## **Acknowledgments**

o writing project can be completed while the author is locked in a room, although if there's a good Net connection, we can probably negotiate something! Seriously, a number of Internet folk have proven invaluable as I've written the different editions of this book—some for their direct help and others for simply having produced some wickedly cool Web pages that inspired me when things were moving a bit slowly.

Special thanks go to my many students at The University of Phoenix Online and elsewhere who helped clarify what made sense and what didn't in the previous editions of the book. I also particularly appreciate the continued assistance of the team at Wiley Publishing, including notably Sharon Cox and Jodi Jensen, and Dreamtech for the technical edit. My friends and colleagues John Locke, Bo Leuf, Werner Klauser, Jon Shemitz, Richard Blum, and Jon Trelfa helped keep the content fresh and accurate and helped to continually remind me that there's more to learn. Special thanks also to search engine expert Dan Murray for his help on Google page ranking algorithms.

Most of the graphics presented in this book were created in GraphicConverter, a wonderful shareware application for the Macintosh, though I used Adobe Photoshop CS a few times. Screen shots were done with MW Snap on the PC and Snapz Pro X on the Macintosh. Most of the book was written on my aging Apple Macintosh G4/450 system (I have to admit, I'm a Mac guy at heart), and the Windows work was all done on a 900MHz Pentium III box running Windows XP.

Finally, warm hugs to Linda, Ashley, Gareth, Jasmine, Karma, Angel, and, of course, the newest member of my family, Kiana, for ensuring that I took sufficient breaks to avoid carpal tunnel syndrome or any of the other hazards of overly intense typing. The time off would be a lot less fun without ya!