

Inventor Vba Introduction To The Model Object

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GREGORY RODNEY

Sams Teach Yourself MS Access 2002 in 21 Days John Wiley & Sons

Want to get the most out of Access? Then you need to know VBA. Access 2000 is here, and never has the power of Access depended so much on VBA programming. This makes the Access 2000 VBA Handbook essential reading if you want to use Microsoft's popular database product to its full advantage. If you're an Access user, you'll benefit from step-by-step coverage of VBA basics that will simplify your work. If you're a developer, you'll master the high-end techniques introduced in the latest release-so you can stay on top of your job. You'll learn how to: * Create databases and projects * View and print reports * Run queries to find specific records * Automate complex and time-consuming procedures * Synchronize forms and tables * Understand the ADO and DAO models * Customize the user interface * Access data using OLE DB and ODBC * Create VBA procedures for navigating a database or project * Use object properties and methods to write VBA procedures * Create relationships between forms * Execute commands using SQL statements in VBA code * Use ActiveX controls in your VBA procedures

[App Inventor 2](#) Simon and Schuster

Are you tired of repeating those same time-consuming CATIA processes over and over? Worn out by thousands of mouse clicks? Don't you wish there were a better way to do things? What if you could rid yourself those hundreds of headaches by teaching yourself how to program macros while impressing your bosses and coworkers in the process? VB Scripting for CATIA V5 is the most complete guide to teach you how to write macros for CATIA V5!Through a series of example codes and tutorials you'll learn how to unleash the full power and potential of CATIA V5. No programming experience is required! This text will cover the core items to help teach beginners important concepts needed to create custom CATIA macros. More importantly, you'll learn how to solve problems and what to do when you get stuck. Once you begin to see the patterns you'll be flying along on your own in no time.Visit [scripting4v5.com](#) to see what readers are saying, like: "I have recently bought your book and it amazingly helped my CATIA understanding. It does not only help you with macro programming but it helps you to understand how the software works which I find a real advantage."

[Access 2000 VBA Handbook](#) Emmett Ross

Meta-Programming and Model-Driven Meta-Program Development: Principles, Processes and Techniques presents an overall analysis of meta-programming, focusing on insights of meta-programming techniques, heterogeneous meta-program development processes in the context of model-driven, feature-based and transformative approaches. The fundamental concepts of meta-programming are still not thoroughly understood, in this well organized book divided into three parts the authors help to address this. Chapters include: Taxonomy of fundamental concepts of meta-programming; Concept of structural heterogeneous meta-programming based on the original meta-language; Model-driven concept and feature-based modeling to the development process of meta-programs; Equivalent meta-program transformations and metrics to evaluate complexity of feature-based models and meta-programs; Variety of academic research case studies within different application domains to experimentally verify the soundness of the investigated approaches. Both authors are professors at Kaunas University of Technology with 15 years research and teaching experience in the field. Meta-Programming and Model-Driven Meta-Program Development: Principles, Processes and Techniques is aimed at post-graduates in computer science and software engineering and researchers and program system developers wishing to extend their knowledge in this rapidly evolving sector of science and technology.

[Autodesk Inventor 2021 Programming Interface](#) Peachpit Press

VBA is the Key to Automating Your Work and Reusability in AutoCAD... ...and Mastering AutoCAD VBA unlocks the secrets to VBA programming, teaching you everything you need to know to write macros, customize your interface, and even develop independent applications that will speed your work and enhance your results. Written specifically for AutoCAD users, this book is filled with detailed examples that often walk you through the manual approaches to tasks, then show you—step by step—the VBA techniques that can get you there faster. Coverage includes: Creating, debugging, and editing code using the Visual Basic Editor Using variables and constants to store information Writing code using AutoCAD object properties, methods, and event procedures Repeating sections of code and designing code to be run conditionally Creating drawings from macros Automating tasks with templates and VBA macros Developing Windows applications to interface with AutoCAD Adding new menu commands to your AutoCAD environment Setting grid and snap spacing from a macro Combining primitive solids using union, intersection, and subtraction Creating solids using extrusion and revolution Performing hidden-line removal and rendering Creating ActiveX controls for exchanging data with other applications Using AutoCAD 2000i's Internet features to upload/download web files Readyng drawings for the Internet using the "Publish to Web" wizard Using hyperlinks in drawings that lead to local or Web

