

Calishain, Tara & Rael Dornfest.

**Google Hacks:  
100 Industrial-Strength  
Tips & Tools.**

O'Reilly. 2003. 329p. ISBN 0-596-00447-8. **pap.** \$24.95.

Once "to google" became a verb, the search engine's place in popular culture was assured. This book goes beyond googling, exposing the site's hidden power to every interested geek and power searcher. Topics range from making the most of special syntaxes, services, and collections and creative uses of the Google API (programming interface) to examples of sites that riff off of Google to create games or tools and optimizing a site for Google indexing. A sense of playfulness and excitement tempers the sometimes code-heavy sections; highly recommended for larger libraries.

**CodeGuru.com  
Visual C++ Goodies.**

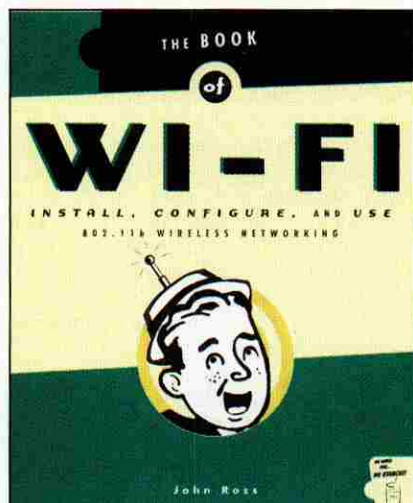
QUE. 2003. 600p. ed. by Nigel Quinnen. ISBN 0-7897-2777-3. **pap.** \$39.99 with CD-ROM.

Easttom, Chuck.

**C++ Programming  
Fundamentals.**

Charles River. 2003. 417p. ISBN 1-58450-237-1. **pap.** \$34.95 with CD-ROM.

*CodeGuru.com* covers Visual C++, Microsoft's Windows implementation of the language, with selected articles and forum postings from the CodeGuru.com site. Intermediate to advanced programmers will appreciate the convenience of having these tips, examples, and tricks gathered into one volume, helping them extend the functionality of and add interest to their programs. The CD-ROM contains source code; for larger libraries. An addition to the "CyberRookies" series for "tech-savvy teens," *Fundamentals* offers few teen-specific examples. Step-by-step instructions, multiple examples, and review questions make it a good beginner's self-study guide for any age level. Its CD-ROM contains source code and bonus example programs not included in the text. Appendixes feature links to additional resources, a glossary, information on Borland's free C++ Builder Compiler, and hints on avoiding common mistakes. An entire section is devoted to Visual C++, but the rest of the book is generic. Appropriate for all public libraries and academic institutions serving computer science departments.



*The most popular wireless network made easy at home, at work, or on the block*

Miller, Michael.  
**Absolute Beginner's  
Guide to eBay.**

QUE. 2003. 367p. ISBN 0-7897-2928-8. **pap.** \$18.95.

Who doesn't dream of making a million—or at least of finding that perfect item!—on eBay? In 2002, it hosted more than 423 million auctions. For those starting out, *Absolute Beginner's* covers both bidding and selling; the bulk of the title addresses sellers. Each chapter ends with "key points," while tips, notes, cautions, and "Mike Sez" sidebars throughout provide added material. The information is simple yet thorough—extended discussions of packing items, creating a "My eBay" page, and taking useful item photos, for example, go beyond the "how to buy and sell" basics. A good purchase for all public libraries, as eBay boasts nearly 50 million users.

Odam, John.  
**Start with a Digital  
Camera.** 2d ed.

Peachpit. 2003. 182p. ISBN 0-321-13011-1. **pap.** \$24.99.

Sheppard, Rob.  
**Epson Complete  
Guide to Digital Printing.**

Sterling. 2003. 159p. ISBN 1-57990-427-0. **pap.** \$24.95.

Digital photography and photo printing go hand in hand. Expect demand for titles on both, as prices continue to drop, editing software becomes simpler, and every Walgreen's accepts digital images. These full-color beginner's guides are appropriate and useful purchases for public libraries. *Start* updates the 1997 edition with information on choosing a camera for specific needs

and basic photo editing and tips on shooting different types of digital photographs (nature, people, events, objects). The last few chapters address outputting photos in different formats and finding creative uses for digital photos; general suggestions will be useful in conjunction with guides to specific software packages. Although some sections of *Epson* are Epson-specific (and the tone is naturally gung-ho Epson) most hints are general enough to apply to owners of any brand of photo printer. Topics include choosing a printer, selecting paper for projects, choosing graphics software, image resolution as it relates to print size, color management, basic printer care, and more. Profiles of and images from working photographers add interest, and the larger format allows better views of sample photos and screenshots.

Ross, John.  
**The Book of Wi-Fi:  
Install, Configure, and Use  
802.11b Wireless Networking.**

No Starch. 2003. 260p. ISBN 1-886411-45-X. **pap.** \$29.95.

Simmons, Curt & David Dalan.  
**A+ Technician's On-the-Job  
Guide to Networking.**

Osborne/McGraw-Hill. 2003. 443p. ISBN 0-07-222777-X. **pap.** \$39.99.

A+ technicians—or support personnel in general—often find themselves needing to support, configure, or maintain corporate networks. *Wi-Fi* focuses entirely on 802.11b, currently the most ubiquitous form of wireless network. Discussion of the legal issues surrounding boosting the strength of a wireless LAN to provide more widespread access is alone worth the price of admission. The rest of the title provides a useful foundation for anyone wishing to set up, use, and secure an 802.11b network—on Windows, Mac, Linux, UNIX, or a PDA. While new wireless standards are emerging, 802.11b will likely retain its primacy for some time; all libraries should consider acquiring this thorough guide. *On-the-Job* serves as a reference for intermediate computer technicians/network beginners. True to the title, sidebars titled "Painful Lessons I've Learned" provide real-world examples; "Tech Talk" and "Troubleshooting" sidebars show how to complete common tasks and resolve common issues; and appendixes contain a TCP/IP quick reference and suggested tools/downloads. Clear step-by-step instructions that don't talk down to readers make this a recommended purchase; however, be aware that lack of coverage of Novell's new NetWare 6 and Microsoft's brand-new Windows Server 2003 will require supplemental resources.

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