioning, and plotting, provide a practical application of the commands learned in the preceding chapters. Completely dimensioned drawings are provided at the beginning of each tutorial so that the advanced student, or an instructor led class, can complete them without going through the step-by-step process. This textbook is classroom proven and relevant interior design homework problems are provided. After completing this book, the student will be able to create all their 2-D Interior Design work using AutoCAD. Get the most realistic effects from 3ds Max without having to spend more on plug-ins! Boost your effects skill-set with this 3ds Max workshop. Tutorial lessons give you hands-on experience in creating realistic fire, earth, air and water effects. Updated to demonstrate production techniques suitable for any version of 3ds Max, this new edition is co-published by Autodesk Media and Entertainment, and includes new tutorials on entering the Earth's atmosphere, glaciers, lava eruptions and a Badlands landscape. Inspirational color images cover every page of the book as the author shares his professional techniques and workflow processes. The companion DVD contains all of the required tutorial media as well as over 6 hours of video tutorials. User level: Intermediate and advanced This book is a Chinese Chess tutorial for beginners, including the game's basic rules , the layout of the chessboard, the use of chess pieces, the common methods of killing opponents, etc. f you're ready to get started with Raku (formerly Perl 6), this is the book you want, whether you're a programmer, system administrator, or web hacker. Raku is a new language—a modern reinvention of Perl suitable for almost any task, from short fixes to complete web applications. This hands-on tutorial gets you started. Author brian d foy (Mastering Perl) provides a sophisticated introduction to this new programming language. Each chapter in this guide contains exercises to help you practice what you learn as you learn it. Other books may teach you to program in Raku, but this book will turn you into a Raku programmer. Learn how to work with: Numbers, strings, blocks, and positionals Files and directories and input/output Associatives, subroutines, classes, and roles Junctions and sets Regular

expressions and built-in grammars  
Concurrency features: Promises, supplies, and channels  
Controlling external programs and other advanced features  
Your iPhone Encyclopaedia is your ultimate guide to getting the most out of your iPhone! Apple's graphics-driven iOS is perfect for visual learners, so this book uses a simple approach to show you everything you need to know to get up and running-and much more. This book will walk you step-by-step through setup, customization, and everything your iPhone can do especially with the camera functions to make you become a Pro with the use of iPhone camera. Whether you are new to the iPhone or have just upgraded to the 7s, 7s Plus, or 8, this book helps you discover your phone's full functionality and newest capabilities. Stay in touch by phone, text, email, FaceTime Audio or FaceTime Video calls, or social media; download and enjoy books, music, movies, and more; take, edit, and manage photos; track your health, fitness, and habits; organize your schedule, your contacts, and your commitments; and much more! The iPhone is designed to be user-friendly, attractive, and functional. But it is capable of so much more than you think-don't you want to explore the possibilities? This book walks you through iOS to help you stay in touch, get things done, and have some fun while you're at it! The iPhone you hold in your hand represents the pinnacle of mobile technology, and is a masterpiece of industrial design. Once you get to know it, you'll never be without it. BUY NOW! Machine Learning With Random Forests And Decision Trees: A Visual Guide For Beginners, New Kindle Fire HD Manual: The Complete User Guide With Instructions, Tutorial to Unlock The True Potential of Your Device in 30 Minutes (May 2017), Turn Your Computer Into a Money Machine in 2017: How to make money from home and grow your income fast, with no prior experience! Set up within a week!, The One Hour Content Plan: The Solopreneur's Guide to a Year's Worth of Blog Post Ideas in 60 Minutes and Creating Content That Hooks and Sells, The Complete Software Developer's Career Guide: How to Learn Your Next Programming Language, Ace Your Programming Interview, and Land The Coding Job Of Your Dreams, Perennial Seller: The Art of Making and Marketing Work that Lasts, SEO 2018: Learn search engine optimization

