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David Busch's Sony Alpha a7 IV Guide to Digital Photography Rocky Nook, Inc. David Busch's Sony Alpha a7 IV Guide to Digital Photography is the most comprehensive resource and reference for Sony's long-awaited 33-megapixel full frame mirrorless camera. Capable of 10 frame-per-second bursts even at full resolution, the a7 IV is fast enough for action photography, and its enhanced dynamic range delivers the image quality that the most demanding landscape or fine-art photographer requires. This camera's remarkable low-light performance, fast sensor-based phase detect autofocus (with real-time face and eye tracking in both still and movie modes), and improved 5-axis in-body image stabilization, the a7 IV has all the tools needed to take incredible images. This book will show you how to master those features as you explore the world of digital photography and hone your creativity with your a7 IV. Filled with detailed how-to steps and full-color illustrations, David Busch's Sony Alpha a7 IV Guide to Digital Photography covers every feature of this camera in depth, from taking your first photos through advanced details of setup, exposure, lens selection, lighting, and more, and relates each feature to specific photographic techniques and situations. Also included is the handy camera "roadmap" chapter, an easy-to-use visual guide to the camera's features and controls. Learn when to use every option and, more importantly, when not to use them, by following the author's recommended settings for each menu entry. With best-selling photographer and mentor David Busch as your guide, you'll quickly have full creative mastery of your camera's capabilities, whether you're shooting on the job, as an advanced enthusiast exploring full frame photography for the first time, or are just out for fun. Start building your knowledge and confidence, while bringing your vision to light with the Sony a7 IV. **Android Hacker's Handbook** John Wiley & Sons The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis. Covers Android application building blocks and security as well as debugging and auditing Android apps. Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack. **Android Hacker's Handbook** is the first comprehensive resource for IT professionals charged with smartphone security. **Video Game Audio A History, 1972-2020** McFarland From the one-bit beeps of Pong to the 3D audio of PlayStation 5, this book examines historical trends in video game sound and music. A range of game systems sold in North America, Europe and Japan are evaluated by their audio capabilities and industry competition. Technical fine points are explored, including synthesized v. sampled sound, pre-recorded v. dynamic audio, backward compatibility, discrete and multifunctional soundchips, storage media, audio programming documentation, and analog v. digital outputs. A timeline chronicles significant developments in video game sound for PC, NES, Dreamcast, Xbox, Wii, Game Boy, PSP, iOS and Android devices and many others. **ODROID-XU4 User Manual A Beginner's Guide** Hardkernel, Ltd Congratulations on purchasing the ODROID-XU4! It is one of the most powerful low-cost Single Board computers available, as well as being an extremely versatile device. Featuring an octa-core Exynos 5422 big.LITTLE processor, advanced Mali GPU, and Gigabit ethernet, it can function as a home theater set-top box, a general purpose computer for web browsing, gaming and socializing, a compact tool for college or office work, a prototyping device for hardware tinkering, a controller for home automation, a workstation for software development, and much more. Some of the modern operating systems that run on the ODROID-XU4 are Ubuntu, Android, Fedora, ARCHLinux, Debian, and OpenELEC, with thousands of free open-source software packages available. The ODROID-XU4 is an ARM device, which is the most widely used architecture for mobile devices and embedded 32-bit computing. **Raspberry Pi User Guide** John Wiley & Sons Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices. Understand Linux System Admin nomenclature and conventions. Write your own programs using Python and Scratch. Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more. The credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkerers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery. **Sony CLIE For Dummies** John Wiley & Sons Shows users how to make the most of Sony's popular Palm OS PDA, the CLIE. Sony holds the second largest share of the U.S. PDA market—12.1 percent. Guides new and intermediate users through the all the latest CLIE features and functions, from using Graffiti and working with Microsoft Office and PDF files to scheduling appointments, checking e-mail, and beaming data. Covers cool multimedia features such as taking digital photos, producing slide shows, recording and watching movies, transferring music, and creating reminders using the built-in voice recorder. Written in a friendly, accessible style by PDA guru Denny Atkin, Editorial Director of Handheld Computing magazine. **The Official Raspberry Pi Beginner's Guide How to Use Your New Computer** Ebook Publication for **Training A Guide to Creating the Digital Reference Bookshelf for Today's Organization** Joel Zarley **The Fourth Industrial Revolution** Currency Between the 18th and 19th centuries, Britain experienced massive leaps in technological, scientific, and economical advancement. **The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies** W. W. Norton & Company A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity. **Calibre Manual** Samurai Media Limited Calibre is an ebook library manager. It can view, convert and catalog ebooks in most of the major ebook