

Studio Solution Software

Software Testing Using Visual Studio 2010
Song Sheets to Software Learning
Software Testing with Test Studio
Software Development Mastering Visual Studio
.NET Visual Studio Team System
Mastering Visual Studio .NET
Software Testing with Visual Studio 2010
Power Up Your PowToon Studio Project
Visual Studio Team Foundation Server 2012
Dataquest Visual Studio 2005
Tools for Office for Mere Mortals
Software Engineering with Microsoft Visual Studio Team System
Petroleum Software Directory
Professional Visual Studio 2005 Team System
Using Microsoft Visual Studio Enterprise Development with Visual Studio .NET, UML, and MSF
Building Enterprise Solutions with Visual Studio 6
BoogarLists | Directory of Development Software
Microsoft Visual Basic 2013 Step by Step
Studio Sound Using Aspect-Oriented Programming for Trustworthy Software Development
Pro WF 4.5
MCSD Analyzing Requirements and Defining .NET Solution Architectures Study Guide
Writing Interactive Music for Video Games
SharePoint 2010 Development with Visual Studio 2010
Applied WPF 4 in Context
RTNDA Communicator Korea Now
Domain-Specific Development with Visual Studio DSL Tools
Software Engineering: Challenges and Solutions
Working with Microsoft Visual Studio 2005 Team System
Exploring IBM E-business Software
Cubase SX 2: Virtual MIDI and Audio Studio
Software Test Engineering with IBM Rational Functional Tester
Professional Visual Studio 2005
DVD Studio Pro 2 Solutions
Android Studio Essentials
Managing Agile Open-Source Software Projects with Visual Studio Online
Dr. Dobb's Journal of Software Tools for the Professional Programmer

Software Testing Using Visual Studio 2010

More than just another tool book, this content-packed reference explores the reasons why you would use Visual Studio, the techniques professional developers employ when working with this tool suite, and the architectural underpinnings of leading-edge application development. A major focus of the book is Visual Studio's use of COM, which is the centerpiece of Microsoft's architecture. In addition, integrating with key BackOffice tools are covered including SQL Server, Transaction Server, and Message Queue. Finally, full treatment is given to the use of Visual Basic, Visual C++, Visual J++ and the Visual InterDev environment for distributed as well as web-based development. This includes the use of Dynamic HTML. Unique coverage demonstrates cross tool development and how to build integrated programs and select the best development tool for the task at hand.

Song Sheets to Software

Applied WPF 4 in Context sets the standard for leveraging the latest Windows user interface technology in your business applications. Using this book, you'll learn how to implement world-class Windows Professional Foundation (WPF) solutions in a real-world line of business applications, developing the code from the ground up, and understand how to apply best development practices and related .NET products and technologies to your solutions. You will cover designing and developing the application, testing and debugging, data access, reporting, and applying styles and themes to enhance the look of the user interface—all using WPF in a very practical, eminently useful context. You'll create asynchronous and

parallel code, and learn how to distribute the application's components using Windows Communication Foundation (WCF). You'll also apply the Model-View-ViewModel pattern, again in a real-world WPF application. Elegant and functional WPF applications are easier to create than ever before with Applied WPF 4 in Context.

Learning Software Testing with Test Studio

Software Development

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Mastering Visual Studio .NET

Visual Studio Team System

Mastering Visual Studio .NET

Use Visual Studio 2010's Breakthrough Testing Tools to Improve Quality Throughout the Entire Software Lifecycle Together, Visual Studio 2010 Ultimate, Visual Studio Test Professional 2010, Lab Management 2010, and Team Foundation Server offer Microsoft developers the most sophisticated, well-integrated testing solution they've ever had. Now, Microsoft MVP and VS testing guru Jeff Levinson shows exactly how to use Microsoft's new tools to save time, reduce costs, and improve quality throughout the entire development lifecycle. Jeff demonstrates how Microsoft's new tools can help you finally overcome long-standing communication, coordination, and management challenges. You'll discover how to perform first-rate functional testing; quickly create and execute tests and record the results with log files and video; and create bugs directly from tests, ensuring reproducibility and eliminating wasted time. Levinson offers in-depth coverage of Microsoft's powerful new testing metrics, helping you ensure traceability all the way from requirements through finished software. Coverage includes