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with smart internet marketing strategies, Mastering Bitcoin: Programming the Open Blockchain, The Internet of Money, Ultimate Guide to Local Business Marketing (Ultimate Series), Clean Architecture: A Craftsman's Guide to Software Structure and Design (Robert C. Martin Series), Python (2nd Edition): Learn Python in One Day and Learn It Well. Python for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 1), The Self-Taught Programmer: The Definitive Guide to Programming Professionally, C#: Learn C# in One Day and Learn It Well. C# for Beginners with Hands-on Project. (Learn Coding Fast with Hands-On Project Book 3), Life 3.0: Being Human in the Age of Artificial Intelligence, Silent Sales Machine 10.0, Make Your Own Neural Network, Master Todoist, Hacking Kali Linux, Your First Hack, Big Data: A Revolution That Will Transform How We Live, Work and Think, MARKETING DE CONTENIDOS Para Principiantes (Spanish Edition), Numsense! Data Science for the Layman: No Math Added, Make Your Own Neural Network: An In-depth Visual Introduction For Beginners, Python for Everybody: Exploring Data in Python 3, iPad Pro for Dummies, iPad Pro, iPad Pro Books, iPhone X, Apple iPhone Apple iPhone Charger Apple iPhone 7 Plus Book Apple iPhone 7 Phone Apple iPhone 6 Plus Apple iPhone 6s iPhone Help Me Guide to iOS 11 Charles Hughes iPhone 7 Charles Pate the complete Apple iPhone(r) & iPad(r) camera guide seniors for dummies Dwight Spivey iPhone and iOS forensics Andrew Hoog, Katie Strzempka my iPhone for seniors Brad Miser the iPhone and the smartphone wars all new Fire HD 8 & 10 user guide Tom Edwards the art of invisibility 250+ best Fire & Fire HD apps This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Used by sites as varied as Twitter, GitHub, Disney, and Airbnb, Ruby on Rails is one of the most popular frameworks for developing web applications, but it can be challenging to learn and use. Whether you're new to web development or new only to Rails, Ruby on Rails™ Tutorial, Fourth Edition, is the solution. Best-selling author and leading Rails developer Michael Hartl teaches Rails by guiding you through the development of three example applications of increasing

sophistication. The tutorial's examples focus on the general principles of web development needed for virtually any kind of website. The updates to this edition include full compatibility with Rails 5, a division of the largest chapters into more manageable units, and a huge number of new exercises interspersed in each chapter for maximum reinforcement of the material. This indispensable guide provides integrated tutorials not only for Rails, but also for the essential Ruby, HTML, CSS, and SQL skills you need when developing web applications. Hartl explains how each new technique solves a real-world problem, and then he demonstrates it with bite-sized code that's simple enough to understand, yet novel enough to be useful. Whatever your previous web development experience, this book will guide you to true Rails mastery. This book will help you Install and set up your Rails development environment, including pre-installed integrated development environment (IDE) in the cloud Go beyond generated code to truly understand how to build Rails applications from scratch Learn testing and test-driven development (TDD) Effectively use the Model-View-Controller (MVC) pattern Structure applications using the REST architecture Build static pages and transform them into dynamic ones Master the Ruby programming skills all Rails developers need Create high-quality site layouts and data models Implement registration and authentication systems, including validation and secure passwords Update, display, and delete users Upload images in production using a cloud storage service Implement account activation and password reset, including sending email with Rails Add social features and microblogging, including an introduction to Ajax Record version changes with Git and create a secure remote repository at Bitbucket Deploy your applications early and often with Heroku A Tutorial Guide to AutoCAD 2014 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2014, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on