formats. It can also talk to many ebook reader devices. It can go out to the Internet and fetch metadata for your books. It can download newspapers and convert them into ebooks for convenient reading. It is cross platform, running on Linux, Windows and OS X. **Tony Northrup's Photography Buying Guide How to Choose a Camera, Lens, Tripod, Flash & More** Tony Northrup If you're a beginner photographer, this book can save you hundreds of dollars. If you're a seasoned pro, it can save you thousands. With access to over 16 HOURS of online video, this book helps you choose the best equipment for your budget and style of photography. In this book, award-winning author and photographer Tony Northrup explains what all your camera, flash, lens, and tripod features do, as well as which are worth paying for and which you can simply skip. Tony provides information specific to your style of photography, whether you're a casual photographer or you're serious about portraits, landscapes, sports, wildlife, weddings, or even macro. For the casual reader, Tony provides quick recommendations to allow you to get the best gear for your budget, without spending days researching. If you love camera gear, you'll be able to dive into 200 pages of detailed information covering Nikon, Canon, Sony, Micro Four-Thirds, Olympus, Samsung, Leica, Mamiya, Hasselblad, Fuji, Pentax, Tamron, Sigma, Yongnuo, PocketWizard, Phottix, Pixel King, and many other manufacturers. Camera technology changes fast, and this book keeps up. Tony updates this book several times per year, and buying the book gives you a lifetime subscription to the updated content. You'll always have an up-to-date reference on camera gear right at your fingertips. Here are just some of the topics covered in the book: What should my first camera be? Which lens should I buy? Should I buy Canon, Nikon, or Sony? Is a mirrorless camera or a DSLR better for me? Do I need a full frame camera? Is it safe to buy generic lenses and flashes? What's the best landscape photography gear? Which portrait lens and flash should I buy? What gear do I need to photograph a wedding? How can I get great wildlife shots on a budget? Which sports photography equipment should I purchase? Should I buy zooms or primes? Is image stabilization worth the extra cost? Which type of tripod should I buy? Which wireless flash system is the best for my budget? How can I save money by buying used? What kind of computer should I get for photo editing? What studio lighting equipment should I buy? When you buy this book, you'll be able to immediately read the book online. You'll also be able to download it in PDF, .mobi, and .epub formats—every popular format for your computer, tablet, smartphone, or eReader! **Basics Interactive Design: User Experience Design Creating Designs Users Really Love** A&C Black By putting people at the centre of interactive design, user experience (UX) techniques are now right at the heart of digital media design and development. As a designer, you need to create work that will impact positively on everyone who is exposed to it. Whether it's passive and immutable or interactive and dynamic, the success of your design will depend largely on how well the user experience is constructed. User Experience Design shows how researching and understanding users' expectations and motivations can help you develop effective, targeted designs. The authors explore the use of scenarios, personas and prototyping in idea development, and will help you get the most out of the latest tools and techniques to produce interactive designs that users will love. With practical projects to get you started, and stunning examples from some of today's most innovative studios, this is an essential introduction to modern UXD. **Idea Man A Memoir by the Cofounder of Microsoft** Penguin By his early thirties, Paul Allen was a world-famous billionaire and that was just the beginning. In 2007 and 2008, Time named Paul Allen, the cofounder of Microsoft, one of the hundred most influential people in the world. Since he made his fortune, his impact has been felt in science, technology, business, medicine, sports, music, and philanthropy. His passion, curiosity, and intellectual rigor combined with the resources to launch and support new initiatives have literally changed the world. In 2009 Allen discovered that he had lymphoma, lending urgency to his desire to share his story for the first time. In this classic memoir, Allen explains how he has solved problems, what he's learned from his many endeavors—both the triumphs and the failures—and his compelling vision for the future. He reflects candidly on an extraordinary life. The book also features previously untold stories about everything from the true origins of Microsoft to Allen's role in the dawn of private space travel (with SpaceShipOne) and in discoveries at the frontiers of brain science. With honesty, humor, and insight, Allen tells the story of a life of ideas made real. **The Essential Guide to Telecommunications** Prentice Hall “Annabel Dodd has cogently untangled the wires and switches and technobabble of the telecommunications revolution and explained how the introduction of the word ‘digital’ into our legislative and regulatory lexicon will affect consumers, companies and society into the next millennium.” – United States Senator Edward J. Markey of Massachusetts; Member, U.S. Senate Subcommittee on Communications, Technology, Innovation, and the Internet “Annabel Dodd has a unique knack for explaining complex technologies in understandable ways. This latest revision of her book covers the rapid changes in the fields of broadband, cellular, and streaming technologies; newly developing 5G networks; and the constant changes happening in both wired and wireless networks. This book is a must-read for anyone who wants to understand the rapidly evolving world of telecommunications in the 21st century!” – David Mash, Retired Senior Vice President for Innovation,