- Planning your tests using Microsoft Test Manager (MTM)
- Creating test settings, structuring test cases, and managing the testing process
- Executing manual tests with Microsoft Test Manager and Test Runner
- Filing and resolving bugs, and customizing your bug reporting process
- Automating test cases and linking automated tests with requirements
- Executing automated test cases through both Visual Studio and Microsoft Test Manager
- Integrating automated testing into the build process
- Using Microsoft's Lab Management virtualization platform to test applications, snapshot environments, and reproduce bugs
- Implementing detailed metrics for evaluating quality and identifying improvements

Whether you're a developer, tester, manager, or analyst, this book can help you significantly

improve the way you work and the results you deliver—both as an individual right now, and as a team member throughout your entire project.

Software Testing with Visual Studio 2010

Software Engineering with Microsoft Visual Studio Team System is written for any software team that is considering running a software project using Visual Studio Team System (VSTS), or evaluating modern software development practices for its use. It is about the value-up paradigm of software development, which forms the basis of VSTS: its guiding ideas, why they are presented in certain ways, and how they fit into the process of managing the software lifecycle. This book is the next best thing to having an onsite coach who can lead the team through a consistent set of processes. Sam Guckenheimer has been the chief customer advocate for VSTS, responsible for its end-to-end external design. He has written this book as a framework for thinking about software projects in a way that can be directly tooled by VSTS. It presents essential theory and practical examples to describe a realistic process for IT projects. Readers will learn what they need to know to get started with VSTS, including The role of the value-up paradigm (versus work-down) in the software development lifecycle, and the meanings and importance of “flow” The use of MSF for Agile Software Development and MSF for CMMI Process Improvement Work items for planning and managing backlog in VSTS Multidimensional, daily metrics to maintain project flow and enable estimation Creating requirements using personas and scenarios Project management with iterations, trustworthy transparency, and friction-free metrics Architectural design using a value-up view, service-oriented architecture, constraints, and qualities of service Development with unit tests, code coverage, profiling, and build automation Testing for customer value with scenarios, qualities of service, configurations, data, exploration, and metrics Effective bug reporting and bug assessment Troubleshooting a project: recognizing and correcting common pitfalls and antipatterns This is a book that any team using or considering VSTS should read.

Power Up Your PowToon Studio Project

Visual Studio Team Foundation Server 2012

VSTO for Mere Mortals™ is for VBA developers who are interested in migrating their skills to the next generation of Office development. Readers will benefit from a straightforward, practical introduction to writing managed code applications for Word 2003, Excel 2003, and Outlook 2003. Readers will also learn how to create add-ins for the most popular applications for Office 2003 and the 2007 Microsoft Office system using VSTO 2005 SE. The expert authors provide a wealth of code samples that show off popular features of VSTO, such as smart tags and the actions pane. Sample code also shows you how to customize the new UI features of the 2007 Microsoft Office system, including the ribbon, custom task pane, and Outlook forms region. VBA developers will walk away with A greater understanding of managed code and the Visual Studio integrated development environment (IDE) Multiple demonstrations on how to create document-level customizations for Word

2003 and Excel 2003, using view controls, data binding, and the actions pane A comprehensive overview of add-in development for Outlook 2003 Useful information on securing and deploying solutions created with VSTO and VSTO 2005 SE A thorough explanation on how to migrate VBA solutions to Visual Basic 2005 and VSTO Numerous details on customizing the ribbon, custom task pane, and Outlook form regions by developing VSTO 2005 SE add-ins for the 2007 Microsoft Office system

Dataquest

A team of Microsoft insiders shows programmers how to use Visual Studio 2005 Team System, the new suite of products from Microsoft that can be used for software modeling, design, testing, and deployment Focuses on practical application of the tools on code samples, development scenarios, and automation scripting This timely book serves as both as a step-by-step guide and as a reference for modeling, designing, and coordinating enterprise solutions at every level using Team System The book begins with an overview of Team System and then offers nuts-and-bolts guidance on practical implementation Code examples are provided in both VB.NET and C#