[Introduction to Financial Technology](#) Macromedia Press

• Teaches you the principles of both engineering graphics and Autodesk Inventor 2022 • Uses step by step tutorials that cover the most common features of Autodesk Inventor • Includes a chapter on stress analysis • Prepares you for the Autodesk Inventor Certified User Exam Autodesk Inventor 2022 and Engineering Graphics: An Integrated Approach will teach you the principles of engineering graphics while instructing you on how to use the

powerful 3D modeling capabilities of Autodesk Inventor 2022. Using step-by-step tutorials, this text will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor. By the end of the book you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam. This text is intended to be used as a training guide for students and professionals. The chapters in this text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings. This text takes a hands-on, exercise-intensive approach to all the important concepts of Engineering Graphics, as well as in-depth discussions of parametric feature-based CAD techniques. This textbook contains a series of fifteen chapters, with detailed step-by-step tutorial style lessons, designed to introduce beginning CAD users to the graphic language used in all branches of technical industry. This book does not attempt to cover all of Autodesk Inventor 2022's features, only to provide an introduction to the software. It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering.

Information Systems Architecture and Technology: Proceedings of 39th International Conference on Information Systems Architecture and Technology – ISAT 2018 "O'Reilly Media, Inc."

Introduction to AutoCAD 2024 addresses advances in technology and introduces students to 2-dimensional drawing skills and commands using the 2024 release of AutoCAD. Straightforward explanations focus on actual drawing procedures, and illustrations show what to expect on the computer screen. It continuously builds on concepts covered in previous chapters, contains exercises combined with in-text notes, and offers examples that provide the “how and why” of AutoCAD fundamentals. Projects are included at the end of each chapter and provide hands-on experience creating various types of mechanical, architectural, civil, and electrical drawings. This text is appropriate for introductory and intermediate AutoCAD courses. Introduces AutoCAD, drafting skills, editing techniques, working with complex objects, annotating drawings, outputting your work, advanced drawing and construction methods, and collaborating with others on the web. Pedagogy reinforces learning objectives throughout, with chapter objectives; key term definitions; command grids that concisely offer multiple ways of achieving the task at hand; “New” version icons that highlight new software features quickly; and discipline icons that identify the field of study throughout. Hands-on exercises appear throughout the text to reinforce learning, and end-of-chapter projects require students to demonstrate a full understanding of the concepts presented in the chapter. Introduction to AutoCAD 2024 provides students with the tools they need to develop drafting skills with AutoCAD.

Microsoft Visual Basic 2010 Developer's Handbook Wrox

In Engineering Design Graphics with Autodesk Inventor 2020, award-winning CAD instructor and author James Bethune shows students how to use Autodesk Inventor to create and document drawings and designs. The author puts heavy emphasis on engineering drawings and on drawing components used in engineering drawings such as springs, bearings, cams, and gears. It shows how to create drawings using many different formats such as .ipt, .iam, ipn, and .idw for both English and metric units. It explains how to create drawings using the tools located under the Design tab and how to extract parts from the Content Center. Chapter test questions help students assess their understanding of key concepts. Sample problems, end-of-chapter projects, and a variety of additional exercises reinforce the material and allow students to practice the techniques described. The content of the book goes beyond the material normally presented in an engineering graphics text associated with CAD software to include exercises requiring students to design simple mechanisms. This book includes the following features: Step-by-step format throughout the text allows students to work directly from the text to the screen and provides an excellent reference during and after the course. Latest coverage for Autodesk Inventor 2020 is provided. Exercises, sample problems, and projects appear in each chapter, providing examples of software capabilities and giving students an opportunity to apply their own knowledge to realistic design situations. Examples show how to create an animated assembly, apply dimension to a drawing, calculate shear and bending values, and more. ANSI and ISO standards are discussed when appropriate, introducing students to both so they learn appropriate techniques and national standards.