Strategy, and Technology, Berklee College of Music Completely updated for current trends and technologies, The Essential Guide to Telecommunications, Sixth Edition, is the world's top-selling, accessible guide to the fast-changing global telecommunications industry. Writing in easy-to-understand language, Dodd demystifies today's most significant technologies, standards, architectures, and trends. She introduces leading providers worldwide, explains where they fit in the marketplace, and reveals their key strategies. New topics covered in this edition include: LTE Advanced and 5G wireless, modern security threats and countermeasures, emerging applications, and breakthrough techniques for building more scalable, manageable networks. Gain a practical understanding of modern cellular, Wi-Fi, Internet, cloud, and carrier technologies Discover how key technical, business, and regulatory innovations are changing the industry See how streaming video, social media, cloud computing, smartphones, and the Internet of Things are transforming networks Explore growing concerns about security and privacy, and review modern strategies for detecting and mitigating network breaches Learn how Software Defined Networks (SDN) and Network Function Virtualization (NFV) add intelligence to networks, enabling automation, flexible configurations, and advanced networks Preview cutting-edge, telecom-enabled applications and gear—from mobile payments to drones Whether you're an aspiring network engineer looking for a broad understanding of the industry, or a salesperson, marketer, investor, or customer, this indispensable guide provides everything you need to know about telecommunications right now. This new edition is ideal for both self-study and classroom instruction. Register your product for convenient access to downloads, updates, and/or corrections as they become available. **Distance Education for Teacher Training** Routledge First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company. **Navigating the Digital Age The Definitive Cybersecurity Guide for Directors and Officers** Welcome to the all-new second edition of Navigating the Digital Age. This edition brings together more than 50 leaders and visionaries from business, science, technology, government, academia, cybersecurity, and law enforcement. Each has contributed an exclusive chapter designed to make us think in depth about the ramifications of this digital world we are creating. Our purpose is to shed light on the vast possibilities that digital technologies present for us, with an emphasis on solving the existential challenge of cybersecurity. An important focus of the book is centered on doing business in the Digital Age—particularly around the need to foster a mutual understanding between technical and non-technical executives when it comes to the existential issues surrounding cybersecurity. This book has come together in three parts. In Part 1, we focus on the future of threat and risks. Part 2 emphasizes lessons from today's world, and Part 3 is designed to help you ensure you are covered today. Each part has its own flavor and personality, reflective of its goals and purpose. Part 1 is a bit more futuristic, Part 2 a bit more experiential, and Part 3 a bit more practical. How we work together, learn from our mistakes, deliver a secure and safe digital future—those are the elements that make up the core thinking behind this book. We cannot afford to be complacent. Whether you are a leader in business, government, or education, you should be knowledgeable, diligent, and action-oriented. It is our sincerest hope that this book provides answers, ideas, and inspiration. If we fail on the cybersecurity front, we put all of our hopes and aspirations at risk. So we start this book with a simple proposition: When it comes to cybersecurity, we must succeed. **Principles of Management** Principles of Management is designed to meet the scope and sequence requirements of the introductory course on management. This is a traditional approach to management using the leading, planning, organizing, and controlling approach. Management is a broad business discipline, and the Principles of Management course covers many management areas such as human resource management and strategic management, as well as behavioral areas such as motivation. No one individual can be an expert in all areas of management, so an additional benefit of this text is that specialists in a variety of areas have authored individual chapters. Contributing Authors David S. Bright, Wright State University Anastasia H. Cortes, Virginia Tech University Eva Hartmann, University of Richmond K. Praveen Parboteeah, University of Wisconsin-Whitewater Jon L. Pierce, University of Minnesota-Duluth Monique Reece Amit Shah, Frostburg State University Siri Terjesen, American University Joseph Weiss, Bentley University Margaret A. White, Oklahoma State University Donald G. Gardner, University of Colorado-Colorado Springs Jason Lambert, Texas Woman's University Laura M. Leduc, James Madison University Joy Leopold, Webster University Jeffrey Muldoon, Emporia State University James S. O'Rourke, University of Notre Dame **Sensors for Health Monitoring** Academic Press Sensors for Health Monitoring discusses the characteristics of U-Healthcare systems in different domains, providing a foundation for working professionals and undergraduate and postgraduate students. The book provides information and advice on how to choose the best sensors for a U-Healthcare system, advises and guides readers on how to overcome