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Titolo	Instant Windows PowerShell functions / / Harshul Patel
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ISBN	1-84968-679-3
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Descrizione fisica	1 online resource (86 p.)
Soggetti	Command languages (Computer science) Windows PowerShell (Computer program language) Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
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Sommario/riassunto	Enhance your knowledge of Windows PowerShell and get to grips Learn something new in an Instant! A short, fast, focused guide delivering immediate results. Understand new CMDLETs and parameters with relevant examples Discover new module functionality such as CIM, Workflow, DSC, and so on Acquaint yourself with enhancements to PowerShell remoting, PowerShell sessions, and desire state configuration In Detail Windows PowerShell has become a booming scripting language over the last couple of years. It has extensive support with an ample number of vendor products, providing a standardized platform for automation and administration. It has massive support for all Microsoft products which creates a layer that can easily automate everything. In the latest version, the PowerShell team has introduced much more functionality with thousands of CMDLETs, part of various modules. This book is a quick reference guide to enable you to get the most out of the latest Windows PowerShell techniques. In this book, you will find new enhancements in the latest version of PowerShell with some helpful examples. This book enables you to quickly move from older versions of PowerShell to Version 3.0 and Version 4.0. This practical, example-oriented book helps you to overcome the difficulty of using and discovering CMDLETs by providing precise information about everything that has been newly introduced in

		the latest version of Windows PowerShell. It also focuses on the new configuration management system with the help of DSC as a new feature of Windows PowerShell v4.0. You will learn how to use the newly introduced CMDLETs and parameters to perform daily routine tasks. You will also learn how to administer the servers remotely and maintain persistent sessions to provide continuity. You will gain an insight into writing efficient scripts by using various parameters, snippets, and workflows to gain more productivity. You will also be introduced to various modules like CimCmdlets, PSScheduledJob, PSDesiredStateConfiguration, and so on in order to enhance your scripts with the latest instrumentation. Finally this book will make you aware of the capabilities of PowerShell v4.0 and how to fully leverage the functionality introduced in the new version.

2.	Record Nr.	UNINA9910777515003321
	Titolo	Aesthetic computing / / edited by Paul Fishwick
	Pubbl/distr/stampa	Cambridge, Mass., : MIT Press, ©2006
	ISBN	0-262-27273-3 1-282-09744-X 9786612097447 1-4294-7728-8
	Descrizione fisica	1 online resource (477 p.)
	Collana	Leonardo
	Altri autori (Persone)	FishwickPaul A
	Disciplina	004
	Soggetti	Computer science Aesthetics
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	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	Nota di contenuto	Aesthetic Computing; I Philosophy and Representation; 1 An Introduction to Aesthetic Computing; 2 Goodman's Aesthetics and the Languages of Computing; 3 A Forty-Year Perspective on Aesthetic Computing in the LeonardoJournal; 4 The Interface as Sign and as Aesthetic Event; 5 Metaphorical Dimensions of Diagrammatic Graph

Representations; II Art and Design; 6 Metaphoric Mappings: The Art of Visualization; 7 Public Space of Knowledge: Artistic Practice in Aesthetic Computing; 8 Visually Encoding Numbers Utilizing Prime Factors; 9 From the Poesy of Programming to Research as Art Form
10 Transdisciplinary Collaboration in "Cell"11 Processing Code: Programming within the Context of Visual Art and Design; III Mathematics and Computing; 12 Aesthetics and the Visualization and Quality of Software; 13 Aesthetics and Mathematics: Connections Throughout History; 14 Aesthetic Computing and Shape; 15 The Foundations of Aesthetics; 16 Aesthetics of Large-Scale Relational Information Visualization in Practice; 17 The Well-Tempered Compiler? The Aesthetics of Program Auralization; IV Interface and Interaction
19 Transparency and Reflectivity: Digital Art and the Aesthetics of Interface Design20 Articulating the Use Qualities of Digital Designs; 21 Exploring Attributes of Skins as Potential Antecedents of Emotion in HCI; About the Authors; Index

Sommario/riassunto

In Aesthetic Computing, key scholars and practitioners from art, design, computer science, and mathematics lay the foundations for a discipline that applies the theory and practice of art to computing. Aesthetic computing explores the way art and aesthetics can play a role in different areas of computer science. One of its goals is to modify computer science by the application of the wide range of definitions and categories normally associated with making art. For example, structures in computing might be represented using the style of Gaudi or the Bauhaus school. This goes beyond the usual definition of aesthetics in computing, which most often refers to the formal, abstract qualities of such structures--a beautiful proof, or an elegant diagram. The contributors to this book discuss the broader spectrum of aesthetics--from abstract qualities of symmetry and form to ideas of creative expression and pleasure--in the context of computer science. The assumption behind aesthetic computing is that the field of computing will be enriched if it embraces all of aesthetics. Human-computer interaction will benefit--"usability," for example, could refer to improving a user's emotional state--and new models of learning will emerge.Aesthetic Computing approaches its subject from a variety of perspectives. After defining the field and placing it in its historical context, the book looks at art and design, mathematics and computing, and interface and interaction. Contributions range from essays on the art of visualization and "the poesy of programming" to discussions of the aesthetics of mathematics throughout history and transparency and reflectivity in interface design.ContributorsJames Alty, Olav W. Bertelsen, Jay David Bolter, Donna Cox, Stephan Diehl, Mark d'Inverno, Michele Emmer, Paul Fishwick, Monica Fleischmann, Ben Fry, Carsten Gorg, Susanne Grabowski, Diane Gromala, Kenneth A. Huff, John Lee, Frederic Fol Leymarie, Michael Leyton, Jonas Lowgren, Roger F. Malina, Laurent Mignonneau, Frieder Nake, Ray Paton, Jane Prophet, Aaron Quigley, Casey Reas, Christa Sommerer, Wolfgang Strauss, Noam Tractinksy, Paul Vickers, Dror Zmiri