Visual Studio 2005 Tools for Office for Mere Mortals

Use Visual Studio® Team Foundation Server 2012 and Agile Methods to Deliver Higher Value Software Faster This is the definitive guide to applying agile development and modern software engineering practices with Visual Studio Team Foundation Server 2012—Microsoft’s complementary Application Lifecycle Management (ALM) platform. Written by the Microsoft Visual Studio product owner and a long-time Team Foundation Server implementation specialist, it focuses on solving real development challenges, systematically eliminating waste, improving transparency, and delivering better software more quickly and painlessly. Coverage includes • Accelerating the “flow of value” to customers, with a transparent backlog, PowerPoint Storyboarding, VS 2012 feedback requests, and a “usability lab” right into your customers’ hands • Driving quality upstream to uncover hidden architectural patterns, ensure cleaner code, fix multiple recurring “cloned” bugs at once, ensure the definition of done with continuous integration and deployment in a reliable build process • Eliminating “no repro” bugs with VS 2012’s six powerful mechanisms for more accurate fault identification and use of virtualized test environments • Using Scrum or other Agile methods with Process Templates effectively across distributed teams in large organization by automating burndowns and dashboards to identify “early warning signals” of emerging problems with quality or maintainability • Staying in the groove by storing the state of your work and environment with shelvesets, to let you handle interruptions smoothly • Leveraging VS 2012’s new support for multiple Microsoft and open source unit testing frameworks in your IDE and continuous integration pipeline • Performing exploratory testing to uncover bugs in surprising places and testing immersive Windows 8 apps • Rapidly improving team development and collaboration with the hosted Team Foundation Service Whatever your development role, this book will help you apply modern software development practices using Visual Studio Team Foundation Server 2012 to focus on what really matters: building software that begins delivering exceptional value sooner and

keeps delighting customers far into the future.

Software Engineering with Microsoft Visual Studio Team System

In Pro WF 4.5, you'll find the insight and direction for understanding how to build workflows using WF 4.5 and host them as long-running services using Microsoft's Windows Server, for on-premises work, and Azure AppFabric, for hosting workflows in the cloud. With the concept of cloud computing using Windows Azure and the maturity of Windows Server technology, workflow services can be hosted with first-class service monitoring with less overhead from a developer's perspective. Building workflows in a declarative fashion, and hosting them as services, is a natural way for building business logic that is tiered away from running applications that subscribe to them, therefore providing flexibility for when business processes change. In Pro WF 4.5, author Bayer White walks you, as the developer, through the steps and explains the concepts of declaratively modeling domain specific business processes that can be hosted and exposed as services, either on premise or as cloud services within Windows Azure. Gives you a practical knowledge of WF 4.5, Windows Server and Azure AppFabric. Builds a foundation for building workflows that can be exposed on-premise or in the cloud. Shows how to use the tools available for managing workflow services.

Petroleum Software Directory

A complete reference and tutorial demonstrates the best tools and features for a task in both the Enterprise and Professional versions of Visual Studio 97. Original. (All Users)

Professional Visual Studio 2005 Team System

Visual Studio Team System (VSTS) gives Microsoft development teams a powerful, integrated toolset for Agile development. Visual Studio Team System: Better Software Development for Agile Teams is a comprehensive, start-to-finish guide to making the most of VSTS in real-world Agile environments. Using a book-length case study, the authors show how to use VSTS to improve every aspect of software development, step by step—from project planning through design and from coding through testing and deployment. Agile consultant Will Stott and Microsoft development lead James Newkirk carefully integrate theory and practice, offering hands-on exercises, practical insights into core Extreme Programming (XP) techniques, and much more. Coverage includes Using VSTS to support the transition to Agile values and techniques Forming Agile teams and building effective process frameworks Leveraging Team Foundation Version Control to help teams manage change and share their code effectively Implementing incremental builds and integration with Team Foundation Build Making the most of VSTS tools for Test-Driven Development and refactoring Bringing agility into software modeling and using patterns to model solutions more effectively Using the FIT integrated testing framework to make sure customers are getting what they need Estimating, prioritizing, and planning Agile projects

