

STERLING LEDET & ASSOCIATES ONLINE LEARNING

CGI/Perl Series

CGI/Perl: 1 Getting Familiar with Forms
CGI/Perl: 2 Building Programs
CGI/Perl: 3 Web Applications
CGI/Perl: 4 Interacting with Databases

Certified Internet Webmaster Foundations

CIW Foundations 1D0-410: 1 The Internet and the World Wide Web
CIW Foundations 1D0-410: 2 E-Mail, FTP, Newsgroups and Telnet
CIW Foundations 1D0-410: 3 Objects, Plug-Ins, Viewers and Security
CIW Foundations 1D0-410: 4 Search Engines and E-Commerce
CIW Foundations 1D0-410: 5 Web Page Authoring and HTML Coding
CIW Foundations 1D0-410: 6 Graphical Elements, Hyperlinks and Tables
CIW Foundations 1D0-410: 7 Forms, Images and Frames
CIW Foundations 1D0-410: 8 HTML Editors and Extensions
CIW Foundations 1D0-410: 9 Networking, Protocols LANs and WANs
CIW Foundations 1D0-410: 10 Internet Addressing and Servers
CIW Foundations 1D0-410: 11 Scripting, Connectivity and Security
CIW Foundation 1D0-410: 12 Practice Exam for Internet Fundamentals
CIW Foundation 1D0-410: 13 Practice Exam for Web Page Authoring Fundamentals
CIW Foundation 1D0-410: 14 Practice Exam for Networking Fundamentals

Certified Internet Webmaster Security Series

CIW Security 1D0-470: 1 Security fundamentals
CIW Security 1D0-470: 2 Attack Types and Encryption
CIW Security 1D0-470: 3 Protocol Layers and Security
CIW Security 1D0-470: 4 Firewalls
CIW Security 1D0-470: 5 Operating System Security
CIW Security 1D0-470: 6 Assessing and Reducing Risk
CIW Security 1D0-470: 7 Security Auditing
CIW Security 1D0-470: 8 Auditing and the Control Phase
CIW Security 1D0-470: 9 Attack Detection and Response
CIW Security 1D0-470: 10 Auditing and Log Analysis

ColdFusion MX Series

ColdFusion MX: 1 Introduction and Installation
ColdFusion MX: 2 Talking with the Database
ColdFusion MX: 3 Displaying Data
ColdFusion MX: 4 Programming and Application Framework
ColdFusion MX: 5 Custom Tags and Building Blocks
ColdFusion MX: 6 Using E-mail, Complex Data Types, and FTP
ColdFusion MX: 7 Securing, Debugging, and Improving Application Performance
ColdFusion MX: 8 Using Flash, Java, and XML
ColdFusion MX: 9 Integration and Understanding Fusebox and FLiP
ColdFusion MX: 10 Functions, Tags, and Resources

Dreamweaver MX Series

Dreamweaver MX: 1 Introduction
Dreamweaver MX: 2 Setting Up a Web Site
Dreamweaver MX: 3 Designing the Site
Dreamweaver MX: 4 Adding Graphics
Dreamweaver MX: 5 Tables
Dreamweaver MX: 6 Frames
Dreamweaver MX: 7 Styles and CSS
Dreamweaver MX: 8 Dynamic HTML
Dreamweaver MX: 9 Advanced DHTML
Dreamweaver MX: 10 Multimedia Integration
Dreamweaver MX: 11 Dynamic Web Sites
Dreamweaver MX: 12 Forms and Interactivity

Dreamweaver MX 2004 Series

Dreamweaver MX 2004: 1 Interface and Web Page Creation Basics
Dreamweaver MX 2004: 2 Project Planning, Link Creation, and HTML Editing
Dreamweaver MX 2004: 3 Images, Image Maps, and Assets
Dreamweaver MX 2004: 4 Tables, Frames, and Framesets
Dreamweaver MX 2004: 5 Dynamic HTML
Dreamweaver MX 2004: 6 Advanced Behaviors and Forms
Dreamweaver MX 2004: 7 Uploading Projects and Working with Templates

Dynamic HTML Series

Dynamic HTML: 1 DHTML and Style Sheets
Dynamic HTML: 2 Using JavaScript
Dynamic HTML: 3 Objects and Events
Dynamic HTML: 4 Styles and Content
Dynamic HTML: 5 Data from Other Sources

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Flash MX Series

Flash MX: 1 Flash Overview
Flash MX: 2 Animation
Flash MX: 3 Text and Forms
Flash MX: 4 Coordinated Animations
Flash MX: 5 Sound and Music

