Reason 3 For Windows And Macintosh Visual QuickStart Guides

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Intelligent Machine Vision - Bruce Batchelor 2012-12-06
A number of important aspects of intelligent machine vision in one volume, describing the state of the art and current developments in the field, including: fundamentals of 'intelligent'image processing for machine vision systems; algorithm optimisation; implementation in high-speed electronic digital hardware; implementation in an integrated high-level software environment and applications for industrial product quality and process control. Backed by numerous illustrations, created using the authors IP software, this book will be of interest to researchers in the field of machine vision wishing to understand the discipline and develop new techniques. Also useful for under- and postgraduates.

FileMaker Pro 8 for Windows and Macintosh - Nolan Hester 2006-06-13
Need to learn FileMaker Pro fast? Try a Visual QuickStart Guide! If you've recently upgraded to FileMaker Pro 8, teach yourself this powerful database software the quick and easy way! Using pictures rather than lengthy explanations, this Visual QuickStart Guide takes you from working with records and files to creating and designing databases, printing and networking with FileMaker, and Web publishing with FileMaker in no time. Step-by-step tasks show you how to use new features like PDF and Excel makers; fast match, fast send, layout alignment, email merge, and table import tools; and popular features like digital image management to organize digital photos with minimal effort and

XML support to easily share and integrate data with other applications--even those not running FileMaker. This affordably priced, reference style book also includes a companion Web site with excerpts, tips, related links, and more. You'll be up and running in no time!
Sound & Vision - 2003

Windows 10 - David Pogue 2018-07-15
"Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all--with humor, authority, and 500 illustrations."--Page 4 of cover.

Digital Literacy - Mandy Reininger 2021-04-29
Digital Literacy is an exciting and compact textbook that provides computer literacy students with the essentials needed to understand what computers are, how they work, and why they are so important. It is written in plain language with visual examples and clear explanations so that even students who are confused by computer terminology will understand these ideas and learn how to apply them. This college-level textbook introduces a wide range of concepts including basic input/output component lists and explanations, file management best practices, software categories, communication and network types, cybersecurity and safety, and ethics. Written by faculty at Chemeketa Community College for students in the classroom, Digital Literacy is a

classroom-tested textbook that sets students up for success.

PC Mag - 1987-11-24
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Microsoft Computer Vision APIs Distilled - Alessandro Del Sole 2017-12-01
Dive headfirst into Microsoft's Computer Vision APIs through sample-driven scenarios! Imagine an app that describes to the visually impaired the objects around them, or reads the Sunday paper, a favorite magazine, or a street sign. Or an app that is capable of monitoring what is happening inside an area without human control, and then makes a decision based on interpreting an occurrence detected with a live camera. This book teaches developers Microsoft's Computer Vision APIs, a service capable of understanding and interpreting the content of any image. Author Del Sole begins by providing a succinct "need to know" overview of the service with descriptions. You then learn from hands-on demonstrations that show how basic C# code examples can be re-used across platforms. From there you will be guided through two different kinds of applications that interact with the service in two different ways: the more common means of calling a REST service to get back JSON data, and via the .NET libraries that Microsoft has been building to simplify the job (this latter one with Xamarin). What You'll Learn Understand AI's role and how devices and applications use sophisticated algorithms to improve people's lives and business tasks. Analyze images for Optical Character Recognition to detect written words and sentences Think about the next-generation applications in relation to your customers' needs Get up-to-speed on the latest version of the Computer Vision service, which now comes through Azure Set up an Azure subscription in order to access the Cognitive Services within the portal After reading this book, you will be able to get started with AI services from Microsoft in order to begin building powerful new apps for your company or customers. Who This Book Is For Developers just getting familiar with artificial intelligence. A minimal knowledge of C# is required.