challenges relating to data acquisition and signal processing, and presents comprehensive coverage of up-to-date requirements in hardware, communication and calculation for next-generation uHealth systems. It then compares new technological and technical trends and discusses how they address expected u-Health requirements. In addition, detailed information on system operations is presented and challenges in ubiquitous computing are highlighted. The book not only helps beginners with a holistic approach toward understanding u-Health systems, but also presents researchers with the technological trends and design challenges they may face when designing such systems. Presents an outstanding update on the use of U-Health data analysis and management tools in different applications, highlighting sensor systems Highlights Internet of Things enabled U-Healthcare Covers different data transmission techniques, applications and challenges with extensive case studies for U-Healthcare systems **Business Model Generation A Handbook for Visionaries, Game Changers, and Challengers** John Wiley & Sons Business Model Generation is a handbook for visionaries, game changers, and challengers striving to defy outmoded business models and design tomorrow's enterprises. If your organization needs to adapt to harsh new realities, but you don't yet have a strategy that will get you out in front of your competitors, you need Business Model Generation. Co-created by 470 "Business Model Canvas" practitioners from 45 countries, the book features a beautiful, highly visual, 4-color design that takes powerful strategic ideas and tools, and makes them easy to implement in your organization. It explains the most common Business Model patterns, based on concepts from leading business thinkers, and helps you reinterpret them for your own context. You will learn how to systematically understand, design, and implement a game-changing business model—or analyze and renovate an old one. Along the way, you'll understand at a much deeper level your customers, distribution channels, partners, revenue streams, costs, and your core value proposition. Business Model Generation features practical innovation techniques used today by leading consultants and companies worldwide, including 3M, Ericsson, Capgemini, Deloitte, and others. Designed for doers, it is for those ready to abandon outmoded thinking and embrace new models of value creation: for executives, consultants, entrepreneurs, and leaders of all organizations. If you're ready to change the rules, you belong to "the business model generation!" **Hacking: The Next Generation The Next Generation** "O'Reilly Media, Inc." With the advent of rich Internet applications, the explosion of social media, and the increased use of powerful cloud computing infrastructures, a new generation of attackers has added cunning new techniques to its arsenal. For anyone involved in defending an application or a network of systems, Hacking: The Next Generation is one of the few books to identify a variety of emerging attack vectors. You'll not only find valuable information on new hacks that attempt to exploit technical flaws, you'll also learn how attackers take advantage of individuals via social networking sites, and abuse vulnerabilities in wireless technologies and cloud infrastructures. Written by seasoned Internet security professionals, this book helps you understand the motives and psychology of hackers behind these attacks, enabling you to better prepare and defend against them. Learn how "inside out" techniques can poke holes into protected networks Understand the new wave of "blended threats" that take advantage of multiple application vulnerabilities to steal corporate data Recognize weaknesses in today's powerful cloud infrastructures and how they can be exploited Prevent attacks against the mobile workforce and their devices containing valuable data Be aware of attacks via social networking sites to obtain confidential information from executives and their assistants Get case studies that show how several layers of vulnerabilities can be used to compromise multinational corporations **The Orange Economy An Infinite Opportunity** Inter-American Development Bank This manual has been designed and written with the purpose of introducing key concepts and areas of debate around the "creative economy", a valuable development opportunity that Latin America, the Caribbean and the world at large cannot afford to miss. The creative economy, which we call the "Orange Economy" in this book (you'll see why), encompasses the immense wealth of talent, intellectual property, interconnectedness, and, of course, cultural heritage of the Latin American and Caribbean region (and indeed, every region). At the end of this manual, you will have the knowledge base necessary to understand and explain what the Orange Economy is and why it is so important. You will also acquire the analytical tools needed to take better advantage of opportunities across the arts, heritage, media, and creative services. **Ethics for the Information Age** Addison-Wesley Widely praised for its balanced treatment of computer ethics, Ethics for the Information Age offers a modern presentation of the moral controversies surrounding information technology. Topics such as privacy and intellectual property are explored through multiple ethical theories, encouraging readers to think critically about these issues and to make their own ethical decisions. **The Global Smartphone Beyond a youth technology** UCL Press The smartphone is often literally right in front of our nose, so you would think we would know what it is. But do we? To find out, 11 anthropologists each spent 16 months living in communities in Africa, Asia, Europe and South