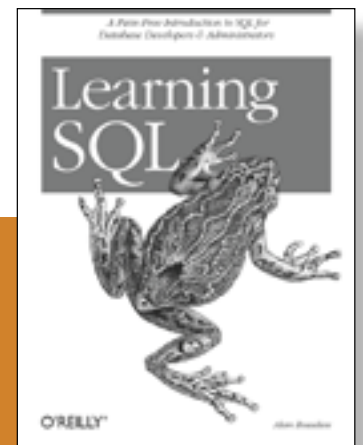
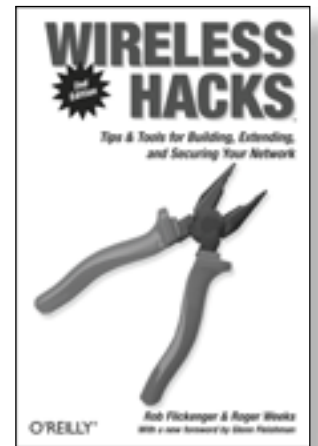
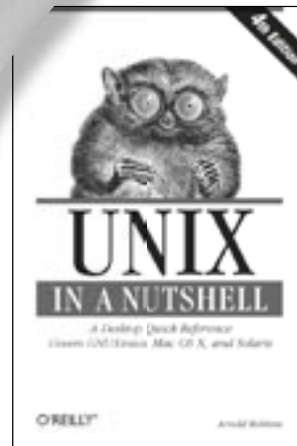
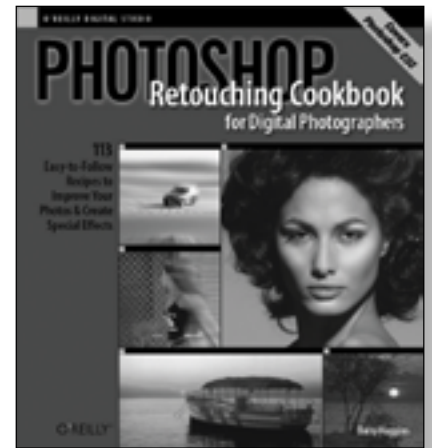
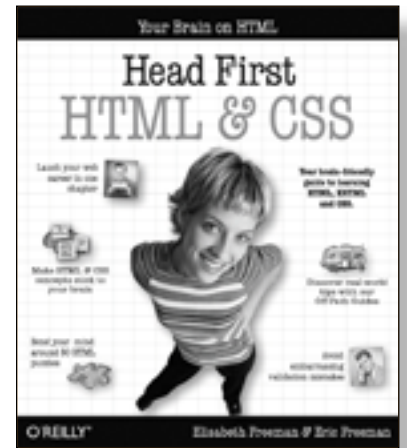
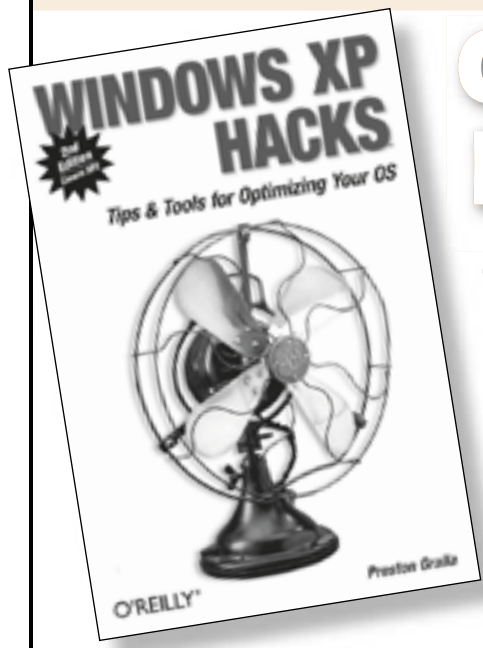


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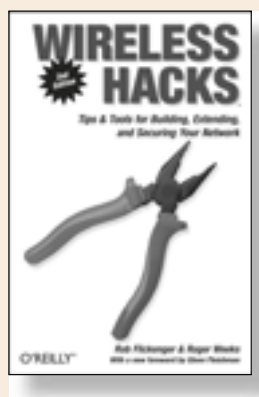


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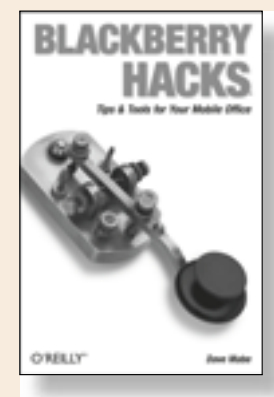


Get Hacking!

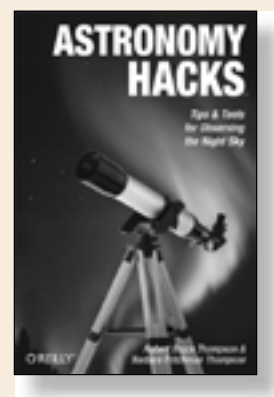
Creative participation is the hacker's ethic, and our Hacks Series continues to extend it in ways you might never have imagined. Empower yourself, your applications and your gadgets. **Get Hacking!**



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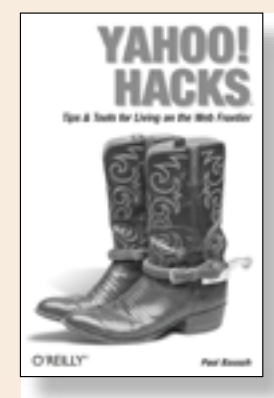
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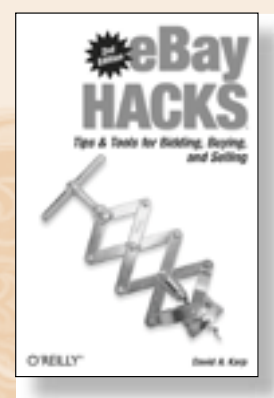
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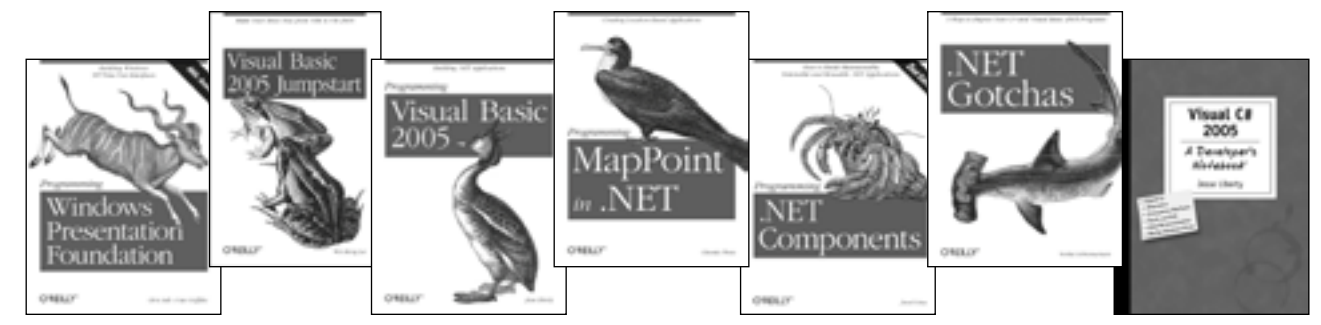
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C#, VISUAL BASIC, AND .NET



NEW! Programming ASP.NET, 3rd Edition
By Jesse Liberty & Dan Hurwitz
3rd Edition October 2005
ISBN 0-596-00916-X
944 pages **\$49.95**

Programming ASP.NET, 3rd Edition, features a comprehensive tutorial on Web Forms. It offers detailed explanations of all the new controls, including web server controls, HTML server controls, and custom controls. It also shows you how to create ASP.NET 2.0 pages for mobile devices.

NEW! Programming Windows Presentation Foundation
By Chris Sells & Ian Griffiths
October 2005, ISBN 0-596-10113-9
447 pages **\$39.95**

Windows Presentation Foundation, formerly Avalon, works by unifying the development of documents, graphics, and applications into a common platform. *Programming Windows Presentation Foundation* introduces this technology with plenty of practical examples so that you can see for yourself how Avalon's new approach changes the art of building user interfaces. Co-written by a Microsoft specialist on Avalon, this guide is the definitive look at this vital new tool.

NEW! Visual Basic 2005 Jumpstart
By Wei-Meng Lee
September 2005, ISBN 0-596-10071-X
214 pages **\$14.95**

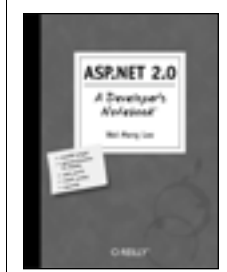
Okay, VB6 developers—time's up. Microsoft no longer supports this version of Visual Basic, but VB 2005 offers several attractive reasons to upgrade. Our jumpstart guide lets you test-drive VB 2005 with three hands-on projects that let you learn the new syntax quickly. It's the painless way to migrate, and the perfect training manual for moving to the world of .NET.

NEW! Programming Visual Basic 2005
By Jesse Liberty
September 2005, ISBN 0-596-00949-6
568 pages **\$39.95**

This information-packed guide helps you understand Visual Basic 2005, the next-generation release of the popular Visual Basic programming language. This book aims to make you immediately productive in creating Windows and web applications using Visual Basic 2005 and all of its tools. Perfect for experienced VB6 and VB .NET developers.

NEW! Programming MapPoint in .NET
By Chandu Thota
December 2005, ISBN 0-596-00906-2
400 pages **\$49.95**

Programming MapPoint in .NET gives you a head start on Microsoft's emerging web mapping technology by showing you practical ways to embed MapPoint functionality into custom applications for the desktop, the Web, and mobile devices. Written by Microsoft's point man on MapPoint, this practical book offers the most thorough treatment of the service.



ASP.NET 2.0: A Developer's Notebook
By Wei-Meng Lee
June 2005
ISBN 0-596-00812-0
348 pages **\$29.95**

To bring you up to speed with ASP.NET 2.0, this practical book offers nearly 50 hands-on projects. Each one explores a new feature of the language, with emphasis on changes that can increase productivity, simplify programming tasks, and help you add new functionality to your applications. You get the goods straight from the masters in an informal, code-intensive style.

Programming .NET Components, 2nd Edition
By Juval Löwy
2nd Edition June 2005, ISBN 0-596-10207-0
644 pages **\$44.95**

Programming .NET Components, 2nd Edition, is the consummate introduction to the Microsoft .NET Framework—the technology of choice for building components on Windows platforms. From its many lessons, tips, and guidelines, readers will learn how to use the .NET Framework to program reusable, maintainable, and robust components. Following in the footsteps of its bestselling predecessor, *Programming .NET Components*, 2nd Edition, has been updated to cover .NET 2.0.

.NET Gotchas
By Venkat Subramaniam
May 2005, ISBN 0-596-00909-7
396 pages **\$39.95**

The ultimate guide for pain-free coding, *.NET Gotchas* contains 75 common .NET programming pitfalls and advice on how to avoid them. Now you can steer away from application performance problems, or tainted code that just doesn't work right. It's the ideal resource for .NET developers yearning for a more productive, stress-free existence.

Visual C# 2005: A Developer's Notebook
By Jesse Liberty
April 2005, ISBN 0-596-00799-X
239 pages **\$29.95**

This book is designed to acquaint readers with the new C# release through nearly 50 hands-on projects. Each mini-project or experiment explores a new feature of the product, with emphasis on changes that can increase productivity, simplify programming tasks, and facilitate the addition of new functionality to applications. Each project also includes suggestions for further experimentation, links to online documentation and other sources of information, and practical notes and warnings from the author.



Visual Studio Hacks

By James Avery
March 2005, ISBN 0-596-00847-3
500 pages \$24.95

This hands-on guide is designed for developers who want to go far beyond the obvious features of Visual Studio—the most powerful, feature-rich Integrated Development Environment (IDE) on the market today. It takes the reader on a detailed tour through code editor hacks, all manners of customization, even external tools such as PowerToys. Full of valuable tips, tools, and tricks.

ASP.NET in a Nutshell, 2nd Edition

By G. Andrew Duthie & Matthew MacDonald
2nd Edition August 2003, ISBN 0-596-00520-2
998 pages \$44.95

Updated for Visual Studio.NET 2003, the second edition of *ASP.NET in a Nutshell* includes fresh information on application and web service development, custom controls, data access, security, deployment and error handling, new material on web application development for mobile devices, plus an overview of the class libraries.

Visual Basic 2005: A Developer's Notebook

By Matthew MacDonald
April 2005, ISBN 0-596-00726-4
262 pages \$29.95

For those who want to get up to speed with Visual Basic 2005 quickly, *Visual Basic 2005: A Developer's Notebook* offers nearly 50 hands-on projects that allow developers to work with this language version directly. It summarizes the changes to VB 2005 and tells you how to acquire, install, and configure the beta version of VB 2005 SDK.

Windows Server 2003 in a Nutshell

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BESTSELLER—Over 50,000 sold!

Programming C#, 4th Edition

By Jesse Liberty
4th Edition February 2005, ISBN 0-596-00699-3
666 pages \$44.95

Updated for Visual Studio 2005 and Version 2.0 of the .NET Framework, *Programming C#*, 4th Edition, features new tips and tricks plus answers to frequently asked questions about C#. It covers generics, collections, collection interfaces and iterators, anonymous methods and their use to define the behavior of delegates and events, new ADO.NET data controls, and the fundamentals of Object-oriented Programming to help VB6 programmers and VBScript and JavaScript script writers make the switch.



C# Language Pocket Reference

By Ben Albahari, Peter Drayton & Ted Neward
October 2002
ISBN 0-596-00429-X
128 pages \$9.95

The *C# Language Pocket Reference* offers the convenience of a quick reference in a format that will actually fit in your pocket. The book includes a guide to C# language elements, a brief overview of the Framework Class library, a cross-reference for namespaces and assemblies, a list of compiler syntax and switches, a regular expressions reference guide, and more.

Mono: A Developer's Notebook

By Edd Dumbill & Niel M. Bornstein
July 2004, ISBN 0-596-00792-2
302 pages \$24.95

This no-fluff, lab-style guide jumps right into Mono 1.0 as you work through nearly 50 mini-projects that introduce you to the most important and compelling aspects of the 1.0 release. You'll learn how to acquire, install, and run Mono on Linux, Windows, or Mac OS X and work with the various Mono components: from the CLR to the Mono C# compiler.

C# Cookbook

By Stephen Teilhet & Jay Hilyard
January 2004, ISBN 0-596-00339-0
856 pages \$49.95

This book offers the definitive collection of solutions and examples for this highly effective new programming language. *C# Cookbook* enables developers to build programming skills and understanding of the language through the detailed explanations provided with each recipe. The book covers the C# language, .NET Framework Class Libraries, interoperability, design patterns, and concludes with project, solution, and assembly recipes. No other source offers this unique learn-as-you-go format.

Learning C#

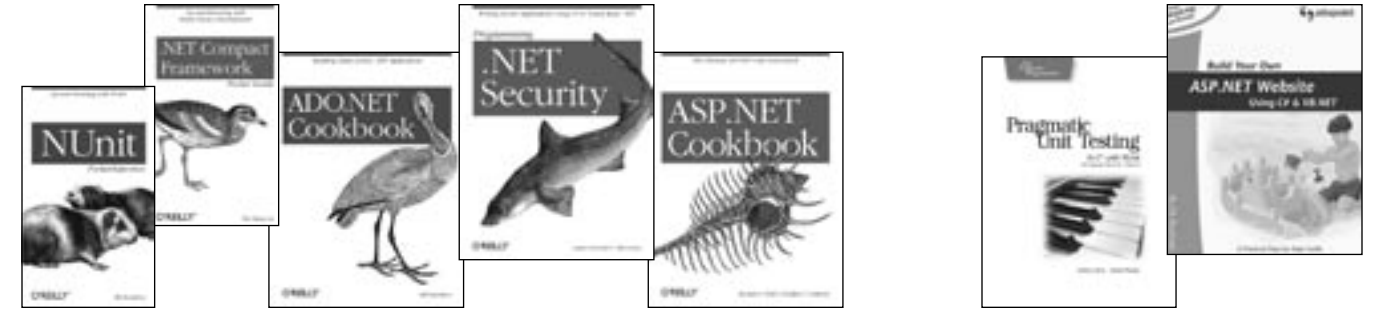
By Jesse Liberty
September 2002, ISBN 0-596-00376-5
368 pages \$34.95

With *Learning C#*, bestselling author Jesse Liberty will help you build a solid foundation in .NET and show how to apply your skills by using dozens of tested examples. You will learn how to develop various kinds of applications—including those that work with databases—and web services. Whether you have a little object-oriented programming experience or you are new to programming altogether, *Learning C#* will set you firmly on your way.

C# in a Nutshell, 2nd Edition

By Peter Drayton, Ben Albahari & Ted Neward
2nd Edition August 2003, ISBN 0-596-00526-1
924 pages, Includes CD-ROM \$44.95

Updated for .NET Framework Version 1.1, *C# in a Nutshell*, 2nd Edition, is a succinct but detailed reference to the essential C# language and the .NET types. Each chapter begins with an overview of a .NET namespace and a diagram of its types, including a quick-reference entry for each type, with name, assembly, category, description, member availability, class hierarchy, and other relevant information, such as whether the type is part of the ECMA CLI specification.



NUnit Pocket Reference

By Bill Hamilton
August 2004, ISBN 0-596-00739-6
94 pages \$9.95

The open source NUnit framework is an excellent way to test .NET code as it is written, saving hundreds of QA hours and headaches. Proof that good things come in small packages, the *NUnit Pocket Reference* is everything you need to get NUnit up and working for you.

.NET Compact Framework Pocket Guide

By Wei-Meng Lee
May 2004, ISBN 0-596-00757-4
111 pages \$9.95

Looking to create applications for Pocket PC and Windows-based Smartphones? This handy reference provides a quick tour of the .NET Compact Framework and includes several working projects to get you productive straightaway. Whether you're new to mobile programming or new to Visual Studio .NET 2003, this pocket guide will get you started writing mobile applications.

ADO.NET Cookbook

By Bill Hamilton
September 2003, ISBN 0-596-00439-7
624 pages \$44.95

ADO.NET Cookbook is a comprehensive collection of over 150 solutions and best practices for everyday dilemmas. For each problem addressed in the book, there's a solution—a short, focused piece of code that programmers can insert directly into their applications. The diverse solutions presented here will prove invaluable over and over again, for ADO.NET programmers at all levels, from the relatively inexperienced to the most sophisticated.

For a complete list of .NET titles, visit

dotnet.oreilly.com

Programming .NET Security

By Adam Freeman & Allen Jones
June 2003, ISBN 0-596-00442-7
714 pages \$44.95

With the spread of web-enabled desktop clients and web-server based applications, developers can no longer afford to treat security as an afterthought. It's one topic, in fact, that .NET forces you to address, since Microsoft has placed security-related features at the core of the .NET Framework. Yet, because a developer's carelessness or lack of experience can still allow a program to be used in an unintended way, *Programming .NET Security* shows you how the various tools will help you write secure applications.

ASP.NET Cookbook

By Michael A. Kittel & Geoffrey T. LeBlond
August 2004, ISBN 0-596-00378-1
846 pages \$39.95

This book provides a wealth of solutions to problems commonly encountered when developing ASP.NET web applications in the popular problem-solution-discussion Cookbook format. For every problem, there's a worked-out solution or "recipe"—a short, focused piece of code that web developers can insert directly into their applications. This ultimate ASP.NET code sourcebook will quickly earn the dog-eared corners and coffee rings that mark a web developer's most valued resource.

NO STARCH PRESS



NEW! Visual Basic 2005 Express: Now Playing

By Wallace Wang
November 2005
ISBN 1-59327-059-3
760 pages, Includes CD-ROM
\$24.95

A true guide for beginners, *Visual Basic 2005 Express: Now Playing* starts off with a short primer on how programming works, regardless of the programming language used. Once readers understand the general principles behind computer programming, the book then teaches how to use the Visual Basic Express program itself and how to write programs using the Visual Basic language.

PRAGMATIC BOOKSHELF

Pragmatic Unit Testing in C# with NUnit

By Andrew Hunt & David Thomas
May 2004, ISBN 0-9745140-2-0
176 pages \$29.95

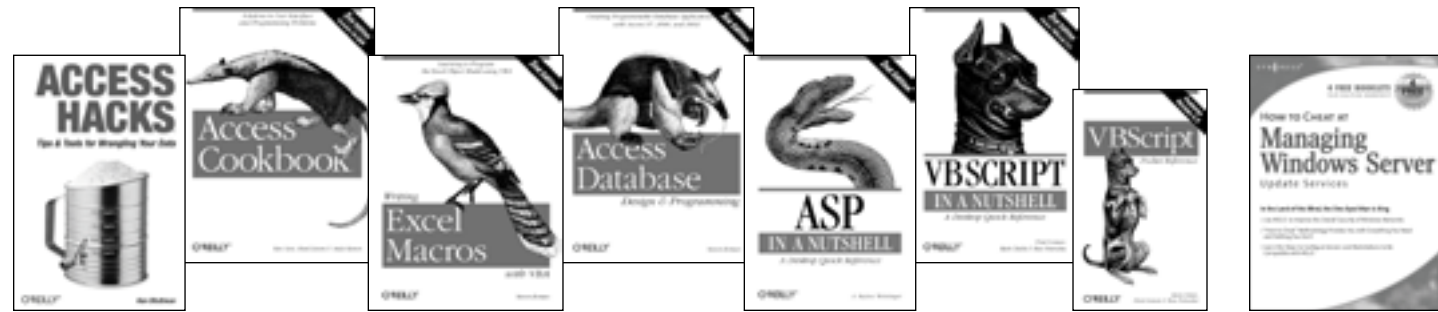
Improve your C# coding skills using unit testing: it's really all about coding, not testing. This book shows not just how to test, but what to test. Discover the tricky hiding places where bugs breed, and how to catch them using NUnit. You don't need to adopt Extreme Programming, or Test-Driven Development in order to reap the proven benefits of unit testing, the pragmatic way. **Volume II of the Pragmatic Starter Kit.**

SITEPOINT

Build Your Own ASP.NET Website Using C# & VB.NET

By Zak Ruvalcaba
April 2004, ISBN 0-9579218-6-1
763 pages \$44.95

Want to write dynamic, database-driven ASP.NET websites? Look no further than this beginner's book which provides an excellent introduction to databases, programming concepts, and more. Learn through practical examples by creating and customizing an intranet website, e-commerce store, shopping cart with PayPal check out, and more. All you need to get started is a Windows PC.



Access Hacks

By Ken Bluttman
May 2005, ISBN 0-596-00924-0
351 pages \$24.95

With this valuable guide, experienced users of Microsoft Access can finally take their database skills to the next level. *Access Hacks* offers direct, hands-on tips and tools that help relieve the frustrations of users struggling to master the program's various complexities. Also ideal for beginners looking to grasp the fundamentals of this popular database management program.

Access Cookbook, 2nd Edition

By Ken Getz, Paul Litwin & Andy Baron
2nd Edition March 2004, ISBN 0-596-00678-0
840 pages, Includes CD-ROM \$49.95

Access power users and programmers at all levels will rely on the *Access Cookbook*, 2nd Edition, for quick solutions to gnarly problems. Fully updated for Access 2003, it's also one of the first books to thoroughly explore new support for .NET-managed code and XML. All of the examples have been tested for compatibility with Access 2003, Windows XP, and Windows Server 2003. This new edition also covers Access with SharePoint, SmartTags, .NET, and XML.



Excel 2003 Programming: A Developer's Notebook

By Jeff Webb
August 2004
ISBN 0-596-00767-1
312 pages \$29.95

This guide takes you directly to Excel 2003's features using

a series of hands-on projects. Learn to work with lists and XML data, secure Excel applications, use Visual Studio Tools for Office, consume web services, and collect data with Infopath. If you've been curious about Excel 2003, but haven't known where to start, this book is the solution.

Writing Excel Macros with VBA, 2nd Edition

By Steven Roman
2nd Edition June 2002, ISBN 0-596-00359-5
560 pages \$34.95

Updated for Excel 2002, *Writing Excel Macros with VBA*, 2nd Edition, offers a solid introduction to writing VBA macros and programs in Excel and shows readers how to get more power out of Excel at the programming level: focusing on programming languages, the Visual Basic Editor, handling code, and the Excel object model.

Access Database Design & Programming, 3rd Edition

By Steven Roman
3rd Edition January 2002, ISBN 0-596-00273-4
448 pages \$34.95

When using GUI-based software, we often focus so much on the interface that we forget about the general concepts required to use the software effectively. *Access Database Design & Programming* takes you behind the details of the interface, focusing on the general knowledge necessary for Access power users or developers to create effective database applications. This book includes database design, queries, and programming.

ASP in a Nutshell, 2nd Edition

By A. Keyton Weissinger
2nd Edition July 2000, ISBN 1-56592-843-1
488 pages \$29.95

ASP in a Nutshell, 2nd Edition, provides you what you really need to create effective Active Server Pages. It focuses on how features are used in a real application and highlights little-known or undocumented features.

VBScript in a Nutshell, 2nd Edition

By Paul Lomax, Matt Childs & Ron Petrusha
2nd Edition March 2003, ISBN 0-596-00488-5
512 pages \$34.95

Lightweight yet powerful, VBScript from Microsoft is used in four main areas: server-side web applications using Active Server Pages (ASP), client-side web scripts using Internet Explorer, code behind Outlook forms, and automating repetitive tasks using Windows Script Host (WSH). *VBScript in a Nutshell*, 2nd Edition, delivers current and complete documentation for programmers and system administrators who want to develop effective scripts.

VBScript Pocket Reference

By Matt Childs, Paul Lomax & Ron Petrusha
February 2001, ISBN 0-596-00126-6
118 pages \$9.95

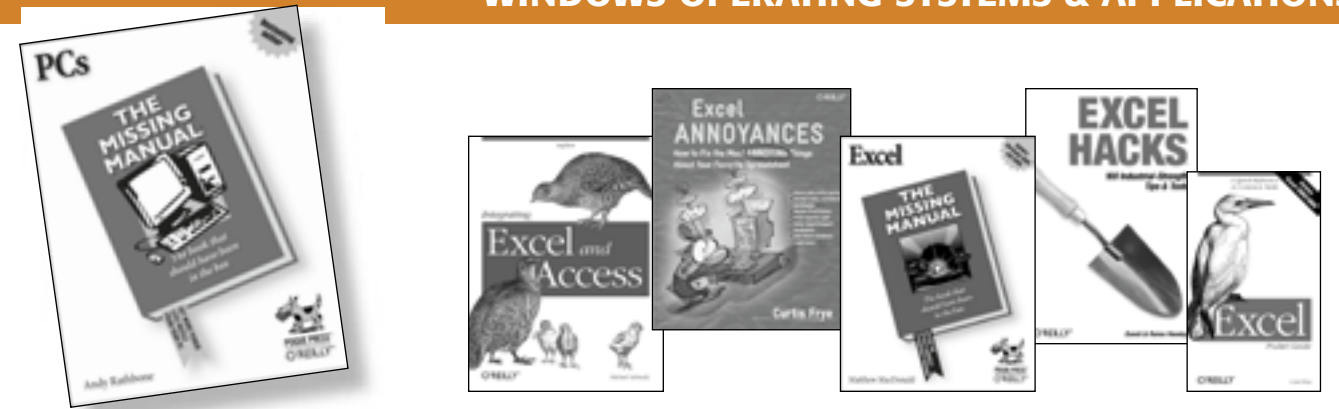
Based on the bestselling *VBScript in a Nutshell*, this small book details every VBScript language element—VBScript itself and in the Microsoft Scripting Runtime Library. Entries are arranged alphabetically by topic. In addition, appendixes list VBScript operators and VBScript intrinsic constants. The *VBScript Pocket Reference* is the consummate quick reference for writing scripts with VBScript.

SYNGRESS PUBLISHING

How to Cheat at Managing Server Update Services

By Brian Barber
November 2005, ISBN 1-597490-27-X
400 pages \$39.95

If you manage a Microsoft Windows network, you probably find yourself overwhelmed at times by the sheer volume of updates and patches released by Microsoft for their products. You know these updates are critical to keep your network running efficiently and securely, but staying current amidst all of your other responsibilities can be almost impossible. Microsoft's recently released Windows Server Update Services (WSUS) is designed to streamline this process. Learn how to take full advantage of WSUS using Syngress' proven "How to Cheat" methodology which gives you everything you need and nothing you don't.



NEW! PCs: The Missing Manual

By Andy Rathbone
December 2005, ISBN 0-596-10093-0
456 pages \$24.95

PCs: The Missing Manual describes how you can get the most out of your PCs, whether you're burning CDs and DVDs; cropping, printing, and emailing photos; scanning receipts; faxing documents; or simply trying to find the right cable. The internet section explains how to choose an Internet Service Provider and web browser, send email, find information quickly on the Web, share photos with friends online, set up a blog, shop safely online, and avoid scams. The book also tells you how to keep your privacy and PC safe installing firewalls, creating safe passwords, running antivirus software, removing spyware and adware, and backing up important files.



NEW! Access Annoyances

By Phil Mitchell & Evan Callahan
January 2006
ISBN 0-596-00852-X
304 pages \$24.95

Access is one of the easier and more flexible database

management solutions for organizing data. You could grab other books for help, but do they solve problems from page one? Meet a book of a different stripe where newcomers start off right and learn valuable methods for building databases while seasoned pros gain efficiency. *Access Annoyances* saves time and bouts of hair pulling.

NEW! Integrating Excel and Access

By Michael Schmalz
November 2005, ISBN 0-596-00973-9
232 pages \$39.95

Integrating Excel and Access provides a clear tour of the best features of both Access and Excel, how to combine those feature sets to do many more things than is possible with each application separately, and covers everything you need for projects to work efficiently including interfaces, object models, and code.

Excel Annoyances

By Curtis Frye
December 2004, ISBN 0-596-00728-0
256 pages \$24.95

Excel Annoyances addresses all of the quirks, bugs, and hidden features found in the various versions of the Excel spreadsheet program. Broken down into several easy-to-follow categories such as Entering Data, Formatting, Charting, and Printing, *Excel Annoyances* uncovers a goldmine of helpful nuggets that you can use to maximize Excel's seemingly limitless potential.

Excel: The Missing Manual

By Matthew MacDonald
December 2004, ISBN 0-596-00664-0
792 pages \$39.95

Becoming an Excel jockey takes practice, dedication, and expert guidance. And, despite its fairly steep learning curve, Excel is a marvelously rich program that enables users of every stripe to turn data into information using tools to analyze, communicate, and share knowledge. Whether you're new to Excel or an intermediate-level spreadsheet aficionado, *Excel: The Missing Manual* is sure to become your go-to resource and training partner.



PC Pest Control

See page 64

BESTSELLER! Excel Hacks

By David Hawley & Raina Hawley
March 2004, ISBN 0-596-00625-X
304 pages \$24.95

The tips and tools in *Excel Hacks* include little known "backdoor" adjustments for everything from reducing workbook and worksheet frustration to hacking built-in features such as pivot tables, charts, formulas and functions, and even the macro language. This resourceful, roll-up-your-sleeves guide shows you new ways to make Excel do things—from data analysis to worksheet management to import/export—that you never thought possible. *Excel Hacks* increases productivity with Excel and gives you hours of "hacking" enjoyment along the way.

Excel Pocket Guide

By Curtis Frye
September 2003, ISBN 0-596-00534-2
120 pages \$9.95

The *Excel Pocket Guide* is a compact reference that covers such basics as creating workbooks, entering data, printing, cell formatting, and spell checking. For more advanced users, the book provides handy information on formulas, pivot tables, collaboration, and customization. This helpful guide is the perfect quick reference for all users who want to complete tasks faster without having to wade through a five-hundred-page tutorial.

QuickBooks 2005

The Missing Manual
By Bonnie Biafore
February 2005
ISBN 0-596-00901-1
608 pages \$29.95

By explaining when and why a feature is useful (or not), *QuickBooks 2005:*

The Missing Manual gives advice that readers of every level need but that few books provide. For beginners, the book gets them using QuickBooks competently. For more experienced readers, the book helps them exploit QuickBooks' powerful advanced features. And on every page, the book offers tips and tricks to make readers more efficient, sophisticated users.

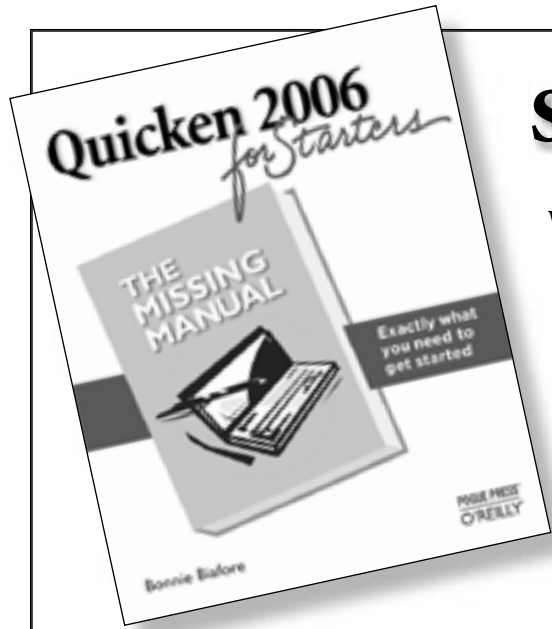
Sometimes Less is More...

When you just want the basics, grab one of our new Missing Manuals for Starters.

O'Reilly's new For Starters series offers the same frank and easy to follow writing as our more comprehensive Missing Manuals. But these shorter books are designed for busy readers who want to get up to speed fast. Each straightforward tutorial cuts to the chase with clear, step-by-step instructions and advice.

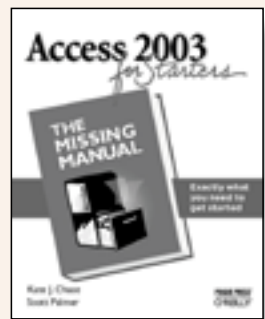
And they're not just for beginners!

Whether you're an experienced computer pro who wants a quick but thorough overview, or a first-time user who needs just the basics, our new Missing Manuals for Starters are designed to save you time and deliver exactly what you need to know.



NEW! Quicken 2006 for Starters: The Missing Manual
By Bonnie Biafore
November 2005, ISBN 0-596-10127-9
304 pages, Includes Quick-Reference Card **\$19.95**

Refreshingly funny and sensible, *Quicken 2006 for Starters: The Missing Manual* helps you make the most of your money using the world's most popular home accounting software. Beginners will appreciate the clear guidance on how to set up and streamline money management tasks. Power users will benefit from insightful tips, tricks, and shortcuts for working around Quicken's idiosyncrasies and saving even more time and money.



NEW! Access 2003 for Starters: The Missing Manual
By Scott Palmer & Kate J Chase
October 2005
ISBN 0-596-00665-9
400 pages
Includes Quick-Reference Card **\$19.95**

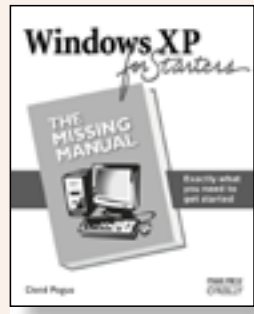
The quick and painless way to learn how to put the world's most popular desktop data management program to work for you, *Access 2003 for Starters: The Missing Manual* explains all the most useful features of Access 2002 and 2003—including designing and creating databases, organizing and filtering information, and generating effective forms and reports.



NEW! Excel for Starters: The Missing Manual
By Matthew MacDonald
October 2005, ISBN 0-596-10154-6
528 pages
Includes Quick-Reference Card **\$19.95**

If you're new to Excel 2002 or 2003—or you just want a basic but complete overview—*Excel for Starters: The Missing Manual* will get you up to speed quickly. Step-by-step instructions, accompanied

by clear illustrations, teach you how to design spreadsheets, use basic formulas and functions, format information, print reports, and create charts and graphics.



NEW! Windows XP for Starters: The Missing Manual
By David Pogue
October 2005, ISBN 0-596-10155-4
480 pages
Includes Quick-Reference Card **\$19.95**

For anyone interested in zeroing in on just the information they need without all the complicated jargon, *Windows XP for Starters: The Missing Manual* provides just the solution. Author David Pogue delivers an accessible and much needed guide with his trademark humor and friendly style. Easy tips and tricks combined with real world advice allow you to make the most of your XP experience.



Excel 2003 Personal Trainer
By CustomGuide, Inc.
November 2004, ISBN 0-596-00853-8
482 pages, Includes CD-ROM **\$29.95**

Beginning with spreadsheet basics, this complete workout takes you through editing and formatting, working with formulas, charts and graphs, macros, integrating Excel with other programs, and a variety of advanced topics. It's written in a non-technical and engaging style that you will find fun, easy, clear and informative.

PowerPoint 2003 Personal Trainer
By CustomGuide, Inc.
November 2004, ISBN 0-596-00855-4
332 pages, Includes CD-ROM **\$29.95**

This fully illustrated book takes a modular approach, allowing you to start with the fundamentals and work your way to advance topics through dozens of task-oriented lessons—at your own pace. It's written in a non-technical and engaging style that you will find fun, easy, clear, and informative.

Outlook 2003 Personal Trainer
By CustomGuide, Inc.
February 2005, ISBN 0-596-00935-6
336 pages, Includes CD-ROM **\$29.95**

Outlook 2003 Personal Trainer presents a clear view of the latest personal information program from Microsoft Office. With this handy reference by your side, you'll be able to better manage and organize email messages, schedules, tasks, notes, contacts, and other information.

Project 2003 Personal Trainer
By CustomGuide, Inc.
June 2005, ISBN 0-596-00854-6
234 pages, Includes CD-ROM **\$29.95**

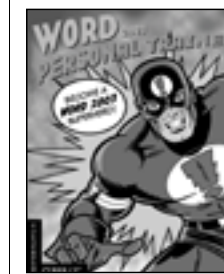
Project 2003 Personal Trainer includes everything you need to use Project 2003 to organize and track tasks and resources and keep projects on time and within budget. Entertaining, clear, and informative, it features dozens of time-saving, task-oriented lessons, includes detailed diagrams, and comes with a fully interactive CD tutorial to guide your learning.

Access 2003 Personal Trainer
By CustomGuide, Inc.
March 2005, ISBN 0-596-00937-2
364 pages, Includes CD-ROM **\$29.95**

Access 2003 Personal Trainer starts with Access fundamentals and includes sections on finding, filtering and formatting, and replacing data. It also covers working with tables, fields, queries, forms, reports, macros, and advanced topics like linking information from an external source. *Access 2003 Personal Trainer* includes detailed diagrams to aid learning.

Windows XP Personal Trainer
By CustomGuide, Inc.
November 2004, ISBN 0-596-00862-7
480 pages, Includes CD-ROM **\$29.95**

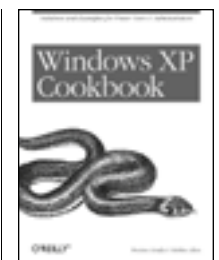
Do you find the multitude of features and functionality in Windows XP a little baffling? This fully illustrated book focuses on the key Windows XP muscle groups to help you learn basics like working with programs, managing files and folders, customizing windows, optimizing and maintaining your computer and networking with Windows XP.



Word 2003 Personal Trainer
By CustomGuide, Inc.
February 2005
ISBN 0-596-00936-4
454 pages, Includes CD-ROM **\$29.95**

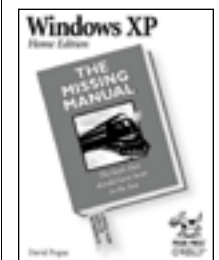
With *Word 2003 Personal Trainer* you'll learn through dozens of

task-oriented lessons, each designed to maximize your capabilities and save you precious time. It starts with the fundamentals and includes sections on working text, editing text, and formatting characters, paragraphs, and pages. The book also covers working with templates, WordArt, charts, styles, drawing, graphics, performing mail merge, document collaboration, working with other programs, forms, and creating web pages.



Windows XP Cookbook
By Preston Gralla & Robbie Allen
August 2005
ISBN 0-596-00725-6
678 pages **\$44.95**

Designed for all levels of IT professionals and power users, this handy reference guide provides practical solutions for the most common Windows XP tasks. These step-by-step recipes allow you to install, manage, and support your operating system with ease. Also covers Microsoft's XP Service Pack 2, now in beta release.



Windows XP Home Edition: The Missing Manual, 2nd Edition
By David Pogue
2nd Edition
December 2004
ISBN 0-596-00897-X
624 pages **\$24.95**

If you have updated or want to update for Windows XP Service Pack 2, you probably have questions: What does it do? What can you do with it? Will it affect the way your applications run? What do you do if you experience problems after you install it? You'll find the answers in this new edition, including learning about the new Windows Firewall and how to configure it; new Internet Explorer features like the pop-up blocker, security-information bar, and add-ins manager; and new email features like auto-blocked attachments.

Windows XP Pro: The Missing Manual, 2nd Edition
By Craig Zacker, Linda Zacker & David Pogue
2nd Edition November 2004, ISBN 0-596-00898-8
704 pages **\$29.95**

Completely refreshed and updated for Windows XP Service Pack 2 (SP2), this bestseller is for the novice or budding power user who wants to master Microsoft's latest operating system and get down to work. This is easily the most accessible and comprehensive book for XP Pro on the market today.



Windows XP Power Hound

By Preston Gralla
October 2004, ISBN 0-596-00619-5
384 pages \$24.95

Windows XP power-users troll the web, documentation, and friends for useful tips and tricks—a keyboard shortcut here, an undocumented double-click there to eliminate annoyances, save time, and take control of their Windows XP. There's an easier way. This insightful and amusing book is packed with hundreds of power tips, cool tricks, and workarounds in one organized, easy-to-use resource—for everything from the desktop to Office programs to the registry.

Windows XP Hacks, 2nd Edition

By Preston Gralla
2nd Edition February 2005, ISBN 0-596-00918-6
572 pages \$29.95

Windows XP Hacks uses the popular O'Reilly "Hacks" style to pursue such XP topics as SP2 coverage, including using the IE pop-up blocker, using the Windows Firewall, using the new wireless client, and how to solve SP2 upgrade problems. This second edition also increases coverage of digital media, most notably music, with coverage of iTunes, BitTorrent. And it also covers high-visibility web software, services, and exploits that have emerged since the last edition, notably Gmail, phishing exploits, and the Firefox browser.

Windows XP Pocket Reference

By David A. Karp
December 2002
ISBN 0-596-00425-7
188 pages \$9.95

Windows XP Pocket Reference is a handy book for power users and system administrators who need a solid reference with quick answers, but not a lot of explanation. This book is a powerful tool that quickly covers XP's applications and tools, tasks and settings, and commands.

Windows XP in a Nutshell, 2nd Edition

By Richard Cobbett
2nd Edition February 2005, ISBN 0-596-00900-3
684 pages \$29.95

A hands-on guide, *Windows XP in a Nutshell*, 2nd Edition, cuts through the hype and gives practical details you can use every day. At the heart of the book is a 200-plus-page reference section titled "Windows XP Applications and Tools" which contains information on commands, utilities, the registry, and an index that provides quick access to the hundreds of settings in Windows XP. Packed with numerous tips and tricks, while warning of potential pitfalls, *Windows XP in a Nutshell*, 2nd Edition, enables you to get the most out of all the resources available in XP.

Windows 2000 Pro: The Missing Manual

By Sharon Crawford
November 2000, ISBN 0-596-00010-3
456 pages \$19.95

Windows 2000 Pro: The Missing Manual isn't for system administrators or OS theory geeks; it's for the novice or budding power user who wants to master the machine and get down to work. In this book's pages, you'll find step-by-step instructions for using almost every important Windows 2000 Pro feature: managing files and folders, getting online, using email, setting up a small network, and so on. This is the crystal-clear, jargon-free book that should have been in the box.

Word Pocket Guide, 2nd Edition

By Walter Glenn
2nd Edition April 2004, ISBN 0-596-00684-5
176 pages \$9.95

Updated for Word 2003, *Word Pocket Guide*, 2nd Edition, covers Microsoft Word's keyboard shortcuts, user interface, commands, and tasks. Following an overview of fundamental Word concepts, the book explains how to accomplish specific tasks, such as formatting, spelling, editing, printing, customizing, and more. It also provides reference tables for quick lookup of keyboard shortcuts, regular expressions, and common file locations. A must-have for Word users!

Word Hacks

By Andrew Savikas
November 2004, ISBN 0-596-00493-1
396 pages \$24.95

Become a power user with *Word Hacks!* Insider tips, tools, tricks, and hacks help you accomplish your pressing tasks, address your frequent annoyances, and solve even your most complex problems. The book examines Word's advanced (and often hidden) features and delivers clever, time-saving hacks on taming document bloat, customization, complex search and replace, Tables of Contents and indexes, importing and exporting files, tables and comments, and even using Google as a dictionary!

OpenOffice.org Writer

By Jean Hollis Weber
August 2004, ISBN 0-596-00826-0
234 pages, Includes CD-ROM \$24.95

This handy reference is packed with essential information to help you learn OOoWriter including how to write, edit, and review documents; control page layout; use templates and styles effectively; insert, edit, and create graphics; and much more—even how to make a smooth transition from Microsoft Word. With the complete office suite included on a CD, *OpenOffice.org Writer: The Free Alternative to Microsoft Word* makes using Writer an easy decision.