[Java Programming 24-Hour Trainer](#) John Wiley & Sons

Programmers run into parsing problems all the time. Whether it's a data format like JSON, a network protocol like SMTP, a server configuration file for Apache, a PostScript/PDF file, or a simple spreadsheet macro language--ANTLR v4 and this book will demystify the process. ANTLR v4 has been rewritten from scratch to make it easier than ever to build parsers and the language applications built on top. This completely rewritten new edition of the bestselling Definitive ANTLR Reference shows you how to take advantage of these new features. Build your own languages with ANTLR v4, using ANTLR's new advanced parsing technology. In this book, you'll learn how ANTLR automatically builds a data structure representing the input (parse tree) and generates code that can walk the tree (visitor). You can use that combination to implement data readers, language interpreters, and translators. You'll start by learning how to identify grammar patterns in language reference manuals and then slowly start building increasingly complex grammars. Next, you'll build applications based upon those grammars by walking the automatically generated parse trees. Then you'll tackle some nasty language problems by parsing files containing more than one language (such as XML, Java, and Javadoc). You'll also see how to take absolute control over parsing by embedding Java actions into the grammar. You'll learn directly from well-known parsing expert Terence Parr, the ANTLR creator and project lead. You'll master ANTLR grammar construction and learn how to build language tools using the built-in parse tree visitor mechanism. The book teaches using real-world examples and shows you how to use ANTLR to build such things as a data file reader, a JSON to XML translator, an R parser, and a Java class->interface extractor. This book is your ticket to becoming a parsing guru! What You Need: ANTLR 4.0 and

above. Java development tools. Ant build system optional(needed for building ANTLR from source)

[Hello App Inventor!](#) Springer

A unique book-and-video package presented by Java guru Yakov Fain As one of the most popular software languages for building Web applications, Java is often the first programming language developers learn. The latest version includes numerous updates that both novice and experienced developers need to know. With this invaluable book-and-video package, Java authority Yakov Fain fully covers Java's new features as well as its language extensions, classes and class methods, and the Swing Application Framework. For each lesson that he discusses in the book, there is an accompanying instructional video to reinforce your learning experience. Lessons include: Introducing Java Eclipse IDE Object-Oriented Programming Class Methods Back to Java Basics Packages, Interfaces, and Encapsulation Programming with Abstract Classes and Interfaces Introducing the Graphic User Interface Event Handling in UI Introduction to Java Applets Developing a Tic-Tac-Toe Applet Developing a Ping-Pong Game Error Handling Introduction to Collections Introduction to Generics Working with Streams Java Serialization Network Programming Processing E-Mails with Java Introduction to Multi-Threading Digging Deeper into Concurrent Execution Working with Databases Using JDBC Swing with JTable Annotations and Reflection Remote Method Invocation Java EE 6 Overview Programming with Servlets JavaServer Pages Developing Web Applications with JSF Introducing JMS and MOM Introducing JNDI Introduction to Enterprise JavaBeans Introduction to the Java Persistence API Working with RESTful Web Services Introduction to Spring MVC Framework Introduction to Hibernate Framework Bringing JavaFX to the Mix Java Technical Interviews Note: As part of the print version of this title, video lessons are included on DVD. For e-book versions, video lessons can be accessed at wrox.com using a link provided in the interior of the e-book.

[Autodesk Inventor 7](#) Research Platforms Services

Autodesk Inventor® 7: Basics Through Advanced fully demonstrates the powerful abilities of the Autodesk Inventor software program. This text is written in a clear and concise manner, focusing on the highest professional standards. Building on your basic understanding of CADD and mechanical drafting, this text introduces you to solid modeling and the tools and interface components used in Autodesk Inventor to complete fully parametric 3-dimensional parts, assemblies and presentations and 2-dimensional drawings. The chapters are arranged in an easy-to-understand format, beginning with basic topics and working toward advanced subjects. Each chapter contains a variety of learning tools that simulate real-world activities and mechanical drafting material as closely as possible. Some outstanding features of the book include: Learning Goals at the beginning of each chapter help you identify the main points of the chapter. Figures, which accompany the discussion of every topic, clearly demonstrate commands, tools, techniques, and content. Field Notes provide a variety of professional shortcuts, advanced applications, and additional instruction. Chapter Exercises are an important initial "hands-on" activity. Chapter exercises allow you to practice what you learn and build confidence using Autodesk Inventor. Chapter Tests can be used to test knowledge or as a comprehensive review of chapter content, which is an excellent way to reinforce what has been covered in the text. Chapter Projects provide basic through advanced activities that pull exercise concepts together and build upon material learned in previous chapters.