How Microsoft Windows Vista Works - Eric Lindley 2006
Windows Vista is the long-awaited upgrade to the Microsoft Windows operating system, and it's a lot different from the Windows you're used to. What's new in Windows Vista–and how do all those new features work? How Microsoft Windows Vista Works is the first book to take you inside the new Windows Vista operating system and show you how all the pieces and parts work. With clear and simple explanations and illustrations that say, "You, too, can understand this," How Microsoft Windows Vista Works gives you detailed information on the hidden workings of Windows Vista–from the new Aero interface inside to the Windows kernel. It's a four-color, highly visual explanation of everything that matters about Windows Vista, including: How Windows Vista differs from Windows XP How Windows controls your computer How User Account Control protects your system How virtual folders and instant search work How Windows Vista renders graphics How the Aero interface and the Windows Sidebar work How Internet Explorer 7's tabbed browsing works How Windows connects to a wireless network How the new Windows Photo Gallery manages your digital photos Contents Introduction xi Part I: What Windows Vista Is–and What It Does 2 Chapter 1 Understanding Windows and Other Operating Systems 6 Chapter 2 How Windows Vista Differs from Windows XP 14 Chapter 3 What Windows Vista Does 26 Part II: Basic Operations 32 Chapter 4 Powering On and Powering Off 36 Chapter 5 Managing System Resources 48 Chapter 6 Managing System Information 62 Chapter 7 Managing Users 70 Chapter 8 Managing Data 76 Chapter 9 Managing Applications 92 Part III: Windows Vista Graphics 100 Chapter 10 Understanding Vista Graphics 104 Chapter 11 The Vista Interface 112 Chapter 12 The Vista Desktop 122 Part IV: Digital Media 130 Chapter 13 Windows Media Center 134 Chapter 14 Digital Music 150 Chapter 15 Digital Images 166 Chapter 16 Digital Video and Movies 174 Part V: Networking and the Internet 182 Chapter 17 Windows Vista and the Internet 186 Chapter 18 Windows Vista Networks 204 Part

VI: Security and Maintenance 220 Chapter 19 Windows Vista Security Features 224 Chapter 20 Routine Maintenance 238 Glossary 252 Index 266

Reason 3 for Windows and Mac - Joe Lyford 2005
Combining pristine sound quality with a comfortably retro-styled virtual rack (including a polyphonic synthesizer, mixing console, sampler, and drum machine), Reason has won legions of fans since its introduction. Now, everyone is singing its praises -- from bands like Nine Inch Nails and Prodigy to video producers. Here to show you why is the first Visual QuickStart Guide on the topic. Using simple step-by-step instructions and loads of visual aids, this friendly volume promises to have you up and running quickly -- using all of Reason's instruments, loops, effects, mixing capabilities, and drum kits. You'll also find complete coverage of Reason's essential features: from its extensive racks and sound banks to its lifelike, rear-rack cabling, as well as its effects, automation, integration with other audio programs, and more.

Computer Software - 1988

Computer Software, 1988 - 1988

Microtimes - 1998

Macworld - 2004

Putting Your Small Business on the Web - Maria Langer 2000
This book is written for those with existing businesses and explains how to create a professional business presence on the Web and how to reach the right markets for your products and services.

West's Federal Supplement - 1989

InfoWorld - 1995-12-25
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

InfoWorld - 1988-03-28
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Essential C# 7.0 - Mark Michaelis 2018-06-17
The Comprehensive, Expert Guide to C# Language Programming "This book has been a classic for years, and remains one of the most venerable and trusted titles in the world of C# content, and probably far beyond! . . . Mark is super smart, insists on understanding everything to the core, and has phenomenal insight into how things affect real developers. . . . He goes right to the essence and communicates with great integrity—no sugarcoating—and has a keen eye for practical value and real-world problems." –Mads Torgersen, C# Program Manager, Microsoft Essential C# 7.0 is a well-organized, no-fluff guide to C# 7.0 for programmers at all levels of experience. Reflecting the most important C# features from 3.0 through 7.0 and including modern programming patterns, it will help you write code that's simple, powerful, robust, secure, and maintainable. Author Mark Michaelis is a world-class C# expert: a long-time Microsoft MVP and Regional Director who also has served on Microsoft's C# design review team. He presents a comprehensive tutorial and reference for the entire language, including expert coverage of key C# 7.0 enhancements, C# 7.0's use with .NET Core/.NET Standard, and cross-platform compilation. He illustrates key C# constructs with succinct examples, and presents best-practice coding guidelines. To help you maintain existing code, separate indexes provide version-specific answers for C# 5.0, 6.0, and 7.0, and visual icons show when each language innovation was introduced. Make the most of C# 7.0 enhancements, including tuples, deconstructors, pattern matching, local functions, and ref returns Work efficiently with C# data types, operators, control flow, methods, and parameters Write more robust code with C# object-oriented constructs Implement reliable, effective exception handling Reduce code complexity with generics, delegates, lambda expressions, and events Leverage advanced dynamic and declarative programming techniques Query diverse data collections using LINQ with query expressions Create custom collections that operate against business objects Access .NET collections via collection interfaces and standard query operators Master multithreading and synchronization, including