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the AutoCAD screen. Later, individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled AutoCAD users. A Tutorial Guide to AutoCAD 2014 begins with three Getting Started chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary lists the key commands used in the tutorials. Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil engineering as well as architectural problems. An insider's guide to 3ds Max 2009 and its diverse 3D graphics applications and features introduces a host of time-saving, little-known tips, tools, techniques, and tricks in easy-to-follow, illustrated, step-by-step instructions and is accompanied by a CD-ROM that includes scene files and bitmaps to illustrate the cheats. Original. (Intermediate) This book is a collection of notes and tutorial examples written by the author while he was learning cheminformatics and related tools. Topics include SMILES (Simplified Molecular-Input Line-Entry System) specifications; Open Babel chemical toolbox for file format conversion; Fingerprint index files used by Open Babel for fast search; RDKit for cheminformatics and machine learning; Substructure search and decomposition with RDKit; RDKit performance on large molecule datasets; AlphaFold as an AI system to predict protein's 3D structure. Updated in 2023 (Version v1.24) with minor updates. For latest updates and free sample chapters, visit <https://www.herongyang.com/Cheminformatics>. The objective of this work is to provide some quick tutorials in certified ethical hacking. The work includes the following tutorials: 1. Tutorial 1: Setting Up Penetrating Tutorial in Linux. 2. Tutorial 2: Setting Up Penetrating Tutorial in Windows. 3. Tutorial 3: OS Command Injection. 4. Tutorial 4: Basic SQL Injection Commands. 5. Tutorial 5: Manual SQL injection

using order by and union select technique. 6. Tutorial 6: Damping SQL Tables and Columns Using the SQL Injection. 7. Tutorial 7: Uploading Shell in the Site having LFI. 8. Tutorial 8: Advanced Way for Uploading Shell 9. Tutorial 9: Uploading shell Using Sqli Command. 10. Tutorial 10: Uploading Shell Using SQLmap 11. Tutorial 11: Post Based SQL Injection 12. Tutorial 12: Cracking the Hashes Using Hashcat. 13. Tutorial 13: Hacking windows 7 and 8 through Metasploite 14. Tutorial 14: Tutorial on Cross Site Scripting 15. Tutorial 15: Hacking Android Mobile Using Metasploit 16. Tutorial 16: Man of the middle attack: 17. Tutorial 17: Using SQLmap for SQL injection 18. Tutorial 18: Hide Your Ip 19. Tutorial 19: Uploading Shell and Payloads Using SQLmap 20. Tutorial 20: Using Sql Shell in SQLmap 21. Tutorial 21: Blind SQL Injection 22. Tutorial 22: Jack Hridoy SQL Injection Solution 23. Tutorial 23: Using Hydra to Get the Password\ 24. Tutorial 24: Finding the phpmyadmin page using websploit. Tutorial 25: How to root the server using back connect 25. Tutorial 25: How to root the server using back connect 26. Tutorial 26: HTML Injection 27. Tutorial 27: Tutorial in manual Sql Injection 28. Tutorial 28: Venom psh-cmd-exe payload 29. Tutorial 29: Cross site Request Forgery (CSRF) 30. Tutorial 30: Disable Victim Computer 31. Tutorial 31: Exploit any firefox by xpi\_bootstrapped addon 32. Tutorial 32: Hack android mobile with metasploit 33. Tutorial 33: PHP Code Injection to Meterpreter Session 34. Tutorial 34: Basic google operators 35. Tutorial 35: Hacking Credit Cards with google 36. Tutorial 36: Finding Vulnerable Websites in Google 37. Tutorial 37: Using the htrack to download website 38. Tutorial 38: Getting the credit cards using sql injection and the Sqli dumper 39. Tutorial 39: Using burp suite to brute force password: Note: a lot of tutorials taken from the Pentesting with spirit! Youtube web site [https://www.youtube.com/channel/UC\\_bzikURwRp3Vdbl3VL959Q](https://www.youtube.com/channel/UC_bzikURwRp3Vdbl3VL959Q) Author: Dr. Hidaia alassouli Email: [hidaia\\_lassouli@hotmail.com](mailto:hidaia_lassouli@hotmail.com) bull; A comprehensive tutorial AND useful refescence in one volume bull; Includes multiple explanations and examples for the new features of the JDBC 3.0 specification bull; Written by the JDBC 3.0 architects, Maydene Fisher, Jon Ellis and Jonathan Bruce The Java® Tutorial, Fifth Edition, is