Autodesk Inventor 2021 and Engineering Graphics SDC Publications

Nobody ever said AutoCAD was easy, which is why you need AutoCAD & AutoCAD LT 2009 All-In-One Desk Reference for Dummies! These nine minibooks cover all the stuff you need to know to set up AutoCAD for 2D or 3D, create drawings, modify and share them, publish your work, and more. There's even a minibook devoted to increasing your options with AutoCAD LT! This one-stop guide to creating great technical drawings using AutoCAD 2009 shows you how to navigate the AutoCAD interface, set up drawings, use basic and precision tools, and use drawing objects. You'll learn how to annotate your drawings, use dimensioning and hatching, and work with AutoCAD's new Annotation Scaling feature. You'll also find out how to work with solids, texture surfaces, add lighting, and much more. Discover how to Navigate the AutoCAD interface Work with lines, shapes, and curves Add explanatory text Understand AutoCAD LT's limitations Render your drawings Create and manage blocks Use AutoCAD advanced drafting techniques Comply with CAD management and standards Share your work with others Customize the AutoCAD interface, tools, and more Complete with Web links to advanced information on navigating the AutoCAD programming interfaces, using custom programs, getting started with AutoLISP, and working with Visual Basic for AutoCAD, AutoCAD & AutoCAD LT 2009 All-In-One Desk Reference for Dummies is the only comprehensive AutoCAD guide you'll ever need.

[Pivot Table Data Crunching](#) Sybex

AutoCAD is the leading software tool for creating technical and architectural drawings, but it definitely doesn't lead in the "easy to master" category. That's why there's AutoCAD and AutoCAD LT All-in-One Desk Reference For Dummies—the perfect way to break a complex topic into bite-size, easy-to-understand pieces. Once you get the hang of using AutoCAD and its slightly less feature-rich cousin, AutoCAD LT, you discover that it offers wonderful advantages. AutoCAD allows you to Create precision to 14 significant digits Re-use portions of your drawings by copying and pasting Draw things full size and print your drawings in any scale Produce drawings that are easier to read when reduced Electronically share and distribute drawings Design in 2D or 3D So obviously, the trick is to speed up that "getting the hang of it" process. That's where AutoCAD and AutoCAD LT All-in-One Desk Reference For Dummies comes in especially handy. Ten easy-to-follow minibooks cover every aspect of AutoCAD, including the latest features of AutoCAD 2007, so you can find just what you need to know quickly and easily. You'll get the scoop on AutoCAD basics, such as setting up drawings, finding your way around the interface, and using all the tools Drawing and modifying objects in 2D and annotating your drawings 3D modeling and viewing, working with solids and surfaces, and rendering Understanding how AutoCAD LT differs from AutoCAD and deciding which program you need Advanced drafting skills, including organizing drawings, working with blocks, and using AutoCAD utilities Setting up your drawings for plotting to paper and publishing Sharing your drawings online for collaboration Customizing and programming AutoCAD to make it work the way you want it to In the familiar, friendly For Dummies fashion, AutoCAD and AutoCAD LT All-in-One Desk Reference For Dummies gives you plain-English explanations and step-by-step directions. Written by a pair of AutoDesk Authorized Authors, this handy guide will help make your relationship with AutoCAD a happy and productive one.

[Spherical Crystallization as a New Platform for Particle Design Engineering](#) Springer

Introduction to AutoCAD 2020 addresses advances in technology and introduces students to 2-dimensional drawing skills and commands using the 2020 release of AutoCAD. Straightforward explanations focus on actual drawing procedures, and illustrations show what to expect on the computer screen. It continuously builds on concepts covered in previous chapters, contains exercises combined with in-text notes, and offers examples that provide the "how and why" of AutoCAD fundamentals. Projects are included at the end of each chapter and provide hands-on experience creating various types of mechanical, architectural, civil, and electrical drawings. This text is appropriate for introductory and intermediate AutoCAD courses. Introduces AutoCAD, drafting skills, editing techniques, working with complex objects, annotating drawings, outputting your work, advanced drawing and construction methods, and collaborating with others on the web. Pedagogy reinforces learning objectives throughout, with chapter objectives; key term definitions; command grids that concisely offer multiple ways of achieving task at hand; and discipline icons that identify the field of study throughout. "New" version icons highlight new software features quickly. Hands-on exercises appear throughout the text to reinforce learning, and end-of-chapter projects require students to demonstrate a full understanding of the concepts presented in the chapter. Introduction to AutoCAD 2020 provides students with the tools they need to develop drafting skills with AutoCAD.