PARAGLYPH PRESS

Degunking Microsoft Office

By Christina Palaia & Wayne Palaia
April 2005, ISBN 1-93211195-6
350 pages \$24.99

Degunking Microsoft Office covers the basics to help you quickly get your PC back to top performance. The book is organized according to special "cleaning" processes that will improve the performance of your computer. Shortcut and time calculation charts are provided at the beginning of the book to help you determine how much time is required to perform different degunking tasks from small to large.

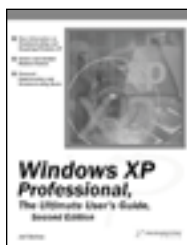


NEW EDITION OF A BESTSELLER!

Degunking Windows, 2nd Edition

By Joli Ballew & Jeff Duntemann
2nd Edition September 2005, ISBN 1-933097-07-8
370 pages \$24.99

Degunking Windows, Second Edition continues on with the mission introduced in the bestselling first edition—help all Windows XP users get the most out of their PC. This edition focuses on Service Pack 2 and all of the new features that have been added to Windows XP. *Degunking Windows*, Second Edition features proven techniques to help users quickly get their PCs back to top performance. It shows why PCs get gunked up, and presents the best techniques for degunking including improving security, dealing with spam, getting rid of unused programs, making Internet Explorer more secure, dealing with email programs, getting SP2 working well, cleaning files, optimizing hard drives to free up valuable space, working with Windows Media programs, and fixing the Desktop and Start menus. The new edition presents the easiest ways to back up precious files, clean and optimize the registry, and how to do a clean install.



Windows XP Professional: The Ultimate User's Guide, 2nd Edition

By Joli Ballew
2nd Edition July 2003
ISBN 1-932111-83-2
754 pages \$44.99

This book is the complete how-to guide for running and troubleshooting Windows XP, written by a *Microsoft Windows XP Expert Zone* columnist. This new edition provides updated material on Windows security, troubleshooting, and insider tips to customize Windows XP. Topics include how to turn on/off operating system messages, how to enable/disable automatic Windows update, how to stop pop-up spam messages, and more.



NEW! C++ Cookbook

By D. Ryan Stephens, Christopher Diggins, Jonathan Turkanis, & Jeff Cogswell
November 2005, ISBN 0-596-00761-2
504 pages \$44.95

C++ Cookbook shows you how to solve real-world problems, using our popular problem-solution-discussion format. These include tasks such as reading the contents of a directory, parsing a date-time string, and creating a singleton class. The algorithms provided in *C++ Cookbook* help jump start development by giving you some basic building blocks that you don't have to develop on your own. More than just a cut-and-paste book of code, however, each recipe includes a discussion that shows you how and why the solution works.

NEW! Practical Perforce

By Laura Wingerd
November 2005, ISBN 0-596-10185-6
384 pages \$29.95

Among a field of popular, open source SCM systems that includes CVS and Subversion is a product called Perforce. Written by Perforce Software's VP of product technology, *Practical Perforce* offers a thorough introduction of this tool, and helps you understand why Perforce works the way it does. In addition to describing the commands and concepts, the book outlines recommended best practices and shows how to implement them.

Practical C++ Programming, 2nd Edition

By Steve Oualline
2nd Edition December 2002, ISBN 0-596-00419-2
574 pages \$39.95

In short, to-the-point chapters, *Practical C++ Programming* covers all aspects of programming including style, software engineering, programming design, object-oriented design, and debugging. It also covers common mistakes and how to find (and avoid) them. End of chapter exercises help you ensure you've mastered the material. Steve Oualline's clear, easy-going writing style and hands-on approach to learning make *Practical C++ Programming* a nearly painless way to master this complex but powerful programming language.

C++ in a Nutshell

By Ray Lischner
May 2003, ISBN 0-596-00298-X
808 pages \$39.95

C++ is big and complicated, but most working professionals don't need to venture into the deep, dark corners of the language. You need a quick reference to the most important and most often used aspects of C++. Our popular Nutshell format fills the bill. The book's library reference is organized by header file, and each library chapter and class declaration presents the classes and types in alphabetical order, for easy lookup. Cross-references link related methods, classes, and other key features. This is an ideal reference for students as well as professional programmers.

C++ Pocket Reference

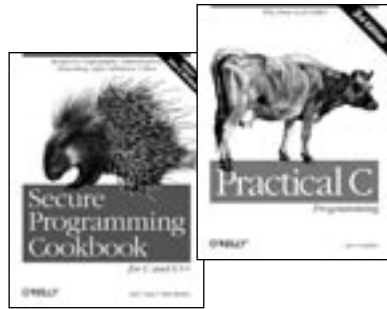
By Kyle Loudon
May 2003, ISBN 0-596-00496-6
138 pages \$9.95

The *C++ Pocket Reference* is a memory aid for C++ programmers, enabling them to quickly look up usage and syntax for unfamiliar and infrequently used aspects of the language. Programmers will also appreciate the book's brevity; as much information as possible has been crammed into its small pages.

STL Pocket Reference

By Ray Lischner
October 2003, ISBN 0-596-00556-3
128 pages \$9.95

This handy pocket reference is perfect for those who need quick answers on the most important aspects of the STL, without having to wade through hundreds of pages of seldom-used functions and classes contained in large C++ references. Written by *C++ in a Nutshell* author Ray Lischner, the *STL Pocket Reference* also contains a concise overview on the contents and use of the STL for those making the jump from the C programming language.



Secure Programming Cookbook for C and C++

By John Viega & Matt Messier
July 2003, ISBN 0-596-00394-3
790 pages \$49.95

Secure Programming Cookbook for C and C++ is an important new resource for developers serious about writing secure code for Unix (including Linux) and Windows environments. This essential code companion covers a wide range of topics, including safe initialization, access control, input validation, symmetric and public key cryptography, cryptographic hashes and MACs, authentication and key exchange, PKI, random numbers, and anti-tampering.

Practical C Programming, 3rd Edition

By Steve Oualline
3rd Edition August 1997, ISBN 1-56592-306-5
454 pages \$34.95

This edition of *Practical C Programming* teaches you not only the mechanics of programming, but also how to create programs that are easy to read, maintain, and debug. It features more extensive examples and an introduction to graphical development environments.



NO STARCH PRESS

How Not to Program in C++

By Steve Oualline
April 2002, ISBN 1-886411-95-6
280 pages \$24.95

Find the bugs in these broken programs and become a better programmer. Based on real-world errors, the puzzles range from easy (one wrong character) to mind twisting (errors with multiple threads). Match your wits against the author's and polish your language skills as you try to fix broken programs. Clues help along the way, and answers are provided at the back of the book.



The Official GNOME 2 Developer's Guide

See page 16



Linux Network Administrator's Guide, 3rd Edition

By Tony Batts, Terry Dawson & Gregor N. Purdy
3rd Edition February 2005, ISBN 0-596-00548-2
362 pages \$34.95

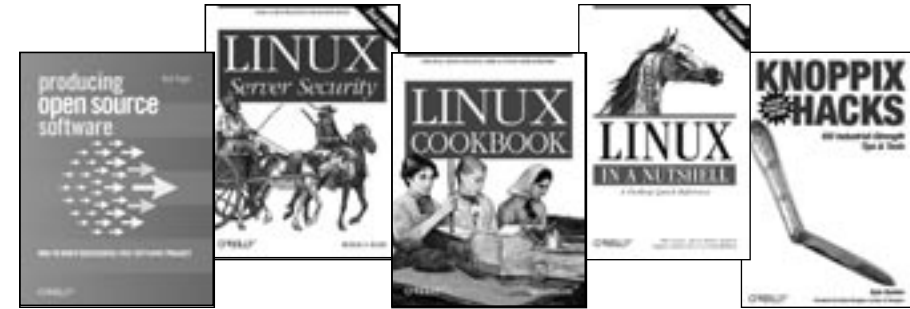
As one of the most successful books to come from the Linux Documentation Project, the *Linux Network Administrator's Guide* offers everything you need to know for setting up and supporting versatile networking systems with Linux. This third edition covers some hardware considerations along with all of the essential networking software that comes with the operating system including basic infrastructure (like TCP/IP, Wi-Fi wireless networking, and firewalling), and the most popular services on Linux systems. New topics include wireless hubs, OpenLDAP, FreeS/WAN and IMAP, spam filtering, OpenSSH, BIND, and IPv6.

BESTSELLER!

Linux Device Drivers, 3rd Edition

By Jonathan Corbet, Alessandro Rubini & Greg Kroah-Hartman
3rd Edition February 2005, ISBN 0-596-00590-3
636 pages \$39.95

You don't have to be a kernel hacker to understand and enjoy this book. All you need is an understanding of the C programming language and some background in Unix system calls. Guided by full-featured examples that you can compile and run without special hardware, you'll learn how to write drivers for character devices, block devices, and network interfaces. This third edition gives you information on consoles, USB drivers, sound, video, and more. If you're curious about how an operating system does its job, *Linux Device Drivers* offers insights into address spaces, asynchronous events, and I/O.



NEW! Producing Open Source Software

By Karl Fogel
October 2005, ISBN 0-596-00759-0
320 pages \$24.95

Starting with basics of project management, *Producing Open Source Software* details specific tools used in open source and free software projects, including CVS and Subversion, IRC, bug tracking, and Wikis. Author Karl Fogel offers practical advice on how to set up and use these tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers and gaining publicity for software projects.

Linux Server Security, 2nd Edition

By Michael Bauer
2nd Edition January 2005, ISBN 0-596-00670-5
542 pages \$44.95

A concise but comprehensive guide to providing the best possible security for a server, replete with examples and background to help you understand the issues involved. For each of the tasks or services covered, *Linux Server Security*, 2nd Edition, lays out the reasons for security, the risks and needs involved, the background to understand the solutions, and step-by-step guidelines for doing the job.

Linux Cookbook

By Carla Schroder
December 2004, ISBN 0-596-00640-3
580 pages \$44.95

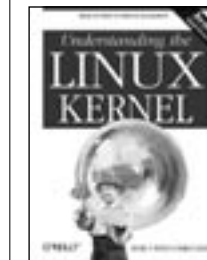
Linux information can be found scattered in man pages, texinfo files, and source code comments, but the best source is the experts who have built up a working knowledge of managing Linux systems. The *Linux Cookbook's* tested techniques distill years of hard-won experience into practical cut-and-paste solutions to everyday Linux dilemmas. Use just one recipe from this collection of real-world solutions, and the hours of tedious trial-and-error saved will more than pay for the cost of the book. It's more than a time-saver; it's a sanity saver.



NEW! Linux Desktop Pocket Guide

By David Brickner
September 2005
ISBN 0-596-10104-X
208 pages \$9.95

Using Linux doesn't have to be hard. This book introduces you to the five most popular desktop distributions and covers essential topics such as configuring video card screen resolution, sound, and wireless networking. Laptop issues are covered, too. Explore desktop apps, including browsers, IM, and email clients with the same functionality as those used on Windows.



NEW! Understanding the Linux Kernel, 3rd Edition

By Daniel P. Bovet & Marco Cesati
3rd Edition
November 2005
ISBN 0-596-00565-2
884 pages \$49.95

Understanding the Linux Kernel, 3rd Edition, provides a guided tour of the code that forms the core of all Linux operating systems. Beyond the functioning of the code, this book explains the theoretical underpinnings for why Linux, and many other operating systems, do things the way they do. It ranges from concepts to coding details for the most important parts of the kernel, and includes platform-specific elements for Intel chips in order to cover key details about kernel operation.

BESTSELLER!

Linux in a Nutshell, 5th Edition

By Ellen Siever, Aaron Weber, Stephen Figgins, Robert Love & Arnold Robbins
5th Edition August 2005, ISBN 0-596-00930-5
942 pages \$44.95

This updated fifth edition covers all substantial user, programming, administration, and networking commands for the most common Linux distributions. Considered by many to be the most complete and authoritative command reference for Linux available. No matter how you use Linux, you need the quick access to information this book provides.



Knoppix Pocket Reference

By Kyle Rankin
June 2005, ISBN 0-596-10075-2
92 pages \$9.95

Knoppix is a portable Linux distribution replete with hundreds of valuable programs and utilities—a veritable Swiss Army knife in bootable CD form. It includes Linux software and desktop environments, automatic hardware detection, and hundreds of other quality open source programs. If you want more information than the average Knoppix user, *Knoppix Pocket Reference* is an absolutely essential addition to your personal library.

BESTSELLER!

Knoppix Hacks

By Kyle Rankin
October 2004, ISBN 0-596-00787-6
336 pages \$29.95

Knoppix Hacks is an invaluable collection of one hundred industrial-strength hacks for new Linux users, power users, and system administrators using or considering using the Knoppix Live CD. These tips and tools show how to use the enormous amount of software on this live CD to troubleshoot, repair, upgrade, disinfect, and generally be productive without the difficulty of installing Linux itself.



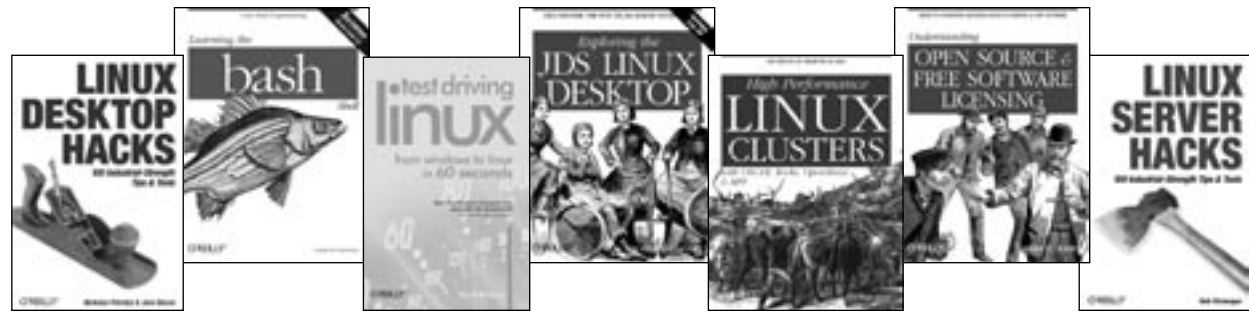
SAMPLE TOP TECH BOOKS TONIGHT REMIX YOUR CUSTOM TEXTBOOK TOMORROW

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Linux Desktop Hacks

By Nicolas Petreley & Jono Bacon
March 2005, ISBN 0-596-00911-9
342 pages \$24.95

With hacks that any user can follow, *Linux Desktop Hacks* demonstrates how easy it is to modify Linux to suit your desires. The book is packed with tips on customizing and improving the interface, boosting performance, administering your desktop, and generally making the most out of what X, KDE, Gnome, and the console have to offer.

Learning the bash Shell, 3rd Edition

By Cameron Newham
3rd Edition March 2005, ISBN 0-596-00965-8
352 pages, Includes CD-ROM \$34.95

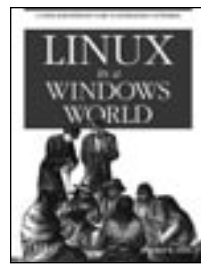
This refreshed edition serves as the most valuable guide yet to the *bash* shell. It's full of practical examples of shell commands and programs guaranteed to make everyday use of Linux that much easier. Includes information on key bindings, command line editing and processing, integrated programming features, signal handling, and much more!

Test Driving Linux: A Desktop User's Guide

By David Brickner
April 2005, ISBN 0-596-00754-X
360 pages, Includes CD-ROM \$24.95

This detailed step-by-step guide provides both home and business users with a hassle-free way to investigate this operating system before they purchase and install a complete Linux distribution. Quickly learn how to use Linux to perform the tasks you do most: surf the Web, send and receive email, instant message with friends, write letters, create spreadsheets, and even how to enhance your digital photos.

**For a complete list of
of Linux titles, visit
linux.oreilly.com**



Linux in a Windows World

By Roderick W. Smith
February 2005
ISBN 0-596-00758-2
494 pages \$44.95

The latest in O'Reilly's line of bestselling Linux titles, *Linux in a Windows World*

is an invaluable companion for any system administrator interested in integrating Linux into their Windows environment. This book takes an in-depth look at exactly how Linux can be brought into an organization that's currently based on Microsoft Windows systems. Featuring a litany of insider tips and techniques, *Linux in a Windows World* dispenses all the practical advice you need to migrate to this revolutionary open source software.

Exploring the JDS Linux Desktop

By Tom Adelstein & Sam Hiser
September 2004, ISBN 0-596-00752-3
406 pages, Includes CD-ROM \$34.95

The ideal guide to JDS, *Exploring the JDS Linux Desktop* is clear and direct, and carefully covers such housekeeping chores as setting up networking, updates, and backups. It enters into great depth concerning the key productivity tools every user needs: email, web browsing, instant messaging, word processing, spreadsheets, and slide presentations.

High Performance Linux Clusters with OSCAR, Rocks, OpenMosix & MPI

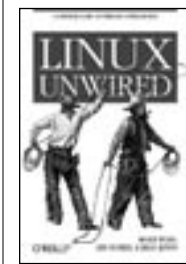
By Joseph D. Sloan
November 2004, ISBN 0-596-00570-9
367 pages \$39.95

This guide covers everything you need to plan, build, and deploy a high-performance Linux cluster. You'll learn about planning, hardware choices, bulk installation of Linux on multiple systems, and other basic considerations. Learn about the major free software projects and how to choose those that are most helpful to new cluster administrators and programmers. Guidelines for debugging, profiling, performance tuning, and managing jobs from multiple users round out this immensely useful book.

Understanding Open Source & Free Software Licensing

By Andrew St. Laurent
August 2004, ISBN 0-596-00581-4
207 pages \$24.95

Licensing is a major part of what open source and free software are all about, but it's still one of the most complicated areas of law. *Understanding Open Source & Free Software Licensing* explains your licensing options, how they compare and interoperate, and how license choices affect project possibilities. If you're an open source/free software developer, this book is an absolute necessity.



Linux Unwired

By Roger Weeks, Edd Dumbill & Brian Jepson
April 2004
ISBN 0-596-00583-0
312 pages \$24.95

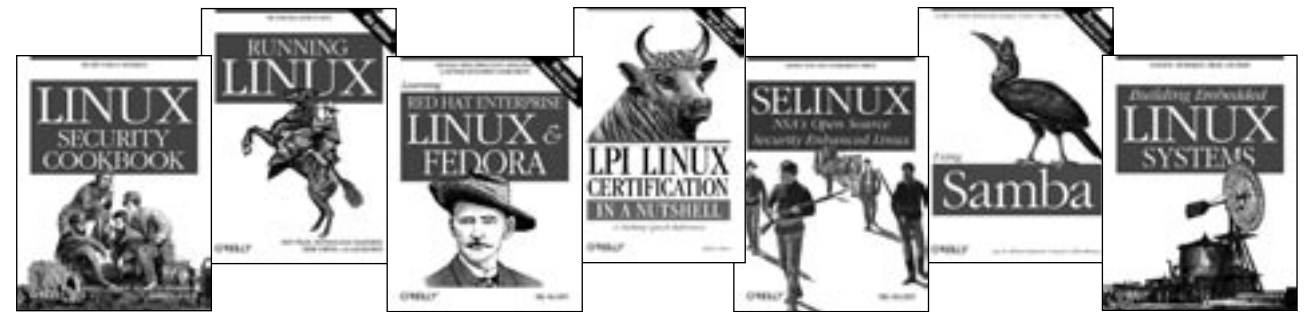
Linux Unwired is a one-stop wireless information source for on-the-go Linux users.

Whether you're considering Wi-Fi as a supplement or alternative to cable and DSL, using Bluetooth to network devices in your home or office, or want to use cellular data plans for access to data nearly everywhere, this book will show you the full-spectrum view of wireless capabilities of Linux, and how to take advantage of them.

BESTSELLER! Linux Server Hacks

By Rob Flickenger
January 2003, ISBN 0-596-00461-3
240 pages \$24.95

This handy book's collection of tips, tools, and scripts reflect the real-world experience of expert system administrators who managed Linux servers the hard way, through years of tedious trial and error. Each hack in this book can be read easily in a few minutes, saving countless hours of searching for the right answer. *Linux Server Hacks* includes tips for Apache, MySQL, and other open source tools that are typically part of a Linux server installation, and covers system monitoring tools for performance tracking and tuning.



BESTSELLER! Linux Pocket Guide

By Daniel Barrett
February 2004
ISBN 0-596-00628-4
200 pages \$9.95

Linux Pocket Guide explains how to get up to speed quickly on day-to-day Linux use. The book begins with general concepts like files and directories, the shell, and X windows, and then presents detailed overviews of the most essential commands. You'll learn each command's purpose, usage, options, location on disk, and even the RPM package that installed it. Throw in a host of valuable power user tips and a friendly, accessible style, and you'll find this practical, to-the-point book a small but mighty resource for Linux users.

Linux Security Cookbook

By Daniel J. Barrett, Richard Silverman & Robert G. Byrnes
June 2003, ISBN 0-596-00391-9
332 pages \$39.95

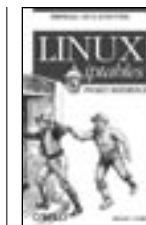
The *Linux Security Cookbook* includes real solutions to a wide range of targeted problems, such as sending encrypted email within Emacs, restricting access to network services at particular times of day, firewalling a web server, preventing IP spoofing, setting up key-based SSH authentication, and much more. With over 150 ready-to-use scripts and configuration files, this unique book helps administrators secure their systems without having to look up specific syntax.

BESTSELLER! Over 300,000 copies sold!

Running Linux, 4th Edition

By Matt Welsh, Matthias Kalle Dalheimer, Terry Dawson & Lar Kaufman
4th Edition December 2002, ISBN 0-596-00272-6
692 pages \$44.95

In this fourth edition, *Running Linux* delves deeper into installation, configuring the windowing system, system administration, and networking. Additional new topics about laptops, cameras and scanners, sound and multimedia, ADSL, the GNOME desktop, MySQL, PHP, and configuring an NFS server are included.



Linux iptables Pocket Reference

By Gregor N. Purdy
August 2004, ISBN 0-596-00569-5
96 pages \$9.95

Linux iptables Pocket Reference organizes the subtle netfilter syntax for quick and easy lookup, and helps administrators remember all the values they need to enter to assure strict security. The book divides the listings of all iptables options into those that are suitable for firewalling, accounting, and Network Address Translation (NAT). Our unique quick reference format is ideal for Linux administrators who already have a firewall in place, but need to be prepared for frequent changes in their environment.

Learning Red Hat Enterprise Linux & Fedora, 4th Edition

By Bill McCarty
4th Edition April 2004, ISBN 0-596-00589-X
348 pages, Includes 2 CD-ROMs \$39.95

New in this edition are installation instructions and help with package updating for Red Hat Enterprise Linux and Fedora. Information on the GRUB boot loader, and the CUPS printer system, as well as the Publisher's Edition of Fedora are also included.

LPI Linux Certification in a Nutshell

By Jeff Dean
June 2001, ISBN 1-56592-748-6
570 pages \$39.95

LPI Linux Certification in a Nutshell prepares you for the basic LPI General Linux 101 exam and the more advanced 102 exam. The book is divided into two parts, one for each of the LPI exams. Each part features a summary of the exam, a Highlight-er's Index, labs, suggested exercises, and practice exams to help you pass the LPI exams with flying colors.

SELinux

By Bill McCarty
October 2004, ISBN 0-596-00716-7
254 pages \$39.95

This book covers the wide range of knowledge needed to secure your system using this respected extension to Linux. *SELinux* discusses critical topics, such as SELinux concepts and its security model; installation instructions; system and user administration; understanding, implementing, and developing your own SELinux security policies. With *SELinux*, a high-security computer is within reach of any system administrator, and this book provides the means.

Using Samba, 2nd Edition

By Jay Ts, Robert Eckstein & David Collier-Brown
2nd Edition February 2003, ISBN 0-596-00256-4
556 pages \$39.95

Using Samba, 2nd Edition, is a comprehensive guide to Samba administration. It covers all versions of Samba from 2.0 to 2.2, including selected features from an alpha version of 3.0, as well as the SWAT graphical configuration tool. Updated for Windows 2000, Me, and XP, the book also explores Samba's new role as a primary domain controller and domain member server, its support for the use of Windows NT/2000/XP authentication and filesystem security on the host Unix system, and accessing shared files and printers from Unix clients.

Building Embedded Linux Systems

By Karim Yaghmour
April 2003, ISBN 0-596-00222-X
416 pages \$44.95

Building Embedded Linux Systems introduces the inner workings of embedded Linux. It is the first in-depth, nitty-gritty guide to putting together an embedded system that runs Linux. This indispensable book features arcane and never-before-documented procedures for compiling embedded kernels, preparing system to boot, and building and installing root filesystems. Details are provided for various chips and other hardware, along with useful tools for monitoring and debugging.



MANDRIVA LINUX

PowerPack 10.1: The Full Power of Linux Desktop

By Mandriva
March 2005, ISBN 2-84798-086-5
600 pages, Includes DVD **\$59.95**

PowerPack 10.1: The Full Power of Linux Desktop includes the complete PowerPack 10.1 distribution on DVD, a thorough overview, configuration tips, and quick references to the system and all the key applications that come with it. You will be able to hit the ground running and be productive right away. Also, one free month of membership to Mandrake online will provide you with everything you need to stay current with software and security updates.

Discovery 10.1: Your First Linux Desktop

By Mandriva
March 2005, ISBN 2-84798-085-7
608 pages, Includes 2 CD-ROMs **\$43.95**

Discovery 10.1: Your First Linux Desktop includes the complete Discovery 10.1 distribution on CD, a thorough introduction, and brief tutorials on all of the applications included with Discovery. This book also shows how to configure printers and other peripherals so you'll be able to hit the ground running and be productive right away. For those who want to become familiar with the Linux user interface before installing Discovery, the CD also includes Move, a portable Linux version that requires no installation. This is the quickest and easiest no-risk, no-fuss way to switch from Windows to Linux.

NO STARCH PRESS

NEW! The Debian System

By Martin F. Krafft
September 2005, ISBN 1-59327-069-0
608 pages, Includes DVD **\$44.95**

The Debian System introduces the concepts and techniques of the Debian operating system, explaining their usage and pitfalls, and illustrating the thinking behind each of the approaches. The book's goal is to give the reader enough insight into the workings of the Debian project and operating system so that they will understand the solutions that have evolved as part of the Debian system over the past decade.

NEW! Just Say No to Microsoft

By Tony Bove
October 2005, ISBN 1-59327-064-X
256 pages **\$24.95**

Just Say No to Microsoft begins by tracing Microsoft's rise from tiny startup to monopolistic juggernaut and explains how the company's practices have discouraged innovation, stunted competition, and helped foster an environment ripe for viruses, bugs, and hackers. Readers learn how they can dump Microsoft products and continue to be productive. Includes full explanations of alternate operating systems, such as Linux and Mac, and outlines various software applications that can replace the familiar Microsoft products.

Linux Made Easy

By Rickford Grant
August 2005, ISBN 1-59327-057-7
496 pages, Includes CD-ROM **\$34.95**

Based on Xandros 3, arguably one of the most user-friendly versions of Linux available today, *Linux Made Easy* concentrates on the subjects of most interest to the average home user or hobbyist: installation, using the Internet, playing CDs and audio files, using scanners, working with digital cameras and images, games, downloading software and fonts, USB storage devices, PDAs, printing, Internet telephony, and more.

The Linux Enterprise Cluster

By Karl Kopper
May 2005, ISBN 1-59327-036-4
464 pages, Includes CD-ROM **\$49.95**

The Linux Enterprise Cluster is a practical guide for building and installing an enterprise-class cluster for mission critical applications using commodity hardware and open source software. The book includes information on how to build a high-availability server pair using the Heartbeat package, how to use the Linux Virtual Server load balancing software, how to configure a reliable printing system in a Linux cluster environment, and how to build a job scheduling system in Linux with no single point of failure.

How Linux Works

By Brian Ward
May 2004, ISBN 1-59327-035-6
368 pages **\$37.95**

How Linux Works tells you what happens inside the Linux system. Rather than cover every single option of every system service and utility that you might encounter, this book blends background theory with real-world examples so that you learn "how" to administer Linux, and "why" each particular technique works. Whether you maintain an extensive network in the office or one Linux box at home you'll find this book indispensable.

Linux Cookbook, 2nd Edition

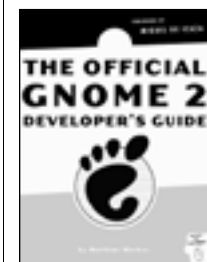
By Michael Stutz
2nd Edition August 2004, ISBN 1-59327-031-3
824 pages **\$39.95**

The *Linux Cookbook*, 2nd Edition, is your guide to getting the most out of Linux. Organized by general task (such as working with text, managing files, and manipulating graphics), each section contains a series of step-by-step recipes that help you get your work done quickly and efficiently, most often from the command line. Perfect as an introduction to Linux and the command line, or as a desktop reference for the seasoned user. Covers the major Linux distributions.

The Official GNOME 2 Developer's Guide

By Matthias Warkus
April 2004
ISBN 1-59327-030-5
520 pages **\$49.95**

The official GNOME Foundation guide to programming GUIs and applications using the GTK+ and GNOME API. Developed in partnership with the GNOME Foundation, this book is for programmers working with the GNOME 2 desktop environment. Each section begins with an example program that serves as a tutorial, then develops into a reference on the topic. Knowledge of the C programming language is required, but no GUI programming experience is necessary.



BESTSELLER! Linux for Non-Geeks

By Rickford Grant
March 2004, ISBN 1-59327-034-8
336 pages, Includes 2 CD-ROMs **\$34.95**

Linux for Non-Geeks introduces you to Linux, without the technical jargon and advanced topics that you'd find in other books. You'll learn how to use Linux to do the normal, day-to-day computer stuff that you know how to do with another operating system, like connecting to and surfing the Internet, listening to CDs, playing with audio files, customizing your desktop, playing games, downloading software and fonts, printing, and more. Includes a complete installation of Fedora Linux on two CDs.



Wicked Cool Shell Scripts

See page 21

PARAGLYPH PRESS

Open Source Development with CVS, 3rd Edition

By Karl Fogel & Moshe Bar
3rd Edition July 2003, ISBN 1-932111-81-6
350 pages **\$39.95**

Open Source Development with CVS, 3rd Edition, has been enhanced with more value-added material covering third-party tools, remote operation, scalability, client access limits, BitKeeper, and overall server administration for CVS.

Degunking Linux

By Roderick W. Smith
May 2005, ISBN 1-933097-04-3
350 pages **\$24.99**

Linux has a great reputation for stability, but it does have a reputation for being difficult to set up and use to perform certain tasks. It also can collect more gunk than an oversized garage. *Degunking Linux* helps you get your Linux configurations working efficiently by providing a proven and time-saving 12-step program to get rid of clutter and organize everything from user files to system upgrades. This is the only book that is completely focused on helping Linux users clean up their OS and getting it running smoothly and efficiently.

SITEPOINT

NEW! Run Your Own Web Server Using Linux & Apache

By Tony Steidler-Dennison
October 2005, ISBN 0-975-24022-6
550 pages **\$39.95**

Learn to install Linux and Apache 2.0 on a home or office computer for testing and development, and then learn how to perform dozens of common administration, security, and optimization tasks related to using Linux for web hosting. Save thousands on expensive third party support and maintenance.

SYNGRESS PUBLISHING

NEW! Sarbanes-Oxley Compliance Using COBIT and Open Source Tools

By Christian B. Lahti & Roderick Peterson
September 2005, ISBN 1-597-49036-9
450 pages, Includes CD-ROM **\$49.95**

Whether you work for a publicly traded or pre-IPO company or an IT consultant, you are familiar with the daunting task of complying with The Sarbanes-Oxley Act. You have no doubt seen the hour and dollar estimates for compliance go up and up. Now, you can regain control. This ground-breaking, fully integrated book and bootable, live CD provide all of the information AND the open source tools required for you to achieve SOX compliance the cheap and easy way.

Windows to Linux Migration Toolkit

By David Allen, Christian Lahti (Technical Editor), Herbert Lewis, John Streeton Stile, James Stanger, Andrew Taylor Scott & Timothy Tuck
November 2004, ISBN 1-931836-39-6
512 pages, Includes CD-ROM **\$49.95**

Windows to Linux Migration Toolkit is a unique book that offers a complete solution for migrating from Windows to Linux. It provides migration process planning, automated migration scripts, anti-virus/anti-spam solutions, and specific migration and deployment details for all relevant technologies. The CD includes valuable automated scripts for migrating any flavor of Windows to Linux.



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To learn how to administer Linux/Unix systems and gain real experience with a root access account, enroll in the Linux/Unix System Administration Certification series. The four courses in the series cover the Unix file system, networking, Unix services, and scripting. Upon completion of the series, you'll receive a Certificate for Professional Development from the University of Illinois.



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SSH, The Secure Shell: The Definitive Guide, 2nd Edition

By Daniel J. Barrett, Richard Silverman
& Robert G. Byrnes
2nd Edition May 2005, ISBN 0-596-00895-3
666 pages \$39.95

SSH is a popular protocol for securing your network connections. It's reliable, robust, and reasonably easy to use, and both free and commercial implementations are widely available for most operating systems. Everything you want to know about SSH is in our second edition of *SSH, The Secure Shell: The Definitive Guide*. This updated book thoroughly covers the latest SSH-2 protocol for system administrators and end users.

GDB Pocket Reference

By Arnold Robbins
May 2005, ISBN 0-596-10027-2
76 pages \$9.95

The GNU debugger is valuable for testing, fixing, and retesting software because it allows you to see exactly what's going on inside of a program as it's executing. This new pocket reference shows you how to specify a target for debugging, perform a careful examination to find the cause of program failure, and make quick changes for further testing. The guide covers several popular programming languages.

Classic Shell Scripting

By Arnold Robbins & Nelson H.F. Beebe
May 2005, ISBN 0-596-00595-4
558 pages \$34.95

An essential skill for Unix users and system administrators, shell scripts let you easily crunch data and automate repetitive tasks, offering a way to quickly harness the full power of any Unix system. This book provides the tips, tricks, and organized knowledge you need to create excellent scripts, as well as warnings of the traps that can turn your best efforts into bad shell scripts.

Learning GNU Emacs, 3rd Edition

By Debra Cameron, James Elliot, Marc Loy,
Eric S. Raymond & Bill Rosenblatt
3rd Edition December 2004, ISBN 0-596-00648-9
534 pages, Includes Quick-Ref Card \$39.95

The third edition of *Learning GNU Emacs* describes Emacs 21.3 from the ground up. It takes you from basic Emacs usage (simple text editing) to moderately complicated customization and programming. A new chapter details how to install and run Emacs on Mac OS X, Windows, and Linux, including tips for using Emacs effectively on those platforms.

UNIX/UNIX PROG



Managing Projects with GNU Make, 3rd Edition

By Robert Mecklenburg
3rd Edition November 2004, ISBN 0-596-00610-1
300 pages \$29.95

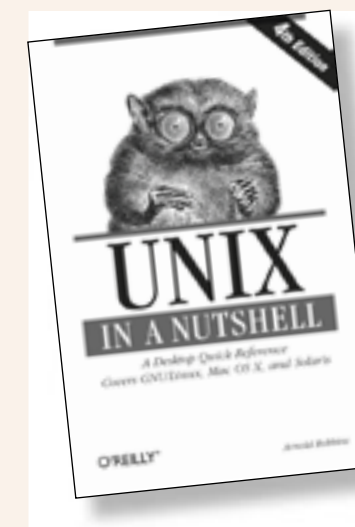
Managing Projects with GNU Make, 3rd Edition, provides guidelines on meeting the needs of large, modern projects. This edition focuses on the GNU version of *make*, which has deservedly become the industry standard. GNU's powerful extensions are explored in this book, including a number of interesting advanced topics such as portability, parallelism, and use with Java. *make* is popular because it is free software and provides a version for almost every platform, including a version for Microsoft Windows as part of the free Cygwin project.

Version Control with Subversion

By Ben Collins-Sussman,
Brian W. Fitzpatrick & C. Michael Pilato
June 2004, ISBN 0-596-00448-6
320 pages \$34.95

Version Control with Subversion introduces the powerful new versioning tool designed to be the successor to CVS. An introduction to Subversion is followed by a guided tour of its capabilities. Later chapters cover more complex topics of branching, repository administration, and other advanced features. If you've never used version control, you'll find everything you need to get started. And if you're a seasoned CVS pro, it will help you make a painless leap into Subversion.

New Edition of a Bestseller!



Unix in a Nutshell, 4th Edition

By Arnold Robbins
4th Edition October 2005, ISBN 0-596-10029-9
724 pages \$34.95

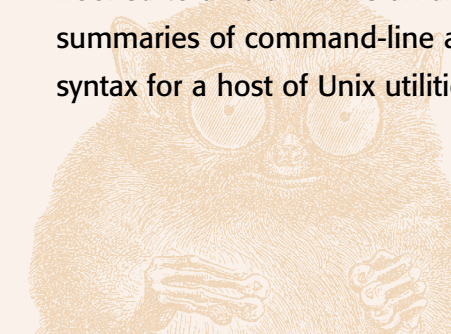
The latest edition of this bestselling reference brings Unix into the 21st century. It's been reworked to keep current with the broader state of Unix in today's world and highlight the strengths of this operating system in all its various flavors. Detailing all Unix commands and options, this informative guide provides generous descriptions and examples that put those commands in context. Here are some of the new features you'll find in this fourth edition.

- Solaris 10, GNU/Linux, and Mac OS X
- *bash* and *tsch* shells
- Package management programs
- Introduction to source code management systems
- Concurrent versions system
- Subversion version control system
- GDB debugger

If you're a Unix user or programmer, you'll recognize the value of this complete, up-to-date Unix reference. With chapter overviews, specific examples, and detailed command coverage, *Unix in a Nutshell*, 4th Edition, will be all the documentation you need.

"I have seen several quick-reference books for Unix, but none of them has stayed near my desk for long. *UNIX in a Nutshell*, however, will be chained to the desk and hooked to an alarm. It is an amazing book that provides summaries of command-line arguments and internal syntax for a host of Unix utilities."

Richard Morin, *UNIX Review*





The Complete FreeBSD, 4th Edition
By Greg Lehey
4th Edition May 2003
ISBN 0-596-00516-4
714 pages \$44.95

This fourth edition, covering Version 5 of FreeBSD, is now available through O'Reilly

Community Press. It is an eminently practical guide-book that explains not only how to get a computer up and running with the FreeBSD operating system, but also how to turn it into a highly functional and secure server that can host large numbers of users and disks, support remote access, and provide web service, mail service, and other key parts.

BSD Hacks

By Dru Lavigne
June 2004, ISBN 0-596-00679-9
448 pages \$24.95

Looking for a unique set of practical tips, tricks, and tools for administrators and power users of BSD systems? From hacks to customizing the user environment to networking, securing the system, and optimization, *BSD Hacks* takes a creative approach to saving time and accomplishing more with fewer resources. If you want more than the average BSD user—to explore and experiment, unearth shortcuts, create useful tools—this book is a must-have.

Unix Power Tools, 3rd Edition

By Shelley Powers, Jerry Peek, Tim O'Reilly & Mike Loukides
3rd Edition October 2002, ISBN 0-596-00330-7
1154 pages \$69.95

This book is loaded with vital information on Linux, Darwin, and BSD. *Unix Power Tools*, 3rd Edition, offers more coverage of *bash*, *zsh*, and other new shells, along with discussions about modern utilities and applications. Several sections focus on security and internet access. There is a chapter on access to Unix from Windows, and expanded coverage of software installation and packaging, as well as basic information on Perl and Python.



Extreme Programming Pocket Guide
By chromatic
July 2003, ISBN 0-596-00485-0
106 pages \$9.95

The *Extreme Programming Pocket Guide* covers XP assumptions, principles, events, artifacts, roles, resources, and more. It concisely explains the relationships between the XP practices. If you want to adopt XP in stages, the *Extreme Programming Pocket Guide* will help you choose what to apply and when. Concise and easy to use, this handy pocket guide to XP is a must-have quick reference for anyone implementing a test-driven development environment.

Essential CVS

By Jennifer Vesperman
June 2003, ISBN 0-596-00459-1
336 pages \$39.95

Essential CVS is a complete and easy-to-follow reference that helps you bring order to managing large quantities of documents. It covers basic concepts and usage of CVS, and features a comprehensive reference for CVS commands—including a handy Command Reference Card for quick, on-the-job checks. The book also includes advanced information on all aspects of CVS that involved automation, logging, branching and merging, and “watches.”

sed & awk, 2nd Edition

By Dale Dougherty & Arnold Robbins
2nd Edition March 1997, ISBN 1-56592-225-5
432 pages \$34.95

sed & awk describes two text processing programs that are mainstays of the Unix programmer's toolbox. The book lays a foundation for both programs by describing how they are used and by introducing the fundamental concepts of regular expressions and text matching. This edition covers the *sed* and *awk* programs as they are mandated by the POSIX standard. It also includes a discussion of the GNU versions of both programs, which have extensions beyond their Unix counterparts.

Learning the vi Editor, 6th Edition

By Linda Lamb & Arnold Robbins
6th Edition November 1998, ISBN 1-56592-426-6
348 pages \$29.95

This complete guide to editing with *vi* covers four popular *vi* clones and includes command summaries for easy reference. It starts with the basics, followed by more advanced editing tools, such as excommands, global search and replacement, and a new feature, multiscreen editing.



vi Editor Pocket Reference
By Arnold Robbins
January 1999
ISBN 1-56592-497-5
72 pages \$9.95

The *vi Editor Pocket Reference* is a companion volume to O'Reilly's sixth edition of *Learning the vi*

Editor, presenting movement and editing commands, the command-line options, and other elements of the *vi* editor in an easy-to-use tabular format.

Learning the Unix Operating System, 5th Edition

By Jerry Peek, Grace Todino & John Strang
5th Edition October 2001, ISBN 0-596-00261-0
174 pages, Includes Quick-Ref Card \$19.95

Learn how to run programs on other computers, copy files between computers, browse the Web, send and receive email messages, read and post messages to discussion groups, and chat interactively with other users either on your local computer or worldwide.



NO STARCH PRESS
Absolute OpenBSD
By Michael W. Lucas
June 2003
ISBN 1-886411-99-9
528 pages \$39.95

This straightforward, practical, and complete guide to mastering the powerful and complex OpenBSD operating system, is for the experienced Unix user who wants to add OpenBSD to his or her repertoire. The author assumes a knowledge of basic Unix commands, design, and permissions. The book takes you through the intricacies of the platform and teaches how to manage your system, offering friendly explanations, background information, troubleshooting suggestions, and copious examples throughout.

Absolute BSD

By Michael W. Lucas
July 2002, ISBN 1-886411-74-3
612 pages \$39.95

Your guide to FreeBSD, the powerful, flexible, and cost-effective Unix-based operating system. Includes coverage of installation, networking, add-on software, security, network services, system performance, kernel tweaking, file systems, SCSI and RAID configurations, SMP, up-grading, monitoring, crash debugging, BSD in the office, and emulating other OSs. Author Michael Lucas is a FreeBSD committer.

BESTSELLER! Wicked Cool Shell Scripts

By Dave Taylor
February 2004, ISBN 1-59327-012-7
368 pages \$29.95

101 useful, customizable, and fun Linux, Mac OS X, and Unix shell scripts that you can use to solve common problems and personalize your computing environment. Includes an interactive calculator, a spell checker, a disk backup utility, a weather tracker, a web logfile analysis tool, and much more. The cookbook style examples are all written in Bourne Shell (*sh*) syntax.

PRAGMATIC BOOKSHELF

Pragmatic Version Control Using Subversion

By Mike Mason
February 2005, ISBN 0-9745140-6-3
224 pages \$29.95

This latest addition to the Pragmatic Starter Kit includes a complete description of Subversion, an advanced, open source, modern version control system designed to replace CVS. It includes sections on migrating to Subversion from CVS, installing and networking Subversion, and administering a repository. You'll also learn about client-side tools, including GUI tools and IDE-integration plugins. If you've put off learning Subversion, this is your chance to do it the easy way, the pragmatic way. **Volume I of the Pragmatic Starter Kit.**

Pragmatic Version Control Using CVS

By Dave Thomas & Andy Hunt
September 2003, ISBN 0-9745140-0-4
176 pages \$29.95

Version control systems don't have to be complicated, or time-consuming. This book is a recipe-based approach to using the CVS Version Control system that will get you up and running quickly—and correctly. Half of all project teams in the U.S. don't use any version control at all, and many others experience problems. **Volume I of the Pragmatic Starter Kit.**

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Jakarta Struts Cookbook

By Bill Siggelkow
February 2005, ISBN 0-596-00771-X
526 pages \$44.95

Jakarta Struts Cookbook is a timely reference that is high on practicality and low on theory, providing instant code solutions to a wide range of common and uncommon problems. Like other titles with our popular Cookbook format, each recipe in this book includes a discussion on how and why it works.

Programming Jakarta Struts, 2nd Edition

By Chuck Cavaness
2nd Edition June 2004, ISBN 0-596-00651-9
470 pages \$44.95

If you want to use the Struts Framework to its fullest potential, this is the book for you. *Programming Jakarta Struts*, 2nd Edition, covers everything the successful earlier edition did as well as plenty more: now fully up to date with Struts 1.1, this edition covers the latest material on tag libraries and the new JavaServer Faces (JSF) APIs and even includes all-new chapters on JSF, JSTL/EL, and security.