the async/await paradigm Optimize performance and interoperability with P/Invoke and unsafe code Run your code on Linux or macOS with C# 7.0 cross-platform compilation Includes C# 7.1, 7.2, and 7.3 language enhancements This guide offers you a complete foundation for successful development with modern versions of the C# language in any project or environment.

Beginning Visual Studio for Mac - Alessandro Del Sole 2017-10-24
Quickly learn how to get the most out of the Visual Studio for Mac integrated development environment (IDE). Microsoft has invested heavily to deliver their very best development tools and platforms to other operating systems. Visual Studio for Mac is a powerful developer tool that reinforces Microsoft's "mobile-first", "cloud-first", and "any developer, any platform, any device" strategy. With the author's guided expertise and extensive code samples, you will understand how to leverage the most useful tools in Visual Studio for Mac, the code editor, and the powerful debugger. You also will appreciate the author's guidance on collaborating with other team members using integrated tooling for the Git source control engine. Whether you are a Mac developer interested in cross-platform development or a Windows developer using a Mac, Beginning Visual Studio for Mac will quickly get you up to speed! What You'll Learn Prepare, configure, and debug in the Mac development environment Create cross-platform mobile apps for Android, iOS, and Windows with Xamarin and C# in Visual Studio for Mac Build cross-platform Web applications with .NET Core using Visual Studio for Mac Customize your productive and collaborative development environment Who This Book Is For Software developers using a Mac computer who want to build mobile or web applications that run on multiple operating systems

Dreamweaver CS5 for Windows and Macintosh - Tom Negrino 2010-06-04
With the release of Adobe Creative Suite CS5, Dreamweaver solidifies its role as the de facto tool of choice for anyone designing for the Web. Adobe Dreamweaver CS5 for Windows and Macintosh: Visual QuickStart Guide uses a combination of task-based instruction and strong visuals to teach beginning and intermediate

users how to create, design, and publish powerful, innovative Web sites with Dreamweaver. Leading technology authors Tom Negrino and Dori Smith take you step-by-step through the new features in Adobe Dreamweaver CS5, with completely revised chapters on critical tools like styling pages with CSS and adding user interactivity with JavaScript dynamic elements. You'll also learn to take advantage of Dreamweaver's new ability to build and modify sites that use popular content management systems, such as WordPress, Joomla!, and Drupal. If you're new to Dreamweaer and web design, you'll learn to create your first Web site, add text, style and lay out page content, manage styles, work with links, incorporate images, media, tables, forms, and frames, design site navigation, and so much more. If you're an experienced user, you'll find this a convenient reference to the new features of Dreamweaver CS5. Note from the publisher: FREE Adobe Dreamweaver CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Advances in Visual Informatics - Halimah Badioze Zaman 2013-10-12
This book constitutes the refereed proceedings of the Third International Conference on Advances in Visual Informatics, IVIC 2013, held in Selangor, Malaysia, in November 2013. The four keynotes and 69 papers presented were carefully reviewed and selected from various submissions. The papers focus on four tracks: computer visions and engineering; computer graphics and simulation; virtual and augmented reality; and visualization and social computing.