based on Release 7 of the Java Platform Standard Edition. This revised and updated edition introduces the new features added to the platform, including a section on NIO.2, the new file I/O API, and information on migrating legacy code to the new API. The deployment coverage has also been expanded, with new chapters such as “Doing More with Rich Internet Applications” and “Deployment in Depth,” and a section on the fork/join feature has been added to the chapter on concurrency. Information reflecting Project Coin developments, including the new try-with-resources statement, the ability to catch more than one type of exception with a single exception handler, support for binary literals, and diamond syntax, which results in cleaner generics code, has been added where appropriate. The chapters covering generics, Java Web Start, and applets have also been updated. In addition, if you plan to take one of the Java SE 7 certification exams, this guide can help. A special appendix, “Preparing for Java Programming Language Certification,” lists the three exams available, details the items covered on each exam, and provides cross-references to where more information about each topic appears in the text. All of the material has been thoroughly reviewed by members of Oracle Java engineering to ensure that the information is accurate and up to date. Create and display interactive graphics, build scenes and animated transitions, make cross-platform, responsive games and applications for multiple screen resolutions, and use Pixi.js’s spectacular WebGL rendering effects. Learn how to create applications for desktop and touch-screen devices, and how to use the best open-source plugins to extend Pixi.js’s capabilities in a myriad of exciting ways. If you've ever wondered what you need to know to start making games, or what technology you need to build high-performance mobile apps, this book will show you the way. Learn Pixi.js is your one-stop shop for everything you need to know to quickly start making spectacular cross-platform interactive games and animations. Take a step-by-step tour of Pixi.js's features by building fun game projects. Learn how to use Pixi.js to make richly interactive graphics and all kind of cross-platform applications. Learn Pixi.js is a fun and practical brief introduction to using the powerful Pixi.js graphics-rendering engine for making websites, games

and mobile apps. The Java EE 6 Tutorial: Advanced Topics, Fourth Edition, is a task-oriented, example-driven guide to developing enterprise applications for the Java Platform, Enterprise Edition 6 (Java EE 6). Written by members of the Java EE 6 documentation team at Oracle, this book provides new and intermediate Java programmers with a deep understanding of the platform. This guide—which builds on the concepts introduced in The Java EE 6 Tutorial: Basic Concepts, Fourth Edition—contains advanced material, including detailed introductions to more complex platform features and instructions for using the latest version of the NetBeans IDE and the GlassFish Server, Open Source Edition. This book introduces the Java Message Service (JMS) API and Java EE Interceptors. It also describes advanced features of JavaServer Faces, Servlets, JAX-RS, Enterprise JavaBeans components, the Java Persistence API, Contexts and Dependency Injection for the Java EE Platform, web and enterprise application security, and Bean Validation. The book culminates with three new case studies that illustrate the use of multiple Java EE 6 APIs. This tutorial book is a collection of notes and sample codes written by the author while he was learning Java Swing and AWT himself. Topics include Swing and AWT (Abstract Windows Toolkit) class library; graphical components: JButton, JCheckbox, JComboBox, JFrame, JLabel, JMenu, JRadioButton, JTextField; frame layouts; menus; dialog boxes; editor pane; Unicode and Chinese. Updated in 2020 (Version 4.30) with JDK 15. For latest updates and free sample chapters, visit <http://www.herongyang.com/Swing>. The objective of this work is to provide some quick tutorials in computer networking hacking. The work includes the following tutorials: · Tutorial 1: Setting Up Penetrating Tutorial in Linux. · Tutorial 2: Setting Up Penetrating Tutorial in Windows. · Tutorial 3: OS Command Injection: · Tutorial 4: Basic SQL Injection Commands. · Tutorial 5: Manual SQL injection using order by and union select technique. · Tutorial 6: Damping SQL Tables and Columns Using the SQL Injection. · Tutorial 7: Uploading Shell in the Site having LFI. · Tutorial 8: Advanced Way for Uploading Shell · Tutorial 9: Uploading shell Using Sqli Command. · Tutorial 10: Uploading Shell Using SQLmap · Tutorial 11: Post Based SQL Injection · Tutorial 12:

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Cracking the Hashes Using Hashcat. · Tutorial 13: Hacking windows 7 and 8 through Metasploite · Tutorial 14: Tutorial on Cross Site Scripting · Tutorial 15: Hacking Android Mobile Using Metasploit · Tutorial 16: Man of the middle attack: · Tutorial 17: Using SQLmap for SQL injection · Tutorial 18: Hide Your Ip · Tutorial 19: Uploading Shell and Payloads Using SQLmap · Tutorial 20: Using Sql Shell in SQLmap · Tutorial 21: Blind SQL Injection · Tutorial 22: Jack Hridoy SQL Injection Solution · Tutorial 23: Using Hydra to Get the Password Tutorial 24: Finding the phpmyadmin page using websploit. · Tutorial 25: How to root the server using back connect · Tutorial 25: How to root the server using back connect · Tutorial 26: HTML Injection · Tutorial 27: Tutuorial in manual SQL Injection · Tutorial 28: Venom psh-cmd-exe payload · Tutorial 29: Cross site Request Forgery (CSRF) · Tutorial 30: Disable Victim Computer · Tutorial 31: Exploit any firefox by xpi\_ bootstrapped addon · Tutorial 32: Hack android mobile with metasploit · Tutorial 33: PHP Code Injection to Meterpreter Session · Tutorial 34: Basic google operators · Tutorial 35: Hacking Credit Cards with google · Tutorial 36: Finding Vulnerable Websites in Google · Tutorial 37: Using the httrack to download website · Tutorial 38: Getting the credit cards using sql injection and the SQLi dumper · Tutorial 39: Using burp suite to brute force password The objective of this work is to provide some quick tutorials in certified ethical hacking. The work includes the following tutorials: \* Tutorial 1: Setting Up Penetrating Tutorial in Linux.\* Tutorial 2: Setting Up Penetrating Tutorial in Windows.\* Tutorial 3: OS Command Injection: \* Tutorial 4: Basic SQL Injection Commands. \* Tutorial 5: Manual SQL injection using order by and union select technique.\* Tutorial 6: Damping SQL Tables and Columns Using the SQL Injection.\* Tutorial 7: Uploading Shell in the Site having LFI.\* Tutorial 8: Advanced Way for Uploading Shell\* Tutorial 9: Uploading shell Using Sqli Command.\* Tutorial 10: Uploading Shell Using SQLmap\* Tutorial 11: Post Based SQL Injection\* Tutorial 12: Cracking the Hashes Using Hashcat. \* Tutorial 13: Hacking windows 7 and 8 through Metasploite \* Tutorial 14: Tutorial on Cross Site Scripting \* Tutorial 15: Hacking Android Mobile Using Metasploit\* Tutorial 16: Man of the middle



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will be useful for intermediate camera users.Written specifically for the GoPro HERO6 Black camera. This is a tutorial on Spring MVC, a module in the Spring Framework for rapidly developing web applications. The MVC in Spring MVC stands for Model-View-Controller, a design pattern widely used in Graphical User Interface (GUI) development. This pattern is not only common in web development, but is also used in desktop technology like Java Swing. Sometimes called Spring Web MVC, Spring MVC is one of the most popular web frameworks today and a most sought-after skill. This book is for anyone wishing to learn to develop Java-based web applications with Spring MVC. Sample applications come as Spring Tool Suite and Eclipse projects. A local Singaporean magazine dedicated to photography and videography. GOING OFF ON YOUR OWN? NEW VENTURE? NEWLY SELF-EMPLOYED? CAREER CHANGE? CONSULTING? 25 Sales How-to Tutorials Guide for New Start-Ups, Entrepreneurs, Self-Employed And Career-Changers is a sales training workbook specifically designed for people who have a skill or product to bring to the world but who have never done much selling to this point in life . . . people such as new small business owners, consultants, free-agents, career-changers, free-lancers and self-employed. This sales book is set up around 25 practical sales skills tutorials that guide through all the steps from getting started with an idea (for a product or service), through the stages of defining just what is needed, finding prospects, making sales calls, developing prospects' awareness of the need and value of buying, handling sales objections and questions, closing the sale, and following up. Each tutorial contains practical sales how-to tips, including checklists, and model selling scripts which readers are encouraged to model on in "translating" the models to their market and their communication style. As a workbook, you don't just read, but work on application exercises, and adapt models to your own situation. WHO IT IS FOR 25 Sales How-to Tutorials Guide is mainly intended for individuals who are starting up new ventures - or starting over after a career change - and need to quickly absorb practical sales techniques needed for sales success. It can be used as the basis for hands-on new entrepreneur sales training programs in community colleges or job

creation centers. WHAT YOU WILL LEARN The tutorials are set up around key, practical questions like those following. In each, you will find practical how-to tips, model scripts, checklists, and templates for pulling together your ideas and insights, and for modeling on. Here's the list"