Jakarta Struts Pocket Reference

By Chuck Cavaness & Brian Keeton
May 2003, ISBN 0-596-00519-9
142 pages \$9.95

The *Jakarta Struts Pocket Reference* gives you an inside track on getting

Struts installed, configured, and running smoothly in your enterprise. This book, an essential companion to O'Reilly's *Programming Jakarta Struts*, provides detailed coverage of every Struts JSP tag, the Struts configuration files and directives, built-in actions, and a wealth of other resources.



NEW! Beyond Java

By Bruce A. Tate
September 2005, ISBN 0-596-10094-9
208 pages \$24.95

Beyond Java chronicles the rise of the most successful language of all time, and then lays out, in painstaking detail, the compromises the founders had to make to establish success. If you agree with the book's premise—that Java's reign is coming to an end—then this book will help you start to build your skills accordingly. Beyond Java will teach you what a new language needs to succeed, so when things do change, you'll be more prepared. And even if you think Java is here to stay, you can use the best techniques from frameworks introduced in this book to improve what you're doing in Java today.

NEW! Java Enterprise in a Nutshell, 3rd Edition

By Jim Farley, William Crawford, Prakash Malani, John Norman & Justin Gehtland
3rd Edition November 2005, ISBN 0-596-10142-2
904 pages \$44.95

Revised and updated for the new 1.4 version of Sun Microsystems Java Enterprise Edition software, *Java Enterprise in a Nutshell*, 3rd Edition, is a practical guide for enterprise Java developers.

NEW! JBoss at Work: A Practical Guide

By Tom Marris & Scott Davis
October 2005, ISBN 0-596-00734-5
304 pages \$34.95

JBoss at Work: A Practical Guide begins by showing you how to integrate JBoss with other open source Java products such as Tomcat, Hibernate, and Eclipse, and then moves on to Cascading Style Sheets and HTML so that you can isolate the application's look and feel. There are also chapters on tweaking the application server for Web Application Archive (WAR) deployment, and closing security loops with Java Authentication and Authorization Service and EJB Tiers.



NEW! Head First Design Patterns Poster

By Elisabeth Freeman & Eric Freeman
September 2005
ISBN 0-596-10214-3
8 pages \$9.95

Head First Design Patterns Poster summarizes visually, 16 of the most common design

patterns. Each pattern includes a handy page reference to both *Head First Design Patterns* and the "Gang of Four" text, the canonical description of the pattern, and a visual guide designed (and inspired by the examples in *Head First Design Patterns*) to jog your memory of the objects, classes, and their relationships.

BESTSELLER! Head First Design Patterns

By Eric Freeman & Elisabeth Freeman, with Kathy Sierra & Bert Bates
October 2004, ISBN 0-596-00712-4
676 pages \$44.95

If you've read a Head First book, you know what to expect—a visually-rich format designed for the way your brain works. Using the latest research in neurobiology, cognitive science, and learning theory, *Head First Design Patterns* will load patterns into your brain in a way that sticks. In a way that lets you put them to work immediately. In a way that makes you better at solving software design problems, and better at speaking the language of patterns with others on your team.

Head First Servlets & JSP

By Bryan Basham, Kathy Sierra & Bert Bates
August 2004, ISBN 0-596-00540-7
886 pages, Includes CD-ROM \$44.95

Want to get to know the latest (J2EE 1.4) versions of Servlets & JSPs so well that you can pass the Sun Certified Web Component Developer (SCBCD) 1.4 exam? No problem! *Head First Servlets & JSP* will show you how to write servlets and JSPs, what makes the Container tick, how to use the new JSP Expression Language (EL), and much more. You won't just pass the exam, you will truly understand this stuff and be able to put it to work right away.

BESTSELLER!

Head First Java, 2nd Edition

By Kathy Sierra & Bert Bates
2nd Edition February 2005, ISBN 0-596-00920-8
720 pages \$44.95

Head First Java delivers a highly interactive, multi-sensory learning experience that lets new programmers pick up the fundamentals of the Java language quickly. Through mind-stretching exercises, memorable analogies, humorous pictures, and casual language, *Head First Java* encourages you to think like a Java programmer. This second edition focuses on Java 5.0, the latest version of the Java development platform.

BESTSELLER! Head First EJB

By Kathy Sierra & Bert Bates
October 2003, ISBN 0-596-00571-7
734 pages \$44.95

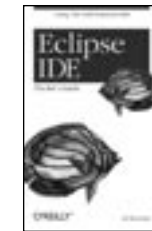
When Sun Microsystems wanted to offer a new certification focusing on Enterprise JavaBeans and business component development, they asked Kathy Sierra and Bert Bates to create the exam. *Head First EJB* is the first book to support this exam. It applies the original and highly effective Head First learning approach to concepts and coding practices that you need to master if you are to ace the exam and go on to excel in enterprise Java development.



Swing Hacks

By Joshua Marinacci & Chris Adamson
June 2005
ISBN 0-596-00907-0
542 pages \$29.95

Swing Hacks helps Java developers move beyond the basics of Swing, the graphical user interface (GUI) standard since Java 2. The unique Hacks format provides short advanced tricks that you can instantly apply to increase your competency with interface-building tools. Example hacks include how to filter lists, power-up trees and tables, and add drag-and-drop support.



Eclipse IDE Pocket Guide

By Ed Burnette
August 2005, ISBN 0-596-10065-5
128 pages \$9.95

The ultimate "no fluff" user's manual for the Eclipse IDE offers just enough background and overview to bring beginners up to speed, while providing experienced users with a pocket-sized quick reference to important views, menus, commands, and preferences. It's ideal for Java developers who use Eclipse to build practical development tools for web development, application design and modeling, performance and testing, and more.

Learning Java, 3rd Edition

By Pat Niemeyer & Jonathan Knudsen
3rd Edition May 2005, ISBN 0-596-00873-2
976 pages, Includes CD-ROM \$44.95

With more changes than any previous version, Java 5.0 makes it easier to develop safe, powerful code. But it isn't any easier to learn. That means the bestselling hands-on tutorial *Learning Java* takes on greater significance, delivering a no-nonsense approach to Java 5.0 features, such as "generics," and looks into the popular Eclipse IDE. The accompanying CD includes the Java 5.0 SDK for Windows, Linux, and Solaris.

Maven: A Developer's Notebook

By Vincent Massol & Timothy M. O'Brien
July 2005, ISBN 0-596-00750-7
220 pages \$29.95

Maven: A Developer's Notebook is the first book on the subject to hit the market, so you know the information is fresh and timely. If you're a Java programmer, you'll be armed with all the critical information you need to get up to speed on this powerful new build tool. In the end, you'll find yourself spending less time working on your project's build system and more time working on your project's code.

JBoss: A Developer's Notebook

By Norman Richards & Sam Griffith
June 2005, ISBN 0-596-10007-8
176 pages \$29.95

JBoss is a fully certified J2EE 1.4 application server that's free, popular, and competitive with proprietary Java application servers in features and quality. It's simple to install and configure, but many developers are stumped by all the plug-ins that make it work. Our Developer's Notebook takes you through JBoss features step-by-step, with hands-on labs and plenty of code. Don't just read about JBoss, learn it through direct application.



Spring: A Developer's Notebook

By Bruce A. Tate & Justin Gehtland
April 2005
ISBN 0-596-00910-0
210 pages \$29.95

This no-nonsense book quickly gets you up to speed on the new Spring open source framework. Favoring examples and practical application over theory, *Spring: A Developer's Notebook* features 10 code-intensive labs that'll reveal the many assets of this revolutionary, lightweight architecture. In the end, you'll understand how to produce simple, clean, and effective applications.

QuickTime for Java: A Developer's Notebook

By Chris Adamson
January 2005, ISBN 0-596-00822-8
255 pages \$29.95

Java developers who need to add audio, video, or interactive media creation and playback to their applications find that QuickTime Java is a powerful toolkit, but one that's not easy to get into. This book offers the first real look at this important software with an informal, code-intensive style that lets impatient early adopters focus on learning by doing.

SWT: A Developer's Notebook

By Tim Hatton
October 2004, ISBN 0-596-00838-4
320 pages \$29.95

In typical Developer's Notebook style, you'll learn how to take SWT out for a spin, make it work for you, and turn it upside down, all without wasted words or space. Each lab in this notebook details a specific task; you can read from the first page to the last, look up just what you need to know, and even squeeze this book into your laptop bag as a quick reference when you forget how to create a multitabbed view.

Hibernate: A Developer's Notebook

By James Elliott
May 2004, ISBN 0-596-00696-9
190 pages \$24.95

Hibernate: A Developer's Notebook shows you how to use Hibernate to automate persistence: you write natural Java objects and some simple configuration files, and Hibernate automates all the interaction between your objects and the database. You don't even need to know the database is there, and you can change from one database to another simply by changing a few statements in a configuration file. If you've needed to add a database backend to your application, don't put it off. It's much more fun than it used to be, and *Hibernate: A Developer's Notebook* shows you why.

Java 5.0 Tiger: A Developer's Notebook

By Brett McLaughlin & David Flanagan
June 2004, ISBN 0-596-00738-8
200 pages \$29.95

This no-nonsense guide by bestselling Java authors Brett McLaughlin and David Flanagan jumps right into Tiger. Using the task-oriented format of this new series, you'll get complete practical coverage of generics, boxing and unboxing, varargs, enums, annotations, formatting, the for/in loop, concurrency, and more.

For a complete list of Java titles, visit java.oreilly.com



Killer Game Programming in Java

By Andrew Davison
May 2005, ISBN 0-596-00730-2
996 pages \$44.95

This comprehensive guide has everything you need to program Java games. It offers the most thorough coverage of Java 3D available, and clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, networked games, and mobile 3D games. This practical book is a must-have for anyone who wants to create adrenaline-fueled games in Java.

Ant: The Definitive Guide, 2nd Edition

By Steve Holzner
2nd Edition April 2005, ISBN 0-596-00609-8
334 pages \$34.95

Ant: The Definitive Guide, 2nd Edition, is a totally re-worked, revised, and expanded look at this extraordinary tool. This edition covers everything from downloading, installing, and configuring Ant to using Ant with JUnit to test code, running Ant in the popular Eclipse IDE, and scheduling builds in Unix and Windows. You'll also learn how to use Ant with JavaServer Pages (JSP) to build web applications, with Enterprise JavaBeans (EJB) to build enterprise applications, and how to use Ant with XML.



BESTSELLER!
Java in a Nutshell, 5th Edition

By David Flanagan
5th Edition March 2005
ISBN 0-596-00773-6
1252 pages \$44.95

Java in a Nutshell is the single most widely used, independently written, Java reference in the world. This fifth edition not only covers the newest version of Java, it includes new code examples to illustrate the working of the APIs, and extensive coverage of the deep changes in the 5.0 version of the SDK. You will find less emphasis on coming to Java from C and C++, and more emphasis on tools and frameworks.

Java Threads, 3rd Edition

By Scott Oaks & Henry Wong
3rd Edition September 2004, ISBN 0-596-00782-5
358 pages \$39.95

Threads are essential to Java programming, but learning to use them effectively is a nontrivial task. This new edition of the classic *Java Threads* shows you how to take full advantage of Java's threading facilities and brings you up-to-date with the watershed changes in Java 2 Standard Edition Version 5.0 (J2SE 5.0). It provides a thorough, step-by-step approach to threads programming.

Jakarta Commons Cookbook

By Timothy M. O'Brien
November 2004, ISBN 0-596-00706-X
400 pages \$44.95

This collection provides expert tips for using the utilities of the Java-based Jakarta Commons open source project. You don't have to be an expert, the book's solution-based format contains code examples for a wide variety of web, XML, network, testing, and application projects. If you want to learn how to use Jakarta Commons utilities to create powerful Java applications and tools, the *Jakarta Commons Cookbook* is for you.

Hardcore Java

By Robert Simmons, Jr.
March 2004, ISBN 0-596-00568-7
344 pages \$39.95

Hardcore Java takes this language and breaks it apart, piece by piece, revealing the important secrets and tricks that will take you from a junior-level programmer to a seasoned and expert developer. You'll fly through the fundamentals and quickly find yourself learning about advanced memory management techniques, optimization and bytecode-level enhancements, and the techniques required to build lightning-fast GUIs. Throughout the book, you'll also master the art of writing and maintaining bulletproof and error-proof code, all while grasping the intricacies of the Java language.



Java Servlet & JSP Cookbook

By Bruce W. Perry
January 2004
ISBN 0-596-00572-5
746 pages \$44.95

Java Servlet & JSP Cookbook presents scores of real-world problems, and

provides concise, practical solutions to each. Topics include the use of Ant to setup a build environment, extensive coverage of the WAR file format and web.xml deployment descriptor, file-uploading, error-handling, cookies, logging, dealing with non-HTML content, multimedia, request filtering, web services, and more. It lets you put theory from other API-focused books into practice.

Java Examples in a Nutshell, 3rd Edition

By David Flanagan
3rd Edition January 2004, ISBN 0-596-00620-9
720 pages \$39.95

This third edition covers Java 1.4 and contains 193 complete, practical examples: over 21,900 lines of densely commented, professionally written Java code, covering 20 distinct client-side and server-side APIs. It includes new chapters on the Java Sound API and the New I/O API. The chapters on XML and servlets have been rewritten to cover the latest versions of the specifications and to demonstrate best practices for Java 1.4. New and updated examples throughout the book demonstrate many other new Java features and APIs.

Java Network Programming, 3rd Edition

By Elliotte Harold
3rd Edition October 2004, ISBN 0-596-00721-3
760 pages \$39.95

Thoroughly revised to cover all the 100+ significant updates to Java Developers Kit (JDK) 1.5, *Java Network Programming* is a complete introduction to developing network programs (both applets and applications) using Java, covering everything from networking fundamentals to remote method invocation (RMI). It includes chapters on TCP and UDP sockets, multicasting protocol and content handlers, servlets, and the new I/O API.



Java Cookbook, 2nd Edition

By Ian F. Darwin
2nd Edition June 2004, ISBN 0-596-00701-9
862 pages \$49.95

Java Cookbook, 2nd Edition, gets you to the heart of what you need to know when you need to know it. The completely revised and updated recipes in *Java Cookbook*, 2nd Edition, cover all of the major APIs from Java 1.4 as well as the new 1.5 version. It includes many specialized APIs—like those for working with Struts, Ant, and other open source tools—and delivers expanded Mac OS coverage.

Tomcat: The Definitive Guide

By Jason Brittain & Ian F. Darwin
June 2003, ISBN 0-596-00318-8
322 pages \$39.95

This concise guide provides much-needed information to harness Tomcat's power and wealth of features. For system and network administrators, *Tomcat: The Definitive Guide* offers detailed instructions on installation, configuration, and maintenance. For users, it supplies insightful information on how to deploy Tomcat. And for seasoned enterprise Java developers, this is a reference to be carried to consulting jobs and business trips, a complete guide on setting up, running, and using this powerful software.

Enterprise JavaBeans, 4th Edition

By Richard Monson-Haefel, Bill Burke & Sasha Labourey
4th Edition June 2004, ISBN 0-596-00530-X
788 pages \$44.95

This authoritative guide includes everything that made previous editions of *Enterprise JavaBeans* the single must-have book for EJB developers: the author's solid grasp on the complexities of EJBs; hundreds of clear, practical examples; adept coverage the key concepts EJBs; and diagrams to illustrate the concepts presented. The fourth edition also includes everything you need to get up to speed quickly on the changes in EJB Version 2.1 as well as a JBoss implementation guide.



Real World Web Services

By Will Iverson
October 2004
ISBN 0-596-00642-X
222 pages \$29.95

The core idea behind *Real World Web Services* is simple: after years of hype,

what are the major players really doing with web services? Standard bodies may wrangle and platform vendors may preach, but at the end of the day what are the technologies that are actually in use, and how can developers incorporate them into their own applications? Those are the answers *Real World Web Services* delivers.

Eclipse Cookbook

By Steve Holzner
June 2004, ISBN 0-596-00710-8
362 pages \$44.95

Eclipse is a powerful open source platform that gives Java developers a new way to approach development projects. In the *Eclipse Cookbook*, Java expert Steve Holzner demystifies Eclipse with practical recipes for more than 800 situations you may encounter—from deploying a web application automatically to reverse engineering compiled code, from re-naming all references to a class across multiple packages to initializing the SWT JNI libraries.

Eclipse

By Steve Holzner
April 2004, ISBN 0-596-00641-1
334 pages \$44.95

This guide to the technology, Eclipse, provides exactly what you're looking for: a fast-track approach to mastery of Eclipse. This insightful, hands-on book delivers clear and concise coverage, with no fluff, that gets down to business immediately. The book is tightly focused, covering all aspects of Eclipse: the menus, preferences, views, perspectives, editors, team and debugging techniques, and how they're used every day by thousands of developers. Development of practical skills is emphasized with dozens of examples presented throughout the book.

Better, Faster, Lighter Java

By Bruce A. Tate & Justin Gehrtland
June 2004, ISBN 0-596-00676-4
262 pages \$34.95

In *Better, Faster, Lighter Java*, the authors argue that the old heavyweight architectures, such as WebLogic, JBoss, and WebSphere, are unwieldy, complicated, and contribute to slow and buggy application code. As an alternative, they present two "lightweight" open source architectures, Hibernate and Spring, that can help you create enterprise applications that are easier to maintain, write, and debug, and are ultimately much faster.

JavaServer Faces

By Hans Bergsten
April 2004, ISBN 0-596-00539-3
606 pages \$39.95

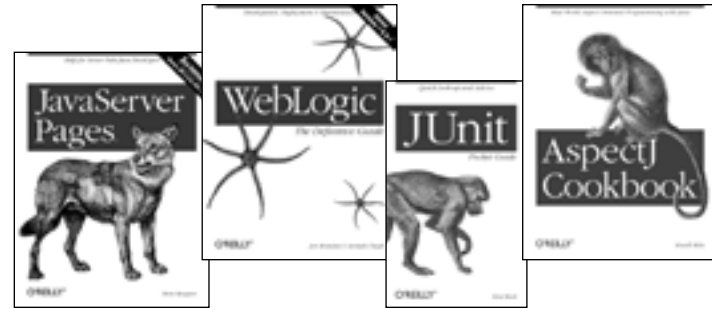
In *JavaServer Faces*, developers learn how to use the new JavaServer Faces framework to build real-world web applications. The book contains everything you'll need: how to construct the HTML on the front end; how to create the user interface components that connect the front end to your business objects; how to write a back-end that's JSF-friendly; and how to create the deployment descriptors that tie everything together. This book is a complete guide to the crucial new JSF technology.



Java Swing, 2nd Edition

By Marc Loy, Robert Eckstein, Dave Wood, James Elliott & Brian Cole
2nd Edition
November 2002
ISBN 0-596-00408-7
1278 pages \$54.95

Java Swing, 2nd Edition, brings this classic book on creating GUIs with Java up to date with 1.4, the latest Java release. The authors evaluated each Swing class for its continuing usefulness, so although they've added new classes, many old ones that are no longer used have been jettisoned, making the book more practical. This edition features new examples, cross-platform compatibility considerations, significant Mac OS X coverage, and whole new chapters on drag-and-drop and formatted text fields.



JavaServer Pages, 3rd Edition

By Hans Bergsten
3rd Edition December 2003, ISBN 0-596-00563-6
764 pages \$44.95

Learn about custom tag libraries, how to get started with the Apache Tomcat server, and how to use JSTL for database access and XML processing with *JavaServer Pages*, 3rd Edition. It covers changes to the 2.0 version of the JavaServer Pages specification and major revisions to the JSP Standard Tag Library, as well as advanced topics such as integrating Java servlets and JavaBeans with JSP, using the popular Jakarta Struts MVC framework to illustrate how it's done. It also includes chapters on generating dynamic content, handling session information, accessing databases, authenticating users, and personalizing content.

WebLogic: The Definitive Guide

By Jon Mountjoy & Avinash Chugh
February 2004, ISBN 0-596-00432-X
848 pages \$49.95

Customers who buy into WebLogic usually stay with it for life. But BEA's own documentation makes huge assumptions about what you already know, forcing you to either pay for huge support contracts or wade through the less-than-complete offerings in previously published books. To fill this gap, *WebLogic: The Definitive Guide* takes the concept of "definitive" to a whole new level. Requested by many frustrated users, this exhaustive treatment of the WebLogic server and the management console will answer any question that you might think to ask—and quite a few you may never have thought of.

JUnit Pocket Guide

By Kent Beck
October 2004, ISBN 0-596-00743-4
90 pages \$9.95

While there are lots of bits of documentation all over the place, there isn't a go-to-manual that serves as a quick reference for JUnit. This Pocket Guide meets the need, bringing together all the bits of hard-to-remember information, syntax, and rules for working with JUnit, as well as delivering the insight and sage advice that can only come from a technology's creator.

AspectJ Cookbook

By Russell Miles
December 2004, ISBN 0-596-00654-3
354 pages \$44.95

This hands-on book shows you why and how common Java development problems can be solved by using new Aspect-oriented programming (AOP) techniques. With a wide variety of code recipes for solving day-to-day design and coding problems using AOP's unique approach, *AspectJ Cookbook* demonstrates that AOP is more than just a concept; it's a development process that will benefit you in an immediate and visible manner.

NO STARCH PRESS



NEW! Wicked Cool Java
By Brian D. Eubanks
November 2005
ISBN 1-59327-061-5
304 pages \$29.95

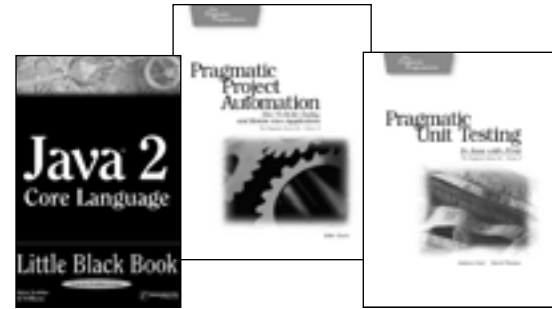
Wicked Cool Java contains 101 fun, interesting, and useful ways to get more out of

Java. This isn't intended as a Java tutorial—it's targeted at developers and system architects who have some basic Java knowledge but may not be familiar with the wide range of libraries available. Full of example code and ideas for combining them in useful projects, this book is perfect for hobbyists, and professionals will find tips and open source projects to enhance their code and make their jobs easier.

PARAGLYPH PRESS

Java 2 Core Language Little Black Book
By Alain Trottier
August 2002, ISBN 1-932111-66-2
462 pages \$29.99

The focus of this book is on the core Java language as implemented by the new version of Java, Version 1.4. The book features a logical, sequential approach with concise overviews, then step-by-step immediate solutions created by a master Java programmer. This book is also packed with over 150 code listings which can be used as is or quickly modified.



PRAGMATIC BOOKSHELF

NEW! Pragmatic GIS
By Scott Davis
October 2005, ISBN 0-9745140-9-8
176 pages \$29.95

Pragmatic GIS introduces Geography Information Systems (GIS) in simple terms and demonstrates hands-on uses. With this book, you'll explore popular websites mapquest.com and Google Maps, see the technologies they use, and learn how to create your own. Written with the usual Pragmatic Bookshelf humor and real-world experience, *Pragmatic GIS* makes geographic programming concepts accessible to the common developer.

Pragmatic Project Automation: How to Build, Deploy, and Monitor Java Apps

By Mike Clark
July 2004, ISBN 0-9745140-3-9
176 pages \$29.95

Forget wizards, you need a slave—someone to do your repetitive, tedious, and boring tasks, without complaint and without pay, so you'll have more time to design and write exciting code. Enlist your computer to automate all of your Java project's repetitive tasks from individual builds and testing through to product release and deployment. Enjoy pragmatic, automatic, unattended software production that's reliable and accurate every time. **Volume III of the Pragmatic Starter Kit.**

Pragmatic Unit Testing in Java with JUnit

By Andy Hunt & Dave Thomas
September 2003, ISBN 0-9745140-1-2
176 pages \$29.95

Improve your Java coding skills using unit testing: it's really all about coding, not testing. This book shows not just how to test, but what to test. Discover the tricky hiding places where bugs breed, and how to catch them using JUnit. You don't need to adopt Extreme Programming, or Test-Driven Development in order to reap the proven benefits of unit testing, the pragmatic way. **Volume II of the Pragmatic Starter Kit.**



Customize Your OS

NEW! Running Mac OS X Tiger

By Jason Deraleau & James Duncan Davidson
November 2005, ISBN 0-596-00913-5, 504 pages \$39.95

Written for readers who are inquisitive and confident enough to dig deep into their Mac, this book is for power users (including system administrators) who want to rev up and customize Mac OS X to their liking. Completely revised and updated to cover new features and functionality of Mac OS X 10.4, this edition doesn't spend time on Finder tips, but dives right in to explain how a Mac ticks. Among the new features are:

- Spotlight—enhanced search feature that helps users find anything on their computers
- iChat AV—ads videoconferencing capabilities
- Xcode 2.0
- VoiceOver—adds enhanced support for the visually impaired

- Enhanced Unix support
- Dashboard widget/applet creation
- Automator—lets users automate repetitive, manual, or batch tasks
- 64-bit application support

ABOUT THE AUTHORS: Jason Deraleau has been a computer enthusiast since the Commodore 64. Having spent time focusing on DOS, Windows, Linux, and FreeBSD, his newest passion is the Macintosh and Mac OS X. Currently residing in Western Massachusetts, he works as a systems administrator by day, IT consultant and technical writer by night. Jason was a presenter at O'Reilly Mac OS X Conference 2004, and is a contributing author on the O'Reilly Network. James Duncan Davidson is a freelance author, software developer, and consultant focusing on Mac OS X, Java, XML, and

open source technologies. He is the author of *Learning Cocoa with Objective-C* and is a frequent contributor to the O'Reilly Network online web site as well as publisher of his own web site, x180 (www.x180.net), where he keeps his popular weblog. Duncan was the creator of Apache Tomcat and Apache Ant and was instrumental in their donation to the Apache Software Foundation by Sun Microsystems. While working at Sun, he authored two versions of the Java Servlet API specification as well as the Java API for XML Processing.



NEW! Mac OS X Tiger in a Nutshell

By Andy Lester
November 2005, ISBN 0-596-00943-7
600 pages \$39.95

Mac OS X Tiger in a Nutshell offers a wealth of detail on all of the changes in Apple's Mac OS X 10.4 operating system, a.k.a. Tiger. This all-purpose reference provides details about the user-interface elements, system and network administration, and scripting and development. It also includes the most complete Unix command reference found in print—with each command and option painstakingly tested and checked against Tiger.

Mac OS X Tiger Pocket Guide, Tiger Edition

By Chuck Toporek
June 2005, ISBN 0-596-00914-3
236 pages \$9.95

The *Mac OS X Tiger Pocket Guide* introduces you to the fundamental concepts of using Mac OS X Tiger, including over 250 tips and tricks for using and configuring your Mac OS X system. It concentrates a wealth of tables, common keyboard shortcuts, tips for configuring your Mac, and a quick introduction to using the Terminal to enter Unix commands into a package that is literally small enough to fit in your pocket.

BESTSELLER!

Mac OS X: The Missing Manual, Tiger Edition

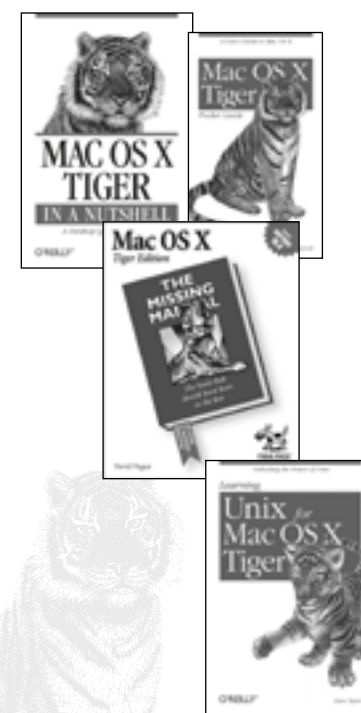
By David Pogue
July 2005, ISBN 0-596-00941-0
864 pages \$29.95

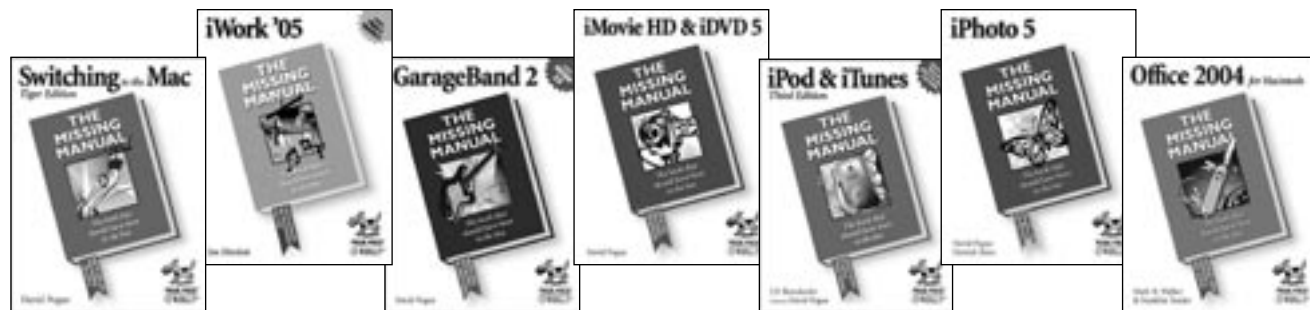
When Apple comes out with another version of Mac OS X, David Pogue hits the streets with another impeccable Missing Manual to cover it. This new edition explores the latest features in Mac OS X Tiger, such as Spotlight, iChat AV, and Automator. Ideal for every user, this guide has something new on every page, along with David Pogue's celebrated wit and expertise.

Learning Unix for Mac OS X Tiger, 4th Edition

By Dave Taylor
June 2005, ISBN 0-596-00915-1
280 pages \$19.95

Thoroughly revised and updated for Mac OS X Tiger, this edition introduces Mac users to the Terminal application and shows you how to navigate the command interface, explore hundreds of Unix applications that come with the Mac, and—most important—how to take advantage of both the Mac and Unix interfaces. If you want to master the command-line, this gentle guide to using Unix on Mac OS X Tiger is well worth its cover price.





NEW! Switching to the Mac: The Missing Manual, Tiger Edition

By David Pogue & Adam Goldstein
September 2005, ISBN 0-596-00660-8
520 pages \$24.95

Maybe you're fed up with the Windows way of life. Maybe you're drawn to the Mac's stability and user-friendliness, its digital media suite, or the fact that a whole computer can be as slick as your iPod. Becoming a Mac convert is easy—so long as you've got *Switching to the Mac: The Missing Manual*, Tiger Edition. Covering the latest features in Mac OS X Tiger, it teaches you how to smoothly and seamlessly switch to a Mac

NEW! iWork '05: The Missing Manual

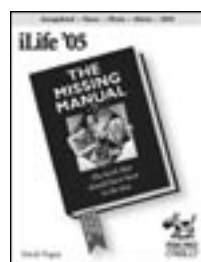
By Jim Elferdink
August 2005, ISBN 0-596-10037-X
406 pages \$24.95

iWork '05 isn't about "office productivity"—it's about creating slick and stylish documents and cinema-quality digital presentations that say precisely what you want them to say. Refreshingly entertaining and scrupulously detailed, *iWork '05: The Missing Manual* gives you all the essentials of iWork '05, including countless goodies that you won't find anywhere else: undocumented tips, tricks, and secrets for getting the very best results from both exciting new applications.

GarageBand 2: The Missing Manual

By David Pogue
2nd Edition August 2005, ISBN 0-596-10035-3
272 pages \$24.95

GarageBand 2: The Missing Manual provides you with all the know—how you need to produce commercial-quality musical recordings entirely on your own. This revised edition explains how to maximize the program's entire set of tools, including pre-recorded loops, sampled sounds, and live recordings. Easy-to-understand language makes it ideal for serious musicians and novices alike.



iLife '05: The Missing Manual, 2nd Edition

By David Pogue
2nd Edition August 2005
ISBN 0-596-10036-1
744 pages \$29.95

David Pogue highlights the newest features, changes, and improvements of the incomparable iLife '05; covers the capabilities and limitations of each of the five programs within the suite; and delivers countless undocumented tips, tricks, and secrets for getting the best performance out of each. With *iLife '05: The Missing Manual* at the ready, there's nothing standing between you and professional-caliber music, photos, movies, and more.

iMovie HD & iDVD 5: The Missing Manual, 5th Edition

By David Pogue
5th Edition April 2005, ISBN 0-596-10033-7
528 pages \$29.95

iMovie HD & iDVD 5: The Missing Manual, now in full color, is a witty and entertaining guide that not only details every step of iMovie HD video production—from choosing and using a digital camcorder to burning the finished work onto DVDs—but provides a firm grounding in basic film technique so that the quality of a video won't rely entirely on magic.

iPod & iTunes: The Missing Manual, 3rd Edition

By J.D. Biersdorfer with David Pogue
3rd Edition March 2005, ISBN 0-596-00877-5
430 pages \$24.95

O'Reilly has again fully updated its bestselling Missing Manual to reflect the most recent versions of iPod and iTunes. These changes include all the new iPod models (including iPod Photo and iPod Shuffle), Airport Express, and the latest version of iTunes (4.7). Also features an astonishing collection of useful tips, tricks, and shortcuts for prospective iPod owners, as well as experienced iPodders.

iPhoto 5: The Missing Manual, 5th Edition

By David Pogue & Derrick Story
5th Edition March 2004, ISBN 0-596-10034-5
400 pages \$29.95

iPhoto 5 represents the most exciting enhancement in Apple's new iLife '05 suite of digital hub applications. In fact, it's the best revision to iPhoto yet. *iPhoto 5: The Missing Manual*, now in full color, covers everything in detail and with scrupulous objectivity. But this witty and authoritative guide goes much further, giving you the basics to make iPhoto really work.

Office 2004 for Macintosh: The Missing Manual

By Mark H. Walker, Franklin Tessler & Paul Berkowitz
February 2005, ISBN 0-596-00820-1
752 pages \$29.95

Whether you're an Office beginner eager to master one or all of the applications in the suite or a longtime Office user looking for power-user techniques and detailed coverage of what's new (and what's removed) in Office 2004, the funny and friendly *Office 2004 for Macintosh: The Missing Manual* delivers everything you need to master all four Office 2004 programs for Mac—Word, Excel, PowerPoint, and Entourage.



AppleWorks 6: The Missing Manual

By Jim Elferdink & David Reynolds
May 2000
ISBN 1-56592-858-X
453 pages \$19.95

AppleWorks 6: The Missing Manual guides you through

both the basics and the hidden talents of AppleWorks, placing special emphasis on Version 6's enhanced word processing, Internet, and presentation features. With more than 250 illustrations, a 2,000-entry index, and a menu-by-menu explanation of every command, *AppleWorks 6: The Missing Manual* is as smoothly put together as AppleWorks itself.



BESTSELLER! iPod & iTunes Hacks

By Hadley Stern
October 2004, ISBN 0-596-00778-7
456 pages \$24.95

Some people are content to use their iPod simply to play music. Some people want to do much more. If you want to get the most out of your iPod, *iPod & iTunes Hacks* will take you beyond the obvious with 100 ingenious tips and tricks that will delight, entertain, and add astonishing power to the iPod and iTunes experience.

Mac Annoyances

By John Rizzo
November 2004, ISBN 0-596-00723-X
172 pages \$24.95

Mac Annoyances provides solutions to scores of common problems faced by Mac owners. Hassles associated with Mac OS X, iLife, Mac hardware, Microsoft Office, and more are all addressed in sharp detail. In the end, *Mac Annoyances* has been designed to improve your problem-solving capabilities, save you time, and enhance your overall user experience no matter which version you own.

NEW! iPod Shuffle Fan Book

By J.D. Biersdorfer
September 2005, ISBN 0-596-10070-1
96 pages \$9.95

The *iPod Shuffle Fan Book* is the ultimate written companion for Shuffle owners. Learn how to master the art of "shuffling;" discover and create custom playlists, share and publish with iMix, and burn playlists on CDs. Beautifully designed in a colorful, compact format, this handy reference book is a must have for "shufflers" everywhere.

PowerBook Fan Book

By Derrick Story
November 2004, ISBN 0-596-00817-1
128 pages \$14.95

The *PowerBook Fan Book* is the perfect guide for mastering your beloved new PowerBook. It helps you make the most of the PowerBook's portable connectivity, wireless networking, lightening-fast graphics, and much more with sections on getting started, organizing your digital lifestyle, using your PowerBook at home, at the office, or on the go, and tips and tricks for doing most anything you could want.

iBook Fan Book

By Derrick Story
November 2004, ISBN 0-596-00861-9
128 pages \$14.95

Energy-efficient and exceptionally powerful, the iBook is Apple's ultra-thin G4 notebook. It's the perfectly portable and highly affordable laptop for everyday business and pleasure computing. If you own one of these stylish little white wonders, you can count on the *iBook Fan Book* to give you everything you need to make it work—and play—just as hard as you do.



iPod Fan Book

By Yasukuni Notomi
September 2004
ISBN 0-596-00776-0
112 pages \$14.95

This compact and beautifully packaged guide is for iPod users who want a quick, fun way to learn all the features and capabilities of the device. The *iPod Fan Book* takes readers through the process of loading the iPod with music and then organizing, playing, and even burning those tunes onto CDs and DVDs. The book also discusses ways to use the iPod on-the-go, such as playing it through a car stereo.



Mac OS X Power Hound, Panther Edition

By Rob Griffiths
2nd Edition
September 2004
ISBN 0-596-00818-X
574 pages \$24.95

In *Mac OS X Power Hound*, Rob Griffiths, creator and editor of the extremely popular Mac OS X Hints web site, (www.macintoshhints.com), lifts the hood on the Formula-One-powered operating system and delivers over 500 high-octane secrets for finding easier, faster, and better ways of using Panther and the programs that come with it—and even a bunch that don't. Also included are chapters on Unix, the engine under Mac OS X's hood.

Inside .Mac

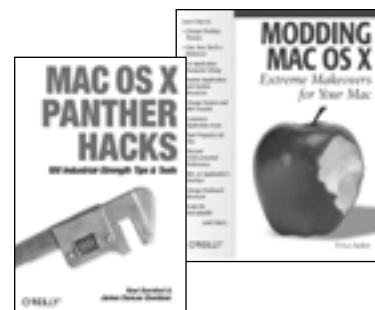
By Chuck Toporek
May 2004, ISBN 0-596-00501-6
384 pages \$19.95

This handy, quick reference offers a clear overview of the entire .Mac package and many of its not-so-obvious features. You'll learn how to set up and manage your account quickly and without fuss. Each .Mac service is discussed in an objective, no-frills fashion that'll show you how to use—and what to expect from—iDisk, web mail, your personal web site, and everything else that .Mac offers.

Mac OS X Unwired

By Tom Negrino & Dori Smith
December 2003, ISBN 0-596-00508-3
224 pages \$24.95

Mac OS X Unwired is a one-stop wireless information source for technically savvy Mac users. If you're considering wireless as an alternative to cable and DSL, or using wireless to network computers in your home, office, or on the road, this book will show you the full-spectrum view of wireless capabilities of Mac OS X, and how to get the most out of them.



Mac OS X Panther Hacks
By Rael Dornfest & James Duncan Davidson
June 2004, ISBN 0-596-00718-3
590 pages \$29.95

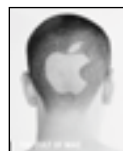
The perfect combination of tips, tricks, and tools to help serious Mac users get the most from their machines, this revised collection provides hands-on solutions in topics such as user interface, accessories, wired and wireless networking, and much more. Written for users who need to go beyond what's covered in conventional manuals—*Mac OS X Panther Hacks* will bring your Mac to its full potential.

Modding Mac OS X: Extreme Makeovers for Your Mac
By Erica Sadun
September 2004, ISBN 0-596-00709-4
300 pages \$24.95

This book uncovers dozens of ways to customize the user interface for both Mac OS X and its applications, using the newest tools; from hacking the preferences, enabling and disabling plug-ins, to using the Terminal and applications like the Property List Editor to tweak files and edit resources. If you're ready to tweak and experiment, to create and refine, to customize and control Mac OS X and your applications and have some fun doing it—this is an indispensable guide.



Apple Confidential 2.0
See page 79

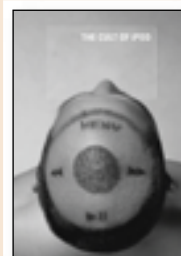


The Cult of Mac
See page 79



NO STARCH PRESS

A Celebration of All Things iPod



NEW! The Cult of iPod

By Leander Kahney
November 2005
ISBN 1-59327-066-6
256 pages \$24.95

Wired news reporter Leander Kahney follows up his bestselling *The Cult of Mac* with *The Cult of iPod*, a comprehensive look at how Apple's hit iPod is changing music, culture, and listening behavior. *The Cult of iPod* includes the exclusive back story of the iPod's development; looks at the many ways iPod's users pay homage to their devices; and investigates the quirkiest aspects of iPod culture, such as iPod-jacking (strangers plugging into each other's iPods to discover new music) as well as the growing legions of MP3Js (regular folks who use their iPods to become DJs). 4-color throughout.

PARAGLYPH PRESS

Degunking Your Mac, Tiger Edition

By Joli Ballew
July 2005, ISBN 1-933097-05-1
350 pages \$24.99

Degunking Your Mac, Tiger Edition shows all Mac users the tried-and-true techniques they need to get the best use out of Apple's latest operating system and keep their Macs clutter-free and running well. It explains how to get the best performance from the new features of Mac OS X Tiger, including Spotlight, Dashboard, Safari RSS, iChat AV, OS X Tiger Mail, and many others.

Mac OS X 10.3 Panther Little Black Book

By Gene Steinberg
February 2004, ISBN 1-932111-86-7
550 pages \$29.99

The *Mac OS X 10.3 Panther Little Black Book* includes extensive coverage of the new networking and printing features; new high-speed Finder searching capabilities; new system preferences; the new font manager, Font Book; new Mac applications including iChat AV and iPhoto; and the much improved mail system. Hands-on solutions are provided throughout the book, covering everything from using the Finder to networking to hardware management tasks.

The Mac OS X.2 Power User's Book

By Gene Steinberg & Pieter Paulson
May 2003, ISBN 1-932111-80-8
396 pages \$34.99

The *Mac OS X.2 Power User's Book* uses networking techniques, configurations tips and insight, Unix commands, and AppleScript to show users and networking administrators how to harness the real power of Mac OS X.2 (Jaguar) to set up small networks and automate critical tasks. Bestselling Mac author, Gene Steinberg, has assembled the best Mac power techniques in this highly focused guide.

SYNGRESS PUBLISHING

Apple I Replica Creation: Back to the Garage

By Tom Owad, Foreword by Steve Wozniak
February 2005, ISBN 1-931836-40-X
416 pages \$39.95

The perfect book for computer hobbyists, *Apple I Replica Creation: Back to the Garage* begins by teaching the basics of computer processing by discussing the functionality of the 9 chip on the Apple I motherboard. From there, you're taught the basics of memory access and video input and output. You'll then learn how to assemble the various hardware components into a fully functioning Apple I replica. Finally, you'll learn how to write your own applications to run on your computer.



Mac OS X Tiger for Unix Geeks, 3rd Edition

By Brian Jepson & Ernest E. Rothman
3rd Edition June 2005, ISBN 0-596-00912-7
415 pages \$34.95

This is the book for Mac command-line fans. Completely revised and updated to cover Mac OS X Tiger, this new edition helps you quickly and painlessly get acclimated with Tiger's familiar-yet foreign-Unix environment. If you're a Unix geek with an interest in Mac OS X, you'll find this clear, concise book invaluable.

Learning Cocoa with Objective-C, 2nd Edition

By James Duncan Davidson & Apple Computer, Inc.
2nd Edition September 2002, ISBN 0-596-00301-3
382 pages, Includes Quick-Reference Card \$34.95

Based on the Jaguar release of Mac OS X 10.2, this update of *Learning Cocoa* includes examples that use the Address Book and Universal Access APIs. Also included is a handy quick reference card, charting Cocoa's Foundation and AppKit frameworks, along with an Appendix that includes a listing of resources essential to any Cocoa developer—beginning or advanced. This is the "must-have" book for people who want to develop applications for Mac OS X, and is the only book approved and reviewed by Apple engineers.

Essential Mac OS X Panther Server Administration

By Michael Bartosh & Ryan Faas
May 2005, ISBN 0-596-00635-7
846 pages \$49.95

If you've ever wondered how to safely manipulate Mac OS X Panther Server's many underlying configuration files or needed to explain AFP permission mapping—this book's for you. From the command line to Apple's graphical tools, the book provides insight into this powerful server software. Topics covered include installation, deployment, server management, web application services, data gathering, and more.

AppleScript: The Definitive Guide

By Matt Neuburg
November 2003, ISBN 0-596-00557-1
476 pages \$39.95

AppleScript: The Definitive Guide explores and teaches the language from the ground up. If you're a beginner and want to learn how to write your first script or just understand what the excitement is all about, you'll be able to do so after reading this book.