InfoWorld - 1996-09-09
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

InfoWorld - 1994-09-26
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Mac Life - 2008-08
MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the

curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

Photoshop CS3 Bible - Laurie A. Ulrich 2011-06-24
Get the book you need to succeed in any Photoshop endeavor -- Photoshop CS3 Bible. In this totally updated edition to the international bestseller, the authors show you how to master every aspect of Photoshop -- from image-editing basics to new techniques for working with camera raw images. You'll learn how to retouch, color correct, manipulate, and combine images using Photoshop. You'll discover how to create cutting-edge special effects for digital or film-based images, and use them on the Web or in print. And you'll find out how to use the File Browser, histogram palette, Lens Blur, Match Color, the color replacement tool, customizable keyboard shortcuts, and more. The authors' easy and approachable writing style demystifies even the most complex Photoshop tasks. Order today and master Photoshop CS3. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

HTML5 Game Engines - Dan Nagle 2014-04-28
Build and Distribute Your Game Using an HTML5 Game Engine As mobile hardware improves, HTML5 is gradually being used for gaming apps and a growing industry of game engines has begun to support it. HTML5 Game Engines: App Development and Distribution presents an introduction to development with HTML5 game engines as well as an in-depth look at popular engines. Along with downloadable example projects for each engine, the book provides techniques for packaging and distributing the final app to all the major platforms. Get Hands-On Guidance through Practical Techniques and Examples The book is divided into three parts. The first one covers the essentials of HTML5, discusses development strategies and techniques, and takes you through a basic pong game running in the browser with no dependencies. The second part implements four games using the Crafty, EaselJS, Impact, and Turbulenz game engines. In the third part, the author describes how several of these games are distributed on platforms,

such as the Chrome Web Store, Apple iOS App Store, Google Play Store, and Facebook.

Computerworld - 1996-06-03
For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

InfoWorld - 1995-12-25
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Encyclopedia of Microcomputers - Allen Kent 1997-05-21
Visual Fidelity: Designing Multimedia Interfaces for Active Learning to Xerox Corporation

C# 10 and .NET 6 – Modern Cross-Platform Development - Mark J. Price 2021-11-09
A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in the PDF format. Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple

console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.

New Trends in Software Methodologies, Tools, and Techniques - Hamido Fujita 2004 Software is the essential enabler for the new economy and science. It creates new markets and new directions for a more reliable, flexible, and robust society. It empowers the exploration of our world in ever more depth. However, software often falls short behind our expectations. Current software methodologies, tools, and techniques remain expensive and not yet reliable for a highly changeable and evolutionary market. Many approaches have been proven only as case-by-case oriented methods. This book presents a number of new trends and theories in the direction in which we believe software science and engineering may develop to transform the role of software and science in tomorrows information society. This book is an attempt to capture the essence of a new state of art in software science and its supporting technology. The book also aims at identifying the challenges such a technology has to master. This book covers subjects on Ontology and Software Requirement, Enterprise and Conceptual Software Models, Declarative Representation for Software Development, Requirement Representation and Formalization, Formal Specification and Language Interpretation, Legacy Systems and Language Conversions, Software Quality and Development Measurement, and Software Development Practices Models examples. Each of these chapters contains well-reviewed and selected papers, so the reader can enjoy the state-of-the-art on the need on such new emerged technology.

Macintosh Windows Integration - John Rizzo 1999 Macintosh Windows Integration declares a truce in the OS wars by enabling organizations to effectively integrate both platforms. From using Macs on Windows NT networking, to sharing files and printers, to running Windows on Macs, Macintosh Windows Integration covers every aspect of cross-platform integration used by businesses. John Rizzo's book is filled with practical tips for solving cross-platform problems, as well as how-to information and discussions of the products and utilities that make a Mac-and-PC workflow system a reality.

Creating Mobile Apps with Xamarin.Forms, Preview Edition - Charles Petzold 2014-09-26 Written by programming legend Charles Petzold and created jointly by Microsoft Press and Xamarin Inc., this Preview Edition ebook is about writing applications for Xamarin.Forms, the new mobile development platform for iOS, Android, and Windows Phone unveiled by Xamarin in May 2014. Xamarin.Forms lets you write shared user-interface code in C# and XAML (the eXtensible Application Markup Language) that maps to native controls on these three platforms. (The final edition of this ebook will be published in the spring of 2015.) This ebook is for C# programmers who want to write applications for the three most popular mobile platforms—iOS, Android, and Windows Phone—with a single code base. Xamarin.Forms also has applicability for those programmers who want eventually to use C# and the Xamarin.iOS and Xamarin.Android libraries to target the native application programming interfaces (APIs) of these platforms. Xamarin.Forms can be a big help in getting started with these platforms or in constructing a prototype or proof-of-concept application. This ebook assumes that you know C# and have some familiarity with the use of the .NET Framework.