PART ONE GETTING STARTED Tutorial 1 Are There in Fact Important Needs That My Product or Service Can Fill? 2 How Does My Product or Service Stand Out from the Competition? How Can I Make it EVEN MORE Unique or Valuable? 3 Can I, Cost-Effectively, Reach the People (Or Decision-Makers Within Organizations) Who Need What I Offer?

PART TWO ORGANIZING YOURSELF 4 Who Can Say Yes to What I Offer? 5 When to Work by Appointment and When to Cold-Call

PART THREE GETTING THE APPOINTMENT 6 How to Get Past the "Gatekeeper" or "Screen" 7 How to Ask the Prospect for an Appointment 8 How to Confirm Whether the Meeting Is Still On-Schedule. How to Handle It If There's a Glitch. PART FOUR WHEN YOU ARRIVE ON-SITE 9 How to Turn Waiting Time into Productive Time 10 How to Open Your Meeting with the Prospect 11 How to Excite the Prospect's Interest in What You Offer 12 How to Ask the Kind of Questions That Nudge the Prospect into Explaining Why Your Product Is Needed, And How It Will Help Pay for Itself. 13 How to Use the Appropriate Question Type. How to Use the Power of Silence to Augment Your Questions. 14 How to Use the "Selling Wedge" as a Framework for Structuring Your Questions. 15 How to Make the Link - That is, Show How Your Product or Service Will Fill the Prospect's Needs 16 How to Address the Issue of Price

PART FIVE CLOSING FOR THE ORDER OR OTHER KIND OF "BUYING ACTION" 17 How to Recognize and Read "Buying Signals" 18 How to "Close" That Is, How to Ask the Prospect to Take "Buying Action" 19 More Ways of Asking the Prospect to Take "Buying Action" PART SIX COPING WITH QUESTIONS AND OBJECTIONS 20 How to Focus

around a hotel suite project, AutoCAD 2013 for the Interior Designer provides the Interior Design student with a non-intimidating, tutorial based, approach to learning the AutoCAD program. It accomplishes this by taking students that have no computer design experience from simple commands to complete projects in this single-semester sized text. This

well organized and progressive approach to learning AutoCAD sets this text apart from others. The emphasis of this book is on easy to understand descriptions and instructions, allowing the non-technical, artistic, visual learning Interior Design student to quickly get past the fear of using the computer to produce drawings. The focus is entirely on the use of AutoCAD for the Interior Design field and not simply architectural drawings. Chapters alternate between command descriptions, which are organized by a command set category, and tutorials. This allows students to easily refer back to command descriptions without hunting through a tutorial that introduces commands as it progresses. The emphasis is on the practical use of commands using the AutoCAD ribbon workspace, rather than the multiple (and seldom used) command options. Multiple tutorials of the hotel suite, which includes floor plan, elevation views, dimensioning, and plotting, provide a practical application of the commands learned in the preceding chapters. Completely dimensioned drawings are provided at the beginning of each tutorial so that the advanced student, or an instructor led class, can complete them without going through the step-by-step process. This textbook is classroom proven and relevant interior design homework problems are provided. After completing this book, the student will be able to create all their 2-D Interior Design work using AutoCAD. Master the programming skills you need to turn raw, unfiltered data into deep insights and get ready for a data science and analytics career with this definitive guide to R Programming for Beginners! Do you want to get started learning how to program, but don't know where to begin? Are you interested in moving beyond Excel sheets and learning one of the most powerful programming language used in cutting edge research such as machine learning? If you answered yes to any of these questions, then this book might just be what you need. R can be a royal pain in the neck sometimes. Even seasoned programmers and data analysts still struggle with it. But it doesn't have to be you. In this guide, you're going to learn everything you need to do heavy data wrangling in R, with graded exercises and examples at the end to help you reinforce what you've learned. Here's a preview of what