AppleScript: The Missing Manual

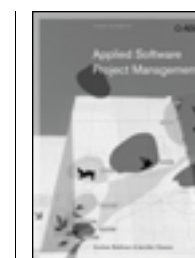
By Adam Goldstein
February 2005, ISBN 0-596-00850-3
350 pages \$24.95

AppleScript: The Missing Manual is the consummate beginner's guide to learning Macintosh's ultimate scripting tool: AppleScript. Through its hands-on approach and real-world scripting examples, this comprehensive guide ensures that anyone including novices can learn how to control Mac applications in ways to make your head spin. Thanks to *AppleScript: The Missing Manual*, the path from consumer to power user has never been clearer.



REVOLUTION IN THE VALLEY: The Insanely Great Story of How the Mac Was Made

By Andy Hertzfeld
December 2004
ISBN 0-596-00719-1 (hardcover)
320 pages \$24.95
See page 78



NEW! Applied Software Project Management

By Andrew Stellman & Jennifer Greene
November 2005
ISBN 0-596-00948-8
304 pages \$39.95

Applied Software Project Management provides a set of practical techniques that teams can use to plan software projects, review and inspect projects as they progress, diagnose and fix design and programming flaws, and provide quality assurance. This book also offers tools for developing leadership and management skills, and even ways to approach and implement organizational change. It also includes a checklist of major points at the end of each chapter that team members can use in every project.

NEW! Practical Development Environments

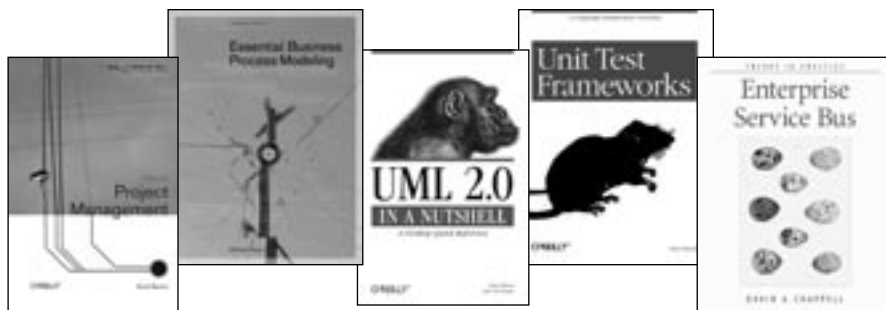
By Matthew Doar
September 2005, ISBN 0-596-00796-5
328 pages \$39.95

Everyone wants a good technical environment for developing their software, and *Practical Development Environments* contains helpful guidelines for how to create and maintain a great development environment. It discusses some of the current tools that are available, covering different areas such as version control, build tools, testing tools, bug tracking systems, documentation environments, release tools, and maintenance.

NEW! Prefactoring

By Ken Pugh
September 2005, ISBN 0-596-00874-0
238 pages \$29.95

Cut back on the refactoring time in your projects with a new software design process called "prefactoring." This book presents prefactoring guidelines in design, code, and testing, derived from lessons learned by many developers over the years. With these guidelines, you'll create more readable code before you reach the second-guessing stage.

**BESTSELLER!****The Art of Project Management**

By Scott Berkun

April 2005, ISBN 0-596-00786-8

392 pages \$39.95

In *The Art of Project Management*, you'll learn from a veteran manager of software and web development how to plan, manage, and lead projects. This personal account of hard lessons learned over a decade of work in the industry distills complex concepts and challenges into practical nuggets of useful advice. Inspiring, funny, honest, and compelling, this is the book you and your team need to have within arms reach. It will serve you well with your current work, and on future projects to come.

Essential Business Process Modeling

By Mike Havey

August 2005, ISBN 0-596-00843-0

350 pages \$44.95

Monitoring workflow today can involve orchestrating massive systems. Business Process Management (BPM) helps developers design, code, run, administer, and monitor enterprise business processes. This guide explains BPM concepts, architecture and specifications, and then teaches you how to develop process-oriented applications using free tools.

UML 2.0 in a Nutshell

By Dan Pilone with Neil Pitman

June 2005, ISBN 0-596-00795-7

234 pages \$34.95

This comprehensive guide has been fully revised to cover UML 2.0, today's standard method for modeling software systems. Packed with concise information, it's been crafted to help IT professionals read, create, and understand system artifacts expressed using UML. Also includes an example-rich tutorial for those who need familiarizing with the system.

**Extreme Programming Pocket Guide**

See page 20

Head First Design Patterns

See page 22

**Unit Test Frameworks**

By Paul Hamill

November 2004, ISBN 0-596-00689-6

212 pages \$29.95

Unit Test Frameworks is the perfect introduction on unit testing, no matter what platform you use. Along with the theory and design of unit test frameworks, this guide offers tutorials in basic unit test development, and provides useful code examples in both Java and C++. *Unit Test Frameworks* also includes details on some of the most commonly used frameworks today from the XUnit family, including JUnit for Java, CppUnit for C++, and NUnit for .NET.

**UML Pocket Reference**

By Dan Pilone

June 2003, ISBN 0-596-00497-4

88 pages \$9.95

Our handy, pocket-sized reference begins with an overview of UML, with concise coverage of case diagrams, behavior modeling, and UML terminology. It includes a section that describes when and how to use a Use Case Diagram and what can and cannot be captured using it, as well as tips for making an effective use case model. This book serves as both a standalone quick reference and companion to O'Reilly's tutorial, *Learning UML*, and our all-inclusive reference book, *UML in a Nutshell*.

Enterprise Service Bus

By David A. Chappell

June 2004, ISBN 0-596-00675-6

274 pages \$39.95

Enterprise Service Bus provides an architectural overview of the ESB, showing how it can bring the task of integration of enterprise applications and services built on J2EE, .NET, C/C++, and other legacy environments into the reach of the everyday IT professional, using an event-driven Service-Oriented Architecture. Through the study of real-world use cases, the book clearly and coherently outlines the benefits of moving toward this integration strategy.

**PRAGMATIC BOOKSHELF****Ship It!**

By Jared Richardson & William A. Gwaltney

June 2005, ISBN 0-9745140-4-7

200 pages \$29.95

Ship It! helps teams get software out the door. Here you'll find a wealth of solid, practical advice in an easy, approachable format. You can fix many of the common problems facing software projects today with this concise introduction: you'll see the tools a successful team has to use, and learn how to use them well. You'll get quick, easy-to-follow advice on modern techniques and when they should be applied.

NEW! Practices of an Agile Developer

By Venkat Subramaniam

December 2005, ISBN 0-9745140-8-X

200 pages \$29.95

These are the proven, effective agile practices that will make you a better developer. You'll learn pragmatic ways of approaching the development process and your personal coding techniques. You'll learn about your own attitudes, issues with working on a team, and how to best manage your learning, all in an iterative, incremental, agile style. You'll see how to apply each practice, and what benefits you can expect. Bottom line: this book will make you a better developer.

**NO STARCH PRESS****NEW! Write Great Code, Volume 2**

By Randall Hyde

December 2005, ISBN 1-59327-065-8

752 pages \$44.95

The second volume in the Write Great Code series supplies critical information that today's computer science students don't often get in class: How to carefully choose their high-level language statements to produce efficient code. The book teaches software engineers how compilers translate high-level language statements and data structures into machine code, so they can make informed choices and produce better code without giving up any productivity and portability benefits.

Write Portable Code: An Introduction to Developing Software for Multiple Platforms

By Brian Hook

July 2005, ISBN 1-59327-056-9

272 pages \$34.95

Write Portable Code contains the lessons, patterns, and knowledge for developing cross-platform software that programmers usually must acquire through sheer trial and error. This book is targeted at intermediate-to advanced-level programmers and will be a valuable resource for designers of cross-platform software, programmers looking to extend their skills to additional platforms, and programmers faced with the tricky task of moving code from one platform to another.

The Art of Assembly Language

By Randall Hyde

September 2003, ISBN 1-886411-97-2

928 pages, Includes CD-ROM \$59.95

This book presents assembly language from the high-level programmer's point of view, so you can start writing meaningful programs within days. The HLA that accompanies the book is the first assembler that allows you to write portable assembly language programs that run under either Linux or Windows with nothing more than a recompile. The CD-ROM includes the HLA and the HLA Standard Library, all the source code from the book, and over 50,000 lines of additional sample code.

PRAGMATIC BOOKSHELF**NEW! Learn to Program**

By Chris Pine

November 2005, ISBN 0-9766940-4-2

175 pages \$19.95

It's now easier to learn to write your own computer software than it has ever been before. Now everyone can learn to write programs for themselves—no previous experience is necessary. Chris Pine takes a thorough, but light-hearted approach that teaches you how to program with a minimum of fuss or bother. Starting with small, simple one-line programs to calculate your age in seconds, you'll see how to have your webpage send you email, to shuffle your music more intelligently, to rename your photos from your digital camera, and more. You'll learn the same technology used to drive modern dynamic web sites and large, professional applications.

Data Crunching

By Greg Wilson

April 2005, ISBN 0-9745140-7-1

176 pages \$29.95

Programmers always need to move data around, to translate it from one format to another, or extract useful information from it. This book shows the best approaches to "crunching" data in several programming languages; all widely-used data formats are covered, including plain text, XML, relational, and binary data.

SYNGRESS PUBLISHING**Programmer's Ultimate Security DeskRef**

See page 70

**Perl Best Practices**

By Damian Conway

July 2005, ISBN 0-596-00173-8

542 pages \$39.95

Many programmers rely on habits when they code, in the way that seems natural, that happens intuitively, and that feels good. But if you're earnest about your profession, comfort isn't enough. *Perl Best Practices* offers guidelines to help you write the best Perl code you possibly can. Based on real-world experience, these guidelines truly work, and many developers around the world are already using them.

**Perl Debugger Pocket Reference**

By Richard Foley

January 2004

ISBN 0-596-00503-2

144 pages \$9.95

Easy to take and use anywhere, this book is not only an ideal quick reference to the Perl debugger and its commands, it also includes tutorial information on how to get started, giving programmers complete coverage in a conveniently small package. This pocket reference may not be a book that Perl programmers proudly display on their desktop, but they will have a copy hidden under their keyboard to pull out when no one's looking.

Advanced Perl Programming, 2nd Edition

By Simon Cozens

2nd Edition June 2005, ISBN 0-596-00456-7

304 pages \$39.95

O'Reilly's most advanced Perl tutorial yet, this revised edition gets you caught up on all the latest tools and techniques in this popular programming language. It clearly explains the language details you've wanted to know more about. Topics like templating toolkits and object-relational mapping are also covered in-depth—helping you push your skills to the next level.



Learning Perl, 4th Edition

By Randal L. Schwartz, Tom Phoenix & brian d foy
4th Edition July 2005, ISBN 0-596-10105-8
307 pages **\$39.95**

Informed by their years of success at teaching Perl as consultants, the authors have re-engineered the Llama to better match the pace and scope appropriate for readers getting started with Perl, while retaining the detailed discussion, thorough examples, and eclectic wit for which the Llama is famous. If you ask Perl programmers today what book they relied on most when they were learning Perl, you'll find that an overwhelming majority will point to the Llama. With good reason. Other books may teach you to program in Perl, but this book will turn you into a Perl programmer.

Perl Testing: A Developer's Notebook

By Ian Langworth & chromatic
July 2005, ISBN 0-596-10092-2
200 pages **\$29.95**

Good software testing can increase your productivity, improve your designs, raise your quality, and make you more productive overall. With this series of hands-on labs, you'll learn how Perl's test tools work and how to use them to create basic and complex tests and interpret their results. Ideal for developers who want to reduce their software development cycle times.

BESTSELLER! Mastering Regular Expressions, 2nd Edition

By Jeffrey E. F. Friedl
2nd Edition July 2002, ISBN 0-596-00289-0
484 pages **\$39.95**

Written by an expert in the topic, this book shows programmers not only how to use, but how to think in regular expressions. This second edition explains how to use regular expressions to code complex and subtle text processing that you never imagined could be automated. Included are such key topics as avoiding common errors and optimizing expressions. The book covers many new features added to Perl—a language well endowed with regular expressions as well as other languages such as Java, Python, and Visual Basic that include support for this powerful tool.

The Perl CD Bookshelf, Version 4.0

By O'Reilly & Associates, Inc.
January 2004, ISBN 0-596-00622-5
600 pages, Includes CD-ROM **\$99.95**

We've updated this bestselling product with electronic versions of six popular books. Included are:

- *Perl in a Nutshell*, 2nd Edition
- *Mastering Regular Expressions*, 2nd Edition
- *Learning Perl*, 3rd Edition
- *Programming Perl*, 3rd Edition
- *Learning Perl Objects, References & Modules*
- *Perl Cookbook*, 2nd Edition

A paperback version of *Perl in a Nutshell* rounds out this incredible package.

Perl 6 and Parrot Essentials, 2nd Edition

By Allison Randal, Dan Sugalski & Leopold Toetsch
2nd Edition June 2004, ISBN 0-596-00737-X
294 pages **\$29.95**

This book is an unparalleled sneak-peek of what's coming in the widely anticipated Perl 6. It uncovers groundbreaking new developments such as Parrot—the interpreter engine that will execute code written in the new Perl 6 language and the most revolutionary change in the language itself—Apocalypse 12 on objects. It also includes expanded coverage of Apocalypse 5 (regular expressions) and Apocalypse 6 (subroutines).

Learning Perl Objects, References & Modules

By Randal L. Schwartz with Tom Phoenix
June 2003, ISBN 0-596-00478-8
224 pages **\$34.95**

Learning Perl Objects, References & Modules picks up where *Learning Perl* leaves off. It offers a gentle introduction to the world of references, object-oriented programming, and the use of Perl modules that form the backbone of any effective Perl program. Each chapter is designed to be small enough to be read in just an hour or two, and ends with a series of exercises to help you practice what you've learned with answers in an appendix for your reference. In short, this book covers everything that separates the Perl dabbler from the Perl programmer.

Over 150,000 copies sold!

Perl Cookbook, 2nd Edition

By Tom Christiansen & Nathan Torkington
2nd Edition August 2003, ISBN 0-596-00313-7
964 pages **\$49.95**

Perl Cookbook, 2nd Edition, is a comprehensive collection of problems, solutions, and practical examples for anyone programming in Perl. This second edition has been fully updated for Perl 5.8, with extensive changes for Unicode support, I/O layers, mod_perl, and new technologies that have emerged since the previous edition of the book. It contains hundreds of rigorously reviewed Perl “recipes” and thousands of examples ranging from brief one-liners to complete applications.



Regular Expression Pocket Reference

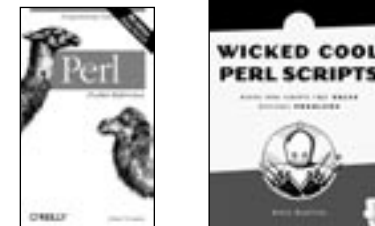
By Tony Stubblebine
August 2003, ISBN 0-596-00415-X
100 pages **\$9.95**

This handy little book offers a complete overview of the syntax and semantics of regular expressions. It provides a comprehensive guide to regular expression APIs for C, Perl, Java, .NET, Python, emacs, and POSIX regular expression libraries.

Perl in a Nutshell, 2nd Edition

By Nate Patwardhan, Ellen Siever & Stephen Spainhour
2nd Edition June 2002, ISBN 0-596-00241-6
760 pages **\$39.95**

This complete guide to Perl includes the basics of the programming language itself, plus CGI programming, XML processing, network programming, database interaction, and graphical user interfaces. The expanded second edition features the latest version of Perl 5.8, and covers modules for recent technologies such as XML and SOAP. A book for experienced and beginning programmers alike who want a single reference for all their needs.



Perl Pocket Reference, 4th Edition

By Johan Vromans
4th Edition July 2002, ISBN 0-596-00374-9
96 pages **\$9.95**

The *Perl Pocket Reference*, 4th Edition, provides a complete overview of the Perl programming language, all packed into a convenient, carry-around booklet. It is updated for Perl 5.8, and covers a summary of Perl syntax rules, a complete list of operators, built-in functions, and standard library modules, all with brief descriptions. Also included are the newest Perl features, such as enhanced regular expressions, multithreading, the Perl compiler, and Unicode support.

NO STARCH

NEW! Wicked Cool Perl Scripts

By Steve Oualline
February 2006, ISBN 1-59327-062-3
304 pages **\$29.95**

Most Perl programmers have been frustrated at one time or another because the system just wouldn't do what they wanted it to do. There was that one simple and obvious utility that was missing that would make life so much easier. *Wicked Cool Perl Scripts* is about writing those utilities quickly and easily. A collection of handy utilities that solves difficult problems, *Wicked Cool Perl Scripts* is a great resource for the savvy Perl programmer.

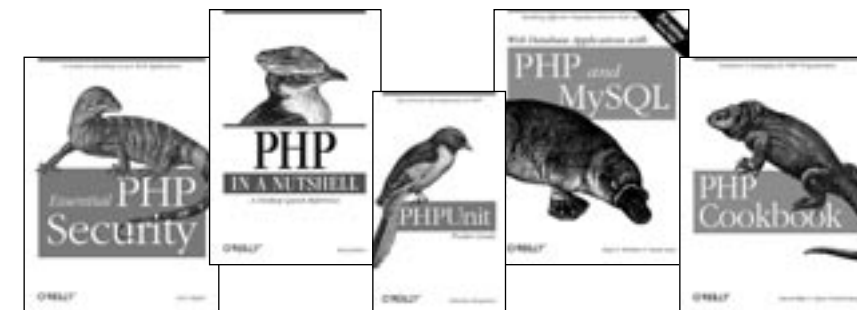
PARAGLYPH PRESS



Perl Core Language Little Black Book, 2nd Edition

By Steven Holzner
2nd Edition October 2004
ISBN 1-932111-92-1
528 pages **\$29.95**

Perl Core Language Little Black Book, 2nd Edition, provides insightful tips and techniques to programming with Perl. Immediate solutions are provided with field-tested examples to help programmers and web developers quickly solve problems and exploit the power and flexibility of Perl. The updated edition covers the current version of Perl (5.8) as well as highlighting critical features of the upcoming 6.0 version.



NEW! Essential PHP Security

By Chris Shiflett
November 2005, 0-596-00656-X
128 pages **\$39.95**

Essential PHP Security explains the types of attacks that hackers use on web sites and how to correctly configure Apache and PHP to guard against them. The author of *Essential PHP Security*, Chris Shiflett, is an internationally recognized expert in the field of PHP security and this book shows you how to guard against attacks by writing secure PHP code.

NEW! PHP in a Nutshell

By Paul Hudson
October 2005, ISBN 0-596-10067-1
352 pages **\$29.95**

With thorough coverage of the core PHP language and its most popular extensions, this book not only provides a brief history of PHP and how you use it to generate web content, it also offers an objective analysis of PHP versus other languages—including a frank discussion of when it's best to use PHP and when another language, such as Perl, is a better idea. The reference section scrupulously documents variables, operators, functions and files, details methods for using PHP with databases, explores object-oriented programming, and discusses PHP and XML. You will also find in-depth coverage of networking and security issues.

NEW! PHPUnit Pocket Guide

By Sebastian Bergmann
October 2005, ISBN 0-596-10103-1
96 pages **\$9.95**

PHPUnit Pocket Guide brings together hard-to-remember information, syntax, and rules for working with PHPUnit, as well as delivering the insight and sage advice that can only come from the technology's creator. Coverage of testing under agile methodologies and Extreme Programming (XP) is also included. Any programmer who has written, or is writing, PHP code will find this book valuable.

Web Database Applications with PHP and MySQL, 2nd Edition

By Hugh E. Williams & David Lane
2nd Edition May 2004, ISBN 0-596-00543-1
816 pages **\$44.95**

This edition has been redesigned around the rich offerings of PEAR. Several of these, including the Template package and the database-independent query API, are fully integrated into examples and thoroughly described in the text. The book introduces PHP 5 and MySQL 4.1 features, while providing techniques that can be used on older versions of the software that are still in widespread use.

PHP Cookbook

By David Sklar & Adam Trachtenberg
November 2002, ISBN 1-56592-681-1
632 pages **\$39.95**

This cookbook has a wealth of solutions for problems that PHP programmers face regularly. With topics that range from beginner questions to advanced web programming techniques, the *PHP Cookbook* contains practical examples—or recipes—for any programmer or web designer who uses the scripting language to generate dynamic web content. With each recipe, the authors include a discussion that explains the logic and concepts underlying the solution.



PHP Pocket Reference, 2nd Edition

By Rasmus Lerdorf
2nd Edition November 2002
ISBN 0-596-00402-8
138 pages **\$9.95**

Simple, to the point, and compact, the second edition of *PHP Pocket Reference* includes the specifics of PHP 4. It is both a handy introduction to PHP syntax and structure, and a quick reference to the vast array of functions provided by PHP. The quick reference section organizes all the core functions of PHP alphabetically so you can find what you need easily.



Upgrading to PHP 5
By Adam Trachtenberg
July 2004, ISBN 0-596-00636-5
348 pages \$29.95

This new book is targeted toward PHP developers who are already familiar with PHP 4. *Upgrading to PHP 5* offers a concise appraisal of the differences between PHP 4 and PHP 5, a detailed look at what's new in this latest version, and an explanation of how these changes affect you. The book also covers more advanced features and provides hands-on experience through short, sample programs included throughout.

Programming PHP
By Rasmus Lerdorf & Kevin Tatroe
March 2002, ISBN 1-56592-610-2
524 pages \$39.95

Programming PHP is a comprehensive guide to PHP, a simple yet powerful language for creating dynamic web content. Filled with the unique knowledge of the creator of PHP, Rasmus Lerdorf, this book is a detailed reference to the language and its applications, including such topics as form processing, sessions, databases, XML, and graphics.

Learning PHP 5
By David Sklar
June 2004, ISBN 0-596-00560-1
368 pages \$29.95

Learning PHP 5 is the ideal tutorial for graphic designers, bloggers, and other web crafters who want a thorough but non-intimidating way to understand the code that makes web sites dynamic. The book begins with an introduction to PHP, then moves to more advanced features: language basics, arrays and functions, web forms, connecting to databases, and much more. Complete with exercises to make sure the lessons stick, this book offers the ideal classroom learning experience whether you're in a classroom or on your own.

SITEPOINT



No Nonsense XML Web Development with PHP
By Thomas Myer
July 2005
ISBN 0-9752402-0-X
354 pages \$39.95

A practical and concise book that teaches XML from the ground up. This tutorial style presents various XML methodologies and techniques in an easy to understand way, building a basis for further exploration.

XML is essentially an enabling technology, dry and boring on its own. As a result, most books on the market are dry, and academic in nature teaching theory rather than practice. This book actually teaches practical, real-world applications of XML, using the very latest version of PHP (PHP 5) as the base language.

No Nonsense XML Web Development with PHP explains how XML can be put to use in real-world projects. The book also covers buzz topics such as RSS and Web Services.

Build Your Own Database Driven Website Using PHP & MySQL, 3rd Edition
By Kevin Yank
3rd Edition October 2004, ISBN 0-9752402-1-8
373 pages \$39.95

A practical guide for first-time users of PHP and MySQL that teaches readers by creating a fully working Content Management System, Shopping Cart, and other real-world applications. This bestseller has been updated to reflect best practice web development using PHP 5 and MySQL 4. The new edition also includes a new bonus chapter on structured PHP Programming.

The PHP Anthology: Object Oriented PHP Solutions Volume II
By Harry Fuecks
December 2003, ISBN 0-9579218-4-5
392 pages \$39.95

A compilation of best practice solutions to common web development problems in PHP, focusing on the achievement of practical goals by applying well-structured, object-orientated software design principles. Volume 2 covers the applications of PHP in the real world including authentication and access control, XML, stats and tracking, caching data to improve performance, design techniques, and design patterns.



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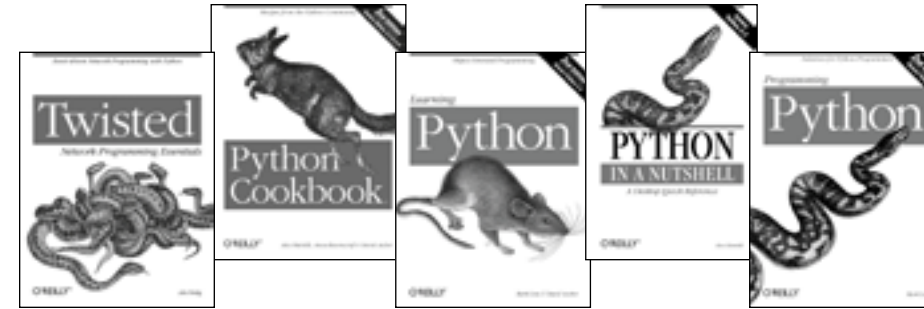
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—Jon Preston,
Clayton College & State University

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NEW!
Twisted Network Programming Essentials
By Abe Fettig
October 2005, ISBN 0-596-10032-9
240 pages \$29.95

Twisted Network Programming Essentials begins with recommendations for various plug-ins and add-ons to enhance the basic package as installed, and then goes in depth into Twisted's collection of object persistence systems, simple network protocols, and helper utilities. The book includes projects that enable network developers to try out the Twisted framework for themselves. There's also a brief mention of Twisted capabilities for programming abstractions, along with Woven, the module for creating web interfaces for networked applications.

Python Cookbook, 2nd Edition
By Alex Martelli, Anna Ravenscroft & David Ascher
2nd Edition May 2005, ISBN 0-596-00797-3
844 pages \$49.95

Like its predecessor, this second edition offers a collection of solutions to problems that Python programmers face everyday. Updated for Python 2.4, it now includes over 200 recipes that range from simple tasks, such as working with dictionaries and list comprehensions, to complex tasks, such as monitoring a network and building a templating system.



Python Pocket Reference, 3rd Edition
By Mark Lutz
3rd Edition February 2005
ISBN 0-596-00940-2
158 pages \$9.95

For programmers already familiar with Python programming, this book serves as a convenient quick-reference for the Python language, and a select set of commonly used modules and toolkits. It's designed to augment, and be a companion to, other teaching books such as *Learning Python* and *Programming Python*.

BESTSELLER! **Learning Python, 2nd Edition**
By Mark Lutz & David Ascher
2nd Edition December 2003, ISBN 0-596-00281-5
620 pages \$34.95

Learning Python, 2nd Edition, provides a comprehensive and updated introduction to this interactive, object-oriented scripting language. The book introduces basic elements of the latest release of Python 2.3 and covers new features, such as list comprehensions, nested scopes, and iterators/generators. It also addresses new topics of interest, such as XML Processing, PyUnit, PyDoc, and wxPython. All the examples use the Python interpreter, so you can type them in and get instant feedback. Each chapter ends with a series of exercises that tests your Python skills and helps reveal the more elusive truths about the language.

Python in a Nutshell
By Alex Martelli
March 2003, ISBN 0-596-00188-6
654 pages \$34.95

In the tradition of O'Reilly's "In a Nutshell" series, this book offers Python programmers one place to look when you need help remembering or deciphering the most important tools and modules of this open source language. The book covers more than Python itself; it also deals with the most frequently used parts of the standard library, and the most popular and important third party extensions. Our Nutshell format fits Python perfectly—it's an excellent way to present the highlights of all modules and functions.

Programming Python, 2nd Edition
By Mark Lutz
2nd Edition March 2001, ISBN 0-596-00085-5
1296 pages, includes CD-ROM \$54.95

Programming Python focuses on advanced applications of Python. Endorsed by Python creator Guido van Rossum, it demonstrates advanced Python techniques, and addresses software design issues such as reusability and object-oriented programming. The enclosed platform-neutral CD-ROM has book examples and various Python-related packages, including the full Python Version 2.0 source code distribution.



Ruby in a Nutshell
By Yukihiro Matsumoto
November 2001
ISBN 0-596-00214-9
224 pages \$24.95

Written by Yukihiro Matsumoto ("Matz"), creator of the language, *Ruby in a Nutshell* is a practical reference guide covering everything from Ruby syntax to the specifications of its standard class libraries. The book is based on Ruby 1.6, and is applicable to development Version 1.7 and the next planned stable Version 1.8. *Ruby in a Nutshell* is for readers who want a single desktop reference for all their needs.

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PRAGMATIC BOOKSHELF

Programming Ruby: The Pragmatic Programmer's Guide, 2nd Edition
By Dave Thomas, with Chad Fowler & Andy Hunt
2nd Edition October 2004, ISBN 0-9745140-5-5
862 pages \$44.95

The famous "Pickaxe" book is the definitive reference to the highly-regarded Ruby programming language. Author Dave Thomas has expanded this second edition with over 200 pages of new material and major enhancements from the original, covering all the new and improved language features of Ruby 1.8 and standard library modules.

Agile Web Development with Rails
By Dave Thomas & David Heinemeier Hansson
with Leon Breedt, Mike Clark, Thomas Fuchs & Andreas Schwarz
July 2005, ISBN 0-9766940-0-X
450 pages \$34.95

Join the revolution. See how easy it is use Rails: the new full-stack, open source web framework. Rails enables you to create full-featured, sophisticated web-based applications with less total code than the XML you'd need to configure the same application in other frameworks.

NEW! Learn to Program
See page 33



NEW! Halo 2 Hacks

By Stephen Cawood
September 2005, ISBN 0-596-10059-0
270 pages \$24.95

Even if you've finished Halo 2 in Legendary Mode, you're not done with this game. This incredible book gives you a horde of great hacks for weapons, levels, vehicles, game play, and mods. With all the clever tips and tricks we have in store, you'll turn Halo 2 into a whole new experience, whether you're a level 12 or above, or even a complete n00b.



NEW! Retro Gaming Hacks

By Chris Kohler
October 2005
ISBN 0-596-00917-8
400 pages \$29.95

Retro Gaming Hacks uncovers the convergence of retro games and modern software for beginners and old salts alike with 100 hardnosed hacks for

reviving the old classics. You get a thorough discussion of how to hack ancient hardware, and a primer on how they can make their own classic "homebrew" software. This book also exposes many of the classic Easter egg games found in today's programs. Want to turn back the clock and relive the thrills? Retro Gaming Hacks is the guide to the promised land.

Killer Game Programming in Java

By Andrew Davison
May 2005, ISBN 0-596-00730-2
996 pages \$44.95

This comprehensive guide has everything you need to program Java games. It offers the most thorough coverage of Java 3D available, and clearly details the older, better-known 2D APIs, 3D sprites, animated 3D sprites, first-person shooter programming, sound, fractals, and networked games. This practical book is a must-have for anyone who wants to create adrenaline-fueled games in Java. Includes diagrams, and full-color photos of the finished product. Includes a resource list of web sites and message boards and an exhaustive supplier listing for various computer crafting materials.

AI for Game Developers

By David M. Bourg and Glenn Seemann
July 2004, ISBN 0-596-00555-5
400 pages \$39.95

AI for Game Developers introduces you to techniques such as finite state machines, fuzzy logic, neural networks, and many others, in straightforward, easy-to-understand language, supported with code samples throughout the entire book (written in C/C++). From basic techniques such as chasing and evading, pattern movement, and flocking to genetic algorithms, the book presents a mix of deterministic (traditional) and non-deterministic (newer) AI techniques aimed squarely at beginning AI developers.

Gaming Hacks

By Simon Carless
October 2004, ISBN 0-596-00714-0
462 pages \$24.95

It doesn't take long for an avid or just wickedly clever gamer to chafe at the limitations of videogame software or hardware. If you want to go far beyond the obvious, there's an awful lot of free fun you can have, using the creative exploits of the gaming gurus. Gaming Hacks is the indispensable guide to cool things gamers can do to create, modify, and hack videogame hardware and software.



Xbox Fan Book

By Mark Holt Walker
November 2004
ISBN 0-596-00884-8
128 pages \$14.95

The Xbox Fan Book is an authoritative reference guide

for gamers who want a quick, fun way to learn all the features and capabilities of Microsoft's popular game console. Compact, colorful, and loaded with the stuff you need to master your console, the Xbox Fan Book takes you through all the basics, including online play, games, and accessories. It's the must-have guide for Xbox gamers of any level.



Physics for Game Developers

By David M. Bourg
November 2001, ISBN 0-596-00006-5
344 pages \$39.95

Physics for Game Developers serves as the starting point for those who want to enrich computer games with physics-based realism. The book includes a mechanics primer that reviews basic concepts and addresses aspects of rigid body dynamics, including kinematics, force, and kinetics. It then applies these concepts to specific real-world problems, such as projectiles, boats, airplanes, and cars, and introduces real-time simulations and explains how they apply to computer games.

PARAGLYPH PRESS

NEW! Game Design Complete

By Patrick O'Lunaigh
November 2005, ISBN 1-933097-00-0
504 pages \$39.99

Master game designer Patrick O'Lunaigh takes you deep into the world of game design from concept to finished product with expert advice from the most exciting talent working in the game industry today. Learn the techniques for creating well-designed and marketable games from the masters including character development, licensing, designing with assets from movies, designing around hardware limitations, creating outstanding sequels, and much more.

Start Your Engines: Developing Driving and Racing Games

By Jim Parker
July 2005, ISBN 1-933097-01-9
600 pages \$39.99

In Start Your Engines: Developing Driving and Racing Games you will learn all of the secrets and programming techniques of developing one of the most popular style of games. The book features the physics, AI, and 3D techniques of driving—from road conditions to collisions—presented in a unique step-by-step format. The book is based on a customizable construction kit approach and is the first hands-on programming guide that shows you actually how to build and customize these popular games.



A Theory of Fun for Game Design

By Raph Koster
December 2004, ISBN 1-932111-97-2
250 pages \$22.99

Never before has a guide so succinctly put together the essence of what it means to design for the elusive but highly important element of fun. Raph Koster has developed a theory of fun that he cleverly presents in his ground breaking book: A Theory of Fun for Game Design. Not only game designers, but all designers will treasure this insightful and challenging exploration of how to step out of the box and create designs that really entertain.

3D Game-Based Filmmaking: The Art of Machinima

By Paul Marino
July 2004, ISBN 1-932111-85-9
470 pages, Includes CD-ROM \$39.99

Machinima will revolutionize the computer animation industry, and this book will serve as the industry bible for emerging filmmakers. Expertly covers the latest technology in filmmaking, the history of Machinima, the major players, and where the Machinima movement is going. The book clearly explains Machinima and covers the basics you'll need to get started including necessary hardware and software, and other production tools and installation.

Game Coding Complete, 2nd Edition

By Mike McShaffry
2nd Edition February 2005, ISBN 1-932111-91-3
900 pages \$44.99

Game Coding Complete, 2nd Edition, is the essential hands-on guide to developing commercial quality games. This must-have second edition has been expanded to include the absolute latest in exciting new techniques in game interface design programming, game audio development, game scripting, 3D programming, and game engine technology.

SYNGRESS PUBLISHING

Game Console Hacking: Xbox, PlayStation, Nintendo, Atari & Gamepark 32

By Joe Grand & Albert Yarusso
October 2004, ISBN 1-931836-31-0
588 pages \$39.95

This book provides hard-core gamers with the keys to the kingdom: specific instructions on how to crack into their console and make it do things it was never designed to do. It appeals to those who associate unscrewing the back of their video console with para-jumping into the perfect storm. Learn how to modify your video game system to do things it wasn't intended to do.

NO STARCH PRESS

NEW!

The Unofficial LEGO® Builder's Guide

By Allan Bedford
September 2005, ISBN 1-59327-054-2
344 pages \$24.95

In The Unofficial LEGO® Builder's Guide, you will discover everything from how to craft sturdy walls and a basic sphere to more advanced concepts such as scale and design. Illustrations demonstrate construction tips that can be applied to a wide variety of original creations made from real bricks. Includes essential terminology and an overview of different types of LEGO pieces.

Getting Started with LEGO® Trains

By Jacob H. McKee
February 2004, ISBN 1-59327-006-2
128 pages \$14.95

Learn to build LEGO Trains, from setting up train tracks to building custom freight cars. Jacob H. McKee, an authority on LEGO Trains, teaches basic building techniques and shares some of his most fascinating and original train designs. You'll learn how to build a North American-style locomotive, a 1940's refrigerator car, and an intermodal container car, plus you'll gain the skills to create your own designs. Four-color throughout.

Jin Sato's LEGO® Mindstorms™

By Jin Sato
April 2002, ISBN 1-886411-56-5
434 pages \$24.95

In his landmark book, Jin Sato introduces the basic principles of robotics engineering, including how to plan and build robots with tires, legs, and grasping hands. Illustrated, step-by-step instructions show you how to build five fascinating robots, including the author's famous robotic dog, MIBO. Includes a parts list for the robots and coverage of the programming environment, assembly drawings, and maintenance of LEGOs and robots.

Virtual LEGO®

By Tim Courtney, Steve Bliss & Ahui Herrera
October 2003, ISBN 1-886411-94-8
480 pages \$39.95

Virtual LEGO introduces you to a suite of software that allows you to create and document computer-generated LEGO models. Written by maintainers of LDraw.org, the book includes coverage of popular tools such as LDraw, POV-Ray, MLCAD, L3P, 3PAO, and LPub. You'll learn how to use these software packages to build your own creations, make 3D scenes, and create building instructions.





NEW! XSLT Cookbook, 2nd Edition

By Salvatore Mangano
2nd Edition December 2005, ISBN 0-596-00974-7
800 pages \$49.95

XSLT Cookbook, 2nd Edition, not only offers code recipes for solving everyday problems with XSLT 1.0, but also shows you how to take advantage of new features in XSLT 2.0. More than just a collection of cut-and-paste code, this practical book enables you to sharpen your programming skills and understanding of XSLT through the detailed explanations provided with each recipe. Since it's often difficult to find just the right solution in XSLT, the problem-solution-discussion approach is especially applicable.



XSLT 1.0 Pocket Reference

By Evan Lenz
August 2005, ISBN 0-596-10008-6
176 pages \$9.95

This handy pocket guide quickly gets you up to speed on XSLT so you can convert XML like a seasoned pro. It covers topics such as stylesheet structure, template rules, result trees, conditional processing, number formatting, and more. Best of all, its concise approach saves you time, aggravation, and effort.

XML Pocket Reference, 3rd Edition

By Simon St.Laurent & Michael Fitzgerald
3rd Edition August 2005, ISBN 0-596-10050-7
175 pages \$9.95

This bestselling XML guide has been revised again with new material on Namespaces and XML Schema. You'll also find a handy introduction to XML terminology and syntax, and a quick reference to XML instructions, attributes, entities, and datatypes that are used in a multitude of applications. And its legendary "pocket" size means you can take it anywhere.

For a complete list of
XML titles, visit
xml.oreilly.com

XML in a Nutshell, 3rd Edition

By W. Scott Means & Elliott Rusty Harold
3rd Edition September 2004, ISBN 0-596-00764-7
712 pages \$39.95

There's a lot to know about XML, and it's constantly evolving. But you don't need to commit every syntax, API, or XSLT transformation to memory; you only need to know where to find it. And if it's a detail that has to do with XML or its companion standards, you'll find it—clear, concise, useful, and well-organized—in the updated third edition of *XML in a Nutshell*.

XML Publishing with AxKit

By Kip Hampton
June 2004, ISBN 0-596-00216-5
216 pages \$29.95

XML Publishing with AxKit presents web programmers the knowledge they need to master AxKit. The book features a thorough introduction to XSP (eXtensible Server Pages), which applies the concepts of Server Pages technologies (embedded code, tag libraries, etc.) to the XML world, and covers integrating AxKit with other tools such as Template Toolkit, Apache::Mason, Apache::ASP, and plain CGI. It also includes invaluable reference sections on configuration directives, XPathScript, and XSP.

XML Hacks

By Michael Fitzgerald
July 2004, ISBN 0-596-00711-6
478 pages \$24.95

This practical, roll-up-your-sleeves guide distills years of ingenious XML hacking into a complete set of tips, tricks, and tools for web developers, system administrators, and programmers who want to leverage the untapped power of XML. If you want more than the average XML user—to explore and experiment, discover clever shortcuts, and show off just a little (and have fun in the process)—this invaluable book is a must-have.

Learning XSLT

By Michael Fitzgerald
November 2003, ISBN 0-596-00327-7
368 pages \$34.95

Learning XSLT moves smoothly from the simple to complex, illustrating all aspects of XSLT 1.0 through step-by-step examples that you'll practice as you work through the book. You'll learn about XSLT's template-based syntax, how XSLT templates work with each other, and gain an understanding of XSLT variables. *Learning XSLT* also explains how the XML Path Language (XPath) is used by XSLT and provides a glimpse of what the future holds for XSLT 2.0 and XPath 2.0.

Office 2003 XML

By Evan Lenz, Mary McRae & Simon St.Laurent
June 2004, ISBN 0-596-00538-5
586 pages \$39.95

This book explores the relationship between XML and Office 2003, examining how the various products in the Office suite both produce and consume XML. Beginning with an overview of the XML features included in the various Office 2003 components, *Office 2003 XML* provides quick and clear guidance to anyone who needs to import or export information from Office documents into other systems.

SITEPOINT



No Nonsense XML Web Development with PHP

By Thomas Myer
July 2005
ISBN 0-9752402-0-X
354 pages \$39.95

A practical and concise book that teaches XML from the ground up. This tutorial

style presents various XML methodologies and techniques in an easy-to-understand way, while building a fully functional Content Management System by the end of the book.



eBay Hacks, 2nd Edition

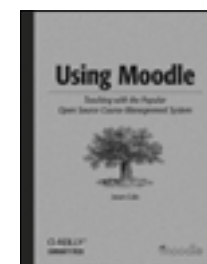
By David A. Karp
2nd Edition June 2005, ISBN 0-596-10068-X
463 pages \$24.95

eBay Hacks, 2nd Edition, has been completely revised and updated with 30 brand-new hacks, plus tons of expanded, deepened, or otherwise completely rewritten hacks. Learn clever tricks and shortcuts, such as advanced searching techniques, sniping tools, selling strategies, photography tips, and even research techniques for PowerSellers. Master eBay, whether you're a buyer or seller, casual surfer, or serious collector.

eBay: The Missing Manual

By Nancy Conner
August 2005, ISBN 0-596-00644-6
463 pages \$24.95

eBay is a great bazaar for things of all kinds—size 14 purple sneakers, porcelain Donald Duck figurines, cases of D-cell batteries, vintage Edsels. It's a terrific way to shop, but it's enormous, and its systems for buying and selling things are not straightforward. *eBay: The Missing Manual* is a straightforward, friendly guide to getting started with—and then getting more out of—the popular auction site. The book covers both buying and selling, and it's chock full of step-by-step instructions and tips for beginners and experienced traders.



Using Moodle

By Jason Cole
July 2005
ISBN 0-596-00863-5
240 pages \$39.95

Developed by an extremely active open source community, Moodle is a sophisticated web-based course management system that's ideal for teaching remote online classes or as a way to supplement face-to-face learning. For anyone who is using—or thinking of using—this CMS, *Using Moodle* is required reading.

Blog Out Loud

Podcasting Hacks

By Jack D. Herrington
August 2005, ISBN 0-596-10066-3
453 pages \$24.95



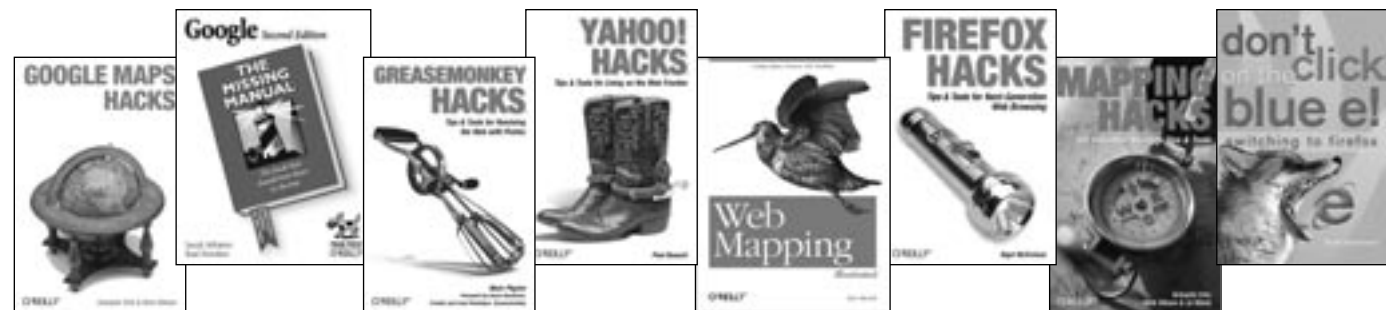
Podcasting can turn anyone into a broadcaster with a global audience! By recording your own MP3s and posting them to the right sites, you can be heard through headphones around the world.

Podcasting Hacks explains everything you need to know about this exciting new medium, including basics like hooking a microphone up to your computer, recording sound, and posting your recordings on the Web. Expert podcasters and broadcasters teach you how to create compelling shows that keep your listeners coming back. You will learn how to score that critical interview, how to ask questions that get the most out of your precious interview time, and how to edit your show to tell a compelling story that will keep your listeners coming back. You'll also learn how to:

- Pick the perfect microphone for the job
- Record on the go—in your car, in a bar, or on the street
- Reduce noise to get a clear, clean signal
- Add music, sound effects, and ambient sound to create a complete sonic experience
- Tweak your blog or RSS feed to give your listeners access to your shows the way they want
- Build your own home studio: everything from a simple office setup to a complete music studio
- Train your voice to create a sound that people will listen to
- Multi-track your show to create a complex listening experience

Whether you want to create a simple one-person podcast or a complex radio drama, you'll find all the user-friendly tips, tools, and tricks you need to get the perfect sound and reach your audience. *Podcasting Hacks* shows you how to blog out loud and sound great doing it.