Using Microsoft Visual Studio

Domain-Specific Languages (DSLs)--languages geared to specific vertical or horizontal areas of interest--are generating growing excitement from software engineers and architects. DSLs bring new agility to the creation and evolution of software, allowing selected design aspects to be expressed in terms much closer to the system requirements than standard program code, significantly reducing development costs in large-scale projects and product lines. In this breakthrough book, four leading experts reveal exactly how DSLs work, and how you can make the most of them in your environment. With *Domain-Specific Development with Visual Studio DSL Tools*, you'll begin by mastering DSL concepts and techniques that apply to all platforms. Next, you'll discover how to create and use DSLs with the powerful new Microsoft DSL Tools--a toolset designed by this book's authors. Learn how the DSL Tools integrate into Visual Studio--and how to define DSLs and generate Visual Designers using Visual Studio's built-in modeling technology. In-depth coverage includes Determining whether DSLs will work for you Comparing DSLs with other approaches to model-driven development Defining, tuning, and evolving DSLs: models, presentation, creation, updates, serialization, constraints, validation, and more Creating Visual Designers for new DSLs with little or no coding Multiplying productivity by generating application code from your models with easy-to-use text templates Automatically generating configuration files, resources, and other artifacts Deploying Visual Designers across the organization, quickly and easily Customizing Visual Designers for specialized process needs

List of Figures
List of Tables
Foreword
Preface
About the Authors
Chapter 1 Domain-Specific Development
Chapter 2 Creating and Using DSLs
Chapter 3 Domain Model Definition
Chapter 4 Presentation
Chapter 5 Creation, Deletion, and Update Behavior
Chapter 6 Serialization
Chapter 7 Constraints and Validation
Chapter 8 Generating Artifacts
Chapter 9 Deploying a DSL
Chapter 10 Advanced DSL Customization
Chapter 11 Designing a DSL
Index

Enterprise Development with Visual Studio .NET, UML, and MSF

Your hands-on guide to Visual Basic fundamentals Expand your expertise—and teach yourself the fundamentals of Microsoft Visual Basic 2013. If you have previous programming experience but are new to Visual Basic 2013, this tutorial delivers the step-by-step guidance and coding exercises you need to master core topics and techniques. Discover how to: Master essential Visual Basic programming techniques Begin building apps for Windows Store, Windows Phone 8, and ASP.NET Design apps using XAML markup, touch input, and live tiles Tackle advanced language concepts, such as polymorphism Manage data sources including XML documents and web data Create a Windows Phone 8 app that manages key lifecycle events

Building Enterprise Solutions with Visual Studio 6

A step by step guide to understanding the features and concepts of testing applications using Visual Studio with this book and eBook.

BoogarLists | Directory of Development Software

Abstract:

Microsoft Visual Basic 2013 Step by Step

Studio Sound

With this ebook, the ALM Rangers share their best practices in managing solution requirements and shipping solutions in an agile environment, an environment where transparency, simplicity, and trust prevail. The ebook is for Agile development teams and their Scrum Masters who want to explore and learn from the authors' "dogfooding" experiences and their continuous adaptation of software requirements management. Product Owners and other stakeholders will also find value in this ebook by learning how they can support their Agile development teams and by gaining an understanding of the constraints of open-source community projects.

Using Aspect-Oriented Programming for Trustworthy Software Development

"This book is a must read for newcomers and experienced composers wanting to learn more about the art of video game composition." —Chuck Doud, Director of Music, Sony Computer Entertainment Worldwide Studios All You Need to Know to Create Great Video Game Music Written by the developer of Berklee School of Music's pioneering game scoring program, this guide covers everything professional composers and music students need to know about composing interactive music for video games, and contains exclusive tools for interactive scoring—tools that were previously available only at Berklee. Drawing on twenty years of professional experience in the game industry, Michael Sweet helps you master the unique language of music storytelling in games. Next, he walks you through the entire music composition process, from initial conceptualization and creative direction through implementation. Inside, you'll find dozens of examples that illustrate adaptive compositional techniques, from small downloadable games to multimillion dollar console titles. In addition, this guide covers the business side of video game composition, sharing crucial advice about contracts, pricing, sales, and marketing. Coverage includes Overcoming the unique challenges of writing for games Composing music that can adapt in real time to player actions Developing thematic ideas Using audio middleware to create advanced interactive scores Working effectively with game development teams Understanding the life of a video game composer Managing contracts, rights, estimating, and negotiation Finding work The companion website contains software tools to help you master interactive music concepts explored in this book, with additional resources and links to learn more about scoring for games. See Appendix A for details.