However, when it describes some C# and .NET features that might be somewhat new to recent C# programmers, the ebook adopts a somewhat slower pace. In particular, the introduction of the async keyword and await operator in Chapter 3 follows a discussion that shows how to do asynchronous programming using traditional callback methods.

Computerworld - 1987-12-21
For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Learn Xcode Tools for Mac OS X and iPhone Development - Ian Piper 2010-03-26
This book will give you a thorough grounding in the principal and supporting tools and technologies that make up the Xcode developer tools suite. Apple has provided a comprehensive collection of developer tools, and this is the first book to examine the complete Apple programming environment for both Mac OS X and iPhone. Comprehensive coverage of all the Xcode developer tools Additional coverage of useful third-party development tools Not just a survey of features, but a serious examination of the complete development process for Mac OS X and iPhone applications

Office 2021 for Macs For Dummies - Bob LeVitus 2022-05-10
Turn your Mac into a productivity powerhouse with Office 2021! Long gone are the days when Microsoft's powerful office suite was just for Windows users. Mac enthusiasts are also able to pop open ubiquitous apps like Word, Excel, and PowerPoint on their preferred desktop or laptop! But if you're new to Microsoft Office on the Mac—or you just need a hand with some of its latest features—you should check out Office 2021 For Macs For Dummies. This handy guide will show you how to conquer the essentials of all the key apps that make Office 2021 such a productivity booster. You'll also discover: Brand-new features, like an improved dark mode and better accessibility capabilities How to share documents directly in a collaborative setting How Microsoft's Text Predictions work in

various apps in Office 2021 Ideal for Mac-lovers who can't escape the lure of Microsoft's iconic office software, Office 2021 For Macs For Dummies is a can't-miss resource that will help you successfully blend the reliable computing power of your Mac or MacBook with the productivity power of Microsoft Office.

PC Mag - 2003-11-25
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

Digital Phenotyping/Digital Biomarkers to Monitor Psychiatric Disorders - Jennifer H. Barnett 2022-08-29

PC Mag - 1989-04-11
PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

C# 11 and .NET 7 – Modern Cross-Platform Development Fundamentals - Mark J. Price 2022-11-08
An accessible guide for beginner-to-intermediate programmers to concepts, real-world applications, and latest features of C# 11 and .NET 7, with hands-on exercises using Visual Studio 2022 and Visual Studio Code. Purchase of the print or Kindle book includes a free eBook in PDF format. Key Features Explore the newest additions to C# 11, the .NET 7 class libraries, and Entity Framework Core 7 Create professional websites and services with ASP.NET Core 7 and Blazor Build your confidence with step-by-step code examples and tips for best practices Book Description Extensively revised to accommodate the latest features that come with C# 11 and .NET 7, this latest edition of our guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. Next, you'll take on .NET APIs for performing tasks like managing and querying data, working with the filesystem, and serialization. As you progress, you'll also explore

examples of cross-platform projects you can build and deploy, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary graphical user interface code, the first eleven chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build websites, web services, and browser apps using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. C# 11 and .NET 7 - Modern Cross-Platform Development Fundamentals will give you a solid foundation to start building apps and services with confidence. By the end of this book, you'll be able to create rich web experiences and have a solid grasp of object-oriented programming that you can build upon. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core models Build and consume powerful services using the latest technologies, including Web API and Minimal API For .NET 6 developers: C# 11 can be used with .NET 6, including features like raw string literals EF Core 7 targets .NET 6, so you can benefit from its new features like ExecuteUpdate and ExecuteDelete for more efficient data modifications Who this book is for This book is primarily for beginners, but intermediate-level C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years will also find plenty of useful information in it. Prior exposure to C# or .NET is not a prerequisite, but you should have a general understanding of programming before you jump in. If you already have some C# and .NET skills and want to focus on developing apps, we recommend that you pick up Mark's other .NET book, Apps and Services with .NET 7, instead.