Tools for Design Using AutoCAD 2020 and Autodesk Inventor 2020 Sams Publishing

VBA helps you put your computer in its place Write programs that automate tasks and make Office 2007 work better for you If your computer is becoming your boss instead of your servant, start using VBA to tell it what to do! Here's the latest on the VBA IDE and program containers, debugging and controlling your programs, working with multiple applications using a single program, and the most exciting stuff -- programming for all the Office 2007 applications. Discover how to Customize an application's interface Quick-launch a VBA program Store and modify information Use VBA with the Ribbon Understand object-oriented programming Avoid runtime errors

[VBA pour Inventor : introduction au modèle objet](#) John Wiley & Sons

Autodesk Inventor 2021 and Engineering Graphics: An Integrated Approach will teach you the principles of engineering graphics while instructing you on how to use the powerful 3D modeling capabilities of Autodesk Inventor 2021. Using step-by-step tutorials, this text will teach you how to create and read engineering drawings while becoming proficient at using the most common features of Autodesk Inventor. By the end of the book you will be fully prepared to take and pass the Autodesk Inventor Certified User Exam. This text is intended to be used as a training guide for students and professionals. The chapters in this text proceed in a pedagogical fashion to guide you from constructing basic shapes to making complete sets of engineering drawings. This text takes a hands-on, exercise-intensive approach to all the important concepts of Engineering Graphics, as well as in-depth discussions of parametric feature-based CAD techniques. This textbook contains a series of fifteen chapters, with detailed step-by-step tutorial style lessons, designed to introduce beginning CAD users to the graphic language used in all branches of technical industry. This book does not attempt to cover all of Autodesk Inventor 2021's features, only to provide an introduction to the software. It is intended to help you establish a good basis for exploring and growing in the exciting field of Computer Aided Engineering. Autodesk Inventor 2021 Certified User Examination The content of this book covers the performance tasks that have been identified by Autodesk as being included on the Autodesk Inventor 2021 Certified User examination. Special reference guides show students where the performance tasks are covered in the book.

[App Inventor 2 Databases and Files](#) Laval, Qc : Albert M. Thalheim

This three-volume set of books highlights major advances in the development of concepts and techniques in the area of new technologies and architectures of contemporary information systems. Further, it helps readers solve specific research and analytical problems and glean useful knowledge and business value from the data. Each chapter provides an analysis of a specific technical problem, followed by a numerical analysis, simulation and implementation of the solution to the real-life problem. Managing an organisation, especially in today's rapidly changing circumstances, is a very complex process. Increased competition in the marketplace, especially as a result of the massive and successful entry of foreign businesses into domestic markets, changes in consumer behaviour, and broader access to new technologies and information, calls for organisational restructuring and the introduction and modification of management methods using the latest advances in science. This situation has prompted many decision-making bodies to introduce computer modelling of organisation management systems. The three books present the peer-reviewed proceedings of the 39th International Conference "Information Systems Architecture and Technology" (ISAT), held on September 16–18, 2018 in Nysa, Poland. The conference was organised by the Computer Science and Management Systems Departments, Faculty of Computer Science and Management, Wrocław University of Technology and Sciences and University of Applied Sciences in Nysa, Poland. The papers have been grouped into three major parts: Part I—discusses topics including but not limited to Artificial Intelligence Methods, Knowledge Discovery and Data Mining, Big Data, Knowledge Based Management, Internet of Things, Cloud Computing and High Performance Computing, Distributed Computer Systems, Content Delivery Networks, and Service Oriented Computing. Part II—addresses topics including but not limited to System Modelling for Control, Recognition and Decision Support, Mathematical Modelling in Computer System Design, Service Oriented Systems and Cloud Computing, and Complex Process Modelling. Part III—focuses on topics including but not limited to Knowledge Based Management, Modelling of Financial and Investment Decisions, Modelling of Managerial Decisions, Production Systems Management and Maintenance, Risk Management, Small Business Management, and Theories and Models of Innovation.