Pro WF 4.5

MCSD Analyzing Requirements and Defining .NET Solution Architectures Study Guide

This second edition of Song Sheets to Software includes completely revised and updated listings of music software, instructional media, and music-related Internet Web sites of use to all musicians, whether hobbyist or professional. This book is a particularly valuable resource for the private studio and classroom music teacher.

Writing Interactive Music for Video Games

Praise for Software Test Engineering with IBM Rational Functional Tester The Indispensable Resource for Automated Testing Automated software testing has become a critical exercise, especially for developers utilizing iterative and agile methods. However, to achieve the full benefits of automated testing, teams need a deep understanding of both its principles and their testing tools. If you're among the thousands of developers using IBM Rational Functional Tester (RFT), this book brings together all the insight, examples, and real-world solutions you need to succeed. Eight leading IBM testing experts thoroughly introduce this state-of-the-art product, covering issues ranging from building test environments through executing the most complex and powerful tests. Drawing on decades of experience with IBM Rational testing products, they address both technical and nontechnical challenges and present everything from best practices to reusable code. Coverage Includes Integrating IBM RFT into your development processes Building highly efficient test environments, test harnesses, and test scripts Using RFT Visual Editor to extend testing automation to novice users Mastering basic scripting techniques, from data capture to script synchronization Managing script data using RFT Datapools Efficiently debugging scripts using Eclipse™ or Visual Studio® Managing execution flow: playback settings, logic, error handling, and more Handling domains that are not supported by RFT Using advanced techniques, such as mouse delays and custom verification points Testing specialized software, including mainframe, SAP, Siebel, and Adobe® Flex® applications Extending RFT with external libraries Developing RFT support for third-party Java™ or .NET controls Using RFT in both Linux® and Windows® environments Configuring internationalized testing within the RFT framework

SharePoint 2010 Development with Visual Studio 2010

Learning Software Testing with Test Studio is a practical, hands-on guide that will help you get started with Test Studio to design your automated solution and tests. All through the book, there are best practices and tips and tricks inside Test Studio which can be employed to improve your solution just like an experienced QA. If you are a beginner or a professional QA who is seeking a fast, clear, and direct to the point start in automated software testing inside Test Studio, this book is for you. You should be familiar with the .NET framework, mainly Visual Studio, C#, and SQL, as the book's examples rely on them. Prior testing knowledge will also be helpful.

Applied WPF 4 in Context

RTNDA Communicator

Hundhausen offers a pragmatic, hands-on overview of the new Microsoft Visual

Studio team development environment, which features new tools and end-to-end integration for the roles of architect, developer, tester, and project manager.

Korea Now

Domain-Specific Development with Visual Studio DSL Tools

This detailed look at IBM's software products for e-business enables IBM users to gain a fundamental understanding of e-business architecture, where IBM software products fit into that architecture, and where to go to get more information. The main products and platforms for development tools and components, application server software, and secure network and management software are described. This book also distinguishes between two or more IBM software products that appear to serve the same purpose but really have different applications. Key products covered include DB2, Web Sphere, Lotus Domino, and Tivoli. This replaces 1885068581.

Software Engineering: Challenges and Solutions

Thomsen and Hansen give easy-to-understand examples and provide readers with everything they need to create Enterprise solutions with .NET.

Working with Microsoft Visual Studio 2005 Team System

Covering the newest version of the popular software for working with music and sound, Cubase SX, this book serves as a recording professional's guide to recording melodies and accompaniments, arranging, recording the vocal and actual musical instruments, processing MIDI and audio effects, using virtual synthesizers, and mixing. For beginners, a primer gives the forms of representing musical information in Cubase SX including Score Editor, Key Editor, List Editor, and Drum Editor. Also described is the order of executing basic operations, such as loading and saving project files, playing back and recording MIDI compositions, recording the audio track, and connecting plug-ins. More experienced computer musicians are presented with a detailed description of the interface and methods of effectively working in all [Файлы для книги можно скачать по ссылке ftp://ftp.bhv.ru/5941574517.zip](ftp://ftp.bhv.ru/5941574517.zip)