Flash MX 2004 Series

Flash MX 2004: 1 Using the Interface and Importing Graphics
Flash MX 2004: 2 Drawing, Painting, and Using the Library
Flash MX 2004: 3 Creating Animation
Flash MX 2004: 4 Using Shape Tween and Timelines Effects
Flash MX 2004: 5 Using Sound and Layers
Flash MX 2004: 6 Adding Symbol and Buttons
Flash MX 2004: 7 ActionScrip, Behaviors, and Publishing

Flash MX 2004 ActionScript 2.0 Series

Flash MX 2004 ActionScript 2.0: 1 Object-Oriented Programming
Flash MX 2004 ActionScript 2.0: 2 Properties and Methods
Flash MX 2004 ActionScript 2.0: 3 Implementing Inheritance and Interfaces
Flash MX 2004 ActionScript 2.0: 4 Inter-Object Communications
Flash MX 2004 ActionScript 2.0: 5 Building User Interface Components

Flash MX ActionScript Series

Flash MX ActionScript: 1 Getting Started
Flash MX ActionScript: 2 Directing and Managing Movies
Flash MX ActionScript: 3 Using Variables, Properties, and Functions
Flash MX ActionScript: 4 Creating Objects and Interactive Elements
Flash MX ActionScript: 5 Working with Text, Buttons, and Menus
Flash MX ActionScript: 6 Statements, Expressions, and Testing
Flash MX ActionScript: 7 Adding Advanced Features
Flash MX ActionScript: 8 Finishing Touches

FrontPage 2000 Series

FrontPage 2000: 1 Creating Web Sites
FrontPage 2000: 2 Building Pages
FrontPage 2000: 3 Working with Images
FrontPage 2000: 4 Adding Spark to Your Site

GUI Design Series

GUI Design: 1 Planning an Interface
GUI Design: 2 Developing an Interface
GUI Design: 3 Designing Screen Elements

Internet Marketing Series

Internet Marketing: 1 Your E-Business
Internet Marketing: 2 Getting Started
Internet Marketing: 3 Influences on E-Commerce
Internet Marketing: 4 Killer Apps
Internet Marketing: 5 Developing Your E-Business
Internet Marketing: 6 Real-Time and Data Mining
Internet Marketing: 7 Lowering Your Business Costs
Internet Marketing: 8 Customer Service and Payment
Internet Marketing: 9 Marketing Your E-Business
Internet Marketing: 10 Advertising on the Internet
Internet Marketing: 11 Building Marketing Strategy
Internet Marketing: 12 Resource Planning
Internet Marketing: 13 Managing Your E-Business

JAVA 1.2 Series

Java 1.2: 1 Writing Java Programs
Java 1.2: 2 Java Programming Basics
Java 1.2: 3 Using Objects and Arrays
Java 1.2: 4 Creating Java Applets
Java 1.2: 5 Graphics and User Events
Java 1.2: 6 Putting Your Skills to Work

Java 2 Enterprise Design Series

Java 2 Enterprise Design: 1 Enterprise Foundations
Java 2 Enterprise Design: 2 Modeling Components with JavaBeans
Java 2 Enterprise Design: 3 Enterprise Data and JDBC
Java 2 Enterprise Design: 4 Network and Web Communications
Java 2 Enterprise Design: 5 CORBA, RMI, and DCOM Communications
Java 2 Enterprise Design: 6 Naming, Directory, Trading, and Activation Services
Java 2 Enterprise Design: 7 Messaging and Transaction Services
Java 2 Enterprise Design: 8 Systems Assurance and Security
Java 2 Enterprise Design: 9 Java's Security Features
Java 2 Enterprise Design: 10 Enterprise Web Enabling
Java 2 Enterprise Design: 11 Java Servlets
Java 2 Enterprise Design: 12 JavaServer Pages
Java 2 Enterprise Design: 13 Enterprise Applications and Enterprise JavaBeans
Java 2 Enterprise Design: 14 Advanced Enterprise JavaBeans and Application Integration

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Java 2 5.0 Programming Series

Java 2 5.0 Programming: 1 Fundamentals
Java 2 5.0 Programming: 2 Introducing Data Types
and Operators
Java 2 5.0 Programming: 3 Program Control
Statements
Java 2 5.0 Programming: 4 Classes, Objects, and
Methods
Java 2 5.0 Programming: 5 More Data Types and
Operators
Java 2 5.0 Programming: 6 More Methods and
Classes
Java 2 5.0 Programming: 7 Inheritance
Java 2 5.0 Programming: 8 Packages and
Interfaces