ABOUT THE AUTHOR: Jack Herrington is the author of *Code Generation in Action*, the editor of the *Code Generation Network*, and writes articles for the O'Reilly Network on a regular basis. Herrington is a software engineer with 20 years of experience developing applications using a diverse set of languages and tools. He has shipped applications from scientific real-time applications to web applications for business. He's also an expert in the use of code generation techniques from very simple code maintenance to code generators, which build entire tiers of functionality.



NEW! Google Maps Hacks

By Schuyler Erle & Rich Gibson
December 2005, ISBN 0-596-10161-9
256 pages, Includes 4-color insert **\$24.95**

With *Google Maps Hacks*, you'll have dozens of tricks up your sleeve for combining Google Maps capabilities with your own datasets, from apartment listings to crime reporting to flight routes. You'll not only learn to generate annotated road maps, but discover how to use Google's satellite imagery in creative ways.

NEW! Google: The Missing Manual, 2nd Edition

By Sarah Milstein, Rael Dornfest, J.D. Biersdorfer & Rich Gibson
2nd Edition November 2005, ISBN 0-596-10019-1
424 pages **\$24.95**

Sure, you know how to "Google it" when you're searching for something on the Web. But did you know how much more you could achieve by clicking beyond the "Google Search" button? Our fully updated and expanded edition to *Google: The Missing Manual* covers everything you need to know to become a Google guru—including all the new, cool, and often overlooked features that make Google the world's best search engine.

NEW! Greasemonkey Hacks

By Mark Pilgrim
November 2005, ISBN 0-596-10165-1
352 pages **\$24.95**

Greasemonkey Hacks contains dozens of hacks on how to write scripts for various purposes, such as overriding or adding web page styles, removing or replacing a site's content elements, rewriting links, and more. There are also hacks for editing and debugging scripts, examples of case studies, and advanced hacks for adding items to a web site's menu bar, and intergrating content from other sites. The book contains lots of sample code, a Greasemonkey API reference, and a list of resources.

NEW! Yahoo! Hacks

By Paul Bausch
October 2005, ISBN 0-596-00945-3
488 pages **\$24.95**

Yahoo! Hacks exposes all that's great about Yahoo! and more. It offers a variety of clever hacks that show you how to tweak, customize and get inside of Yahoo! for any and every need. Learn how to get the most out of Yahoo! mail and messenger, how to customize Yahoo! News, and investment tracking with Yahoo! Finance. Also discover how to use Yahoo!'s search tools, including ways to enhance and personalize specific searches. And there are hacks for leveraging Yahoo!'s network for sharing and transferring photos, ways to set up mobile devices to access Yahoo!, and methods for providing web developers with authoring tools to customize Yahoo!'s functionality.

Web Mapping Illustrated

By Tyler Mitchell
June 2005, ISBN 0-596-00865-1
367 pages **\$39.95**

Developers who want to publish maps on the Web often discover that commercial tools cost too much and hunting down the free tools scattered across the Internet can use up too much of your time and resources. *Web Mapping Illustrated* shows you how to create maps, even interactive maps, with free tools, including MapServer, OpenEV, GDAL/OGR, and PostGIS. It also explains how to find, collect, understand, use, and share mapping data, both over the traditional Web and using OGC-standard services like WFS and WMS.

Firefox Hacks

By Nigel McFarlane
March 2005, ISBN 0-596-00928-3
398 pages **\$24.95**

Firefox Hacks is ideal for power users who want to maximize the effectiveness of Firefox, the next-generation web browser that is quickly gaining in popularity. This highly-focused book offers all the valuable tips and tools you need to enjoy a superior and safer browsing experience. Learn how to customize its deployment, appearance, features, and functionality.

Mapping Hacks

By Schuyler Erle, Rich Gibson & Jo Walsh
June 2005, ISBN 0-596-00703-5
564 pages **\$29.95**

Mapping Hacks is a collection of one hundred simple techniques available to developers and power users who want to draw digital maps. You'll learn where to find the best sources of geographic data and then how to integrate that data into your own creations. Printed in full color, with so many industrial-strength tips and tools, *Mapping Hacks* effectively takes the sting out of digital mapmaking.

Don't Click on the Blue E!

By Scott Granneman
April 2005, ISBN 0-596-00939-9
284 pages **\$19.95**

For anyone who has grown disenchanted with Microsoft's Internet Explorer web browser, *Don't Click on the Blue E!* offers help. It gives non-technical users a convenient roadmap for switching to a better web browser—Firefox. As the only book that covers the switch to Firefox, this how-to guide is a must for all those who want to browse faster, more securely, and more efficiently.



BESTSELLER! Google Hacks, 2nd Edition

By Rael Dornfest & Tara Calishain
2nd Edition December 2004
ISBN 0-596-00857-0
479 pages **\$24.95**

Featuring dozens of refreshed hacks, plus 25 completely new ones, *Google Hacks*, 2nd Edition, is an updated collection of real-world solutions to practical Google research problems. Thanks to these industrial-strength tips, now you can easily save hours of research time mining Google. Best of all, each of its 100 hacks are easy to read and digest—no confusing terminology or extraneous information to hamper your understanding.



Google Pocket Guide

By Tara Calishain, Rael Dornfest & DJ Adams
June 2003, ISBN 0-596-00550-4
140 pages **\$9.95**

This book provides exactly the information you need to make your searches faster and more effective, right from the start. The *Google Pocket Guide* unleashes the power behind that blinking cursor by delivering a thorough but concise tour of Google's features; practical examples to inspire going beyond the basic keyword search; secrets for constructing more powerful queries using Google's special syntax; and advice on how to understand and further refine the results Google provides.

Internet Annoyances

By Preston Gralla
January 2005, ISBN 0-596-00735-3
256 pages **\$24.95**

Recognizing the universal nature of the Net, *Internet Annoyances* strives to make using the Internet as stress-free as possible for everyone. This insightful guide effectively addresses and presents solutions for the many glitches that still complicate the Internet experience. You'll learn how to thwart would-be hackers, ensure greater security while surfing, eliminate pop-up ads, maximize online services, conduct effective searches, and much more.



PayPal Hacks

By Shannon Sofield, Dave Nielsen & Dave Burchell
September 2004
ISBN 0-596-00751-5
368 pages **\$24.95**

Learn how to make the most of PayPal to get the most out of your online business or transactions. From how to take steps to protect yourself while buying and selling on eBay to using PayPal on your own site to handle subscriptions, affiliations, and donations, *PayPal Hacks* provides the tools and details necessary to make PayPal more profitable, more flexible, and more convenient.

NEW! Skype Hacks

By Andrew Sheppard
December 2005, ISBN 0-596-10189-9
256 pages **\$24.95**

With *Skype Hacks* you will learn how to take control of Skype with over 100 clever tips and tricks. The book starts with the basics, like figuring how much money people can save with a Skype calling plan. From there, the sky's the limit. *Skype Hacks* is a great source for ideas about how to use Skype to transfer files, turn a PDA into a mobile phone, set up Skype to a home theater system, and build Skype communities.

Online Investing Hacks

By Bonnie Biafore
June 2004, ISBN 0-596-00677-2
504 pages **\$24.95**

Individual investors have become more computer-literate and technology-dependent than ever before. Whether you're looking for suitable investments, studying alternatives, or managing your portfolios, you need data. The Internet can be a goldmine of financial data and research, but today's online investors also use spreadsheets, databases, and financial applications to select, study, and manage investments. If your proficiency has grown to the point where you crave industrial strength tips and tools to turbo-charge your efforts, *Online Investing Hacks* is the book for you.

Amazon Hacks

By Paul Bausch
August 2003, ISBN 0-596-00542-3
302 pages **\$24.95**

A collection of real-world tips, tricks, and full-scale solutions to practical uses of Amazon.com and the Amazon Web Services API. *Amazon Hacks* offers a variety of interesting ways for power users to get the most out of Amazon and its community, for associates to hone their recommendations for better linking and more referral fees, for researchers to mine the enormous amount of information in Amazon's data store, and for developers to integrate Amazon Web Services into their applications and services.

NO STARCH PRESS

NEW! The eBay Price Guide

By Julia L. Wilkinson
November 2005, ISBN 1-59327-055-0
304 pages, Includes CD-ROM **\$29.95**

A one-stop shop for pricing information and tips for successful buying and selling on eBay. Sellers learn how to price their items competitively to attract more customers, while buyers learn which categories tend to be overpriced and where they can find the best bargains. Fun stories, statistics, lists, and eBay trivia round out the book. Covers every eBay category. The companion CD contains the DeepAnalysis research software from HammerTap, valued at \$179.

NEW! The eBay Survival Guide: How to Make Money and Avoid Losing Your Shirt

By Michael Banks
September 2005, ISBN 1-59327-063-1
288 pages **\$19.95**

A guide to safe and successful buying and selling on eBay. Reveals the strategies of winning bidders and offers tips for beating competitors to get the items you want—without overpaying or becoming the victim of scams. Filled with practical advice for avoiding frauds, what to do if an item doesn't sell, how to list items effectively, choosing an auction type, how to get the best price, and much more.

PARAGLYPH PRESS

Degunking eBay

By Greg Holden
January 2005, ISBN 1-932111-99-9
350 pages **\$24.99**

With over 8 million people buying and selling goods on eBay every day, to be successful, you'll need a proven strategy for cutting through the myriad of options, settings, and screens on the eBay site. *Degunking eBay* shows you how to greatly maximize your buying and selling opportunities, how to clean up and optimize your strategies, how to get organized and save valuable time and money, and how to protect yourself from scams and rip-offs—in short, how to clean up and speed up your transactions on eBay so you run an efficient and profitable business!



Degunking Your Personal Finances
By Shannon Plate
April 2005
ISBN 1-933097-02-7
350 pages **\$24.99**

You don't have to win the lottery to improve your financial status. *Degunking*

Your Personal Finances will give you a simple, proven, 12-step plan to help you get out and stay out of debt. This unique book will help you create a workable and enjoyable lifestyle, and get you to organize your finances, save money, and really put your money to work for you.

SITEPOINT

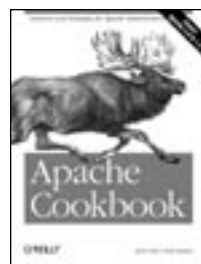
Firefox Secrets: A Need-To-Know Guide
By Cheah Chu Yeow
June 2005, ISBN 0-9752402-4-2
250 pages, Includes CD-ROM **\$29.95**

Firefox Secrets is a guide to getting the most from the Mozilla Firefox browser. It will teach you to use all the hidden features, extensions, and tricks available to Firefox. This book is loaded with tips and advice on everything from making your browser faster to essential tools for developers, including plenty of examples throughout.

SYNGRESS PUBLISHING

NEW! Skype Me!
By Markus Daehne
November 2005, ISBN 1-597-49032-6
350 pages **\$34.95**

In the first-ever book on Skype, Markus Daehne, who is the forum moderator on the Skype web site, takes you from the basics of getting Skype up and running on all platforms, through advanced features included in SkypeIn, SkypeOut, and Skype for Business. This book teaches you everything from installing a headset to configuring a firewall to setting up Skype as a telephone Base to developing your own customized applications using the Skype Application Programming Interface.



Apache Cookbook
By Ken Coar & Rich Bowen
November 2003
ISBN 0-596-00191-6
254 pages **\$29.95**

The *Apache Cookbook* is a collection of problems, solutions, and practical examples for webmasters,

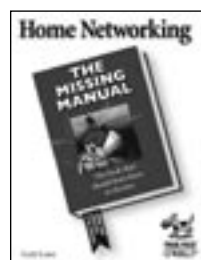
web administrators, programmers, and everyone else who works with Apache. Instead of poking around mailing lists, online documentation, and other sources, you can rely on the *Apache Cookbook* for quick solutions to common problems, and then you can spend your time and energy where it matters most.

Apache: The Definitive Guide, 3rd Edition
By Ben Laurie & Peter Laurie
3rd Edition December 2002, ISBN 0-596-00203-3
588 pages **\$39.95**

Updated to cover the changes in Apache 2.0, as well as Apache 1.3, this useful guide discusses how to obtain, set up, secure, modify, and troubleshoot the Apache software on both Unix and Windows systems. In addition to covering the installation and configuration of mod_perl and Tomcat, the book examines PHP, Cocoon, and other new technologies that are associated with the Apache web server.

Squid: The Definitive Guide
By Duane Wessels
February 2004, ISBN 0-596-00162-2
464 pages **\$44.95**

Squid is the most popular web caching software available and this book contains everything you need to get up and running. You will be able to quickly configure and tune Squid for your particular situation. In addition, *Squid: The Definitive Guide* contains chapters on advanced topics such as disk configuration options and debugging and troubleshooting Squid. This is "The Definitive Guide" penned by one of the creators of Squid.



Home Networking: The Missing Manual
By Scott Lowe
July 2005
ISBN 0-596-00558-X
263 pages **\$24.95**

Using clear language, straightforward explanations, and a dash of humor, *Home*

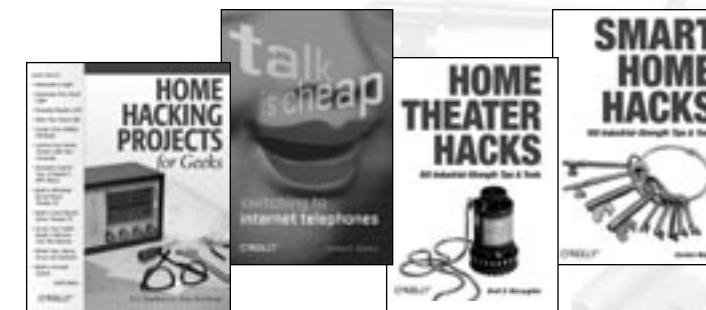
Networking: The Missing Manual shows you how to do everything you need to set up a home network. This book helps you understand the difference between what you need to know to create and use your home network and what's best left to those looking for a career as a system administrator. In *Home Networking: The Missing Manual* you'll find everything you need to get your network running—and nothing more.



Home Networking Annoyances
By Kathy Ivens
January 2005
ISBN 0-596-00808-2
224 pages **\$24.95**

Home Networking Annoyances tackles all the headaches associated with

running a home network. It covers wired and wireless networks, Macs, Windows 98SE and later, file sharing, printers, cabling, security, internet sharing, as well as hardware installation and configuration problems. This book will solve the most common and annoying problems you face on a daily basis.



Home Hacking Projects for Geeks
By Tony Northrup & Eric Faulkner
December 2004, ISBN 0-596-00405-2
336 pages **\$29.95**

Home Hacking Projects for Geeks presents a wide range of projects from automating of light switches, to building home theaters using Windows or Linux-based PCs, to building home security systems that rival those offered by professional security consultants. The thirteen projects in the book are divided into three categories: Home Automation, Home Entertainment Systems, and Security, designed to appeal to hackers of all ability levels.

Talk is Cheap
By James E. Gaskin
July 2005, ISBN 0-596-00960-7
266 pages **\$19.95**

More people are switching from standard telephone service to phone service via the Internet. While the cost savings are outstanding, there are some issues with internet telephony. Are the connections reliable? Is the quality comparable? Will it include 911 services? *Talk is Cheap* is the easy-to-understand guide to the ins and outs of Voice over Internet Protocol (VoIP) and other internet telephone options (including P2P).

Home Theater Hacks
By Brett D. McLaughlin
November 2004, ISBN 0-596-00704-3
404 pages **\$24.95**

A smart collection of insider tips and tricks, *Home Theater Hacks* covers home theater installation from purchase to viewing. Say goodbye to frustrating trial and error process and expensive appointments with installation experts. *Home Theater Hacks* prevents both by imparting down-and-dirty techniques not found anywhere else. From finding the right audio components to mastering remote controls, author Brett McLaughlin helps you customize your own personal home theater experience.

Smart Home Hacks
By Gordon Meyer
October 2004, ISBN 0-596-00722-1
400 pages **\$24.95**

Smart Home Hacks covers a litany of stand-alone and integrated smart home solutions designed to enhance safety, comfort, and convenience in new and existing homes. Learn how to equip your home with motion detectors for added security, install computer-controlled lights for optimum convenience, and much more. No matter what your technical level may be, *Smart Home Hacks* will help you achieve the automated home of your dreams.



NEW! Make: technology on your time: Volume 4
Edited by Mark Frauenfelder
November 2005
ISBN 0-596-10081-7
224 pages **\$14.99**

MAKE is a new quarterly publication from O'Reilly.

If you like to tinker, disassemble, re-create, and invent cool new uses for the technology in your life, then you'll love MAKE.

Volume 3
August 2005, ISBN 0-596-10080-9
224 pages **\$14.99**

Volume 2
June 2005, ISBN 0-596-10078-7
224 pages **\$14.99**

Volume 1
March 2005, ISBN 0-596-00922-4
224 pages **\$14.99**

To order individual copies or to subscribe, visit **makezine.com**



NEW! Makers
By Bob Parks
November 2005
ISBN 0-596-10188-0
200 pages **\$24.95**

This enticing book presents 100 profiles of people who make amazing things,

using their own resources and skills. Typically, these are homemade projects, with makers working in their own backyard, basement, or garage. *Makers* explores all kinds of technologies, old and new, serious and amusing, practical and outrageous. The common thread is the can-do attitude of each maker and his or her passion to create something amazing.



NEW! BlackBerry Hacks
By Dave Mabe
October 2005
ISBN 0-596-10115-5
336 pages **\$24.95**

Through 70 standalone hacks, *BlackBerry Hacks* teaches you how to use the BlackBerry for instant messaging, web brows-

ing, and receiving RSS feeds. And you'll discover tips for getting into every nook and cranny of BlackBerry's top-notch email solution. Also included are advanced hacks for managing a BlackBerry Enterprise Server and using the Mobile Data Service, and offers web developers advice on how to make a web site "BlackBerry friendly." The final chapter explains how to get started with Java development on the BlackBerry.



NEW! Palm and Treo Hacks

By Scott MacHaffie
October 2005, ISBN 0-596-10054-X
216 pages \$24.95

Palm and Treo Hacks gives you tips and tools that show you how to make the most of your Palm. A few minutes spent reading some of the hacks in this book will save you hours of research. It is full of practical, ingenious tips and tricks you can apply immediately. Whether you're looking to master the built-in applications or you want to trick out your Palm to its fullest extent, this book will show you how to get it.

NEW! RFID Essentials

By Bill Glover & Himanshu Bhatt
December 2005, ISBN 0-596-00944-5
272 pages \$39.95

This guide is essential for understanding, designing, and implementing RFID-enabled software systems. It's perfect for system architects who need to get that first RFID prototype out the door, developers who need to understand the major elements in an RFID system, and project managers who need to divide work, set goals, and understand vendor proposals.



Car PC Hacks

By Damien Stolarz
July 2005
ISBN 0-596-00871-6
382 pages \$24.95

Car PC Hacks is the first book available to introduce and entrench you into the hot new car PC market. Expect innovation, tools, and fun experiments for creating a mobile multimedia center. This Hacks Series addition packs a punch in this comprehensive and easy-to-read guide. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in for a joy ride.

Designing Embedded Hardware, 2nd Edition

By John Catsoulis
2nd Edition May 2005, ISBN 0-596-00755-8
396 pages \$44.95

Designing Embedded Hardware steers a course between those books dedicated to writing code for particular microprocessors, and those that stress the philosophy of embedded system design without providing any practical information. Loaded with real examples, this book also provides a roadmap to the pitfalls and traps to avoid. If you want to build your own embedded system, or tweak an existing one, this invaluable book gives you the understanding and practical skills you need.

Treo Fan Book

By Jeff Ishaq
November 2004, ISBN 0-596-00816-3
128 pages \$14.95

Your new Treo smartphone is tiny enough to fit in your pocket but mighty enough to be your full-featured mobile phone. Palm-powered organizer, wireless email, text messaging, and web-browsing tool, and even a digital camera! Not much bigger than the Treo itself, the full-color *Treo Fan Book* is a reasonably priced treasure trove of tips and tools to help you quickly and painlessly master the revolutionary device.

BESTSELLER! Hardware Hacking Projects for Geeks

By Scott Fullam
January 2004, ISBN 0-596-00314-5
348 pages \$29.95

Many people would like to build an electronics project, but don't know how. *Hardware Hacking Projects for Geeks* shows you how to accomplish things that you'd like to do, and suggests some things you probably never thought to do but which are really cool such as: how to build an aquarium out of an old Macintosh, building your own arcade game, making radio-controlled cars play laser tag, how to hack a toaster, laptop battery extender, cubicle intrusion detection systems, automobile periscope, 802.11b antennas, and how to build a web-enabled coffee machine.

BESTSELLER! Building the Perfect PC

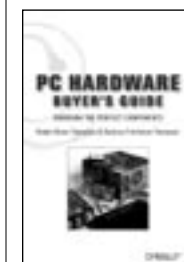
By Robert Thompson & Barbara Fritchman Thompson
August 2004, ISBN 0-596-00663-2
350 pages \$29.95

Building the Perfect PC covers a variety of complete systems and their components, beginning with the various reasons why you'd want to build your own PC, planning and picking out the components, and putting it all together. If you've yearned for a quality machine with high-end components that suit your needs, then *Building the Perfect PC* will put you where you want to be: in control of your computer system.

PC Hardware in a Nutshell, 3rd Edition

By Robert Bruce Thompson & Barbara Fritchman Thompson
3rd Edition July 2003, ISBN 0-596-00513-X
874 pages \$39.95

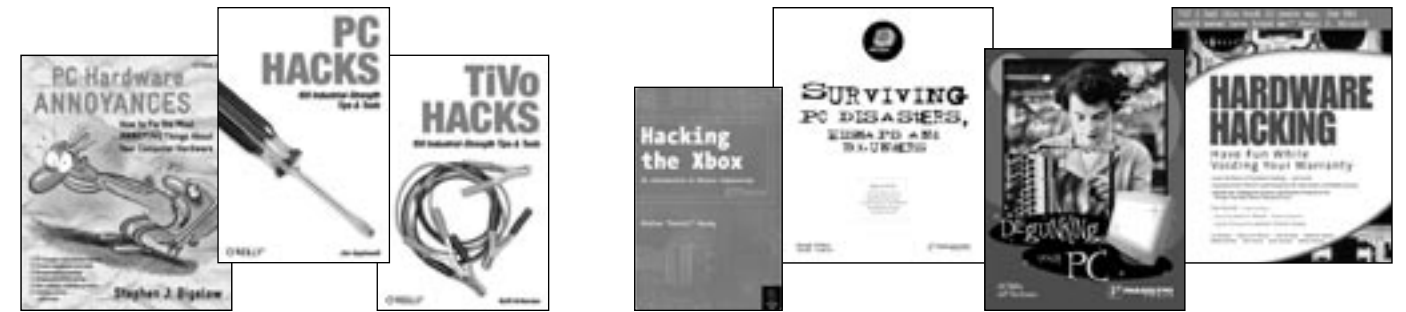
PC Hardware in a Nutshell, 3rd Edition, contains useful information for people running either Windows or Linux operating systems. It's packed with useful and unbiased information. In addition to coverage of the fundamentals and general tips about working on PCs, the book includes chapters focusing on motherboards, processors, memory, floppies, hard drives, optical drives, tape devices, video devices, input devices, audio components, communications, power supplies, and maintenance.



PC Hardware Buyer's Guide

By Robert Thompson & Barbara Fritchman Thompson
February 2005
ISBN 0-596-00938-0
143 pages, Includes Quick-Reference Card \$12.95

PC Hardware Buyer's Guide puts everything into sharp relief. In this one handy little guide you will find all the information you need on how to choose and buy components, along with a quick reference chart with recommended brands and models. It's the perfect companion for anyone building a PC.



PC Hardware Annoyances

By Stephen J. Bigelow
November 2004, ISBN 0-596-00715-9
266 pages \$24.95

Through the use of snappy, entertaining, and practical solutions, *PC Hardware Annoyances* aims to optimize peripheral hardware devices by offering easy fixes to their most annoying traits. Designed for PC users of all levels, this concise guide is broken up into several broad hardware categories, including desktops, laptops and PDAs, graphics, sound, hard drives, CD/DVD drives, network, and printers and scanners.

PC Hacks

By Jim Aspinwall
October 2004, ISBN 0-596-00748-5
304 pages \$24.95

Covering both Windows and Linux, *PC Hacks* combines the bestselling Hacks series style with the world's most popular computing hardware. Hacks for enhancing performance and preventing problems with your PC include overclocking CPU and video cards, tweaking RAM timing, selecting the best performing components, and more. The guide includes advice on reusing an old PC to off-load work from newer systems as well as ways to prevent security hacks.

Smart Home Hacks

See page 45



Nokia Smartphone Hacks

See page 61



TiVo Hacks

By Raffi Krikorian
August 2003, ISBN 0-596-00553-9
278 pages \$24.95

TiVo Hacks covers tips for changing the order of recorded programs, activating the 30-second skip to blaze through commercials, and more, by using magical remote-control codes. Then, once you take the lid off your TiVo, you'll learn how to gain even more fun and functionality. You can upgrade the hard drive for more hours of recording. Log in to the serial port for command-line access to programming data, log files, closed-captioning data, display graphics on the TiVo screen, and even play MP3s.

Note: Not all TiVos are the same. The original TiVo, the Series 1, is the most hackable TiVo out there; it's a box thrown together with commodity parts and the TiVo code is running on open hardware. The Series 2 TiVo, the most commonly sold TiVo today, is not open. You won't see hacks in this book that involve getting to the software insides of that new and shiny Series 2 box.

NO STARCH PRESS

BESTSELLER! Hacking the Xbox

By Andrew "bunnie" Huang
July 2003, ISBN 1-59327-029-1
288 pages \$24.99

Using the Xbox as a teaching tool, Huang introduces basic hacking techniques such as reverse engineering and debugging and covers Xbox security mechanisms and other advanced topics of interest to more seasoned hackers. A chapter written by the Electronic Frontier Foundation (EFF) rounds out the book with a discussion of the rights and responsibilities of hackers.

PARAGLYPH PRESS

Surviving PC Disasters, Mishaps, and Blunders

By Jesse Torres & Peter Sideris
January 2005, ISBN 1-932111-98-0
400 pages \$29.99

Surviving PC Disasters, Mishaps, and Blunders is the must-have survival guide for every PC user. Written in an engaging, reassuring, and fun style, it gives you the answers you need immediately to fix the thorniest PC problems. It also provides valuable insight on preventative measures that can prevent a difficult and often expensive cure. This is the book that can save you from a ton of embarrassment.

Degunking Your PC

By Joli Ballew & Jeff Duntemann
March 2005, ISBN 1-933097-03-5
350 pages \$24.99

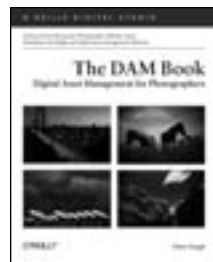
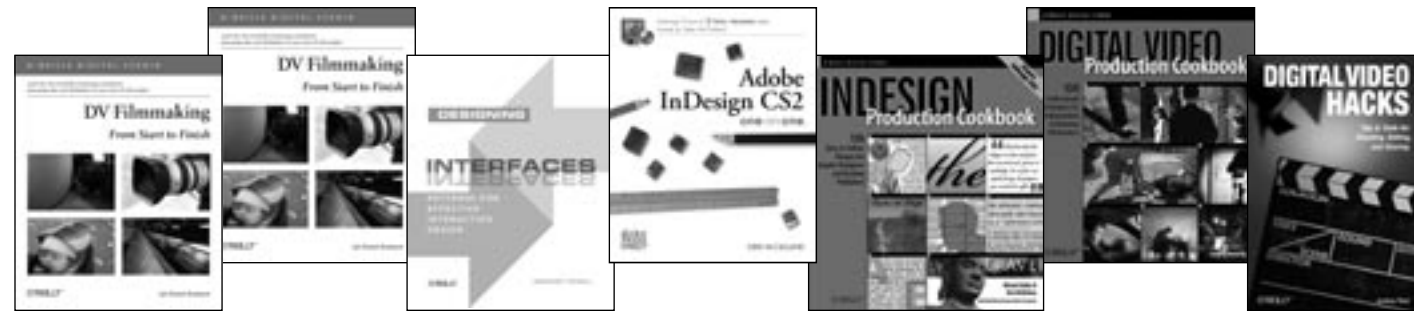
Do your programs seem sluggish or refuse to run properly? Are you tripping over a viper's nest of cords and cables at every turn? Do you have printer drivers installed that date back to the Eisenhower administration? Is it impossible to vacuum under your desk? Still using dial up? If so you have PC gunk! *Degunking Your PC* will show you the way to get out of the rat's maze of cables and old plug and play devices and onto the road of perfect PC organization. Joli Ballew, the author of the bestselling *Degunking Windows* will show you simple, fast and effective ways to manage your PC hardware.

SYNGRESS PUBLISHING

BESTSELLER! Hardware Hacking: Have Fun While Voiding Your Warranty

By Joe Grand, Ryan Russell & Kevin Mitnick
January 2004, ISBN 1-932266-83-6
576 pages \$39.95

Do you want to run Linux on your Xbox? Ever dream of building a theatre-quality entertainment system in your basement using a bunch of junk? See no reason why you can't open your garage door with your PalmPilot? If you answered yes to any of these questions, BUY THIS BOOK!



NEW! **The DAM Book: Digital Asset Management for Photographers**
By Peter Krogh
November 2005
ISBN 0-596-10018-3
304 pages
Includes CD-Rom **\$34.95**

In the world of digital photography, Digital Asset Management (DAM) refers to every part of the process that follows the taking of the picture, through final output and permanent storage. Anyone who shoots, scans, or stores digital photographs is practicing some form of DAM, but most of us are not doing it so systematically or efficiently. In *The DAM Book: Digital Asset Management for Photographers*, photographer Peter Krogh presents a solid plan and practical advice on how to file, find, protect, and re-use photographs, focusing on best practices for digital photographers using Adobe Photoshop CS2.

NEW! **DV Filmmaking: From Start to Finish**
By Ian David Aronson
December 2005, ISBN 0-596-00848-1
352 pages, Includes DVD **\$39.95**

DV Filmmaking provides a solid foundation of tremendous value to a beginner, while addressing the fine points of filmmaking with a level of sophistication, detail, and insight that even the most worldly director or educator can appreciate. The author's extensive professional background as a media producer, and his unmistakable love of cinema, creates a text that's not only easy to learn from, but also fun to read.

NEW! **Designing Interfaces**
By Jenifer Tidwell
October 2005, ISBN 0-596-00803-1
384 pages **\$49.95**

This convenient resource offers advice on creating user-friendly interface designs—whether they're delivered on the Web, a CD, or "smart" devices like a cell phone. Solutions to common UI design problems are expressed as a collection of patterns—each one containing concrete examples, recommendations, and warnings. Intended for designers with basic UI design knowledge.

NEW! **Adobe InDesign CS2 One-on-One**
By Deke McClelland
December 2005, ISBN 0-596-10097-3
504 pages, Includes DVD **\$44.95**

Adobe InDesign CS2 One-on-One delivers a one-of-a-kind learning experience much like having private lessons with author Deke McClelland. You proceed at your own pace through twelve step-by-step lessons packed with entertaining and informative real-world projects. More than 500 full-color photos, diagrams, and screen shots walk you through InDesign's many features, and multiple-choice quizzes following each lesson let you test your knowledge—and serve as an exceptionally practical tool for classroom instructors. This unique, hands-on book comes with two hours of video instruction.

NEW! **InDesign Production Cookbook**
By Alistair Dabbs, Anne-Marie Concepcion & Ken McMahon
November 2005, ISBN 0-596-10048-5
224 pages **\$29.95**

InDesign Production Cookbook's unique combination of concise explanations, expert tips, and practical recipes brings users up to speed quickly. The structure of the book enables you to tackle the program progressively, with an emphasis on practical applications. After a brief overview of the program's interface, it launches straight into key areas of desktop publishing: handling typography, working with pictures, using the art tools, applying color and transparency effects, and building multipage documents. Packed with step-by-step instructions, an inspirational selection of digital imagery, and authoritative information and advice.

NEW! **Digital Video Production Cookbook**
By Chris Kenworthy & Ilex Press Ltd
November 2005, ISBN 0-596-10031-0
192 pages **\$29.95**

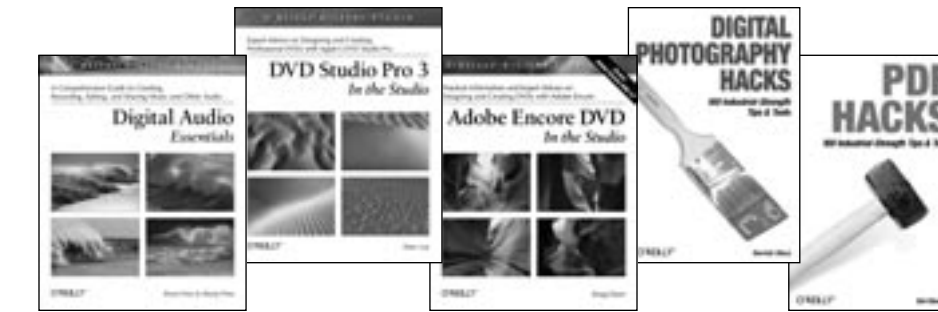
Have you ever watched a big-budget Hollywood movie and wondered "How did they do that?" or, perhaps, "How can I do that?" With a digital video camera and basic editing software, you can create high-end production values with household equipment and a little imagination. Packed with step-by-step instructions, interesting and inspirational examples, and authoritative information and advice, this book is the ultimate, no-nonsense cookbook for every aspiring digital filmmaker.

Digital Video Hacks
By Joshua Paul
June 2005, ISBN 0-596-00946-1
426 pages **\$29.95**

With digital video, the hacking possibilities are limitless, for both amateurs and professional artists. From acquiring footage, mixing, editing, and adding effects, to final distribution, *Digital Video Hacks* provides unique tips, tools, and techniques for every stage of video production. Whether you're looking for a new technique to include in your next project, a solution to a common problem, or just a little inspiration, this book reintroduces you to the digital video you only thought you knew.

Digital Video Pocket Guide
By Derrick Story
June 2003, ISBN 0-596-00523-7
125 pages **\$14.95**

Digital Video Pocket Guide organizes filmmaking into a series of simple steps addressing both the artistic and technical aspects of the process. That includes mastering the camera controls, understanding lighting, capturing quality audio, and using a personal computer for professional-looking editing. Even though the book is brimming with expert advice, it fits easily into a back pocket or camera bag, and sells for a price that even a student can afford.



Digital Photography Pocket Guide, 3rd Edition
By Derrick Story
3rd Edition August 2005
ISBN 0-596-10015-9
172 pages **\$14.95**

In color and fully illustrated, our updated *Digital Photography Pocket Guide* covers everything from how to shoot sports action, close ups, and night shots, to dealing with image resolution, memory cards, ways to transfer images, archiving, and making QuickTime movies. Topics in the guide's three main sections ("Digital Camera Components," "Standard Camera Functions," and "How Do I?") are labeled A to Z for quick reference. If readers prefer, they can use the comprehensive index or table of contents to find the information they need. There's even a section of easy-to-read reference tables for quick look-up of white balance settings, exposure compensation, camera mode explanations, and much more.

Digital Audio Essentials
By Bruce Fries & Marty Fries
April 2005, ISBN 0-596-00856-2
374 pages **\$34.95**

Join the digital audio revolution! Whether it's downloading music, ripping CDs, organizing, finding, and creating higher quality music files, buying music players and accessories, or constructing a home stereo system, *Digital Audio Essentials* helps you get it done. For music enthusiasts, digital archivists, amateur musicians, and anyone who likes a good groove.

DVD Studio Pro 3: In the Studio
By Marc Loy
October 2004, ISBN 0-596-00588-1
342 pages **\$44.95**

Apple's highly sophisticated yet easy-to-use DVD Studio Pro 3 allows independent filmmakers, video producers, trainers, event videographers, and enthusiasts to create high-impact, professional-grade DVDs on the Mac. Pair the program with Marc Loy's *DVD Studio Pro 3: In the Studio*—the oversized and full-color companion book that demystifies the entire process of DVD design and authoring—and you've got everything you need to embrace the digital video revolution.

Adobe Encore DVD: In the Studio
By Doug Dixon
September 2004, ISBN 0-596-00600-4
336 pages **\$39.95**

If you're looking for a stimulating way to master Adobe Encore DVD and fine-tune your moviemaking skills, look no further than *Adobe Encore DVD: In the Studio*. Designed for Adobe Creative Suite developers and filmmakers, the book combines practical learning materials and project-based lessons. By studying this comprehensive tutorial, you will be able to quickly develop professional-looking DVDs studded with special effects worthy of a Hollywood studio.

Digital Photography Hacks
By Derrick Story
May 2004, ISBN 0-596-00666-7
332 pages **\$29.95**

Going beyond the standard fare of most digital photography books, *Digital Photography Hacks* shares the knowledge that professional photographers have learned through thousands of shots' worth of experience and years of experimentation. With exquisite, full-color photos throughout, the book presents 100 proven techniques in the areas of daytime and nighttime photo secrets, flash magic, digital camera attachments, fun photo projects, camera phone tricks, and more. This book is your passport to taking the kind of digital photos you've always aspired to.

PDF Hacks
By Sid Steward
August 2004, ISBN 0-596-00655-1
296 pages **\$24.95**

PDF Hacks is ideal for anyone who works with PDFs on a regular basis. Learn how to create PDF documents that are far more powerful than simple representations of paper pages. Hacks cover the full range of PDF functionality, including generating, manipulating, annotating, and consuming PDF information. Far more than another guide to Adobe Acrobat, the book covers a variety of readily available tools for generating, deploying, and editing PDF.



NO STARCH PRESS

NEW! **The Art of RAW Conversion**
By Uwe Steinmueller and Jurgen Gulbins
November 2005, ISBN 1-59327-067-4
256 pages **\$39.95**

The Art of RAW Conversion shows you how to work with the RAW files generated by a digital camera to produce the best possible image quality in finished photos. The authors (both experts in digital photography, file processing, printing, and color management) describe the conversion tools used to enhance RAW files and maximize photo quality. Covers Adobe Photoshop CS and other leading RAW converters.

NEW! **Creative Computer Crafts**
By Marcelle Costanza
November 2005, ISBN 1-59327-068-2
256 pages **\$24.95**

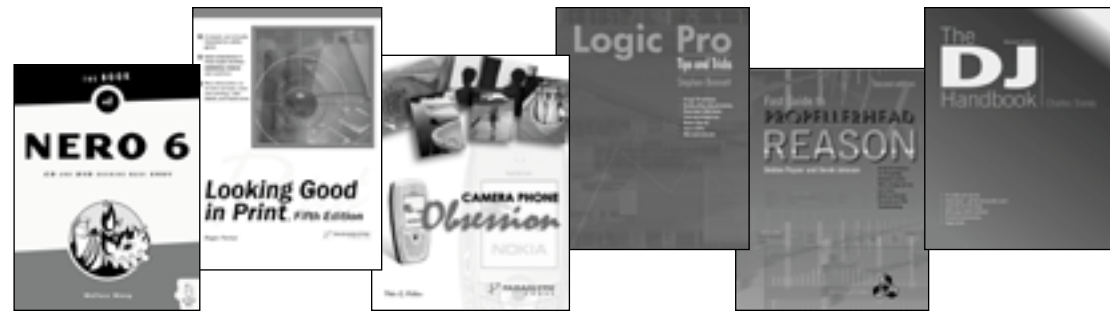
This eye-catching, four-color book shows how to use a computer and an inkjet printer to make fun and functional projects. All projects include step-by-step instructions, diagrams, and full-color photos of the finished product. Includes a resource list of web sites and message boards, and an exhaustive supplier listing for various computer crafting materials.

Steal This File Sharing Book
By Wallace Wang
October 2004
ISBN 1-59327-050-X
296 pages **\$19.95**

Steal This File Sharing Book peels back the mystery surrounding file sharing net-

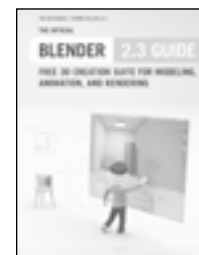


works such as Kazaa, Morpheus, and Usenet, showing you how they work and how to use them wisely. It reveals the dangers of using file sharing networks—including viruses, spyware, and lawsuits—and tells you how to avoid them. Includes coverage of the ongoing battle between the software, video, and music pirates, and the industries that are trying to stop them.

**BESTSELLER! The Book of Nero 6**

By Wallace Wang
July 2004, ISBN 1-59327-043-7
216 pages \$19.95

With more than 120 million registered users, Nero is the most popular CD and DVD burning software in the world, but it's not always intuitive to use. This simple, step-by-step book covers the entire Nero program suite, including audio CD burning, data backup, managing photos, DVD video burning, designing CD/DVD labels, editing sound, creating a virtual drive and CD/DVD data disk, and playing audio and video.

**The Official Blender 2.3 Guide**

Edited by Ton Roosendaal & Stefano Selli
July 2004
ISBN 1-59327-041-0
784 pages, Includes CD-ROM \$49.95

Blender is a powerful, open source, cross-platform, free 3D graphics creation suite. Written by the developers who created and currently maintain Blender, *The Official Blender 2.3 Guide* covers methods of designing models, defining materials, and simulating light; rendering 3D scenes; creating 3D animations; as well as advanced topics such as using Blender as a video editor. Includes a four-color insert and CD-ROM.

PARAGLYPH PRESS

NEW! Looking Good in Print, 6th Edition

By Roger C. Parker
6th Edition October 2005, ISBN 1-933097-06-X
350 pages \$29.99

Looking Good in Print is celebrating 15 years in print with the newest sixth edition. *The New York Times* says, "If you can afford only one book on desktop publishing, this is the one." *MacWEEK* says, "A graphic design primer for anyone who wants to design better-looking... desktop-published printed material." This edition is updated and expanded to reflect the growing needs of desktop publishers who need to be proficient at creating documents for both print and electronic publication and distribution.

Camera Phone Obsession

By Peter Aitken
August 2004, ISBN 1-932111-96-4
272 pages \$19.99

Camera Phone Obsession is a unique guide that marries the technology of camera phones with the emerging culture. Author Peter Aitken shows you how to purchase the best camera phones, how to best shoot and print photos, what the best services are for sharing photos, and how to use your camera phones with your PC.

PC PUBLISHING

NEW! Logic Pro Tips and Tricks

By Stephen Bennett
November 2005, ISBN 1870775-33-3
160 pages \$14.95

The tips and tricks in this book are laid out in an easy-to-use format to allow you to get the best from the program when recording, editing, mixing, and mastering. There are sections on setting up the software, optimizing your system, and organizing your workflow. You'll discover easy ways to perform many complex tasks, and there's a plethora of other tips and pointers that reveal many of Logic's "hidden" functions. You'll soon find yourself navigating the software with ease and may even discover that a particular task, which you considered impossible within Logic, is easy to achieve.

Fast Guide to Propellerhead Reason, Version 2.5 Edition

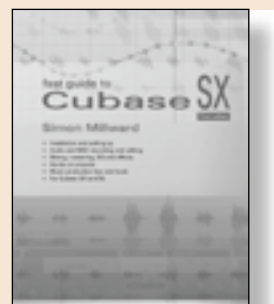
By Debbie Poyser & Derek Johnson
2nd Edition May 2005, ISBN 1870775-93-7
448 pages \$29.95

This in-depth guide, takes you through every separate Reason device, including the analogue-style SubTractor synth, the amazing Malström Grintable synth, the two easy-to-use sample players, the funky Dr:rex loop player, the vintage-style ReDrum drum computer, and the quick and simple sequencer. In addition, all the devices and changes introduced with the V2.5 update are covered, including the studio-quality RV7000 stereo reverb, the sophisticated and versatile BV512 vocoder, and the down and dirty Scream 4 distortion unit.

NEW! The DJ Handbook, 2nd Edition

By Charles Slaney
November 2005, ISBN 1870775-99-6
120 pages \$14.95

The DJ Handbook is an essential read for every DJ. You'll find advice on choosing equipment (microphones, decks, cartridges, headphones, speakers, and the rest), as well as setting it all up and getting the best sound out of it—whatever the venue! Plus hands-on advice on transport, setting up your sound system at the gig, dealing with punters, looking after safety, and troubleshooting your equipment.

**Fast Guide to Cubase SX, Version 3 Edition**

By Simon Millward
3rd Edition May 2005, ISBN 1870775-98-8
479 pages \$29.95

The *Fast Guide to Cubase SX* provides all the information you need to quickly master the essentials of the software and also explores advanced techniques. It covers all the important aspects of the program including recording and editing in the Project window, mixing in the Mixer, audio looping and editing in the Sample editor, and detailed MIDI editing. Installation and setting up are explained and detailed information on audio and MIDI recording techniques, EQ, compression, gating, limiting, effects, and mix automation are all featured. Projects throughout the book describe Cubase SX in a number of recording and editing situations. This third edition includes coverage of the new functions of Version 3.