America, focusing on the take up of smartphones by older people. Their research reveals that smartphones are technology for everyone, not just for the young. The Global Smartphone presents a series of original perspectives deriving from this global and comparative research project. Smartphones have become as much a place within which we live as a device we use to provide 'perpetual opportunism', as they are always with us. The authors show how the smartphone is more than an 'app device' and explore differences between what people say about smartphones and how they use them. The smartphone is unprecedented in the degree to which we can transform it. As a result, it quickly assimilates personal values. In order to comprehend it, we must take into consideration a range of national and cultural nuances, such as visual communication in China and Japan, mobile money in Cameroon and Uganda, and access to health information in Chile and Ireland – all alongside diverse trajectories of ageing in AI Quds, Brazil and Italy. Only then can we know what a smartphone is and understand its consequences for people's lives around the world. **The Internet Literacy Handbook** Council of Europe Over the past decade, Internet technology, now merging into that of mobile technology, has transformed the multiple facets of life in society across the world, changing work and leisure patterns, and placing greater demands on us as active, democratic citizens. The Internet literacy handbook, intended for parents, teachers and young people throughout Europe, is a guide to exploiting to the fullest this complex network of information and communication. The handbook is comprised of 21 fact sheets, each covering a particular topic on Internet use, from searching for information to setting up blogs through to e-shopping and e-citizenship. These fact sheets offer teachers and parents sufficient technical know-how to allow them to share young people's and children's voyages through communication technology. They highlight ethical and safety considerations, give insight into added value in education, provide ideas for constructive activities in class or at home, share best practice in Internet use, and provide a wealth of definitions and links to sites that give practical examples and further in-depth information. **Embedded Linux System Design and Development** CRC Press Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products. **Business Ethics APA Style Guide to Electronic References** Expanded and updated from the Electronic Resources section, The APA style guide to electronic resources outlines for students and writers the key elements with numerous examples. Dissertations and theses; bibliographies; curriculum and course material; reference materials, including Wiki; gray literature, such as conference hearings, presentation slides, and policy briefs; general interest media and alternative presses such as audio podcasts; and online communities, such as Weblog posts and video Weblog posts. **Path Dependence in Two-sided Markets A Simulation Study on Technological Path Dependence with an Application to Platform Competition in the Smartphone Industry** Tobias Georg Meyer **Complete A+ Guide to IT Hardware and Software AA CompTIA A+ Core 1 (220-1001) & CompTIA A+ Core 2 (220-1002) Textbook** Pearson IT Certification Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of

CompTIA A+ Certification Exam Objectives make sure you know exactly what you'll be learning, and you cover all you need to know Hundreds of photos, figures, and tables present information in a visually compelling full-color design Practical Tech Tips provide real-world IT tech support knowledge Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to “flip” the classroom if they choose Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding Chapter Summaries recap key concepts for more efficient studying Certification Exam Tips provide insight into the certification exam and preparation process

The Opposite of Hate A Field Guide to Repairing Our Humanity Algonquin Books “A stunning debut by a truly gifted writer—an eye-opening read for both liberals and conservatives—and it could not come at a better time.”—Adam Grant, New York Times bestselling author of Option B, with Sheryl Sandberg What is the opposite of hate? As a progressive commentator on Fox News and now CNN, Sally Kohn has made a career out of bridging intractable political differences and learning how to talk respectfully with people whose views she disagrees with passionately. Her viral TED Talk on the need to practice emotional—rather than political—correctness sparked a new way of considering how often we amplify our differences and diminish our connections. But these days even famously “nice” Kohn finds herself wanting to breathe fire at her enemies. It was time, she decided, to look into the epidemic of hate all around us and learn how we can stop it. In *The Opposite of Hate*, Kohn talks to leading scientists and researchers and investigates the evolutionary and cultural roots of hate and how incivility can be a gateway to much worse. She travels to Rwanda, the Middle East, and across the United States, introducing us to former terrorists and white supremacists, and even some of her own Twitter trolls, drawing surprising lessons from dramatic and inspiring stories of those who left hate behind. As Kohn confronts her own shameful moments, whether it was back when she bullied a classmate or today when she harbors deep partisan resentment, she discovers, “The opposite of hate is the beautiful and powerful reality of how we are all fundamentally linked and equal as human beings. The opposite of hate is connection.” Sally Kohn’s engaging, fascinating, and often funny book will open your eyes and your heart.