you're going to discover in R Programming for Beginners Step-by-step instructions to help you set up and install the R Environment with photos How to properly Execute R Scripts with your favorite code editor Everything you need to know about the R syntax-statements, blocks, comments, and keywords Steps to help you write your very first R script and begin your programming journey The 6 data types supported by the R programming language How to name variables and assign values to them Steps to help you write well-defined user functions effectively How to control program flow with decision making control structures and loops How to visualize data with R programming ...and lots more!

Whether you're completely new to programming and have never written a single line of code before, or you're an intermediate or experienced R programmer looking to brush up on the basics, this book has everything you need to master R completely. Scroll to the top of the page and click the "Add to Cart" button to get started today!

Tutorial Guide to AutoCAD 2015 provides a step-by-step introduction to AutoCAD with commands presented in the context of each tutorial. In fifteen clear and comprehensive chapters, author Shawna Lockhart guides readers through all the important commands and techniques in AutoCAD 2015, from 2D drawing to solid modeling and finally finishing with rendering. In each lesson, the author provides step-by-step instructions with frequent illustrations showing exactly what appears on the AutoCAD screen. Later, individual steps are no longer provided, and readers are asked to apply what they've learned by completing sequences on their own. A carefully developed pedagogy reinforces this cumulative-learning approach and supports readers in becoming skilled AutoCAD users. Tutorial Guide to AutoCAD 2015 begins with three Getting Started chapters that include information to get readers of all levels prepared for the tutorials. The author includes tips that offer suggestions and warnings as you progress through the tutorials. Key Terms and Key Commands are listed at the end of each chapter to recap important topics and commands learned in each tutorial. Also, a glossary of terms and Commands Summary list the key commands used in the tutorials.

Each chapter concludes with end of chapter problems providing challenges to a range of abilities in mechanical, electrical, and civil engineering as well as architectural problems. So, you'd love to create computer games or 3D graphics software. But where do you start? Here's your chance to learn 3D graphics programming using Warp3D Nova from the man who created the Warp3D Nova API himself, Hans de Ruiter. In this tutorial series, Hans takes you from zero through to rendering 3D texture-mapped objects with lighting. By the time you're done you'll have the fundamentals of 3D graphics using Warp3D Nova, and will be ready for bigger things. What You'll Learn In short: how to program 3D graphics using Warp3D Nova. Here's an overview of what's inside: Tutorial 1: Create a window Tutorial 2: Hello triangle - draw something Tutorial 3: A splash of algorithmic colour - procedural texture mapping Tutorial 4: Colour another way - per-vertex colour Tutorial 5: 3D at last - draw a cube Tutorial 6: 3D lighting - add lighting to the scene Tutorial 7: Animation - making objects move Tutorial 8: Adding texture - texture-mapping Tutorial 9: Normal mapping - extra realism with surface bumps and features Warp3D Nova gotchas - easy mistakes and how to avoid them GLSL shader debugging - tools and tips Where to go from here - next steps in your graphics programming journey What is Warp3D Nova Warp3D Nova is a modern shader-based 3D graphics API for AmigaOS 4.1+. To follow these tutorials, you will need an AmigaOS machine with suitable hardware (e.g., an AmigaOne X5000 with a Radeon RX 560 graphics card). About the Author Hans de Ruiter is a software engineer with a background in computer vision and graphics. As a child/teenager he taught himself programming, constructed electronic circuits from kitsets, and also had a keen interest both science and in building things himself. He pursued these interests further at university, going all the way through to a Ph.D. (at the University of Toronto). He's written both graphics software and graphics drivers, giving him a broad understanding of how modern graphics cards work. He also designed and built the Warp3D Nova graphics system from the ground up, and therefore has intimate knowledge of how it works.