Autodesk Inventor 2024 Edward Mitchell

- Designed for anyone who wants to learn Autodesk Inventor
- Absolutely no previous experience with CAD is required
- Uses a learn by doing approach
- Starts at a basic level and guides you to an advanced user level
- Includes extensive video instruction This unique text and video set presents a thorough introduction to Autodesk Inventor for anyone with little or no prior experience with CAD software. It can be used in virtually any setting from four year engineering schools to on-the-job use or self-study. Unlike other books of its kind, it begins at a very basic level and ends at a very advanced level. It's perfect for anyone interested in learning Autodesk Inventor quickly and effectively using a "learning by doing" approach. Additionally, the extensive videos that are included with this book make it easier than ever to learn Inventor by clearly demonstrating how to use its tools. The philosophy behind this book is that learning computer aided design programs is best accomplished by emphasizing the application of the tools. Students also seem to learn more quickly and retain information and skills better if they are actually creating something with the software

program. The driving force behind this book is “learning by doing.” The instructional format of this book centers on making sure that students learn by doing and that students can learn from this book on their own. In fact, this is one thing that differentiates this book from others: the emphasis on being able to use the book for self-study. The presentation of Autodesk Inventor is structured so that no previous knowledge of any CAD program is required. This book uses the philosophy that Inventor is mastered best by concentrating on applying the program to create different types of solid models, starting simply and then using the power of the program to progressively create more complex solid models. The Drawing Activities at the end of each chapter are more complex iterations of the part developed by each chapter’s objectives. Since CAD programs are highly visual, there are graphical illustrations showing how to use the program. This reinforces the “learn by doing” philosophy since a student can see exactly what the program shows, and then step through progressive commands to implement the required operations. Rather than using a verbal description of the command, a screen capture of each command is replicated. Included Videos Each book includes access to extensive video training created by author Scott Hansen. The videos follow along with the table of contents of the book. Each chapter has one or more videos in which the author demonstrates how to use the tools that are covered in that chapter. Most videos follow an exercise from start to finish. The exercises created in the video are very similar to the exercise found in the corresponding chapter. Throughout the videos Scott Hansen describes how to perform each step, the reason behind these steps, and some of the other options available with the various tools. The author’s clear and simple description of each exercise is a perfect companion to the text and makes learning Autodesk Inventor easier than ever. There are thirty-four videos with four hours and thirty-nine minutes of training in total.

VBA For Dummies Sybex

This exercise book is directed to all interested persons of various disciplines. It is build logically and tries to bring you closer to the program Autodesk Inventor 2011 by means of a successive construction of a four-stroke-engine. In small, easy comprehensible work steps you will get to know various

procedures and commands and work them step-by-step.

Object-oriented Programming with Visual Basic .NET SDC Publications

This book is a hands-on tutorial for Access users who want to learn Access by working through solid examples. It will show the reader how to use Access and how to develop solid databases from start to finish. The focus of the book will be Access databases on the desktop but will have two chapters on implementing Access in a networked or client/server environment. Key topics include understanding relational databases and the Access 2002 architecture; designing, building, and maintaining full-feature, robust database applications; implementing Data Access Pages; working with Visual Basic for Applications and the Visual Basic Editor; and publishing Access content to the WWW or a company’s intranet.

VB Scripting for CATIA V5 Springer

The financial technology environment is a dynamic, high-pressured, fast-paced world in which developing fast and efficient buy-and-sell order processing systems and order executing (clearing and settling) systems is of primary importance. The orders involved come from an ever-changing network of people (traders, brokers, market makers) and technology. To prepare people to succeed in this environment, seasoned financial technology veteran Roy Freedman presents both the technology and the finance side in this comprehensive overview of this dynamic area. He covers the broad range of topics involved in this industry—including auction theory, databases, networked computer clusters, back-office operations, derivative securities, regulation, compliance, bootstrap statistics, optimization, and risk management—in order to present an in-depth treatment of the current state-of-the-art in financial technology. Each chapter concludes with a list of exercises; a list of references; a list of websites for further information; and case studies. With amazing clarity, Freedman explains both the technology side and the finance side of financial technology. Accessible to both finance professionals needing to upgrade their technology knowledge and technology specialists needing to upgrade their finance knowledge