**Propellerhead Reason Tips and Tricks**

By Hollin Jones
July 2005, ISBN 1870775-97-X
176 pages \$14.95

This book covers everything you need to know about using Reason in your everyday music-making. It will let you unlock the full creative potential of your software by giving you the inside track on how to make the best and most effective use of it. This book covers topics from advice on computer audio setups and operating systems through to working methods, linking Reason with other programs, and using your own sounds and custom racks. Other topics include expert tips on using all the instruments and effects, recording and sequencing, detailed MIDI editing, and parameter automation. It even tells you how to mix down and publish your tracks.

Making Music on the Apple Mac

By Keith Gemmell
May 2005, ISBN 1870775-95-3
113 pages \$14.95

Whether you're a singer/songwriter, a band member, a dance music producer, a composer or a music educator, this book will point you in the right direction. There's advice on setting up your studio and configuring your audio and MIDI interfaces for optimum performance. Step-by-step projects show you how to record with GarageBand. And when your masterpiece is complete, learn how to organize your music, create playlists, burn CDs, and publish your music on the net.

Making Music with Logic Pro

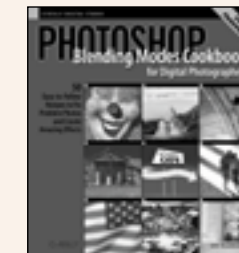
By Stephen Bennett
July 2005, ISBN 1870775-92-9
320 pages \$24.95

This book introduces all the features of Apple Logic. It describes the installation of the program, gives a practical introduction to setting up and using Logic, and leads you through your first recording. It describes how to use the Arrange page, the Event list, Matrix, Audio and Hyper editors, and how to use the Score editor to print out your music. There are sections on audio and MIDI recording and editing, mixing, Virtual instruments and effects, mastering, effects plug-ins, and audio processing. There are chapters on choosing and using MIDI and audio interfaces, and choosing the right hardware.

Photoshop Cordon Bleu**NEW! Photoshop Retouching Cookbook for Digital Photographers**

By Barry Huggins
September 2005, ISBN 0-596-10030-2
176 pages \$29.95

This book is a comprehensive guide with clear step-by-step instructions, "at-a-glance" panels, and incisive tips covering key techniques in detail. Each project is a master class in retouching methodology. *Photoshop Retouching Cookbook for Digital Photographers* runs the full gamut from correcting basic exposure problems to adjusting lighting and focus, and goes into detail on specific issues common in portraits, landscapes, and restoration.

**NEW! Photoshop Blending Modes Cookbook for Digital Photographers**

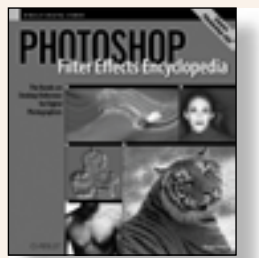
By John Beardsworth
November 2005, ISBN 0-596-10020-5, 176 pages \$29.95

Layer Blending Modes in Photoshop is one of the most useful—and most underused—ways in which images may be modified. *Photoshop Blending Modes Cookbook for Digital Photographers* covers everything from correcting basic color shifts to special effects. With clear step-by-step instructions, "at-a-glance" panels, and incisive tips covering key techniques in detail, each project is a master class in using Layer Blending Modes.

NEW! Photoshop Filter Effects Encyclopedia

By Roger Pring
November 2005, ISBN 0-596-10021-3, 176 pages \$29.95

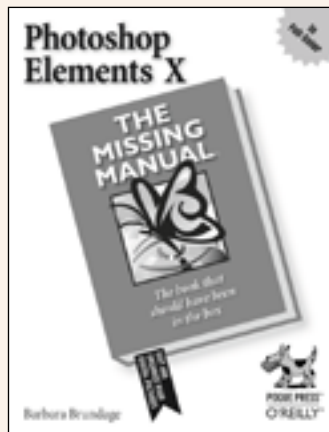
There are 100 built-in filters in Photoshop. You can spend hours trying to use filters effectively—an inefficient and often frustrating way to work. Packed with step-by-step instructions, an inspirational selection of digital imagery, and authoritative information and advice, this book is the ultimate, no-nonsense Photoshop reference.

**NEW! Photoshop Photo Effects Cookbook**

By Tim Shelbourne
November 2005, ISBN 0-596-10022-1, 176 pages \$29.95

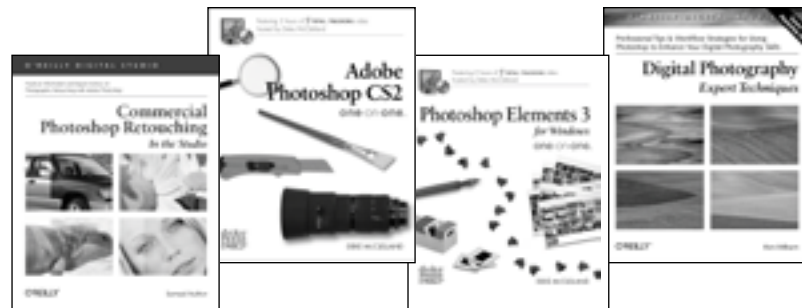
Photoshop Photo Effects Cookbook explains how to use Photoshop to simulate such classic camera and darkroom techniques as selective focus, motion blur, special lens and filter effects, toning and coloring, solarization, posterization, and lith film printing. And it reveals the inside secrets behind a wide range of photographic special effects—from creating artificial lighting and changing day to night, through simulating textures and making objects appear to be three-dimensional, to building up complex, multilayered images and montages.

The essential guide to the latest release of Photoshop Elements



NEW! Photoshop Elements X: The Missing Manual
By Barbara Brundage
2nd Edition October 2005
ISBN 0-596-10158-9
504 pages, Includes CD-ROM **\$39.95**

Photoshop Elements helps users to achieve high-quality results without the overwhelming complexity of the professional-level software. To help you get the most out of the newest version of Elements, there's *Photoshop Elements: The Missing Manual*. This comprehensive guide from Barbara Brundage does a whole lot more than just point out how to straighten photos, crop, and adjust the color and focus. It's a collection of wonderful tips and tricks, from how to make basic selections to advanced color correction strategies, and from classic darkroom techniques to stylized digital effects. Each feature is carefully explained in easy-to-understand language, so that everyone from professional shooters to hobbyists can benefit.



NEW! Photoshop RAW
By Mikkel Aaland
November 2005
ISBN 0-596-00851-1
256 pages **\$34.95**

Photoshop RAW covers everything from how to shoot RAW, using the

Adobe Camera RAW plugin, using the bridge, automating RAW work flow, correcting exposers, extending exposure latitude, working with grayscale images, and DNG. This is a must-have book for anyone working with RAW in Photoshop.

Commercial Photoshop Retouching: In the Studio
By Glenn Honiball
August 2005, ISBN 0-596-00849-X
270 pages **\$44.95**

Until now, few books offered real-world advice on the practical applications of retouching with Photoshop. If you're faced with tight deadlines and heavy workloads that leave little time for the imagination and experimentation this book is for you. It provides practical Photoshop solutions that are effective, to help you produce quality results in a short period of time. Written with the professional in mind, *Commercial Photoshop Retouching: In the Studio* offers techniques to help you deliver sharp, professional photos that don't look retouched.

BESTSELLER! Adobe Photoshop CS2 One-on-One, 2nd Edition
By Deke McClelland
2nd Edition July 2005, ISBN 0-596-10096-5
512 pages, Includes DVD **\$39.95**

Applying the successful One-on-One methodology, McClelland guides you through learning all you need to know to get up and running with CS2. He guides you step-by-step through the features and functionality of Photoshop. This second edition covers the new features of CS2 including workflow, working with the Bridge, and working with camera RAW. It is a must read book for anyone looking to learn Photoshop or looking to rapidly learn the new features of CS2.

BESTSELLER! Photoshop Elements 3 for Windows One-on-One
By Deke McClelland
April 2005, ISBN 0-596-00844-9
415 pages, Includes CD-ROM **\$34.95**

This collection, by Photoshop expert Deke McClelland, provides valuable tips on creating great images for print, e-mail, and the Web using Adobe Photoshop Elements software. It contains 12 step-by-step lessons on real-world tasks along with two hours of video tutorials. You don't have to be an expert, you'll just look like one. If you want to make your images the best they can be, then *Photoshop Elements 3 for Windows One-on-One* is for you.

Digital Photography: Expert Techniques
By Ken Milburn
March 2004, ISBN 0-596-00547-4
484 pages **\$44.95**

Serious photographers, including professionals, who want to take advantage of the unique creative powers available through digital photography and digital image processing, including Photoshop CS, will find this problem-solving book invaluable. Rather than a general discussion of photography principles, *Digital Photography: Expert Techniques* focuses on workflow: time-tested, step-by-step procedures based on hard-nosed experience by and for genuine practitioners of the art.



Assembling Panoramic Photos: A Designer's Notebook
Translated by William Rodarmor
June 2005
ISBN 0-596-00975-5
96 pages **\$19.95**

Part art book, part how-to guide, this Designer's Notebook sits you down next to eight renowned French digital artists as they work step-by-step to create high-quality panoramas and 360-degree virtual reality scenes. It's a goldmine for any digital artist who wants to learn new Photoshop techniques and exploit them for maximum effect.



Creating Photomontages with Photoshop: A Designer's Notebook
Translated by William Rodarmor
January 2005
ISBN 0-596-00858-9
96 pages **\$24.95**

This full-color collection of groundbreaking digital creations by well-known French artists is a visual smorgasbord for anyone involved in the creation of digital images or animations. Reflecting the very best of French graphic design, it guides you through all aspects of the photomontage creation process—from initial concept through step-by-step execution.

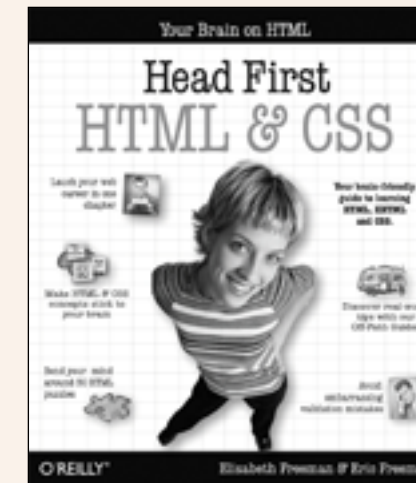
Illustrations with Photoshop: A Designer's Notebook
Translated by William Rodarmor
December 2004, ISBN 0-596-00859-7
96 pages **\$24.95**

Nine world-renowned French artists share their innovative digital designs with graphic artists, photographers, and computer graphics designers. From advertising to children's book illustration, science fiction to settings for graphic novels and role-playing games, the groundbreaking Photoshop creations within will give you the inspiration and technical know-how to create digital illustrations that are limited only by your imagination.

Photo Retouching with Photoshop: A Designer's Notebook
Translated by Marie Laure CLEC'H
December 2004, ISBN 0-596-00860-0
96 pages **\$24.95**

For anyone involved in creating digital images or animations, this lavish, colorful book showcases innovative photo-retouching solutions by well-known French artists. You'll see what they are able to do to their photographs with Photoshop; you'll be guided, step-by-step, through the editing process of each project—from original shot to polished print; and you'll gain insight into how each visionary artist imagined, conceptualized, and created the final exquisite image.

Bring Your Brain to Web Development



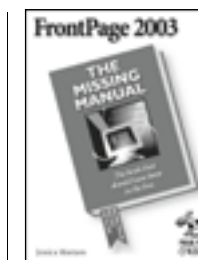
NEW! Head First HTML & CSS

By Eric Freeman & Elisabeth Freeman
December 2005, ISBN 0-596-10197-X
504 pages **\$34.95**

With hands-on activities and interactive brain-engaging content, *Head First HTML & CSS* teaches you web development step-by-step. Short question and answer sessions, puzzles, and useful memory aid exercises are included in each chapter to enable you to synthesize the material. This book covers the nuts and bolts of HTML and CSS, with detailed exam-

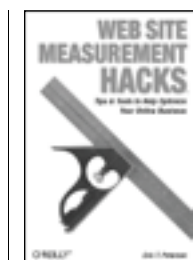
ples that illustrate how to format text, add graphic elements, make links, create tables and frames, use color, and add style to web documents.

ABOUT THE AUTHORS: Elisabeth and Eric Freeman won a Software Development Productivity "Jolt" Award this year for their work as coauthors of *Head First Design Patterns*. They currently direct the Head First Series for O'Reilly Media and previously led internet and digital media efforts at the Walt Disney Company. While at Disney they had their hands in the design and technology behind some of today's most popular web sites, including ABCNews.com, Disney.com, and ESPN.com. Elisabeth and Eric both hold computer science degrees from Yale University: Elisabeth holds an M.S. degree and Eric a Ph.D.



FrontPage 2003: The Missing Manual
By Jessica Mantaro
August 2005
ISBN 0-596-00950-X
434 pages **\$29.95**

Ready for a web presence of your own? Microsoft FrontPage 2003 has everything you need. Your geek friends might howl if you use it, but FrontPage now has advanced features, including support for Flash and XML. Our Missing Manual gives you the best view of the program, along with plenty of shortcuts, workarounds, and plain common sense. You won't find information like that even in the Help file.



Web Site Measurement Hacks
By Eric T. Peterson
August 2005
ISBN 0-596-00988-7
430 pages **\$24.95**

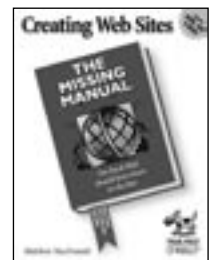
This convenient guidebook helps organizations and individual operators alike make the most of their web investment by providing tools, techniques, and strategies for measuring their site's overall effectiveness. You'll learn the definitions of commonly used terms, how to gather crucial marketing data, how to drive potential customers to action, and more. It's the technology companion that every site operator needs.



NEW! Ambient Findability

By Peter Morville
September 2005, ISBN 0-596-00765-5
208 pages \$29.95

Ambient Findability outlines the GIS, Internet, and portable technologies that are coming together in which anyone can find anything or anyone from anywhere at anytime. Author Peter Morville explores how these innovations will impact businesses and society at large. His central thesis is that information literacy is one critical component of this new world order; the other is better information architecture and usability. In keeping with the theme of his defining book in the field of information architecture, Morville warns that great care must be taken to plan and design the software, devices, and Internet to ensure that connectivity is not lost in the future.



NEW!
Creating Web Sites: The Missing Manual
By Matthew MacDonald
October 2005
ISBN 0-596-00842-2
576 pages \$24.95

Creating Web Sites: The Missing Manual is an insightful tutorial that shows you how to create and update well-designed, smart web sites that are thoroughly up to date with the latest features. You'll also learn advanced tricks with formatting, graphics, audio and video, Flash animation, and dynamic content.

Developing Feeds with RSS and Atom, 2nd Edition

By Ben Hammersley
2nd Edition April 2005, ISBN 0-596-00881-3
270 pages \$39.95

This step-by-step guide offers bloggers, web developers, and programmers an understanding of content syndication and the technologies that make it possible. It highlights all the new features of RSS 2.0, and offers complete coverage of its rival technology, Atom. Confidently teaches you how to produce your own data feeds to syndicate news and blogs.

Web Design in a Nutshell, 2nd Edition

By Jennifer Niederst
2nd Edition September 2001, ISBN 0-596-00196-7
640 pages \$29.95

Web Design in a Nutshell, 2nd Edition, contains the nitty-gritty on everything you need to know to design web pages. It's an excellent reference for HTML 4.01 tags (including tables, frames, forms, color, and cascading style sheets) with special attention given to browser support, platform idiosyncracies, and standards. You'll also find lots of updated information on using graphics, multimedia, audio and video, and advanced technologies such as Dynamic HTML, JavaScript, and XML, as well as new chapters on XHTML, WML, and SMIL.

BESTSELLER! Dreamweaver MX 2004: The Missing Manual, 2nd Edition

By David Sawyer McFarland
2nd Edition February 2004, ISBN 0-596-00631-4
848 pages \$34.95

Dreamweaver MX 2004: The Missing Manual, 2nd Edition, enables both first-time and experienced web designers to bring stunning, interactive web sites to life. What sets this new edition apart is the crystal-clear writing, welcomed humor, and exclusive features such as live examples, tricks of the trade, and design guidance. It also includes over 500 illustrations, a handcrafted index, and the clarity of thought that has made bestsellers of every *Missing Manual* to date.

Programming Flash Communication Server

By Brian Lesser, Robert Reinhardt & Dave Yang
February 2005, ISBN 0-596-00504-0
854 pages \$49.95

Programming Flash Communication Server explains how to use the pre-built FCS components to construct a simple application, but it also explains the architecture so that you can program custom components to make applications that are even more complex. The book also explains how to optimize performance, and talks about considerations for networked applications (latency, synchronization, etc.), and the media issues (video, audio, etc.) pertaining to FCS.

Over 400,000 copies sold!

HTML & XHTML: The Definitive Guide, 5th Edition

By Chuck Musciano & Bill Kennedy
5th Edition August 2002, ISBN 0-596-00382-X
670 pages, Includes Quick-Reference Card \$39.95

HTML & XHTML: The Definitive Guide, 5th Edition, is the most comprehensive, up-to-date book available on HTML and XHTML. The authors cover every element of HTML/XHTML in detail, explaining how each element works and how it interacts with other elements. With hundreds of examples, the book gives you models for writing your own effective web pages and for mastering advanced features like style sheets and frames.



HTML Pocket Reference, 2nd Edition

By Jennifer Niederst
2nd Edition January 2002
ISBN 0-596-00296-3
104 pages \$9.95

This concise guide to every HTML tag is up-to-date with the current HTML specification (4.01). Each tag entry includes detailed information on the tag's attributes and support information for the latest web browsers—Netscape 6, IE 6, and Opera 5.

CSS Cookbook

By Christopher Schmitt
August 2004, ISBN 0-596-00576-8
270 pages \$34.95

CSS Cookbook cuts straight through the theory to provide hundreds of useful examples and CSS code recipes you can use immediately to format your web pages. Reflecting CSS2 and including topics that range from basic web typography and page layout to techniques for formatting lists, forms, and tables, the *CSS Cookbook* is a must-have resource for any web author who has even considered using CSS.



Over 60,000 copies sold!

Cascading Style Sheets: The Definitive Guide, 2nd Edition

By Eric A. Meyer
2nd Edition March 2004, ISBN 0-596-00525-3
528 pages \$39.95

Cascading Style Sheets: The Definitive Guide, 2nd Edition, is a thorough review of all aspects of CSS 2.1 and a comprehensive guide to CSS implementation for both advanced and novice web authors. It explores in detail each individual property and how it interacts with other properties, and shows how to avoid common mistakes in interpretation.



CSS Pocket Reference, 2nd Edition

By Eric Meyer
2nd Edition July 2004
ISBN 0-596-00777-9
134 pages \$9.95

More proof that good things come in small—and even inexpensive—packages: this indispensable reference for web designers and developers covers the essential information needed to effectively implement CSS, with an introduction to CSS, an alphabetical reference to the CSS2 and CSS 2.1 properties, and detailed information about CSS support in browsers. When you're stuck and want an answer quickly, this slim pocket reference is the book you'll want in your back pocket.



Information Architecture for the World Wide Web, 2nd Edition

By Louis Rosenfeld & Peter Morville
2nd Edition August 2002
ISBN 0-596-00035-9
486 pages \$39.95

Want to design distinctive, cohesive web sites that "work"? This updated bestseller teaches you how to blend aesthetics and mechanics for web sites and intranets that are easy to navigate and appealing to your users, scalable, and simple to maintain. Most books on web development concentrate on either the graphics or the technical issues of a site. This book focuses on the framework that holds the two together.

Learning Web Design, 2nd Edition

By Jennifer Niederst
2nd Edition June 2003, ISBN 0-596-00484-2
488 pages \$39.95

In *Learning Web Design*, author Jennifer Niederst shares the knowledge she's gained from years of web design experience, both as a designer and a teacher. This book starts from the beginning—defining the Internet, the Web, browsers, and URLs—so you don't need to have any previous knowledge about how the Web works. After reading this book, you'll have a solid foundation in HTML, graphics, and design principles that you can immediately put to use in creating effective web pages.

NO STARCH PRESS

The Art of Interactive Design

By Chris Crawford
December 2002, ISBN 1-886411-84-0
350 pages \$29.95

An understanding of what makes things interactive is key to the successful creation of web sites, computer games, and software. In *The Art of Interactive Design*, Chris Crawford explains what interactivity is, how it works, why it's important, and how to design good software and web sites that are truly interactive. Crawford's colloquial, conversational style makes it easy to grasp the fundamentals and theoretical underpinnings of interactivity.

PARAGLYPH PRESS

Small Web Sites, Great Results

By Doug Addison
November 2004, ISBN 1-932111-90-5
352 pages \$29.99

You will learn to construct a holistic web presence that garners real results with techniques to get the hits from search engines, using powerful design processes. In addition, a simple web site system is provided with a series of pages and scripts which accommodate the principles in the book. You may go to the site, download the frameworks, and instantly post them for your own use.

SITEPOINT

NEW! Build Your Own Standards Compliant Website with Dreamweaver 8

By Rachel Andrew
September 2005, ISBN 0-9752402-3-4
350 pages \$39.95

Build Your Own Standards Compliant Website with Dreamweaver 8 is written for any user of Dreamweaver MX who wants to create standards compliant and fully accessible web sites. Web standards are the set of recommendations created by the W3C, which guide web developers in making their websites fully accessible as well as making them easier to maintain and develop. This book shows you how to overcome Dreamweaver's limitations to create fully functional and standards compliant websites using the software.

The CSS Anthology: 101 Essential Tips, Tricks & Hacks

By Rachel Andrew
November 2004, ISBN 0-9579218-8-8
376 pages \$39.95

Make your site easier to maintain and faster to load with Cascading Style Sheets. This book answers the 101 most common CSS questions about everything from styling text to using CSS for layout. Plus, you'll learn how to use CSS to create accessible and standards compliant websites. All solutions and effects are cross-browser compatible and easy to customize.

HTML Utopia: Designing Without Tables Using CSS

By Dan Shafer
May 2003, ISBN 0-9579218-2-9
480 pages \$39.95

HTML Utopia is for web developers who want to develop or migrate existing web sites from using table layout to using Cascading Style Sheets, which allow for faster web page downloads, easier site maintenance, and faster re-designs. CSS layout is now widely recognized as the best practice in modern web site design and major web sites such as ESPN and Wired.com have adopted it.



Flash Out of the Box

By Robert Hoekman, Jr.
November 2004, ISBN 0-596-00691-8
254 pages \$29.95

Flash is all about creating unparalleled user experiences and applications for the Web. And this book is all about helping you think outside of the box to get there. Intuitive and user-centric, *Flash Out of the Box* gets you animating, working with video, loading external assets, drawing, masking, modularizing, and more for developing the foundation you need to move out of the box and into even more advanced techniques.

Flash Hacks

By Sham Bhangal
June 2004, ISBN 0-596-00645-4
496 pages \$24.95

This collection offers expert Flash tips and tricks for optimization, creating interesting effects, ActionScript programming, sound and video effects, and much more—and you don't need to be an expert to use them (although you'll certainly look like one). Ranging from practical hacks to the fun and quirky, the book covers Flash MX, Flash MX 2004, and Flash MX Professional 2004. If you want more than your average Flash user, *Flash Hacks* is for you.



Flash Remoting: The Definitive Guide

By Tom Muck
September 2003
ISBN 0-596-00401-X
640 pages \$39.95

Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using ColdFusion, ASP.NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Build applications that connect to a database, file system, or other server-side technologies. Developers who are looking to create Rich Internet Applications with Flash will find *Flash Remoting: The Definitive Guide* indispensable.

Spidering Hacks

By Kevin Hemenway & Tara Calishain
October 2003, ISBN 0-596-00577-6
424 pages \$24.95

Spidering Hacks provides expert tips on spidering and scraping methodologies. You'll begin with a crash course in spidering concepts, tools (Perl, LWP, out-of-the-box utilities), and ethics (how to know when you've gone too far: what's acceptable and unacceptable). Next, you'll collect media files and data from databases. Then you'll learn how to interpret and understand the data, repurpose it for use in other applications, and even build authorized interfaces to integrate the data into your own content.



IRC Hacks

By Paul Mutton
July 2004
ISBN 0-596-00687-X
432 pages \$24.95

While IRC is easy to get into and many people are happy to use it without being aware of what's happening under the hood, there are those who hunger for more knowledge, and this book is for them. *IRC Hacks* is a collection of tips and tools that cover just about everything you'd need to become a true IRC master, featuring contributions from some of the most renowned IRC hackers, many of whom collaborated on IRC, grouping together to form the channel #irchacks on the freenode IRC network (irc.freenode.net).

BESTSELLER! Over 375,000 copies sold!

JavaScript: The Definitive Guide, 4th Edition

By David Flanagan
4th Edition November 2001, ISBN 0-596-00048-0
936 pages \$44.95

This fourth edition covers the latest version of the language, JavaScript 1.5, as supported by Netscape 6 and Internet Explorer 6. The book also provides complete coverage of the W3C DOM standard (Level 1 and Level 2), while retaining material on the legacy Level 0 DOM for backward compatibility.

Over 145,000 copies sold!
Dynamic HTML: The Definitive Reference, 2nd Edition

By Danny Goodman
2nd Edition September 2002, ISBN 0-596-00316-1
1416 pages \$59.95

Dynamic HTML: The Definitive Reference, 2nd Edition, is an indispensable compendium for web development. This edition has been updated to include complete reference material on the latest specifications, including HTML 4.01, CSS Level 2, DOM Level 2, and JavaScript 1.5, as well as the latest browsers, Internet Explorer 6 (Windows), Internet Explorer 5.1 (Mac), Netscape Navigator 6 and 7, and Mozilla 1.0.

BESTSELLER!
JavaScript & DHTML Cookbook

By Danny Goodman
April 2003, ISBN 0-596-00467-2
540 pages \$39.95

On numerous online forums for JavaScript and DHTML, the majority of questions begin with "How do I...?" This Cookbook provides the answers with a comprehensive collection of problems, solutions, and practical examples. The book's recipes range from simple tasks, such as manipulating strings and validating dates in JavaScript, to entire libraries that demonstrate complex tasks, such as cross-browser positioning of HTML elements and sorting tables.

CGI Programming with Perl, 2nd Edition

By Scott Guelich, Shishir Gundavaram & Gunther Birznies
2nd Edition June 2000, ISBN 1-56592-419-3
470 pages \$34.95

This edition demonstrates current techniques available with the CGI.pm module and the latest versions of Perl. Topics include incorporating JavaScript for form validation, controlling browser caching, making CGI scripts secure in Perl, working with databases, creating simple search engines, maintaining state between multiple sessions, generating graphics dynamically, and improving performance of CGI scripts.



Essential ActionScript 2.0

By Colin Mook
June 2004, ISBN 0-596-00652-7
528 pages \$39.95

In *Essential ActionScript 2.0*, bestselling author Colin Mook covers everything you'll need to know about the new ActionScript language and its methodologies. Experienced Flash developers and programmers coming from other languages will enjoy the sheer depth of Mook's coverage. Novice programmers will appreciate the frequent, low-jargon explanations that are often glossed over by advanced programming books. *Essential ActionScript 2.0* is the one book every ActionScript coder must own.

ActionScript Cookbook

By Joey Lott
July 2003, ISBN 0-596-00490-7
896 pages \$49.95

ActionScript's sheer volume of capabilities can be daunting. The *ActionScript Cookbook* breaks it all down into tasks that are relevant, practical, and insightful. On top of hundreds of atomic recipes, it offers seven full chapters of larger sample applications. Appealing to all levels of ActionScript coders, this book offers concrete solutions to the most common ActionScript needs and problems.

BESTSELLER! ActionScript for Flash MX: The Definitive Guide, 2nd Edition

By Colin Mook
2nd Edition December 2002, ISBN 0-596-00396-X
1088 pages \$54.95

ActionScript for Flash MX: The Definitive Guide is the most complete, up-to-date reference available for ActionScript 1.0. Author Colin Mook has added hundreds of new code examples to show new Flash MX techniques in the real world. The book's language reference alone has nearly doubled from the first edition, with more than 250 new classes, objects, methods, and properties. You'll find exhaustive coverage of dozens of undocumented, under-documented, and misdocumented features.

NO STARCH PRESS

The Web Programmer's Desk Reference

By Lazaro Issi Cohen & Joseph Issi Cohen
September 2004, ISBN 1-59327-011-9
1126 pages \$59.95

The Web Programmer's Desk Reference: A Complete Cross-Reference to HTML, CSS, and JavaScript is an all-in-one reference to the core web programming languages: HTML, CSS, and JavaScript. Following a short DHTML primer, the heart of the book is a reference section that lists every element of HTML, CSS, and JavaScript. Each listing includes the latest syntaxes and functionality, compatibility with other elements, and cross-browser compatibility issues.

SITEPOINT

DHTML Utopia: Modern Web Design Using JavaScript & DOM

By Stuart Langridge
May 2005, ISBN 0-9579218-9-6
318 pages \$39.95

This is a unique book about using JavaScript, HTML, and CSS together to create extremely usable, compliant, and modern web sites as well as updating your current designs to enhance the user experience. Includes coverage of AJAX and Remote scripting.

The Flash Anthology: Cool Effects & Practical ActionScript

By Steven Grosvenor
July 2004, ISBN 0-9579218-7-X
455 pages \$39.95

A practical and fun Flash book that shows readers over 60 practical techniques, solutions, and cool effects to instantly use on their web site or project. *The Flash Anthology* makes an excellent task reference or it can be used as inspiration for future projects.

PRAGMATIC BOOKSHELF



Agile Web Development with Rails

By Dave Thomas & David Heinemeier Hansson with Leon Breedt, Mike Clark, Thomas Fuchs & Andreas Schwarz
July 2005, ISBN 0-9766940-0-X
450 pages \$34.95

Rails is a full-stack, open-source web framework that enables you to create full-featured, sophisticated web-based applications, but with a twist... A full Rails application probably has less total code than the XML you'd need to configure the same application in other frameworks.

With this book you'll learn how to use ActiveRecord to connect business objects and database tables. No more painful object-relational mapping. Just create your business objects and let Rails do the rest. You'll learn how to use the Action Pack framework to route incoming requests and render pages using easy-to-write templates and components. See how to exploit the Rails service frameworks to send emails, implement web services, and create dynamic, user-centric web-pages using built-in Javascript and Ajax support. There are extensive chapters on testing, deployment, and scaling.



NEW! Windows Server 2003 Network Administration

By Craig Hunt & Roberta Bragg
September 2005, ISBN 0-596-00800-7
696 pages \$49.95

Windows Server 2003 Network Administration provides an overview of the essential TCP/IP protocols, along with how the services based on these protocols are properly configured and managed. In short, it's everything you need in order to exchange information via the Internet, and to build effective, reliable networks. The book opens with three chapters that provide insight into the workings of the protocols that build internets, deliver data, and create services. Those are followed by ten more chapters that explain how to install, configure, and manage those protocols and services on Windows 2000, Windows XP, and Windows Server 2003 systems.



SharePoint Office Pocket Guide

By Jeff Webb
June 2005, ISBN 0-596-10112-0
96 pages \$9.95

With this handy reference as your guide, you can reap all the benefits of SharePoint—Microsoft's amazing information-sharing tool. It shows you, in plain language, how to construct a web site where individuals from all over can capture and share ideas. Learn how to upload documents, edit content, send alerts, track work items, add new team members, and much more.

Essential SharePoint

By Jeff Webb
May 2005, ISBN 0-596-00880-5
328 pages \$29.95

This comprehensive guide covers all the key topics for getting you started with Microsoft SharePoint. Learn everything there is to know about creating a team-oriented web site—how to turn it on, set it up, and set your applications to work with it. It's ideal for anyone who wants to improve his or her productivity through information sharing and document collaboration.

SharePoint User's Guide

By Infusion Development Corporation
March 2005, ISBN 0-596-00908-9
148 pages \$14.95

This straightforward guide shows SharePoint users how to create and use web sites for sharing and collaboration. Learn to use the document and picture libraries for adding and editing content, add discussion boards and surveys, receive alerts when documents and information have been added or changed, and enhance security. Designed to help you find answers quickly, the book shows how to make the most of SharePoint for productivity and collaboration.

Windows Server Hacks

By Mitch Tulloch
March 2004, ISBN 0-596-00647-0
384 pages \$24.95

The tools, or hacks in this book reveal techniques that go well beyond basic management tasks found in most handbooks. Hacks range from those that deal with general administration to more esoteric hacks in the areas of network deployment, patch management, performance, security, and backup and recovery. No matter which Windows Server you use—NT, IIS, 2000, or 2003—Windows Server Hacks will put the knowledge and expertise of veteran system administrators to work for you.

DNS on Windows Server 2003

By Cricket Liu, Matt Larson & Robbie Allen
December 2003, ISBN 0-596-00562-8
416 pages \$39.95

A special Windows-oriented edition of the classic DNS and BIND, this book provides practical information on all of the new features, such as setting up a Windows DNS server, configuring hosts, maintaining the server, plus topics like DNS and email, security, nslookup, and troubleshooting. Also included are chapters on integrating with Microsoft Active Directory, managing DNS programmatically and from the command line, and updated information on IPv6 and the latest DNS RFCs.

Windows Server Cookbook for Windows Server 2003 and Windows 2000

By Robbie Allen
March 2005, ISBN 0-596-00633-0
696 pages \$44.95

This practical reference guide offers hundreds of useful tasks for managing Windows Server 2003, Microsoft's latest server. These concise, on-the-job solutions to common problems are certain to save you many hours of time searching through Microsoft documentation. Topics include files, event logs, security, DHCP, DNS, backup/restore, and more.

Learning Windows Server 2003

By Jonathan Hassell
December 2004, ISBN 0-596-00624-1
671 pages \$44.95

Windows Server 2003 is the right server for a world dominated by enterprise networks and web-based server applications, but getting this server up and running is a formidable task. Our no-fluff guide gives you exactly what you need for installing, configuring, securing, and managing Server 2003, and offers hands-on advice for planning, implementing, and growing Windows networks without trying to teach you how to be a system administrator.



Exchange Server Cookbook

By Paul Robichaux, Missy Koslosky & Devin L. Ganger
June 2005
ISBN 0-596-00717-5
460 pages \$44.95

If you run a network powered by Windows, Microsoft Exchange occupies much of your time. Our new Cookbook offers you a comprehensive how-to guide to the most common tasks for both Exchange 2000 and Exchange Server 2003—everything from installation and maintenance to configuration and optimization. You'll also find solutions to uncommon tasks, advanced procedures, and ways to write scripts for Exchange management and deployment tasks.



Securing Windows Server 2003

By Mike Danseglio
November 2004, ISBN 0-596-00685-3
444 pages \$39.95

If you use Windows 2003 Server at a small- to medium-sized organization, or use Microsoft's Small Business Server, this thorough yet concise tutorial offers the hands-on advice you need for securing your network. Securing Windows Server 2003 not only shows you how to put Windows security tools to work, but guides you through ways to plan and implement a secure operating environment.

Active Directory Cookbook for Windows Server 2003 & Windows 2000

By Robbie Allen
September 2003, ISBN 0-596-00464-8
622 pages \$44.95

Active Directory Cookbook for Windows Server 2003 & Windows 2000 contains hundreds of step-by-step solutions for both common and uncommon problems that you might encounter with Active Directory—including recipes to deal with the Lightweight Directory Access Protocol (LDAP), multimaster replication, Domain Name System (DNS), Group Policy, the Active Directory Schema, and many other features.



BESTSELLER! Active Directory

By Robbie Allen & Alistair G. Lowe-Norris
2nd Edition April 2003
ISBN 0-596-00466-4
686 pages \$44.95

Active Directory, 2nd Edition, provides a clear, detailed look at Active Directory for both Windows 2000 and Windows Server 2003. Active Directory, 2nd Edition, will guide you through the maze of concepts, design issues, and scripting options enabling you to get the most out of your deployment.

Windows Server 2003 in a Nutshell

By Mitch Tulloch
September 2003, ISBN 0-596-00404-4
662 pages \$39.95

Windows Server 2003 in a Nutshell is the most thorough and practical reference to this important new server. With complete coverage of both the GUI and Command line features, functions, and commands, as well as tips and notes detailing subtle points and potential "gotchas," this book will quickly earn a permanent place on your desktop.

PARAGLYPH PRESS

Windows Admin Scripting Little Black Book, 2nd Edition

By Jesse M. Torres
2nd Edition January 2004, ISBN 1-932111-87-5
440 pages \$29.99

Windows Admin Scripting Little Black Book, 2nd Edition, shows you how to perform Windows XP and 2003 management and administrative tasks using powerful scripts for just about every important task imaginable. It covers ways to implement these scripts in an everyday environment automating repetitive tasks, and features example scripts on every new topic which you can easily modify or combine to perform myriad tasks.

SYNGRESS PUBLISHING

Deploying Citrix MetaFrame Presentation Server 3.0 with Windows Server 2003 Terminal Services

By Elias Khnaser
April 2005, ISBN 1-932266-50-X
592 pages \$49.95

Server-based computing has been established as a solid networking model for any size business. Why? Because it guarantees cost savings, fast deployment, scalability, performance, security, and fast recoverability. Think "mainframe," but updated, pretty, shiny, and effective! Server-based computing is the mainframe with a vengeance. Terminal Server and Citrix MetaFrame offer the advantages of the old mainframe coupled with the benefits, gadgets, and appeal of the personal computer.

Microsoft Log Parser Toolkit

By Gabriele Giuseppini & Mark Burnett
February 2004, ISBN 1-932266-52-6
350 pages \$39.95

Do you want to find Brute Force Attacks against your Exchange Server? Would you like to know who is spamming you? Do you need to monitor the performance of your IIS Server? Are there intruders out there you would like to find? Would you like to build user logon reports from your Windows Server? Would you like working scripts to automate all of these tasks and many more for you? If so, Microsoft Log Parser Toolkit is the book for you.

How to Cheat at Managing Windows Small Business Server 2003

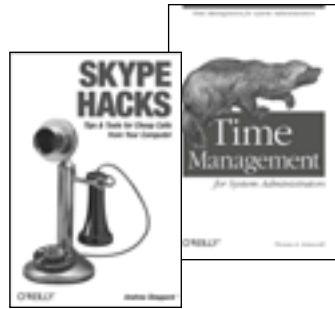
By Susan Snedaker
Technical Editor Daniel H. Bendell
September 2004, ISBN 1-932266-80-1
495 pages \$49.95

If running a Windows Small Business Server 2003 network is just one of your many job responsibilities, this book is for you. It applies the tried and true "80/20" rule to this incredibly complex operating system, providing you with exactly the information you need to install, configure, and troubleshoot the W2K3 features most likely to ruin your day (such as setting user permissions, restoring lost data, and sharing hardware) without having to wade through material you don't need.

Best Damn Windows Server 2003 Book Period

By Susan Snedaker
June 2004, ISBN 1-931836-12-4
1032 pages \$59.95

Windows Server 2003 is certainly Microsoft's most robust, and complex, enterprise operating system developed to date. Any one of the component "services" in Server 2003 has more features and functionality than existed in the entire Windows NT 4 operating system! In addition, the audience of System Administrators has now evolved to a highly professional, skills certified community of IT professionals with a need for the tens of thousands of pages of Microsoft documentation and web-based support to be distilled into a concise, applied format. This is the book that meets the needs of today's Windows Server 2003 professional.



NEW! Skype Hacks
By Andrew Sheppard
December 2005, ISBN 0-596-10189-9
256 pages \$24.95

With *Skype Hacks*, you will learn how to take control of Skype with over 100 clever tips and tricks. The book starts with the basics, like figuring how much money people can save with a Skype calling plan. From there, the sky's the limit. *Skype Hacks* is a great source for ideas about how to use Skype to transfer files, turn a PDA into a mobile phone, set up Skype to a home theater system, and build Skype communities.

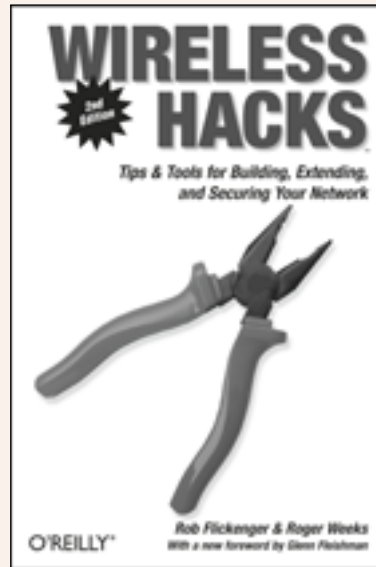
NEW! Time Management for System Administrators
By Thomas A. Limoncelli
November 2005, ISBN 0-596-00783-3
200 pages \$24.95

For overworked system administrators everywhere, *Time Management for System Administrators* focuses on strategies that can help you work through daily tasks and be able to handle critical situations that inevitably arise. This book teaches interrupt management, todo-lists/follow-through, calendar management, and life tools. Intermixed with these skills are tips on doing things more efficiently and eliminating time wasters.

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conferences.oreillynet.com/etel

More of a Good Thing



NEW!
Wireless Hacks, 2nd Edition

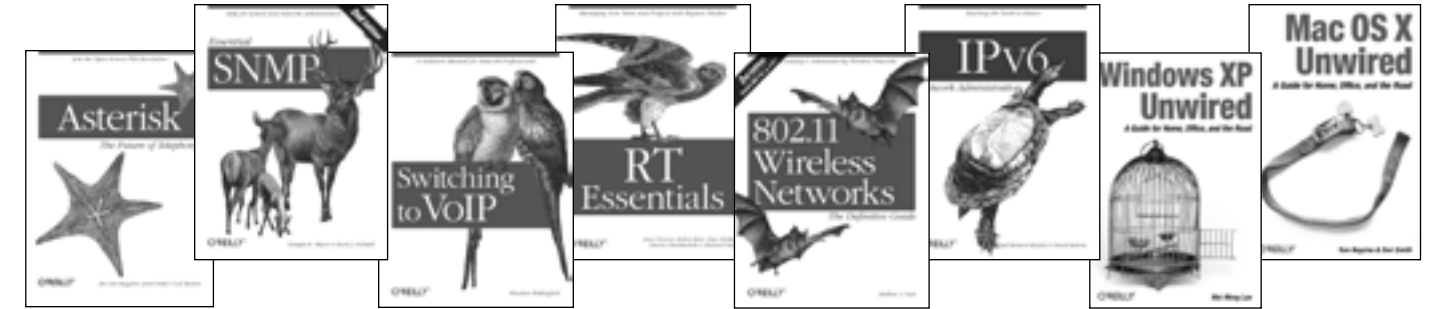
By Rob Flickenger & Roger Weeks
2nd Edition November 2005
ISBN 0-596-10144-9
400 pages \$24.95

It's an increasingly wired world, but many people are finding that the best way to get connected is to do away with wires entirely. From cable replacement to universal internet connectivity, wireless technology is changing the way we connect to our machines and to each other. Completely revised and updated—with over 30 brand-new hacks, just as many completely overhauled hacks, and the rest lovingly

tweaked and touched up—this new edition of *Wireless Hacks* provides more of the tips and tricks that made the first edition such a proven success.

ABOUT THE AUTHORS: Rob Flickenger is the author of *Linux Server Hacks* and *Building Wireless Community Networks* and is a long time supporter of FreeNetworks and DIY networking. He often presents ideas and projects at various technology conferences, and enjoys spreading the good word of open networks, open standards, and ubiquitous wireless networking. Flickenger's current project is Metrix Communication LLC, providing wireless hardware and software that embodies the same open source principles he rants about in his books.

Roger Weeks has over a decade of experience in systems and network administration. He's been building Linux systems at home and in the enterprise since 1998, and recommends that you check out <http://freenet-works.org> if you're interested in community wireless. He is currently the senior network administrator for Mendocino Community Network, a small ISP in coastal northern California. MCN is owned by the local school district, and puts their profits back into the local schools. Weeks is a coauthor of another O'Reilly book, *Linux Unwired*.



NEW! Asterisk: The Future of Telephony
By Jan Van Meggelen, Jared Smith & Leif Madsen
September 2005, ISBN 0-596-00962-3
404 pages \$39.95

Many organizations are drawn to internet telephony's promise of cost savings, and its ability to move data, images, and voice traffic over the same connection. Asterisk, an open source system that runs on Linux, offers the best option. This guide covers installing, configuring, and integrating Asterisk with existing phone systems, without the need for additional hardware.

NEW! Essential SNMP, 2nd Edition
By Douglas Mauro & Kevin Schmidt
2nd Edition September 2005, ISBN 0-596-00840-6
464 pages \$49.95

This practical introduction to Simple Network Management Protocol (SNMP) has been refreshed to cover Version 2 of the protocol. Learn how to install, configure, and utilize SNMP, so you can more easily manage your network. Includes five new chapters and a host of real examples.

Switching to VoIP
By Theodore Wallingford
June 2005, ISBN 0-596-00868-6
502 pages \$39.95

Based on real-world experience, this handy solutions manual addresses the most common VoIP migration challenges. Find out how to build your own VoIP system, install it, and begin making calls—so you can start saving today. Ideal for IT managers, network engineers, and system administrators.