Java 2 Programmer Certification 310-035 Series

Java 2 Programmer Certification 310-035: 1 Java
and Object-Oriented Fundamentals
Java 2 Programmer Certification 310-035: 2
Declarations, Flow Control, and Exception Handling
Java 2 Programmer Certification 310-035: 3 Classes,
Interfaces, Methods, and Garbage Collection
Java 2 Programmer Certification 310-035: 4 Threads
Java 2 Programmer Certification 310-035: 5 The
java.lang Package
Java 2 Programmer Certification 310-035: 6 The
java.util Package
Java 2 Programmer Certification 310-035: 7 GUI
Components and Containers of the java.awt
Package
Java 2 Programmer Certification 310-035: 8 Layouts
and Event Handlers of the java.awt Package
Java 2 Programmer Certification 310-035: 9 Graphic
and Image Elements of the java.awt Package
Java 2 Programmer Certification 310-035: 10 The
java.io Package

Photoshop Series

Photoshop: 1 Managing Graphics Files
Photoshop: 2 Colors, Brushes, and Printing
Photoshop: 3 Selecting and Retouching
Photoshop: 4 Text, Fills, and Actions
Photoshop: 5 Using Layers and Plug-Ins
Photoshop: 6 Manipulating Images

Photoshop 7 Series

Photoshop 7: 1 The Application and its Elements
Photoshop 7: 2 Opening and Navigating Images
Photoshop 7: 3 Pixels, Image Sizes, and Color
Photoshop 7: 4 Saving and Printing
Photoshop 7: 5 The Paint Tools
Photoshop 7: 6 Modifying Images
Photoshop 7: 7 Cleaning Images and Undoing
Photoshop 7: 8 Making Selections
Photoshop 7: 9 Modifying Selections and Color
Filling
Photoshop 7: 10 Layers
Photoshop 7: 11 Adding Type
Photoshop 7: 12 Filters and Color Correction
Photoshop 7: 13 Creating Graphics for the Web

Photoshop CS Series

Photoshop CS: 1 Getting Started
Photoshop CS: 2 Navigation and Layers
Photoshop CS: 3 Selection and Color
Photoshop CS: 4 Paint, Drawing and Text
Photoshop CS: 5 Layer Styles and Filters
Photoshop CS: 6 Adjustment Layers, Tools
and Layer Masks
Photoshop CS: 7 Image Output and Web Design

PHP and MySQL Series

PHP and MySQL: 1 Installing Required Software
PHP and MySQL: 2 PHP Basics
PHP and MySQL: 3 Programming with PHP
PHP and MySQL: 4 Creating Dynamic Web Sites
PHP and MySQL: 5 SQL and MySQL Basics
PHP and MySQL: 6 Advanced SQL and MySQL
PHP and MySQL: 7 Error Handling and
Debugging
PHP and MySQL: 8 Using PHP with MySQL

Visual InterDev 6 Series

Visual InterDev 6: 1 Learning the Basics
Visual InterDev 6: 2 Using HTML
Visual InterDev 6: 3 Dynamic Content
Visual InterDev 6: 4 Objects and Databases
Visual InterDev 6: 5 Database Interaction
Visual InterDev 6: 6 Active Server Pages
Visual InterDev 6: 7 Controls and Scripts
Visual InterDev 6: 8 Testing and Debugging
Visual InterDev 6: 9 Management and Design

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Web Design & Graphics Series

Web Design & Graphics: 1 Introduction to Design
Web Design & Graphics: 2 Making Your Site Fast
and Viewable
Web Design & Graphics: 3 Building Your Site with
Images
Web Design & Graphics: 4 Building Your Site with
Formatting
Web Design & Graphics: 5 Using Other Tools

WebSphere Studio Application Developer and J2EE Series

WebSphere Studio Application Developer
and J2EE: 1 Overview
WebSphere Studio Application Developer
and J2EE: 2 User Interface and Servlet
Design
WebSphere Studio Application Developer and
J2EE: 3 Servlet Development
WebSphere Studio Application Developer
and J2EE: 4 JavaServer Pages Concepts and
Development
WebSphere Studio Application Developer and
J2EE: 5 Struts and XML/XSL Web Interfaces
WebSphere Studio Application Developer and
J2EE: 6 Controller, Domain, and Data Mapping
Design
WebSphere Studio Application Developer and J2EE:
7 Unit and Functional Testing

XML Series

XML: 1 Viewing and Understanding XML
XML: 2 Creating a Basic Document
XML: 3 Building DTDs and Checking Documents
XML: 4 Entities
XML: 5 The Document Object Model
XML: 6 CSS and XSL Style Sheets