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*The best contemporary American poets are represented in this essential anthology. In this mesmerizing sequel to the New York Times bestseller Girls of Paper and Fire, Lei and Wren have escaped the oppression of the Hidden Palace, but their freedom comes at a terrible cost. Lei, the naive country girl who became a royal courtesan, is now known as the Moonchosen, the commoner who managed to do what no one else could. But slaying the cruel monarch wasn't the culmination of her destiny -- it was just the beginning. Now Lei, with a massive bounty on her head, must travel the kingdom with her warrior love Wren to gain support from the far-flung rebel clans. Meanwhile, a plot to eliminate the rebel uprising is taking shape, fueled by dark magic and vengeance. Will Lei succeed in her quest to overthrow the monarchy, or will she succumb to the sinister magic that seeks to destroy her bond with Wren, and their very lives? The explosive Girls of Paper and Fire was named: A 10-week New York Times bestseller #1 on the Indie Kids Next List B&N's Most Anticipated LGBTQAP Books of 2018 Buzzfeed's Books You Need to Pick Up This Fall Goodread's Ultimate Fall YA Reading List Shondaland's Fantasy Novels You Need to Read Bookriot's Must Read Asian Releases Bookish's Most Anticipated YA SFF List After many speculations and wild guesses, the iPhone 11, which is the newest entry to the Apple iPhone family, is officially available. HURRAY! The device was introduced together with the*

*iPhone 11 Pro and iPhone 11 Max to replace Apple's phased-out iPhone XR, XS and XS Max models. These latest iPhone devices came configured with the iOS software that was released in September 2019. The iPhone 11 looks stunning in videos but look even better physically. Have you recently acquired an iPhone 11? Are you searching for a detailed user guide to help you configure your new iPhone phone and understand it? Are you searching for a manual to uncover all of your latest device's great features? Are you curious to know what to do after unboxing it and undergoing the initial setup phase? Okay, this book is for you! The contents of this book are in clear and concise words, with a detailed approach to help you understand your device as quickly as possible. A look at this guide will teach you the following: How to Activate and Configure Your iPhone How to Add Password: Set Up Screen Lock How to Change the Auto-Lock (Screen Timeout) Time How to Insert Sim Card Properly How to Configure and Use Face ID to Unlock Your iPhone How to Turn "Tap to Wake" and "Raise to Wake" On and Off How to Block and Unblock a Number How to Make a Phone Call How to Setup Call forwarding How to Make Conference Call How to Navigate Your iPhone with Voice Control How to Find Your iPhone if Misplaced or Stolen ...and many more topics. Get this book to provide answers to all your questions about your new device. Hit the Buy Now button to get this book and enjoy doing more with your iPhone. Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher*

for quality, authenticity, or access to any online entitlements included with the product. *Fiendishly Clever Sensor Projects for Your Arduino and Raspberry Pi* Learn to quickly build your own electronic gadgets that monitor, measure, and react to the real world—with no prior experience required! This easy-to-follow guide covers the programming and electronics essentials needed to build fun and educational sensor-based projects with both Arduino and Raspberry Pi. *Arduino and Raspberry Pi Sensor Projects for the Evil Genius* features step-by-step DIY projects that use inexpensive, readily available parts. You will discover how to use touch, temperature, moisture, light, sound, and motion sensors—even sensors that detect the presence of a human! Start-to-finish Arduino and Raspberry Pi projects include: • “Simon Says” game • Rotary encoder that controls an RGB LED • Reed switch door buzzer alarm • Fire alarm • Sound detector • Light clapper • Glass break alarm • Infrared motion detector • Distance sensor intruder alarm • Collision alarm • TFT color display screen • Door entry alarm with SD card logging • And many more This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite

*clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris. This book focuses on the use of molecular tools to study small populations of rare and endangered mammals, and presents case studies that apply an evolutionary framework to address innovative questions in the emerging field of mammalian conservation genomics using a highly diverse set of novel molecular tools. Novel and more precise molecular technologies now allow experts in the field of mammology to interpret data in a more contextual and empirical fashion and to better describe the evolutionary and ecological processes that are responsible for the patterns they observe. The book also demonstrates how recent advances in genetic/genomic technologies have been applied to assess the impact of environmental/anthropogenic changes on the health of small populations of mammals. It examines a range of issues in the field of mammalian conservation genomics, such as the role that the genetic diversity of the immune system plays in disease protection and local adaptation; the use of noninvasive techniques*

and genomic banks as a resource for monitoring and restoring populations; the structuring of population by physical barriers; and genetic diversity. Further, by integrating research from a variety of areas - including population genetics, molecular ecology, systematics, and evolutionary and conservation biology - it enables readers to gain a deeper understanding of the conservation biology of mammals that are at increasing risk of extinction at local, regional and global scales. As such, it offers a unique resource for a broad readership interested in the conservation biology of mammals and conservation management strategies to better preserve biodiversity.

**MANUAL OF HOME HEALTH NURSING PROCEDURES** provides home health care agencies with a manual of guidelines and standardized nursing procedures performed in the home. This valuable resource includes over 250 procedures, with 45 new in this edition. Packaged with the binder is a CD-ROM containing all procedures, allowing agencies to customize the content to meet their needs. A new Patient Education chapter covers teaching tips and cultural considerations.