Exploring IBM E-business Software

Cubase SX 2: Virtual MIDI and Audio Studio

Mastering Visual Studio .NET provides you, as an experienced programmer, with all the information needed to get the most out of the latest and greatest development tool from Microsoft®. It doesn't matter if you're an MFC, C++, STL, ATL, COM, Win32, Visual Basic, C#, HTML, XML, ASP.NET, database, web application, Web service, NT service, stand-alone client, or component programmer targeting Windows® or one of the Windows variants (i.e. Windows CE or the PocketPC) -- this

is the book that will help you master the toolkit. Written by experienced developers and trainers John Flanders, Ian Griffiths, and Chris Sells, *Mastering Visual Studio .NET* begins with fundamental information about maximizing the power of Visual Studio .NET as it comes out of the box, including the following topics: projects and solutions files and the various file editors debugging web projects database projects setup projects To experience the full spectrum of functionality and extensibility, *Mastering Visual Studio .NET* provides you with the practical depth and detail needed to best put these features to work. The second section of the book is about extending VS.NET to suit your specific needs: integrating controls and components with VS.NET the VS.NET automation object model macros and add-ins custom wizards the Visual Studio Integration Program (VSIP) If you're serious about using the VS.NET toolkit, you'll want a book of this magnitude close by. *Mastering Visual Studio .NET* will take you beyond what you'll read in the standard documentation by offering hints and recommendations that the authors and the community at large have found to be useful after many years of experience.

Software Test Engineering with IBM Rational Functional Tester

With SharePoint 2010, developers finally have the powerful, end-to-end development tools they need to build outstanding solutions quickly and painlessly. What's more, those tools are built directly into the latest version of Visual Studio, the development platform most Microsoft developers already know. In this book, the Microsoft experts who created these tools show you how to take full advantage of them. The authors focus specifically on the SharePoint scenarios that Visual Studio 2010 now makes accessible to mainstream Microsoft developers. They assume no experience with SharePoint development and focus on SharePoint Foundation 2010: the low-cost version designed for organizations and departments of all kinds, not just large enterprises. *SharePoint 2010 Development with Visual Studio 2010* shows how to get your solution up and running fast, and then extend it to meet your precise business requirements. You'll learn how to develop, package, and deploy robust SharePoint business collaboration applications without any unnecessary complexity or overhead. Following a practical, developer-focused introduction to Microsoft SharePoint 2010, you'll learn about Visual Studio 2010 templates and tools that simplify the creation of SharePoint solutions The SharePoint object model and its most frequently used methods, properties, and events Using lists to store, manage, and share data Responding to events related to lists, features, items, or workflows Integrating external data with Business Data Connectivity Services Using content types that ship with SharePoint 2010—and creating new ones Building multi-step workflows and custom forms that work with them Utilizing Web Parts to present different data and applications on the same page Customizing SharePoint pages or navigation with ASP.NET Packaging and deploying solutions, and customizing deployment to your unique requirements Whether you're just starting out with SharePoint development, upgrading from earlier versions, or building on experience with ASP.NET, this book will help you solve real problems and get real results—fast!

Professional Visual Studio 2005

Whether you are a beginner wanting to learn from a professional or a seasoned user looking for a refresher, this is the book for you.

DVD Studio ProÂ 2 Solutions

Android Studio Essentials

Managing Agile Open-Source Software Projects with Visual Studio Online

This book presents the proceedings of the KKIO Software Engineering Conference held in Wrocław, Poland in September 15-17, 2016. It contains the carefully reviewed and selected scientific outcome of the conference, which had the motto: "Better software = more efficient enterprise: challenges and solutions". Following this mission, this book is a compilation of challenges and needs of the industry, as well as research findings and achievements that could address the posed problems in software engineering. Some of these challenges included in the book are: increasing levels of abstraction for programming constructs, increasing levels of software reuse, increasing levels of automation, optimizing software development cycles. The book provides a platform for communication between researchers, young and established, and practitioners.

Dr. Dobb's Journal of Software Tools for the Professional Programmer

This book is intended for developers who are interested in getting acquainted with the concepts of Android Studio in a very short span of time. It is assumed that you are familiar with the OOPS paradigm and Java. It is also recommendable to have prior knowledge of the main characteristics of the Android mobile system.

[ROMANCE](#) [ACTION & ADVENTURE](#) [MYSTERY & THRILLER](#) [BIOGRAPHIES & HISTORY](#) [CHILDREN'S](#) [YOUNG ADULT](#) [FANTASY](#) [HISTORICAL FICTION](#) [HORROR](#) [LITERARY FICTION](#) [NON-FICTION](#) [SCIENCE FICTION](#)