Security in Computing Pearson Education India **A Gift of Fire Social, Legal, and Ethical Issues for Computing Technology** Prentice Hall This timely revision will feature the latest Internet issues and provide an updated comprehensive look at social and ethical issues in computing from a computer science perspective. **Free Culture** Lulu Press, Inc Lawrence Lessig, “the most important thinker on intellectual property in the Internet era”, masterfully argues that never before in human history has the power to control creative progress been so concentrated in the hands of the powerful few, the so-called Big Media. Never before have the cultural powers- that-be been able to exert such control over what we can and can't do with the culture around us. Our society defends free markets and free speech; why then does it permit such top-down control? To lose our long tradition of free culture, Lawrence Lessig shows us, is to lose our freedom to create, our freedom to build, and, ultimately, our freedom to imagine. **Probability and Statistics for Engineering and the Sciences** Cengage Learning This market-leading text provides a comprehensive introduction to probability and statistics for engineering students in all specialties. This proven, accurate book and its excellent examples evidence Jay Devore’s reputation as an outstanding author and leader in the academic community. Devore emphasizes concepts, models, methodology, and applications as opposed to rigorous mathematical development and derivations. Through the use of lively and realistic examples, students go beyond simply learning about statistics—they actually put the methods to use. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. **Mastering openFrameworks: Creative Coding Demystified** Packt Publishing Ltd This book gives clear and effective instructions, stuffed with practical examples, to build your own fun, stunning and highly-interactive openFrameworks applications. Each chapter is focused differently and has a new theme to it, This book targets visual artists, designers, programmers and those interested in creative coding by getting started with openFrameworks. This book will help you understand the capabilities of openFrameworks to help you create visually stunning and fully interactive applications. You should have a basic knowledge of object oriented programming, such as C++, Java, Python, ActionScript 3, etc. **The Theory and Practice of Online Learning** Athabasca University Press Neither an academic tome nor a prescriptive 'how to' guide, *The Theory and Practice of Online Learning* is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of “The Theory and Practice of Online Learning” features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations. **The Art of God of War** Dark Horse Comics It is a new beginning for Kratos. Living as a man, outside the shadow of the gods, he seeks solitude in the unfamiliar lands of Norse mythology. With new purpose and his son at his side, Kratos must fight for survival as powerful forces threaten to disrupt the new life he has created. The volume is an intimate chronicle of the years-long odyssey to bring Kratos and Atreus's beautiful and brutal world to life. Step into Midgard and explore beyond, as Dark Horse Books and Santa Monica Studio proudly present the quintessential companion to the enormously anticipated *God of War*. This is a document unlike any other that sets readers on an exhaustive behind-the-scenes journey to witness the creation of an epic of tremendous scale. **Infotech Teacher's Book English for Computer Users** Cambridge University Press Infotech, second edition, is a comprehensive course for intermediate level learners who need to be able to understand the English of computing for study and work. Thoroughly revised by the same author it offers up to date material on this fast moving area. The course does not require a specialist knowledge of computers on either the part of the student or the teacher. The 30 units are organized into seven thematically linked sections and cover a range of subject matter, from Input/output devices for the disabled to Multimedia and Internet issues. Key features of the Teacher's Book: - exhaustive support for the teacher, with technical help where needed - a photocopiable extra activities section - answer key and tapescripts