RT Essentials
By Jesse Vincent, Robert Spier, Dave Rolsky, Darren Chamberlain & Richard Foley
August 2005, ISBN 0-596-00668-3
216 pages \$34.95

This comprehensive guide shows you how to customize RT—the widely used request ticketing system—to better fit your organization's business needs. After introducing you to what ticketing systems are, the book shows you how to install and configure RT. From there, it explains how to perform simple tasks that will turn your RT server into a highly useful tracking tool.



Nokia Smartphone Hacks
By Michael Juntao Yuan
July 2005
ISBN 0-596-00961-5
406 pages \$24.95

Now you can learn how to take full advantage of Nokia's powerful mobile devices, known as "smartphones." Learn how to take screen shots, access internet content, use email and messaging, and so much more. It's the only guide available today that lets you unlock all of Nokia's time-saving secrets.

802.11 Wireless Networks: The Definitive Guide, 2nd Edition
By Matthew S. Gast
2nd Edition April 2005, ISBN 0-596-10052-3
654 pages \$44.95

If you want to deploy your own wireless network—at home or at the office—you must first understand the capabilities and risks associated with the 802.11 protocols. And *802.11 Wireless Networks: The Definitive Guide*, 2nd Edition, is the perfect place to start. This updated edition covers everything you need to know about integrating wireless technology into your current infrastructure.

IPv6 Network Administration
By Niall Richard Murphy & David Malone
March 2005, ISBN 0-596-00934-8
306 pages \$44.95

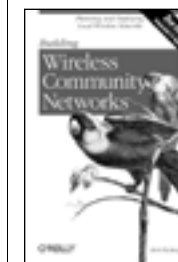
This essential guide explains what works, what doesn't, and most of all, what's practical about IPv6—the next-generation internet standard. A must-have for network administrators everywhere looking to fix their network's scalability and management problems. Also covers other IPv6 benefits, such as routing, integrated auto-configuration, quality-of-services (QoS), enhanced mobility, and end-to-end security.

Home Networking Annoyances
See page 44



Windows XP Unwired
By Wei-Meng Lee
August 2003, ISBN 0-596-00536-9
284 pages \$24.95

Windows XP Unwired provides a complete introduction to all the wireless technologies supported by Windows XP, including Wi-Fi (802.11b, a, and g), infrared, Bluetooth, CDMA2000, and GPRS. It's a one-stop wireless information source for technically savvy Windows XP users. This book will show you the full-spectrum view of wireless capabilities of Windows XP, and how to take advantage of them.

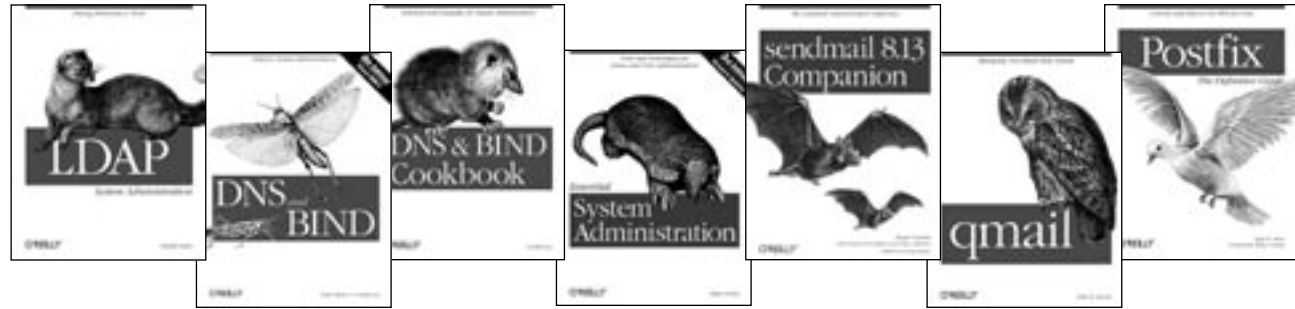


Building Wireless Community Networks, 2nd Edition
By Rob Flickenger
2nd Edition June 2003
ISBN 0-596-00502-4
182 pages \$29.95

Building Wireless Community Networks, 2nd Edition, is about getting people online using wireless network technology. The first edition of this book helped thousands of people engage in community networking activities. This revised and expanded edition adds coverage on new network monitoring tools and techniques, regulations affecting wireless deployment, and IP network administration, including DNS and IP Tunneling.

Mac OS X Unwired
By Tom Negrino & Dori Smith
December 2003, ISBN 0-596-00508-3
224 pages \$24.95

In *Mac OS X Unwired*, you'll learn the basics of wireless computing, from the reasons why you'd want to go wireless in the first place, to setting up your wireless network or accessing wireless services on the road. *Mac OS X Unwired* is a one-stop wireless information source for technically savvy Mac OS X users. Whether you're considering wireless as a supplement or alternative to cable and DSL, or using wireless to network computers in your home or office, this book will show you the full-spectrum view of wireless capabilities of Mac OS X, and how to take advantage of them.



SpamAssassin
By Alan Schwartz
July 2004
ISBN 0-596-00707-8
222 pages \$24.95

Sys admins can field scores of complaints and spend months testing software suites that turn out to be too aggressive, too passive, or too complicated to setup only to discover that SpamAssassin (SA), the leading open source spam-fighting tool, is free, flexible, powerful, highly regarded, and remarkably effective. The drawback? Until now, it was SpamAssassin's lack of published documentation. This clear, concise new guide provides the expertise you need to take back your inbox.

LDAP System Administration
By Gerald Carter
March 2003, ISBN 1-565-92491-6
308 pages \$39.95

If you want to be a master of your domain, *LDAP System Administration* will help you get up and running quickly regardless of which LDAP version you use. After reading this book, even with no previous LDAP experience, you'll be able to integrate a directory server into essential network services such as mail, DNS, HTTP, and SMB/CIFS.

Over 325,000 copies sold!
DNS and BIND, 4th Edition
By Paul Albitz & Cricket Liu
4th Edition April 2001, ISBN 0-596-00158-4
622 pages \$44.95

The fourth edition of *DNS and BIND* covers the 9.1.0 and 8.2.3 versions of BIND as well as the older 4.9 version. There's also more extensive coverage of NOTIFY, IPv6 forward and reverse mapping, transaction signatures, and the new DNS Security Extensions; and a section on accommodating Windows 2000 clients, servers, and Domain Controllers.



Mastering FreeBSD and OpenBSD Security
See page 64

DNS & BIND Cookbook
By Cricket Liu
October 2002, ISBN 0-596-00410-9
240 pages \$34.95

Continuing O'Reilly's proven problem-and-solution Cookbook format, the *DNS & BIND Cookbook* contains code recipes for specific problems, along with a discussion that explains the solution. This enables system administrators to quickly look up their problem and get to solving it right away. A perfect companion to O'Reilly's bestselling *DNS and BIND*, 4th Edition. This is sure to become one of the most dog-eared volumes on your desktop!

Essential System Administration, 3rd Edition
By Aileen Frisch
3rd Edition August 2002, ISBN 0-596-00343-9
1176 pages \$54.95

Essential System Administration, 3rd Edition, is the definitive guide for Unix system administration, covering all the fundamental and essential tasks required to run such divergent Unix systems as AIX, FreeBSD, HP-UX, Linux, Solaris, Tru64, and more. It provides a clear, concise, practical guide to the real world issues that anyone responsible for a Unix system faces daily. This new edition covers DHCP, USB devices, the latest automation tools, SNMP and network management, LDAP, PAM, and recent security tools and techniques.

sendmail 8.13 Companion
By Bryan Costales, George Jansen, Claus Altmann & Gregory Neil Shapiro
September 2004, ISBN 0-596-00845-7
192 pages \$24.95

An excellent companion to our popular *sendmail*, 3rd Edition, this book documents the improvements in V8.13 in parallel with its release. High-lighting the important changes V8.13, the book points out not just what is handy or nice to have, but what's critical in getting the best behavior from *sendmail*. For a simple dot release, V8.13 *sendmail* has added more features, options, and fundamental changes than any other single dot release yet. The key to understanding them is the *sendmail 8.13 Companion*.



sendmail Cookbook
By Craig Hunt
December 2003
ISBN 0-596-00471-0
408 pages \$44.95

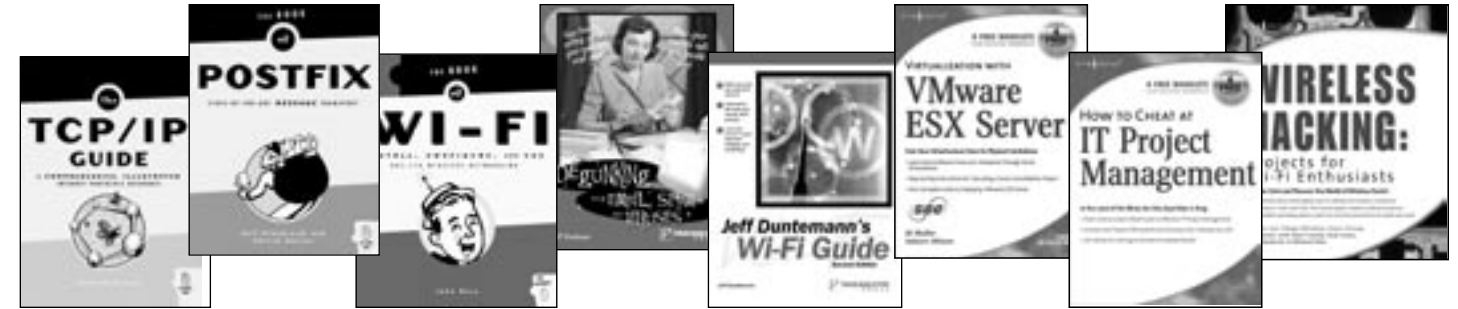
This book is a comprehensive collection of problems, solutions, and practical examples for anyone involved in *sendmail* configuration. Topics range from beginner questions to advanced techniques. *sendmail Cookbook* is filled with ready-to-use recipes for proper *sendmail* configuration. Chapters outline configuration problems, present the configuration code that solves a problem, and then explains the code in detail. The discussions of the code are critical because they provide the insight administrators need to tweak the code enough to make it right for their server.

qmail
By John R. Levine
March 2004, ISBN 1-56592-628-5
248 pages \$34.95

qmail concentrates on common tasks like moving a *sendmail* setup to *qmail*, or setting up a "POP toaster," a system that provides mail service to a large number of users on other computers sending and retrieving mail remotely. The book fills crucial gaps in existing documentation, detailing exactly what the core *qmail* software does.

Postfix: The Definitive Guide
By Kyle D. Dent
December 2003, ISBN 0-596-00212-2
278 pages \$34.95

Postfix: The Definitive Guide is a single comprehensive source of documentation on this open source alternative to *sendmail*. Written in a tutorial style that will guide newcomers through the intricacies of Postfix, the book also serves as a complete reference that seasoned users will thumb through whenever questions or problems arise. Altogether, it's the perfect resource if you want to switch from *sendmail* or any other (MTA) mail transfer agents.



NO STARCH PRESS
NEW! The TCP/IP Guide:
A Comprehensive, Illustrated Internet Protocols Reference
By Charles M. Kozierok
September 2005, ISBN 1-59327-047-X
1616 pages \$79.95

The *TCP/IP Guide* is both an encyclopedic and comprehensive guide to the TCP/IP protocol suite. Its personal, easy-going writing style lets anyone understand the dozens of protocols and technologies that run the Internet, with full coverage of PPP, ARP, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more.

Ending Spam
By Jonathan A. Zdziarski
July 2005
ISBN 1-59327-052-6
312 pages \$39.95

This landmark title describes, in-depth, how statistical filtering is being used by next generation spam filters to identify and filter spam. Readers gain a complete understanding of the mathematical approaches used in today's spam filters, decoding, tokenization, the use of various algorithms (including Bayesian analysis and Markovian discrimination), and the benefits of using open source solutions to end spam.

The Book of Postfix: State-of-the-Art Message Transport
By Ralf Hildebrandt & Patrick Koetter
March 2005, ISBN 1-59327-001-1
496 pages \$44.95

Developed with security and speed in mind, Postfix has become a popular alternative to *sendmail*. *The Book of Postfix: State-of-the-Art Message Transport* is a complete guide to Postfix whether used at home, as a mailrelay or virus-scanning gateway, or as a company mailserver. Practical examples show how to deal with daily challenges like protecting mail users from spam and viruses, managing multiple domains, and offering roaming access.

The Book of Wi-Fi
By John Ross
March 2003, ISBN 1-886411-45-X
288 pages \$29.95

This practical and plain English guide to wireless networking shows how to build and use wireless networks at home, at work, or around your neighborhood. It includes detailed information on setting up and configuring access points, network cards, cables and antennas, wireless software, as well as how to secure wireless access point with encryption, password protection, and virtual private networks (VPNs).

The Linux Enterprise Cluster
See page 16



PARAGLYPH PRESS
Degunking Your Email, Spam, and Viruses
By Jeff Dumtemann
November 2004, ISBN 1-932111-93-X
359 pages \$24.99

Degunking Your Email, Spam, and Viruses is organized according to a special cleaning process and written in everyday language that is designed for all computer users. With our unique 12-step Degunking program, you'll learn all the tried-and-true techniques to keep your computer clutter-free of spam and viruses and running well.

Jeff Dumtemann's Wi-Fi Guide, 2nd Edition
By Jeff Dumtemann
2nd Edition April 2004, ISBN 1-932111-88-3
520 pages \$34.99

This second edition of the bestselling Wi-Fi guide provides everything Wi-Fi users need to design, build, protect, and extend Wi-Fi wireless networks! Bestselling author Jeff Dumtemann provides practical techniques for setting up and using Wi-Fi gear and software. This second edition is expanded and brought fully up-to-date, covering more on setting up hotspots, community networking, security, Wireless Protected Access (WPA), new Wi-Fi standards (802.11g), and more.

SYNGRESS PUBLISHING

Virtualization with VMware ESX Server
By Al Muller & Seburn Wilson
August 2005, ISBN 1-597-49019-9
608 pages \$49.95

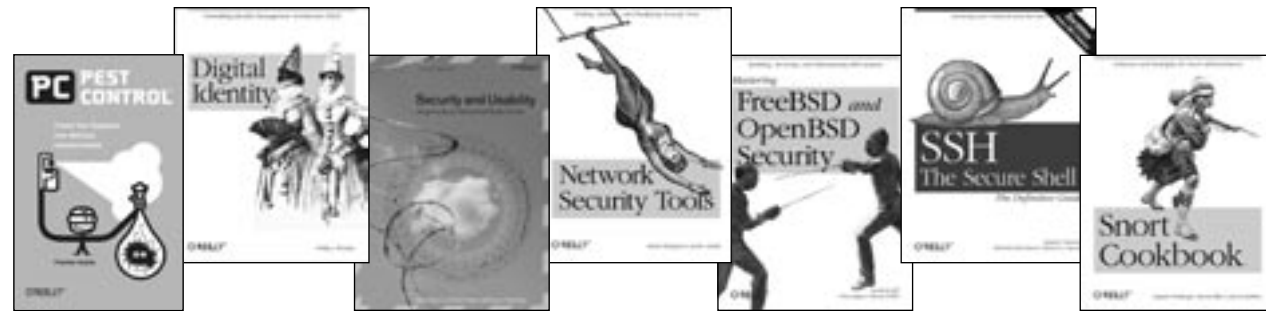
This book provides the essential concepts as well as an advanced understanding of VMware's ESX Server and explains what the virtual evolution is and why it is important. This book gives you the requisite knowledge to plan and execute a server consolidation project as well as build both basic and advanced virtual machines and a virtual infrastructure.

How to Cheat at IT Project Management
By Susan Snedaker
September 2005, ISBN 1-597-49037-7
416 pages \$44.95

Most IT projects fail to deliver, on average, all IT projects run over schedule by 82%, run over cost by 43%, and deliver only 52% of the desired functionality. Pretty dismal statistics. Using the proven methods in this book, every IT project you work on from here on out will have a much higher likelihood of being on time, on budget, and higher quality. This book provides clear, concise, information and hands-on training to give you immediate results. And, the companion web site provides dozens of templates for managing IT projects.

Wireless Hacking: Projects for Wi-Fi Enthusiasts
By Lee Barken, with Matt Fanady, Alan Koebrick, Michael Mee & Marc Palumbo
October 2004, ISBN 1-931836-37-X
357 pages \$39.95

As the cost of wireless technology drops, the number of Wi-Fi users continues to grow. Millions of people have discovered the joy and delight of "cutting the cord." Many of those people are looking for ways to take the next step and try out some of the cutting edge techniques for building and deploying "homebrew" Wi-Fi networks, both large and small. This book shows Wi-Fi enthusiasts and consumers of Wi-Fi LANs who want to modify their Wi-Fi hardware how to build and deploy homebrew Wi-Fi networks, both large and small.



NEW! Internet Forensics
By Robert Jones
October 2005
ISBN 0-596-10006-X
240 pages \$39.95

Internet Forensics is a practical guide that shows you how to extract clues from a range

of sources. It describes how the bad guys try to cover their tracks, and offers tricks that you can use to see through their disguises. This book is packed with real world examples, explained in detail, that show just how much can be revealed with ingenuity and a little work.

PC Pest Control

By Preston Gralla
July 2005, ISBN 0-596-00926-7
284 pages \$24.95

This comprehensive guide helps you guard against internet pests like adware, spyware, Trojans, spam, phishing, and more. Written in a non-intimidating manner, it describes each problem and its symptoms, rates the danger level, and then shows you how to solve the problem step by step. Lets you surf the Web with a whole new level of confidence.

Digital Identity

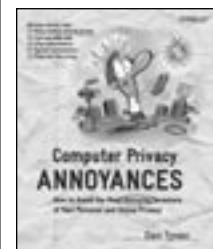
By Phillip J. Windley
August 2005, ISBN 0-596-00878-3
254 pages \$34.95

Network-based, automated services have changed the way businesses operate, but not always for the better. Many companies are more concerned with risk than opportunity. *Digital Identity* shows how an enterprise-wide identity management architecture can provide security while ensuring that interactions with customers, employees, partners, and suppliers are richer and more flexible.

Security and Usability

By Lorrie Cranor & Simson Garfinkel
August 2005, ISBN 0-596-00827-9
738 pages \$44.95

There is increasing agreement that we need to design secure computer systems that people can actually use, but less agreement about how to reach this goal. Destined to be the classic reference in this emerging field, *Security and Usability* collects 34 groundbreaking essays from leading security and human-computer interaction (HCI) researchers on authentication, privacy and anonymity, secure systems, commercialization, and much more. It is expected to start an avalanche of discussion, new ideas, and further advances in this important field.



Computer Privacy Annoyances
By Dan Tynan
July 2005
ISBN 0-596-00775-2
190 pages \$19.95

From the moment you're born, you enter the data stream—from birth certifi-

cates to medical records to what you bought on Amazon last week. As your dossier grows, so do the threats, from identity thieves to government snoops to companies who want to sell you something. *Computer Privacy Annoyances* shows you how to regain control of your life. You'll learn how to keep private information private, stop nosy bosses, get off that incredibly annoying mailing list, and more. Unless you know what data is available about you and how to protect it, you're a sitting duck. This is your guide to a safer, saner, and more private life.

Network Security Tools

By Nitesh Dhanjani & Justin Clarke
April 2005, ISBN 0-596-00794-9
340 pages \$34.95

This concise, high-end guide shows you how to customize and extend popular open source security tools such as Nikto, Ettercap, and Nessus. It also addresses port scanners, packet injectors, network sniffers, and web assessment tools. *Network Security Tools* is the one resource you want at your side when locking down your network.

Mastering FreeBSD and OpenBSD Security

By Yanek Korff, Paco Hope & Bruce Potter
April 2005, ISBN 0-596-00626-8
462 pages \$49.95

Mastering FreeBSD and OpenBSD Security is the only book currently on the market devoted completely to BSD security. Dozens of practical examples help administrators of all stripes select, configure, and deploy these operating systems. By describing security solutions for real-life scenarios, this convenient guide lets administrators push their server's security to the next level.

SSH, The Secure Shell: The Definitive Guide, 2nd Edition

By Daniel J. Barrett, Richard Silverman & Robert G. Byrnes
2nd Edition May 2005, ISBN 0-596-00895-3
666 pages \$39.95

SSH is a popular protocol for securing your network connections. It's reliable, robust, and reasonably easy to use, and both free and commercial implementations are widely available for most operating systems. Everything you want to know about SSH is in our second edition of *SSH, The Secure Shell: The Definitive Guide*. This updated book thoroughly covers the latest SSH-2 protocol for system administrators and end users.

Snort Cookbook

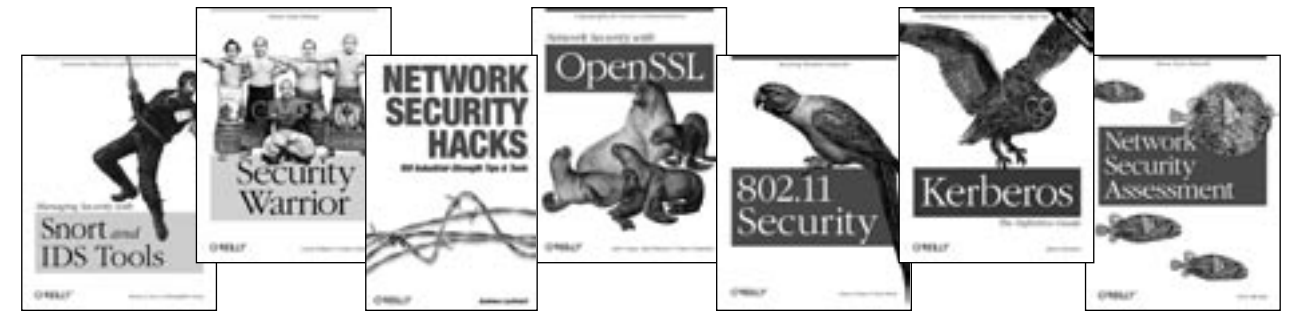
By Angela Orebaugh, Simon Biles & Jacob Babbitt
March 2005, ISBN 0-596-00791-4
286 pages \$39.95

In *Snort Cookbook* you'll learn tips, tricks, and techniques for using Snort. This Cookbook covers installation, optimization, logging, alerting, rules and signatures, detecting viruses, countermeasures, detecting common attacks, administration, honeypots, and log analysis. This ultimate Snort source book will save you hundreds of hours solving problems.



Hardening Cisco Routers
See page 71

Linux Server Security, 2nd Edition
See page 13



Managing Security with Snort and IDS Tools

By Kerry J. Cox & Christopher Gerg
August 2004, ISBN 0-596-00661-6
288 pages \$39.95

This practical guide to managing network security covers reliable methods for detecting network intruders, from using simple packet sniffers to more sophisticated IDS (Intrusion Detection Systems) applications and the GUI interfaces for managing them. A comprehensive resource for monitoring illegal entry attempts, *Managing Security with Snort and IDS Tools* provides step-by-step instructions on getting up and running with Snort 2.1, and how to shut down and secure workstations, servers, firewalls, routers, sensors, and other network devices.

BESTSELLER! Security Warrior

By Cyrus Peikari & Anton Chuvakin
January 2004, ISBN 0-596-00545-8
552 pages \$44.95

Security Warrior provides complete coverage of software reverse engineering, and teaches you how to use advanced Bayesian analysis to implement intrusion detection systems. Also provided are step-by-step instructions on how to detect wireless 802.11 rogue access points on a network, ways to quickly build and configure honeynets, and how to master computer forensics using real-world case studies. *Security Warrior* also covers security aspects of new operating systems, including Windows Server 2003 and Windows CE .NET.

BESTSELLER! Network Security Hacks

By Andrew Lockhart
April 2004, ISBN 0-596-00643-8
316 pages \$24.95

This information-packed book provides more than 100 quick, practical, and clever things to do to help make your Linux, Unix, or Windows networks more secure. Loaded with concise but powerful examples of applied encryption, intrusion detection, logging, trending, and incident response, *Network Security Hacks* demonstrates effective methods for defending your servers and networks from a variety of devious and subtle attacks.

Network Security with OpenSSL

By Jon Viega, Matt Messier & Pravir Chandra
June 2002, ISBN 0-596-00270-X
384 pages \$39.95

OpenSSL is a popular and effective open source version of SSL/TLS, the most widely used protocol for secure network communications. *Network Security with OpenSSL* details the challenges in securing network communications, and shows you how to use OpenSSL tools to best meet those challenges. Focused on the practical, this book provides only the information that is necessary to use OpenSSL safely and effectively.

802.11 Security

By Bruce Potter & Bob Fleck
December 2002, ISBN 0-596-00290-4
192 pages \$34.95

This book shows you how to secure 802.11-based wireless networks, particularly the 802.11b specification. Detailed coverage of security issues unique to wireless networking, such as Wireless Access Points (WAP), bandwidth stealing, and the problematic Wired Equivalent Privacy component of 802.11. You will learn how to configure a wireless client and to set up a WAP using either Linux or FreeBSD. Controlling network access and encrypting client traffic are also covered thoroughly.

Kerberos: The Definitive Guide

By Jason Garman
August 2003, ISBN 0-596-00403-6
270 pages \$34.95

Single sign-on is the holy grail of network administration, and Kerberos is the only game in town. *Kerberos: The Definitive Guide* shows you how to implement Kerberos on Windows and Unix systems for secure authentication. In addition to covering the basic principles behind cryptographic authentication, it covers everything from basic installation to advanced topics like cross-realm authentication, defending against attacks on Kerberos, and troubleshooting.

Securing Windows Server 2003

See page 59



Network Security Assessment

By Chris McNab
March 2004, ISBN 0-596-00611-X
396 pages \$39.95

Network Security Assessment offers an efficient testing model you can adopt, refine, and reuse to create proactive defensive strategies to protect your systems from the threats that are out there, as well as those still being developed. This thorough and insightful guide covers offensive technologies by grouping and analyzing them at a higher level—from both an offensive and defensive standpoint—helping administrators design and deploy networks that are immune to offensive exploits, tools, and scripts.



Secure Programming Cookbook for C and C++
By John Viega & Matt Messier
July 2003
ISBN 0-596-00394-3
790 pages \$49.95

Secure Programming

Cookbook for C and C++ is an important new resource for developers serious about writing secure code for Unix (including Linux) and Windows environments. This essential code companion covers a wide range of topics, including safe initialization, access control, input validation, symmetric and public key cryptography, cryptographic hashes and MACs, authentication and key exchange, PKI, random numbers, and anti-tampering.





Programming .NET Security

By Adam Freeman & Allen Jones
June 2003, ISBN 0-596-00442-7
714 pages \$44.95

With the spread of web-enabled desktop clients and web-server based applications, developers can no longer afford to treat security as an afterthought. It's one topic, in fact, that .NET forces you to address, since Microsoft has placed security-related features at the core of the .NET Framework. Yet, because a developer's carelessness or lack of experience can still allow a program to be used in an unintended way, *Programming .NET Security* shows you how the various tools will help you write secure applications.

Secure Coding: Principles & Practices

By Mark G. Graff & Kenneth R. van Wyk
June 2003, ISBN 0-596-00242-4
224 pages \$29.95

Despite their myriad manifestations and different targets, nearly all attacks on computer systems have one fundamental cause: the code used to run far too many systems today is not secure. Flaws in its design, implementation, testing, and operations allow attackers all-too-easy access. *Secure Coding: Principles & Practices* looks at the problem of bad code in a new way. This concise book explains why so much code today is filled with vulnerabilities, and tells you what you must do to avoid writing code that can be exploited by attackers.

Practical Unix & Internet Security, 3rd Edition

By Simson Garfinkel, Gene Spafford & Alan Schwartz
3rd Edition February 2003, ISBN 0-596-00323-4
986 pages \$54.95

Practical Unix & Internet Security, 3rd Edition, provides detailed coverage of today's security and networking issues. In addition to covering the four most popular Unix variants today: Solaris, Linux, FreeBSD, and Mac OS X, the authors have added far more information about Linux, security policy, and cryptography, and have added new sections on embedded systems, biometrics, additional internet protocols, new authentication systems such as LDAP and PAM, and anti-theft technologies.

NO STARCH PRESS

Silence on the Wire

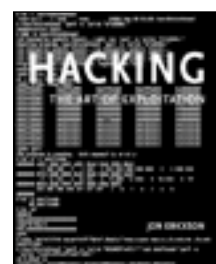
By Michal Zalewski
April 2005, ISBN 1-59327-046-1
312 pages \$39.95

Author Michal Zalewski is respected in the hacking and security communities for his intelligence, curiosity, and creativity, and this book is truly unlike anything else. *Silence on the Wire* is no humdrum white paper or how-to manual for protecting one's network. Rather, this narrative explores a variety of unique, uncommon, and often elegant security challenges that defy classification and eschew the traditional attacker-victim model.

Crackproof Your Software

By Pavol Cerven
November 2002, ISBN 1-886411-79-4
272 pages, Includes CD-ROM \$34.95

This essential resource for software developers highlights the weak points in "well-protected" software, shows how crackers break common protection schemes, and how to defend against crackers. Includes in-depth discussions of anti-debugging and anti-disassembling. The CD-ROM contains compression and encoding software, debuggers and anti-debugging tricks, practical protection demonstrations, and extended examples from the book.



BESTSELLER! Hacking: The Art of Exploitation

By Jon Erickson
November 2003
ISBN 1-59327-007-0
264 pages \$39.95

A comprehensive introduction to the techniques of exploitation and creative problem-solving methods commonly referred to as "hacking." It shows how hackers exploit programs and write exploits, instead of just how to run other people's exploits. This book explains the technical aspects of hacking, including stack-based overflows, heap-based overflows, string exploits, return-into-libc, shellcode, and cryptographic attacks on 802.11b.

SYNGRESS PUBLISHING

NEW! OS X for Hackers at Heart

By Bruce Potter, Chris Hurley, Johnny Long, Tom Owad & Russ Rodgers
October 2005, ISBN 1-597-49040-7
512 pages \$49.95

As great as OS X is out of the box, hackers are eager to push the boundaries by tweaking and tuning the software and hardware in order to do the things that really excite them such as penetration testing or software development. This book attempts to capture these purpose-driven modifications and shows how the best and brightest use OS X to do cutting edge research, development, and just plain fooling around.



NEW! RFID Security

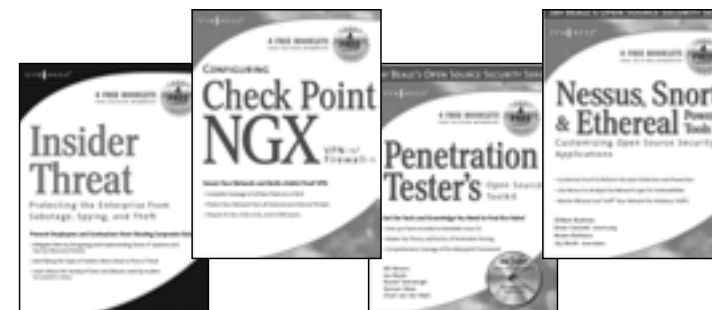
By Pete Lindstrom & Frank Thornton
November 2005
ISBN 1-597-49047-4
448 pages \$49.95

Wal-Mart was the main force behind the widespread adoption of bar codes in the 80s; they now have started the conversion from bar codes to RFID tags and are requiring all suppliers to switch to RFID tags as well or lose their business. RFID will become a mainstream technology whether liked or not and anyone using barcode technology needs to have their RFID solution in place quickly. This book teaches you about the security implications of RFID.

NEW! Security Log Management

By Jacob Babbitt
October 2005, ISBN 1-597-49042-3
450 pages \$49.95

This unique book shows you how to use a combination of open source software such as Tcpsdstat, and Snort perfmonitor to create succinct, meaningful reports to give you the big picture of your network's overall health and well being. So, if you need to analyze and prioritize everything from how much of your bandwidth is devoted to browsing ESPN.com, to the most targeted machines in your IDS logs, this is the book for you.



NEW! Insider Threat

By Dr. Eric Cole and Sandra Ring
November 2005, ISBN 1-597-49048-2
350 pages \$34.95

As network defense perimeters get stronger and stronger, IT, security, law enforcement, and intelligence professionals are realizing that the greatest threats to their networks are increasingly coming from within their own organizations. These insiders, comprised of current and former employees or contractors, can use their inside knowledge of a target network to carry out acts of sabotage, espionage, and theft of data.

NEW! Configuring Check Point NGX VPN-1/Firewall-1

By Barry J. Stiefel & Simon Desmeules
October 2005, ISBN 1-597490-31-8
608 pages \$49.95

Configuring Check Point NGX VPN-1/Firewall-1 is the perfect reference for anyone migrating from earlier versions of Check Point's flagship firewall/VPN product as well as those deploying VPN-1/Firewall-1 for the first time. NGX includes dramatic changes and new, enhanced features to secure the integrity of your network's data, communications, and applications from the plethora of blended threats which can breach your security through your network perimeter, web access, and increasingly common internal threats.

NEW! Penetration Tester's Open Source Toolkit

By HD Moore, Jay Beale, Roelof Temmingh, Haroon Meer & Charl Van Der Walt
October 2005, ISBN 1-597-49021-0
750 pages, Includes CD-ROM \$59.95

This is the first fully integrated Penetration Testing book and bootable Linux CD containing the Auditor Security Collection which includes over 300 of the most effective and commonly used open source attack and penetration testing tools. This powerful tool kit and authoritative reference is written by the security industry's foremost penetration testers including HD Moore, Jay Beale, and SensePost. This unique package provides you with a completely portable and bootable Linux attack distribution and authoritative reference to the toolset included and the required methodology.

Build Password Policies That Won't Be Ignored



NEW! Perfect Passwords: Selection, Protection, Authentication

By Mark Burnett
November 2005, ISBN 1-597-49041-5
200 pages \$24.95

User passwords are the keys to the network kingdom, yet most users choose overly simplistic passwords that anyone could guess, while system administrators demand impossible to remember passwords littered with obscure characters and random numerals. Author Mark Burnett has accumulated and analyzed over 2,000,000 user passwords, and in this highly entertaining and informative book filled with dozens of illustrations, reveals his findings and balances the rigid needs of security professionals against the ease of use desired by users.

This book teaches you how to cope with the world of password policies, password crackers, and human predictability. It teaches specific password patterns that will meet even the most unyielding security policy requirements but that users will remember in a snap.



InfoSec Career Hacking: Sell Your Skillz, Not Your Soul
By Aaron W. Bayles, Chris Hurley, Johnny Long & Ed Brindley
April 2005
ISBN 1-597490-11-3
472 pages \$39.95

Do you spend hours coding on an application for the sheer joy and challenge? How about taking the time to analyze every piece of traffic that crosses your network, dissecting packets, and making sure nothing hidden is going on? If you want to refine these skills (and learn many new ones) to build an InfoSec career in a top corporation or government agency, this book is for you!

Network Security Evaluation Using the NSA IEM

By Russ Rogers, Ed Fuller, Greg Miles, Matthew Hoagberg, Travis Schack, Ted Dykstra & Bryan Cunningham
August 2005, ISBN 1-597-49035-0
450 pages \$59.95

Finally, a book that gives you everything you need to provide the most comprehensive technical security posture evaluation for any organization! The NSA's recommended methodology is described in-depth, leading you through each step in providing customers with analysis customized to their organization. From setting scope and legal coordination to the final report and trending metrics, this book has it all.

Phishing Exposed

By Lance James
September 2005, ISBN 1-597-49030-X
450 pages \$49.95

If you have ever received a phish, become a victim of a phish, or manage the security of a major e-commerce or financial site, then you need to read this book. This book delivers the un concealed techniques of phishers including their evolving patterns, and how to gain the upper hand against the ever-accelerating attacks they deploy. Filled with elaborate and unprecedented forensics, *Phishing Exposed* details techniques that system administrators, law enforcement, and fraud investigators can exercise and learn more about their attacker and their specific attack methods, enabling risk mitigation in many cases before the attack occurs.

NEW! Software Piracy Exposed

By Ron Honick & Paul Craig
September 2005, ISBN 1-932266-98-4
400 pages \$39.95

For every \$2 worth of software purchased legally, \$1 worth of software is pirated illegally. For the first time ever, the dark underground of how software is stolen and traded over the Internet is revealed. The technical detail provided will open the eyes of software users and manufacturers worldwide! This book is a tell-it-like-it-is exposé of how tens of billions of dollars worth of software is stolen every year.

Stealing the Network: How to Own an Identity

By Timothy Mullen, Ryan Russell, Riley (Caesar) Eller, Jay Beale, FX, Chris Hurley, Tom Parker & Brian Hatch
June 2005, ISBN 1-597490-06-7
450 pages \$39.95

The first two books in this series, *Stealing the Network: How to Own the Box* and *Stealing the Network: How to Own a Continent*, have become classics in the Hacker and InfoSec communities. In this third installment, the all-star cast of authors tackle one of the fastest growing crimes in the world: identity theft. Now, the criminal hackers you have grown to both love and hate, try to cover their tracks and vanish into thin air.

Google Hacking for Penetration Testers

By Johnny Long, Foreword by Ed Skoudis
December 2004, ISBN 1-931836-36-1
528 pages \$44.95

Google Hacking for Penetration Testers explores the explosive growth of a technique known as "Google Hacking." This simple tool can be bent by hackers and those with malicious intents to find hidden information, break into sites, and access supposedly secure information. Borrowing the techniques pioneered by malicious "Google hackers," this book aims to show security practitioners how to properly protect clients from this often overlooked and dangerous form of information leakage.

Host Integrity Monitoring Using Osiris and Samhain

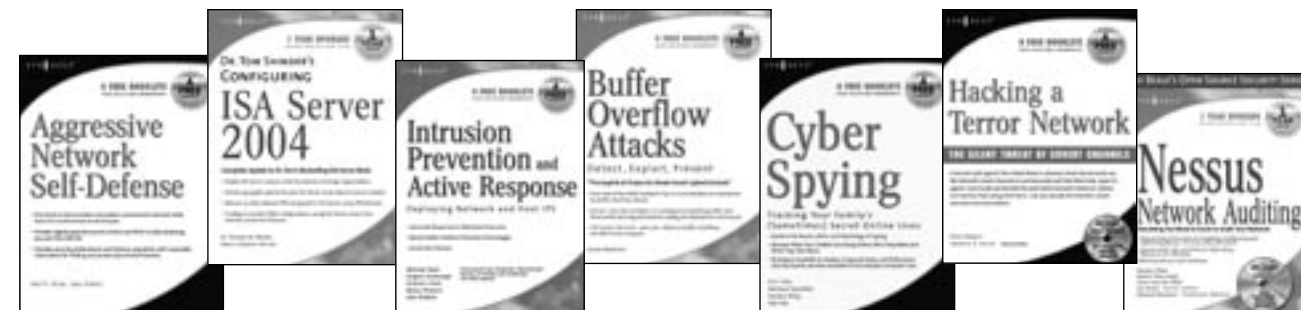
By Brian Wotring
June 2005, ISBN 1-597490-18-0
450 pages \$44.95

This book provides foundation information on host integrity monitoring as well as specific, detailed instruction on using best-of-breed products Osiris and Samhain. By the end of the book, you will not only understand the strengths and limitations of host integrity tools, but also understand how to effectively make use of them in order to integrate them into a security policy.

Sockets, Shellcode, Porting & Coding

By James C. Foster & Stuart McClure
March 2005, ISBN 1-597490-05-9
696 pages \$49.95

In this ground breaking book, bestselling author James C. Foster provides never-before-seen detail on how the fundamental building blocks of software and operating systems are exploited by malicious hackers and provides working code and scripts in C/C++, Java, Perl, and NASL to detect and defend against the most dangerous attacks.



Aggressive Network Self-Defense

By Neil R. Wylar, Seth Fogie, Neil Archibald, Chris Hurley, Dan Kaminsky, Johnny Long, Haroon Meer, Timothy Mullen, Bruce Potter & Roelof Temmingh
February 2005, ISBN 1-931836-20-5
416 pages \$49.95

This book provides a detailed analysis of the most timely and dangerous attack vectors targeted at operating systems, applications, and critical infrastructure, and the cutting-edge countermeasures used to nullify the actions of an attacking, criminal hacker.

Dr. Tom Shinder's Configuring ISA Server 2004

By Dr. Thomas W. Shinder & Debra Littlejohn Shinder
December 2004, ISBN 1-931836-19-1
1056 pages \$49.95

This book provides you with unparalleled information on installing, configuring, and troubleshooting ISA Server 2004 by teaching you to:

- Deploy ISA Server 2004 in small businesses and large organizations
- Achieve 99.999% uptime for your ISA Server 2004 Internet access solution
- Roll out an International VPN using built-in ISA Server 2004 VPN Wizards and configuration interface
- Learn how to configure complex DMZ configurations using ISA Server 2004's new network awareness features and built-in multinetworking capabilities
- Learn how to take advantage of ISA Server 2004's new VPN capabilities!

Intrusion Prevention and Active Response: Deploying Network and Host IPS

By Michael Rash, Angela Orebaugh, Graham Clark & Becky Pinkard
February 2005, ISBN 1-932266-47-X
550 pages \$49.95

There are many books that exhaust the topic of Intrusion Detection, but there are few that cover with any depth the concept of Intrusion Prevention. This book serves as a reference for next generation IDS technology that provides active response and Intrusion Prevention functions both at the network and host level.

Buffer Overflow Attacks: Detect, Exploit, Prevent

By James C. Foster
January 2005, ISBN 1-932266-67-4
304 pages \$34.95

The SANS Institute maintains a list of the "Top 10 Software Vulnerabilities." At the current time, over half of these vulnerabilities are exploitable by Buffer Overflow attacks, making this class of attack one of the most common and most dangerous weapon used by malicious attackers. This is the first book specifically aimed at detecting, exploiting, and preventing the most common and dangerous attacks.

Cyber Spying: Tracking Your Family's (Sometimes) Secret Online Lives

By Eric Cole, Michael Nordfelt, Sandra Ring & Ted Fair
February 2005, ISBN 1-931836-41-8
464 pages \$39.95

Have you ever wondered about that friend your spouse emails, or who they spend hours chatting online with? Are you curious about what your children are doing online, who they meet, and what they talk about? Do you worry about them finding drugs and other illegal items online, and wonder what they look at? This book shows you how to monitor and analyze your family's online behavior.

Hacking a Terror Network: The Silent Threat of Covert Channels

By Russ Rogers
January 2005, ISBN 1-928994-98-9
528 pages, Includes CD-ROM \$39.95

Written by a certified Arabic linguist from the Defense Language Institute with extensive background in decoding encrypted communications, this cyber-thriller uses a fictional narrative to provide a fascinating and realistic "insider's look" into technically sophisticated covert terrorist communications over the Internet. The accompanying CD-ROM allows you to "hack along" with the story line by viewing the same web sites described in the book containing encrypted, covert communications.

Nessus Network Auditing

By Jay Beale, Haroon Meer, Roelof Temmingh, Charl Van Der Walt & Renaud Deraison
September 2004, ISBN 1-931836-08-6
544 pages, Includes CD-ROM \$49.95

Nessus is the premier open source vulnerability assessment tool, and was recently voted the "most popular" open source security tool of any kind. This is the first book available on Nessus and it is written by the world's premier Nessus developers led by the creator of Nessus, Renaud Deraison.



Configuring NetScreen Firewalls

By Rob Cameron
December 2004
ISBN 1-932266-39-9
736 pages \$49.95

Configuring NetScreen Firewalls is the first book to deliver an in-depth look at the NetScreen firewall product line. It covers all of the aspects of the NetScreen product line from the SOHO devices to the Enterprise NetScreen firewalls. Advanced troubleshooting techniques and the NetScreen Security Manager are also covered.



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Programmer's Ultimate Security DeskRef

By James C. Foster & Steven C. Foster
October 2004, ISBN 1-932266-72-0
700 pages \$49.95

The *Programmer's Ultimate Security DeskRef* is a complete desk reference covering multiple languages and their inherent security issues. It serves as the programming encyclopedia for almost every major language in use. While there are many books starting to address the broad subject of security best practices within the software development lifecycle, this one addresses the overarching technical problems of incorrect function usage. Most books fail to draw the line from covering best practices security principles to actual code implementation. This book bridges that gap and covers the most popular programming languages such as Java, Perl, C++, C#, and Visual Basic.



Inside the SPAM Cartel

By Spammer-X
November 2004
ISBN 1-932266-86-0
432 pages \$49.95

Authored by a former spammer, this is a methodical, technically explicit exposé of the inner workings of the SPAM economy. You will be shocked by the sophistication and sheer size of this underworld.

Inside the SPAM Cartel is a great read even if you have a casual interest in cybercrime. In addition, it includes a level of technical detail that will clearly attract its core audience of technology junkies and security professionals.

Zero Day Exploit: Countdown to Darkness

By Rob Shein (a.k.a. Rogue Shoten) & Marcus Sachs (Technical Editor), Foreword by David Litchfield
June 2004, ISBN 1-931836-09-4
339 pages \$49.95

A group of highly sophisticated cyber-terrorists have developed a Zero Day Exploit targeting critical, petrochemical infrastructure systems in the United States. Once launched, the exploit will cripple the country's ability to respond or defend itself. The only defense against disaster rests with an elite cyber-security expert with the skill and savvy to thwart the plot.

Black Hat Physical Device Security: Exploiting Hardware and Software

By Drew Miller
February 2005, ISBN 1-932266-81-X
448 pages \$49.95

Black Hat, Inc., is the premier, worldwide provider of security training, consulting, and conferences. In this book the Black Hat experts show readers the types of attacks that can be done to physical devices such as motion detectors, video monitoring, and closed circuit systems, authentication systems, thumbprint and voice print devices, retina scans, and more. This unique book provides step-by-step instructions for assessing the vulnerability of a security device such as a retina scanner, seeing how it might be compromised, and taking protective measures. The book covers the actual device as well as the software that runs it.

BESTSELLER! Snort 2.1 Intrusion Detection, 2nd Edition

By Brian Caswell & Jay Beal
2nd Edition May 2004, ISBN 1-931836-04-3
751 pages, Includes DVD \$49.95

Called "the leader in the Snort IDS book arms race" by Richard Bejtlich, top Amazon reviewer, this brand-new edition of the bestselling Snort book covers all the latest features of a major upgrade to the product and includes a bonus DVD with Snort 2.1 and other utilities.

BESTSELLER!

WarDriving: Drive, Detect, Defend

By Chris Hurley, Michael Puchol, Frank Thornton & Russ Rogers
March 2004, ISBN 1-931836-03-5
495 pages \$49.95

The practice of WarDriving is a unique combination of hobby, sociological research, and security assessment. The act of driving or walking through urban areas with a wireless-equipped laptop to map both protected and unprotected wireless networks has sparked intense debate amongst lawmakers, security professionals, and the telecommunications industry. This first ever book on WarDriving is written from the inside perspective of those who have created the tools that make WarDriving possible.



BESTSELLER! Ethereal Packet Sniffing

By Angela D. Orebaugh
Ph.D, CISSP & Gilbert Ramirez
February 2004
ISBN 1-932266-82-8
496 pages
Includes CD-ROM \$49.95

Ethereal is the premier open source protocol analyzer for Windows and Unix, and was recently voted the #2 most popular open source security tool of any kind. This is the first book available on Ethereal which, like most open source tools, is extremely popular yet almost completely undocumented. 100,000 new copies of Ethereal are downloaded and installed every month.

Security Assessment: Case Studies for Implementing the NSA IAM

By Russ Rogers, Greg Miles, Ed Fuller & Ted Dykstra
January 2004, ISBN 1-932266-96-8
448 pages \$69.95

The National Security Agency's INFOSEC Assessment Methodology (IAM) provides guidelines for performing an analysis of how information is handled within an organization: looking at the systems that store, transfer, and process information. It also analyzes the impact to an organization if there is a loss of integrity, confidentiality, or availability. This book shows how to do a complete security assessment based on the NSA's guidelines.

Cyber Adversary Characterization: Auditing the Hacker Mind

By Tom Parker, Marcus Sachs, Eric Shaw & Ed Stroz
July 2004, ISBN 1-931836-11-6
512 pages \$49.95

Many systems and infrastructures are exceedingly vulnerable to attacks, as the complexity of computer networks is growing faster than the ability to understand and protect them. Heightened vigilance is not enough, but needs to be coupled with active defensive measures to guarantee the best protection. This book provides you with an understanding of and an ability to anticipate that "cyber adversary" silently waiting in the wings to attack.



CYA: Securing Exchange Server 2003 and Outlook Web Access

By Henrik Walther & Patrick Santry
May 2004, ISBN 1-931836-24-8
335 pages \$39.95

A highly portable, easily digestible road-map to configuring, maintaining, and troubleshooting essential Exchange Server 2003 features. This book is organized around the 11 "MMCs" (Microsoft Management Consoles) that contain the configuration menus for the essential features. The options within each menu are explained clearly, potential problems are identified upfront, and configurations are subsequently presented in the aptly named "By the Book" section for that MMC. You will also appreciate the "Reality Check" sidebars throughout, which present valuable cost/benefit analyses of situations where there is no single "right" answer.

Security Sage's Guide to Hardening the Network Infrastructure

By Steven Andrés, Brian Kenyon & Erik Pace Birkholz
April 2004, ISBN 1-931836-01-9
544 pages \$59.95

Security Sage's Guide to Hardening the Network Infrastructure focuses on both perimeter and internal networks, giving IT and security administrators a complete picture of how they should design and protect their enterprises. Other books may concentrate on perimeter security or host configuration—yet ignore the infrastructure connecting the two. While others tend to focus on theory and basic security background, this publication will dive right into the content and help provide real solutions to common IT security problems.

Cisco IOS in a Nutshell, 2nd Edition

By James Boney
2nd Edition August 2005, ISBN 0-596-00869-4
796 pages \$39.95

Fully revised, this second edition takes the mystery out of IOS 12.3, the latest unified operating system for Cisco routers. The book covers IOS configuration for the TCP/IP protocol family, and includes information on the user interface, configuring lines and interfaces, dial-on-demand routing and security, access lists, and much more.

Cisco Cookbook

By Kevin Dooley & Ian J. Brown
July 2003, ISBN 0-596-00367-6
908 pages \$54.95

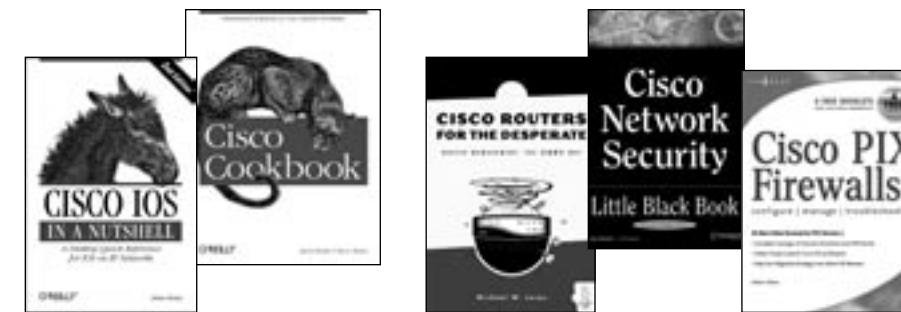
Everybody who has worked with Cisco routers for any length of time has had to ask their friends and co-workers for example router configuration files that show how to solve a common problem. A good working configuration example can often save huge amounts of time and frustration when implementing a feature that you've never used before. The *Cisco Cookbook* gathers hundreds of example router configurations all in one place.



Hardening Cisco Routers

By Thomas Akin
February 2002
ISBN 0-596-00166-5
190 pages \$24.95

This succinct book departs from other security literature by focusing exclusively on ways to secure Cisco routers, rather than the entire network. The rationale is simple: If the router protecting a network is exposed to hackers, then so is the network behind it. This is a reference for protecting the protectors, and supplying all the tools necessary to turn a potential vulnerability into a strength.



NO STARCH

Cisco Routers for the Desperate

By Michael W. Lucas
November 2004, ISBN 1-59327-049-6
144 pages \$19.95

Cisco Routers for the Desperate is a brief, meaty introduction to Cisco routers that will make a competent systems administrator comfortable with the Cisco environment, teach you how to troubleshoot problems, and take you through the basic tasks of router maintenance and integration into an existing network. This compact book is designed to be read once, and then left on top of the router until something breaks.

PARAGLYPH PRESS

Cisco Network Security Little Black Book

By Joe Harris
August 2002, ISBN 1-932111-65-4
396 pages \$29.99

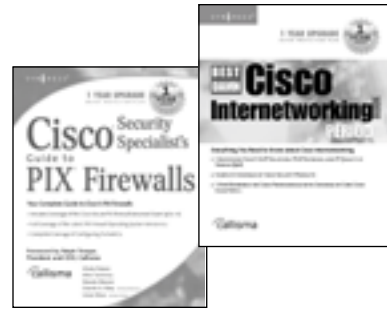
With this concise, problem-solving guide you will learn how to identify network security threats and implement uniform security throughout your network. Step-by-step instructions and immediate solutions will help you implement and update security defenses. Plus, every configuration in this book was completely tested and perfected with actual Cisco routers. No other concise guide provides the security expertise presented in this book.

SYNGRESS PUBLISHING

Cisco PIX Firewalls: Configure, Manage, Troubleshoot

By Umer Khan
June 2005, ISBN 1-597490-04-0
608 pages \$49.95

Cisco PIX Firewall is the world's most used network firewall, protecting internal networks from unwanted intrusions and attacks. Virtual Private Networks (VPNs) are the means by which authorized users are allowed through PIX Firewalls. Network engineers and security specialists must constantly balance the need for air-tight security (Firewalls) with the need for on-demand access (VPNs).



Cisco Security Specialist's Guide to PIX Firewalls

By Callisma
December 2002, ISBN 1-931836-63-9
628 pages \$59.95

The objective of this book is to help you gain a deeper knowledge of the Cisco PIX Firewalls. Whether you have administrative responsibilities or are studying to pass an exam such as the Cisco Secure PIX Firewall Advanced (CPSFA), this comprehensive guide will be of value to you.

Best Damn Cisco Internetworking Book Period

By Callisma
October 2003, ISBN 1-931836-91-4
800 pages \$59.95

The *Best Damn Cisco Internetworking Book Period* shows you everything you need to know about all Cisco internetworking topics. It provides an understanding of Cisco's current VoIP solutions and the means to put them to work, showing how to configure all of Cisco's core VoIP products—among them Cisco CallManager software, Cisco 7910 series phones, and server-based IP PBXs. It discusses IPv6 Protocols, as well as IP Quality of Service (QoS) and how it applies to Enterprise and Internet Service Provider (ISP) environments.

MCSE Windows 2003 Study Guide & DVD Training Systems from Syngress

Syngress' 100% Certified Study Guide & DVD Training Systems are fully integrated learning systems (study guide/online exams/DVD) guaranteed to deliver 100% coverage of Microsoft's learning objectives for MCSE Windows 2003 Server certification.

CORE EXAMS



MCSA/MCSE Exam 70-291 Study Guide & DVD Training System: Implementing, Managing, and Maintaining a Windows Server 2003 Network Infrastructure

By Thomas W. Shinder, Dan Douglas & Hal Kurz
September 2003, ISBN 1-931836-92-2, 1031 pages \$59.95

Exam 70-291: Implementing, Managing, and Maintaining a Microsoft Windows Server 2003



MCSE Planning and Maintaining a Windows Server 2003 Network Infrastructure: Exam 70-293 Study Guide & DVD Training System

By Thomas W. Shinder, Debra Littlejohn Shinder & Michael Moncour
October 2003, ISBN 1-931836-93-0, 1066 pages \$59.95

Exam 70-293: Planning and Maintaining a Microsoft Windows Server 2003 Network Infrastructure

ELECTIVE EXAMS



MCSE Designing a Windows Server 2003 Active Directory & Network Infrastructure Study Guide & DVD Training System

By Neil Ruston & Laura E. Hunter
February 2004, ISBN 1-932266-54-2, 668 pages \$59.95

Exam 70-297: Designing a Microsoft Windows Server 2003 Active Directory and Network Infrastructure



MCSE Designing Security for a Windows Server 2003 Network: Exam 70-298 Study Guide & DVD Training System

By Neil Ruston & Laura E. Hunter
February 2004, ISBN 1-932266-55-0, 774 pages \$59.95

Exam 70-298: Designing Security for a Microsoft Windows Server 2003 Network

UPGRADE EXAMS



MCSA/MCSE Exam 70-292 Study Guide & DVD Training System: Managing and Maintaining a Windows Server 2003 Environment for an MCSA Certified on Windows 2000

By Robert J. Shimonski & Will Schmied
October 2003, ISBN 1-932266-56-9, 697 pages \$59.95

Exam 70-292: Managing and Maintaining a Microsoft Windows Server 2003 Environment for an MCSA Certified on Windows 2000

BOX SETS



MCSE 2003 Certification Upgrade Kit (Exams 70-292 and 70-296)

By Syngress Publishing
December 2003, ISBN 1-932266-61-5, 2100 pages \$99.95

Exam 70-292 and 70-296: Planning, Implementing, and Maintaining a Microsoft Windows Server 2003 Environment for an MCSE Certified on Windows 2000



Network+ Study Guide and Practice Exams: Exam N10-003

By Robert J. Shimonski, Laura E. Hunter & Norris L. Johnson
June 2005, ISBN 1-931836-42-6
400 pages \$39.95

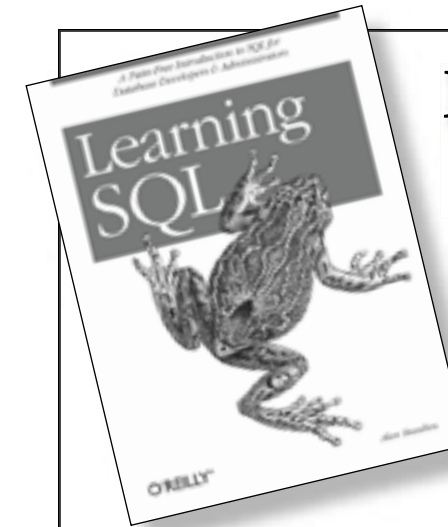
Over 750,000 IT professionals have prepared for exams using Syngress-authored study guides. The *Network+ Study Guide and Practice Exams: Exam N10-003* covers the revised Network+ exam, released in early 2005 and rendering all existing study guides obsolete. The *Network+ Study Guide and Practice Exams: Exam N10-003* covers all the objectives on the CompTIA exam, including the features and functions of networking components, and ensuring that you have the knowledge and skills needed to install, configure, and troubleshoot basic networking hardware, protocols, and services.

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Learn a Universal Language

NEW! Learning SQL

By Alan Beaulieu
September 2005, ISBN 0-596-00727-2
306 pages \$34.95

SQL can be a "fun" language. It's exhilarating to take a knotty data-manipulation or reporting problem and solve it in a single statement, pushing a whole bunch of work

that you would otherwise have to perform within your

application program onto the database. This introductory guide gets you up and running on SQL in short order and is ideal for anyone who writes applications, performs administrative tasks, or generates reports.

To learn SQL, you need to practice on a database. There are many database products on the market, but what better choice for learning about SQL than the widely used and respected MySQL relational database management system? To that end, the author helps you build a MySQL database and then uses it for nearly all the examples in the book.

ABOUT THE AUTHOR: Alan Beaulieu has been designing, building, and implementing custom database applications for over 13 years. He currently runs his own consulting company that specializes in designing Oracle databases and supporting services in the fields of financial services and telecommunications. In building large databases for both OLTP and OLAP environments, Beaulieu utilizes such Oracle features as Parallel Query, Partitioning, and Parallel Server. Alan has a bachelor of science degree in operations research from the Cornell University School of Engineering.

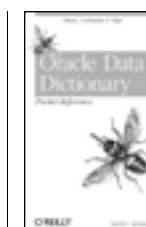


Optimizing Oracle Performance

By Cary Millsap with Jeff Holt
September 2003
ISBN 0-596-00527-X
416 pages \$34.95

In *Optimizing Oracle Performance*, Cary Millsap,

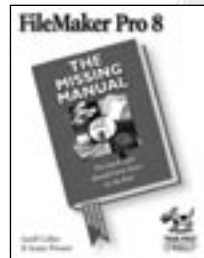
former VP of Oracle's System Performance Group, clearly and concisely explains how to use Oracle's response time statistics to diagnose and repair performance problems. Millsap also shows how "queueing theory" can be applied to response time statistics to predict the impact of upgrades and other system changes. The price of this essential book will be paid back in hours saved the first time its methods are used.



Oracle Data Dictionary Pocket Reference

By David C. Kreines
April 2003, ISBN 0-596-00517-2
144 pages \$9.95

Oracle Data Dictionary Pocket Reference provides a detailed reference to the most useful data dictionary tables and views. The book provides a complete list of the most commonly used tables and views in the Oracle 9i data dictionary. It also includes column names and descriptions for each of the tables and views, as well as helpful tips, warnings, and usage examples.



NEW!
**FileMaker Pro 8:
 The Missing Manual**
 By Geoff Coffey
 & Susan Prosser
 September 2005
 ISBN 0-596-00579-2
 700 pages \$34.95

Used by millions worldwide, FileMaker Pro 8 is an award-winning database program for managing people, projects, images, assets, and other information. But it doesn't come with a manual so *FileMaker Pro 8: The Missing Manual* is the book that should have been in the box. With practical information, countless expert tips, and invaluable guidance, it's your guide to designing and building useful databases with the powerful and pliable FileMaker Pro.

NEW! **Oracle PL/SQL for DBAs**
 By Arup Nanda & Steven Feuerstein
 November 2005, ISBN 0-596-00587-3
 456 pages \$39.95

Oracle PL/SQL for DBAs focuses on using PL/SQL for database administration. Although primarily a tool for developers, PL/SQL has become an essential tool in the DBA arsenal as DBAs take increasing responsibility for site performance and as the lines between developers and DBAs blur. The book focuses on several particular PL/SQL topic areas: security, scheduling, and performance.

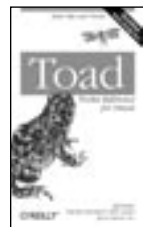
BESTSELLER!
Oracle PL/SQL Programming, 4th Edition
 By Steven Feuerstein & Bill Pribyl
 4th Edition August 2005
 ISBN 0-596-00977-1, 1198 pages \$64.95

This fourth edition is a comprehensive update, adding significant new content and extending coverage to Oracle Database 10g Release 2. It adds brand-new chapters on security, I/O (file, email, and Web), and internationalization. New features include the PL/SQL optimizing compiler, conditional compilation, compile-time warnings, regular expressions, and much more. Authored by the world's foremost PL/SQL authority, Steven Feuerstein, this classic reference provides language syntax, best practices, and extensive code.



Oracle DBA Pocket Guide
 By David C. Kreines
 August 2005, ISBN 0-596-10049-3
 152 pages \$9.95

This handy reference helps Oracle database administrators make more effective use of their time by presenting a compact summary of DBA tasks. You have instant access to the most important concepts, best practices, tips, and checklists. Key topics include architecture, installation, configuration, tuning, and backup/recovery. Covers Oracle Database 9i and Oracle Database 10g.



Toad Pocket Reference for Oracle, 2nd Edition
 By Jeff Smith, Patrick McGrath & Bert Scalzo
 2nd Edition June 2005
 ISBN 0-596-00971-2
 128 pages \$9.95

This second edition, revised for Toad for Oracle V8.0 and V8.5, provides a quick reference to this very popular interactive environment tool. It covers new features (e.g., CodeXpert and Script Debugger), shortcut keys, and productivity tips. If you're a developer needing to streamline code development or a DBA trying to simplify day-to-day administrative tasks, this pocket-sized guide is the one book to have by your side.

Oracle PL/SQL Language Pocket Reference, 3rd Edition
 By Steven Feuerstein, Bill Pribyl & Chip Dawes
 3rd Edition April 2004, ISBN 0-596-00680-2
 156 pages \$9.95

When you need a reminder or quick answer to a PL/SQL problem *Oracle PL/SQL Language Pocket Reference*, 3rd Edition, is the key. Updated for Oracle10g, it includes fundamental language elements; statements for program control, cursor management, and exception handling; the basics of records, procedures, functions, triggers, and packages; and the calling of PL/QL functions in SQL; new Oracle 10g elements, and much more.

Database in Depth
 By C. J. Date
 May 2005, ISBN 0-596-10012-4
 228 pages \$29.95

This concise guide sheds light on the principles behind the relational model, which underlies all database products in wide use today. It goes beyond the hype to give you a clear view of the technology—a view that's not influenced by any vendor or product. Ideal for experienced database developers and designers.

Oracle Utilities Pocket Reference
 By Sanjay Mishra
 November 2004, ISBN 0-596-00899-6
 126 pages \$9.95

The *Oracle Utilities Pocket Reference* is a quick-reference guide to the multitude of Oracle utilities that database administrators (DBAs) use every day. Packed with information in an easy-to-read format, this compact resource supplies the syntax and options for whatever utility a DBA needs to perform a given task, thereby eliminating cumbersome memorization. *The Oracle Utilities Pocket Reference* is part of the strong-selling collection of O'Reilly pocket reference books.

Oracle Application Server 10g Essentials
 By Rick Greenwald, Robert Stackowiak & Donald Bales
 August 2004, ISBN 0-596-00621-7
 282 pages \$34.95

This guide provides the perfect introduction to the Oracle Application Server for users of any level. Divided into three concise sections, the book covers server basics, core components, and server functionality. Designed to be the ideal first OracleAS book, *Oracle Application Server 10g Essentials* offers Oracle application developers and administrators everything they need to know to use this powerful server effectively and efficiently.

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database.oreilly.com**



Oracle Initialization Parameters Pocket Reference
 By David C. Creines
 August 2004, ISBN 0-596-00770-1
 118 pages \$9.95

The *Oracle Initialization Parameters Pocket Reference* provides the information Oracle DBAs need to keep databases operating at peak performance. The book describes each initialization parameter, including category—from auditing to multithreaded server MTS—and whether it can be modified dynamically via the ALTER SESSION or ALTER SYSTEM command. You'll also find performance tips, such as how the various parameters interact, and optimal settings for different configurations.

Oracle SQL*Plus: The Definitive Guide, 2nd Edition
 By Jonathan Gennick
 2nd Edition November 2004, ISBN 0-596-00746-9
 582 pages \$39.95

Updated for Oracle 10g, this bestselling book is the only in-depth guide to SQL*Plus. It clearly describes how to perform, step-by-step, all of the tasks that Oracle developers and DBAs want to perform with SQL*Plus—and maybe some you didn't realize you could perform. If you want to leverage the full power and flexibility of this popular Oracle tool, this book is an indispensable resource.

Oracle SQL*Plus Pocket Reference, 3rd Edition
 By Jonathan Gennick
 3rd Edition November 2004, ISBN 0-59600-885-6
 154 pages \$9.95

Our convenient on-the-job quick reference includes a summary of all of the SQL*Plus syntax from the latest database release, Oracle 10g, and gives users practical information, such as the difference between SQL and SQL*Plus, and how to format reports with HTML. And because it offers the essentials from our tutorial, *Oracle SQL*Plus: The Definitive Guide*, this pocket reference edition works as an ideal companion to the larger book. Anyone using Oracle will appreciate having our power-packed little reference nearby.

Mastering Oracle SQL, 2nd Edition
 By Sanjay Mishra & Alan Beaulieu
 2nd Edition June 2004, ISBN 0-596-00632-2
 494 pages \$39.95

Updated to cover Oracle 10g, this edition of the highly regarded *Mastering Oracle SQL* has a stronger focus on practical, expert best-practices and on Oracle-specific SQL technique than any other book on the market. For those who want to harness the untapped power of Oracle SQL, this essential guide for putting Oracle SQL to work will prove invaluable.

Oracle Essentials: Oracle Database 10g, 3rd Edition
 By Rick Greenwald, Robert Stackowiak & Jonathan Stern
 3rd Edition February 2004, ISBN 0-596-00585-7
 394 pages \$39.95

More comprehensible than a large reference, and more detailed than most primers, this book offers Oracle users all the information they require to install and run these databases, as well as the conceptual background they need to understand how they work. Offers a valuable overview of Oracle Database 10g, the industry's first database to support "grid computing," which reduces IT costs by clustering servers together to act as a single large computer. Releases such as Oracle 9i and 8i are also covered.

Unix for Oracle DBAs Pocket Reference
 By Donald K. Burleson
 February 2001, ISBN 0-596-00066-9
 110 pages \$9.95

Unix for Oracle DBAs Pocket Reference is a perfect fit for DBAs who need to have the specialized Unix database commands at their fingertips. This book will be useful for DBAs currently working with Unix, and an absolute lifesaver for those moving from Oracle under Windows NT/2000 to Oracle under Unix.

Oracle SQL Tuning Pocket Reference
 By Mark Gurry
 November 2001, ISBN 0-596-00268-8
 108 pages \$9.95

In this book, Mark Gurry provides solutions to many common problems that occur with both the rule-based and cost-based optimizers. He provides a number of handy SQL tuning tips, discusses the use of the DBMS_STATS package to manage database statistics, and shows you how to use outlines to specify execution plans for SQL statements in third-party applications that you can't otherwise modify.

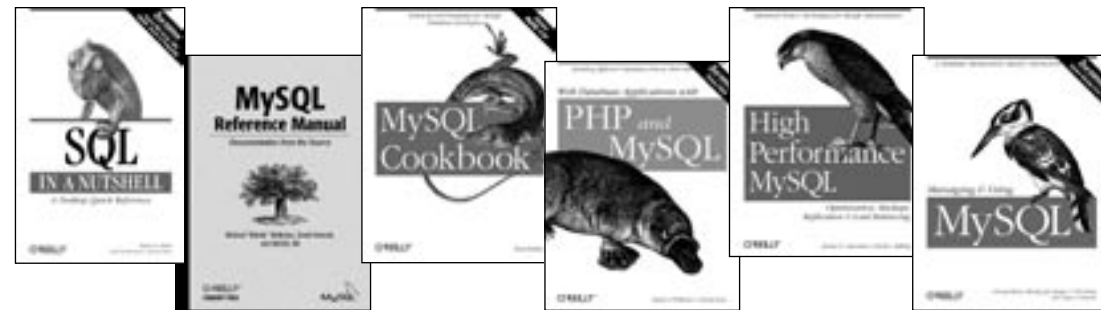


Oracle Regular Expressions Pocket Reference
 By Jonathan Gennick & Peter Linsley
 September 2003
 ISBN 0-596-00601-2
 64 pages \$9.95

Oracle Regular Expressions Pocket Reference is part tutorial and part quick-reference. It's suitable for those who have never used regular expressions before, as well as those who have experience with Perl and other languages supporting regular expressions. The book describes Oracle Database 10g's support for regular expressions, including globalization support and differences between Perl's syntax and the POSIX syntax supported by Oracle 10g. It also provides a comprehensive reference, including examples, to all supported regular expression operators, functions, and error messages.

SQL Tuning
 By Dan Tow
 November 2003, ISBN 0-596-00573-3
 336 pages \$39.95

SQL Tuning outlines Tow's timesaving method for finding the optimum execution plan, rapidly and systematically, regardless of the complexity of the SQL, or the database platform being used. Learn how to understand and control SQL execution plans, and how to diagram SQL queries to deduce the best execution plan for the query. Each chapter includes exercises to reinforce concepts, and *SQL Tuning* concludes by addressing special cases and "outside the box solutions to unsolvable problems."



BESTSELLER!
SQL Pocket Guide
 By Jonathan Gennick
 March 2004, ISBN 0-596-00512-1
 160 pages \$9.95

This unique reference can be a major help to programmers who use SQL in their day-to-day work. Not just an endless collection of syntax diagrams, this small guide addresses the language's complexity head on and leads by example. The book covers the four commonly used SQL variants—Oracle, IBM DB2, Microsoft SQL Server, and MySQL. It's a concise reference to frequently used SQL statements and commonly used SQL functions.

BESTSELLER—Over 50,000 Sold!
SQL in a Nutshell, 2nd Edition
 By Kevin E. Kline with Daniel Kline & Brand Hunt
 2nd Edition September 2004, ISBN 0-596-00481-8
 710 pages \$44.95

This essential desktop reference drills down and documents every SQL command and how to use it in both commercial (Oracle, DB2, and Microsoft SQL Server) and open source implementations (PostgreSQL and MySQL). It includes the command syntax (by vendor, if the syntax differs across implementations), a description, and practical examples. It also explains how the leading commercial and open source database products implement SQL. This wealth of information is packed into a succinct, comprehensive, and extraordinarily easy-to-use format.



MySQL in a Nutshell
 By Russell Dyer
 April 2005
 ISBN 0-596-00789-2
 348 pages \$39.95

MySQL in a Nutshell covers all MySQL functions and administration, and listings for the most important language APIs available to programmers. This wealth of information is packed into the concise, comprehensive, and extraordinarily easy-to-use format. It clearly documents every detail you need to master MySQL.

MySQL Reference Manual
 By Michael "Monty" Widenius, David Axmark & MySQL AB
 June 2002, ISBN 0-596-00265-3
 814 pages \$39.95

This highly regarded and comprehensive reference manual comes directly from the members of the MySQL team. The book covers issues at all stages in MySQL use, from installation problems through performance tuning. Included are suggested uses of privileges to enhance security, many performance tips, and a sophisticated guide to error recovery. It also offers a thorough comparison of MySQL with SQL standards and other databases. No serious MySQL user should be without this book.

MySQL Cookbook
 By Paul DuBois
 October 2002, ISBN 0-596-00145-2
 1022 pages \$49.95

MySQL Cookbook provides a unique problem-and-solution format that offers practical examples for everyday programming dilemmas. For every problem addressed in the book, there's a worked-out solution or "recipe"—short, focused pieces of code that you can insert directly into your applications. More than a collection of cut-and-paste code, this book explains how and why the code works, so you can learn to adapt the techniques to similar situations.

Web Database Applications with PHP and MySQL, 2nd Edition
 By Hugh E. Williams & David Lane
 2nd Edition May 2004, ISBN 0-596-00543-1
 816 pages \$44.95

This new edition has been redesigned around the rich offerings of PEAR. Several of these, including the Template package and the database-independent query API, are fully integrated into examples and thoroughly described in the text. The book introduces PHP 5 and MySQL 4.1 features, while providing techniques that can be used on older versions of the software that are still in widespread use.

High Performance MySQL
 By Jeremy D. Zawodny & Derek J. Balling
 April 2004, ISBN 0-596-00306-4
 294 pages \$39.95

In *High Performance MySQL* you will learn about MySQL indexing and optimization in depth so you can make better use of these key features. You will learn practical replication, backup, and load-balancing strategies with information that goes beyond available tools to discuss their effects in real-life environments. And you'll learn the supporting techniques you need to carry out these tasks, including advanced configuration, benchmarking, and investigating logs.

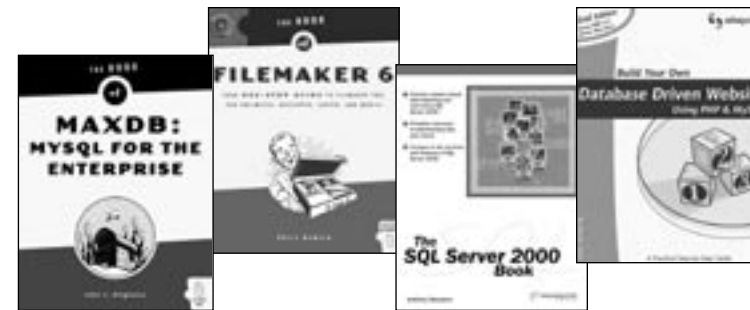
Managing & Using MySQL, 2nd Edition
 By George Reese, Randy Jay Yarger & Tim King
 2nd Edition April 2002, ISBN 0-596-00211-4
 442 pages \$39.95

Learn how to use MySQL, a popular database product that supports key subsets of SQL on Linux and Unix systems. Using C/C++, Java, Perl, PHP, or Python, you can write programs to interact with a MySQL database, either as a stand-alone application or through a web page. *Managing & Using MySQL*, 2nd Edition, covers the whole process, from installation to programming interfaces and database administration. It includes ample tutorial material and examples.



MySQL Pocket Reference
 By George Reese
 February 2003
 ISBN 0-596-00446-X
 96 pages \$9.95

MySQL Pocket Reference provides instant reminders on how to use important MySQL functions in conjunction with key parts of the LAMP open source infrastructure. The book covers installation of MySQL and includes a description of SQL commands, data types, operators, and functions. In this small book, you get a handy reference to the enormous feature set of MySQL, the dominant database in the open source world.



NO STARCH PRESS

NEW! The Book of MaxDB: MySQL for the Enterprise
 By John L. Singleton
 December 2005, ISBN 1-59327-058-5
 600 pages, Includes CD-ROM \$44.95

MaxDB is a heavy-duty, SAP-certified open source database that offers high availability, scalability, and a comprehensive feature set. MaxDB complements the MySQL database, extending its market reach to large mySAP ERP environments and other applications that require maximum enterprise-level database functionality. *The Book of MaxDB* provides a thorough overview of the product and its functionality, including installation, administration, backup and recovery, SQL development, security, and development in PHP, Python, Java, and Perl.

The Book of FileMaker 6
 By Chris Kubica
 July 2003, ISBN 1-886411-81-6
 840 pages, Includes CD-ROM \$59.95

Whether you're using FileMaker to run your office or e-Commerce web site, or to develop commercial FileMaker applications, this guide shows how to create dynamic database systems from the ground up. The book introduces the FileMaker Pro development environment (and relational databases in general), but quickly progresses to in-depth discussions of advanced topics such as web-enabling databases, integration with external applications, and much more. The accompanying CD-ROM includes hundreds of complete, ready-to-use example databases discussed in the book.

PARAGLYPH PRESS

The SQL Server 2000 Book
 By Anthony Sequeira
 February 2003, ISBN 1-932111-67-0
 739 pages \$49.99

This book is designed for the system or database administrator, IT manager, and IT professional working with SQL Server because it covers four main topic areas: technologies and architecture, planning, administering and optimizing, and using SQL Server 2000. Some of the critical topics featured in the book include backing up and restoring databases, optimizing SQL Server, using replication, configuring XML and Internet support, and automating administrative tasks.

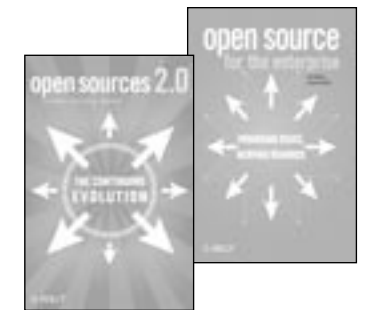
PRAGMATIC BOOKSHELF

Data Crunching
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SITEPOINT

Build Your Own Database Driven Website Using PHP & MySQL, 3rd Edition
 By Kevin Yank
 3rd Edition October 2004, ISBN 0-9752402-1-8
 373 pages \$39.95

A practical guide for first-time users of PHP and MySQL that teaches readers by creating a fully working Content Management System, Shopping Cart, and other real-world applications. This bestseller has been updated to reflect best practice web development using PHP 5 and MySQL 4. The third edition also includes a bonus chapter on structured PHP Programming.



NEW! Open Sources 2.0
 By Chris DiBona, Mark Stone & Danese Cooper
 October 2005, ISBN 0-596-00802-3
 528 pages \$29.95

Six years ago, several leaders of the open source movement stepped forward to discuss their new vision for software development in open sources. Now that open source software has entered the mainstream, another group of prominent technologists examine the effectiveness of the movement, and whether open source software has lived up to its potential both within the technology community and outside of the tech sector. The essays in *Open Sources 2* cover three broadly defined subjects: Open Source Technology, Open Source Business Models, and Beyond Open Source: Collaborative Communities.

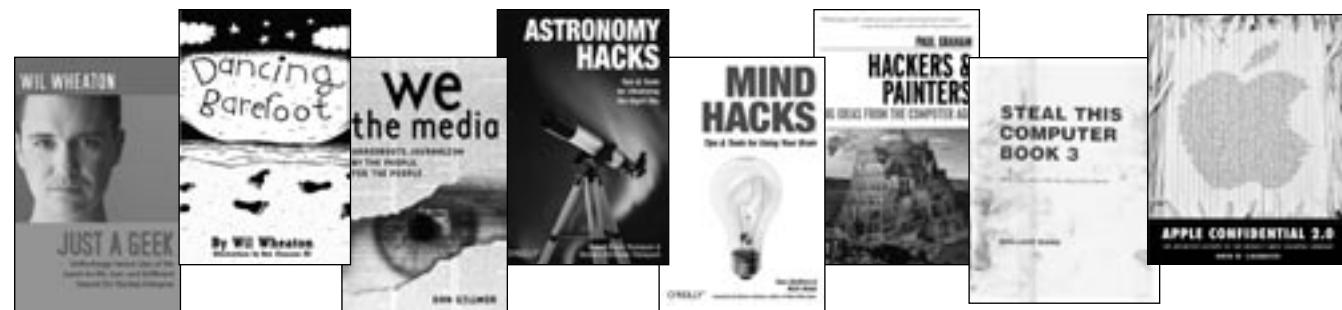
Open Source for the Enterprise
 By Dan Woods & Gautam Guliani
 August 2005, ISBN 0-596-10119-8
 234 pages \$22.95

By examining the benefits and challenges of open source software, this handy guide helps you determine if open source is right for your corporate environment. Also shows you how to design a low-risk adoption plan and how to calculate an open source ROI for your business. Numerous case studies allow for easy comprehension.



Spam Kings
 By Brian S. McWilliams
 October 2004
 ISBN 0-596-00732-9 (hardcover)
 368 pages \$22.95

The mounting onslaught of email pitches for porn, pills, and penis enlargement has some technopundits declaring that spam is on the verge of destroying the Internet. In *Spam Kings*, author and veteran investigative journalist Brian S. McWilliams delivers a compelling account of the cat-and-mouse game played by spam entrepreneurs (including the notorious Davis Wolfgang Hawke, "Dr. Fatburn," and Scott Richter) in search of easy fortunes and the cyber-vigilantes who are trying to stop them.



Revolution in The Valley
By Andy Hertzfeld
December 2004
ISBN 0-596-00719-1 (hardcover)
320 pages \$24.95

Revolution in The Valley traces the development of the Macintosh computer from its inception as an underground skunkworks project in 1979 to its triumphant introduction in 1984 and beyond. In this vivid first-hand account, author and key Macintosh developer Andy Hertzfeld reveals exactly what it was like to be a key player in one of the most important technical achievements in modern history.

Just a Geek
By Wil Wheaton
June 2004, ISBN 0-596-00768-X (hardcover)
296 pages \$24.95

Wil Wheaton has never been one to take the conventional path to success. Despite early stardom through his childhood role in the motion picture *Stand By Me*, and growing up on television as Wesley Crusher on *Star Trek: The Next Generation*, Wheaton left Hollywood in pursuit of happiness, purpose, and a viable means of paying the bills. In the oddest of places, Topeka, Kansas, he discovered that despite his claims to fame, he was at heart *Just a Geek*.

Dancing Barefoot
By Wil Wheaton
February 2004, ISBN 0-596-00674-8
116 pages \$14.95

Wil Wheaton—blogger, geek, and *Star Trek: The Next Generation*'s Wesley Crusher—gives us five true tales of life, love, and the absurdities of Hollywood in *Dancing Barefoot*. Far from the usual celebrity tell-all, *Dancing Barefoot* is a vivid, personal account of his search for his true self. If you've ever fallen in love, attended a *Star Trek* convention, or pondered the meaning of life, you'll find a kindred soul in the pages of *Dancing Barefoot*.

We the Media: Grassroots Journalism by the People, for the People
By Dan Gillmor
July 2004, ISBN 0-596-00733-7 (hardcover)
320 pages \$24.95

Grassroots journalists are dismantling Big Media's monopoly on the news, transforming it from a lecture to a conversation. Not content to accept the news as reported, these readers-turned-reporters are publishing in real time to a worldwide audience via the Internet. The impact of their work is just beginning to be felt by professional journalists and the newsmakers they cover. In *We the Media: Grassroots Journalism by the People, for the People*, nationally known business and technology columnist Dan Gillmor tells the story of this emerging phenomenon, and sheds light on this deep shift in how we make and consume the news.

Astronomy Hacks
By Robert Thompson & Barbara Fritchman Thompson
June 2005, ISBN 0-596-10060-4
410 pages \$24.95

Do you relish viewing and identifying celestial objects? Whether you're a first timer or an advanced hobbyist, *Astronomy Hacks* makes a brilliant cosmic companion. Turn computers and handheld devices into tools for an out-of-this-world experience. *Astronomy Hacks* brings space dreams to life making the book essential for anyone who wants memorable celestial adventures.

Mind Hacks
By Tom Stafford & Matt Webb
November 2004, ISBN 0-596-00779-5
394 pages \$24.95

This exploration into the moment-by-moment works of the brain uses cognitive neuroscience to present experiments, tricks, and tips related to vision, motor skills, attention, cognition, subliminal perception. Each "hack" examines specific operations of the brain. By seeing how the brain responds, you'll learn more about how the brain is put together. If you want to find out what's going on in your head, then *Mind Hacks* is the key.

Hackers & Painters: Big Ideas from the Computer Age
By Paul Graham
May 2004, ISBN 0-596-00662-4 (hardcover)
267 pages \$22.95

Hackers & Painters examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, internet startups, and more. In each essay, Graham moves beyond widely held beliefs about the way that programmers work as he tells important stories about the kinds of people behind tech innovations, revealing distinctions about their characters and their craft.

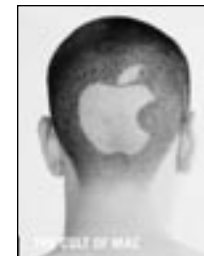
NO STARCH PRESS

BESTSELLER! Steal This Computer Book 3
By Wallace Wang
3rd Edition May 2003, ISBN 1-59327-000-3
384 pages \$24.95

This offbeat, non-technical book looks at what hackers do, how they do it, and how you can protect yourself. The third edition of this bestseller adopts the same informative, irreverent, and entertaining style that made the first two editions a huge success. Thoroughly up-dated, this edition also covers rootkits, spyware, web bugs, identity theft, hacktivism, wireless hacking (WarDriving), biometrics, and firewalls.

BESTSELLER! Apple Confidential 2.0
By Owen W. Linzmayer
2nd Edition January 2004, ISBN 1-59327-010-0
333 pages \$19.95

Apple Confidential 2.0 examines the tumultuous history of America's best-known Silicon Valley start-up from its legendary founding almost 30 years ago, through a series of disastrous executive decisions, to its return to profitability, including Apple's recent move into the music business. This updated and expanded edition is full of new quotes, timelines, charts, and photos.



BESTSELLER! The Cult of Mac
By Leander Kahney
October 2004
ISBN 1-886411-83-2 (hardcover)
280 pages \$39.95

Written by *Wired News* journalist Leander Kahney, *The Cult of Mac* is an in-depth look at Mac users and their unique, creative, and often very funny culture. Like fans of a football team or a rock group, Macintosh fans have their own customs, with clearly defined obsessions, rites, and passages. From people who get Mac tattoos and haircuts, to those who furnish their apartments out of empty Mac boxes, this book details Mac fandom in all of its forms.

The Spam Letters
By Jonathan Land
July 2004, ISBN 1-59327-032-1
232 pages \$14.95

From the man behind TheSpamLetters.com—featured in *Entertainment Weekly*, *The New York Times*, and *Slashdot*—comes a collection of brilliant and entertaining correspondence with the people who send out mass junk emailings (a.k.a. spam). Compiled from the nearly 200 entries written by Jonathan Land, *The Spam Letters* taunts, prods, and parodies the faceless salespeople in your inbox, giving you a chuckle at their expense. If you hate spam, you'll love *The Spam Letters*.



NEW! The Cult of iPod
See page 30

PRAGMATIC BOOKSHELF

NEW! Behind Closed Doors: Secrets of Great Management
By Johanna Rothman and Esther Derby
September 2005, ISBN 0-9766940-2-6
192 pages \$24.95

Great management is difficult to see. Great management happens in private—in one-on-one meetings, or with other managers. You may never have seen great management in action. Or, more likely, you've seen pieces of great management, but you may not know how to pull it all together for yourself. If you're a seasoned manager who wants to be more effective, or if you're considering moving into management, this book will show you how.

NEW! Manager's Roundtable
Edited By Marie Benesch, James Bullock & Gerald Winberg
November 2005, ISBN 0-9766940-3-4
175 pages, \$29.95

This book gives you a series of just plain good ideas that you can use starting today. You'll find tips on how to get to know the people who work for you while still respecting and protecting their privacy. You'll see how to be an effective coach and how to match people to their work to get better results. You'll find out what motivates people—and what demotivates them—at work. You'll get practical, pragmatic advice on handling conflict and managing change. There are lots of books written about leadership, but those are usually targeted at the CEOs of major corporations. This book gives you the view from the ground: at the manager's level.

NEW! My Job Went to India: 52 Ways to Save Your Job
By Chad Fowler
September 2005, ISBN 0-9766940-1-8
200 pages \$19.95

The American IT job market is slowly coming apart at the seams, and it's all our fault. Most of us have been stumbling around letting our careers take us where they may, and now we're surprised when our companies are shipping our jobs overseas for a fraction of the price. It's time to take control of our careers, and in the process, learn to stay both relevant and employed. This book will show you how to take action to avoid becoming yet another casualty of offshoring.

SYNGRESS PUBLISHING

Richard Thieme's Islands in the Clickstream: Reflections on Life in a Virtual World
By Richard Thieme
June 2004, ISBN 1-931836-22-1
360 pages \$29.95

Islands in the Clickstream is a series of thousand word essays exploring social and cultural dimensions of technology and the larger concerns of our lives. Their focus ranges beyond the impact of technology to spirituality, psychological insight, and social commentary. The author's credibility and work as a professional speaker immersed in technology who was also an Episcopal priest for sixteen years provides a perfect platform for supporting the book.

IT Ethics Handbook: Right and Wrong for IT Professionals
By Stephen Northcutt
May 2004, ISBN 1-93183-614-0
648 pages \$49.95

Ethical judgments are no different in the area of computing from those in any other area. Computers raise problems of privacy, ownership, theft, and power, to name but a few. This book covers subjects ranging from defensive architecture, offensive issues, privacy, the use of information, and the human element of employer and employee ethics. The book is written by IT professionals for IT professionals, and always brings any discussion back to a practical example and application.

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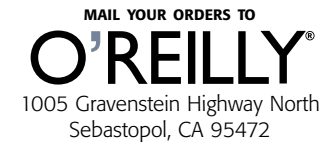
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