**Interact with the world and rapidly prototype IoT applications using Python** About This Book Rapidly prototype even complex IoT applications with Python and put them to practical use Enhance your IoT skills with the most up-to-date applicability in the field of wearable tech, smart environments, and home automation Interact with hardware, sensors, and actuators and control your DIY IoT projects through Python Who This Book Is For The



*book is ideal for Python developers who want to explore the tools in the Python ecosystem in order to build their own IoT applications and work on IoT-related projects. It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board. What You Will Learn Prototype and develop IoT solutions from scratch with Python as the programming language Develop IoT projects with Intel Galileo Gen 2 board along with Python Work with the different components included in the boards using Python and the MRAA library Interact with sensors, actuators, and shields Work with UART and local storage Interact with any electronic device that supports the I2C bus Allow mobile devices to interact with the board Work with real-time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of Things (IoT) is revolutionizing the way devices/things interact with each other. And when you have IoT with Python on your side, you'll be able to build interactive objects and design them. This book lets you stay at the forefront of cutting-edge research on IoT. We'll open up the possibilities using tools that enable you to interact with the world, such as Intel Galileo Gen 2, sensors, and other hardware. You will learn how to read, write, and convert digital values to generate analog output by programming Pulse Width Modulation (PWM) in Python. You will get familiar with the complex communication system included in the board, so you can interact with any shield, actuator, or*

sensor. Later on, you will not only see how to work with data received from the sensors, but also perform actions by sending them to a specific shield. You'll be able to connect your IoT device to the entire world, by integrating WiFi, Bluetooth, and Internet settings. With everything ready, you will see how to work in real time on your IoT device using the MQTT protocol in python. By the end of the book, you will be able to develop IoT prototypes with Python, libraries, and tools.

**Style and approach** This book takes a tutorial-like approach with mission critical chapters. The initial chapters are introductions that set the premise for useful examples covered in later chapters. If you want to build programming and electronics projects that interact with the environment, this book will offer you dozens of recipes to guide you through all the major applications of the Arduino platform. It is intended for programming or electronics enthusiasts who want to combine the best of both worlds to build interactive projects. A collection of black-and-white photographs by early twentieth-century photographer Dorothea Lange, best known for her pictures of Depression-era America, featuring selections drawn from throughout her career; with an essay that provides information about Lange's life and work.

**Master programming Arduino with this hands-on guide** *Arduino Sketches* is a practical guide to programming the increasingly popular microcontroller that brings gadgets to life. Accessible to tech-lovers at any level, this book provides expert instruction on Arduino programming and hands-on practice to

test your skills. You'll find coverage of the various Arduino boards, detailed explanations of each standard library, and guidance on creating libraries from scratch – plus practical examples that demonstrate the everyday use of the skills you're learning. Work on increasingly advanced programming projects, and gain more control as you learn about hardware-specific libraries and how to build your own. Take full advantage of the Arduino API, and learn the tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processor and sockets that allow you to quickly attach peripherals without tools or solders. It's easy to build, easy to program, and requires no specialized hardware. For the hobbyist, it's a dream come true – especially as the popularity of this open-source project inspires even the major tech companies to develop compatible products. *Arduino Sketches* is a practical, comprehensive guide to getting the most out of your Arduino setup. You'll learn to: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee; Find, import, and update user libraries, and learn to create your own; Master the Arduino Due, Esplora, Yun, and Robot boards for enhanced communication, signal-sending, and peripherals; Play audio files, send keystrokes to a computer, control LED and cursor movement, and more. This book presents the Arduino fundamentals in a way that helps you apply future additions to the Arduino language, providing a great foundation in this rapidly-growing project. If you're looking to explore Arduino

*programming, Arduino Sketches is the toolbox you need to get started. Adobe After Effects is a tool for creating motion graphics and visual effects for film, video, multimedia, and the Web. Introducing video, Web, and film producers to After Effects, this book shows how to create motion graphic effects that include basic animation, motion graphics, visual effects used in professional film making, and more. General David Petraeus is the most transformative leader the American military has seen since the generation of Marshall. In the New York Times bestseller All In, military expert Paula Broadwell examines Petraeus's career, his intellectual development as a military officer, and his impact on the U.S. military. Afforded extensive access by General Petraeus, his mentors, his subordinates, and his longtime friends, Broadwell reported on the front lines of fighting and at the strategic command in Afghanistan to chronicle the experiences of this American general as they were brought to bear in the terrible crucible of war. All In draws on hundreds of hours of exclusive interviews with Petraeus and his top officers and soldiers to tell the inside story of this commander's development and leadership in war. When Petraeus assumed command in Afghanistan in July 2010, the conflict looked as bleak as at any moment in America's nine years on the ground there. Petraeus's defining idea—counterinsurgency—was immediately put to its most difficult test: the hard lessons learned during the surge in Iraq were to be applied in a radically different*

*theater. All In examines the impact in Afghanistan of new counterinsurgency as well as counterterrorism strategies through the commands of several Petraeus protégés. Broadwell examines his evolution as a soldier from his education at West Point in the wake of Vietnam to his earlier service in Central America, Haiti, Kuwait, Bosnia, and Iraq. All In also documents the general's role in the war in Washington, going behind the scenes of negotiations during policy reviews of the war in Afghanistan in Congress, the Pentagon, and the White House. Broadwell ultimately appraises Petraeus's impact on the entire U.S. military: Thanks to this man's influence, the military is better prepared to fight using a comprehensive blend of civil-military activities. As America surveys a decade of untraditional warfare, this much is clear: The career of General David Petraeus profoundly shaped our military and left an indelible mark on its rising leaders. Almost a half-century ago, André Voisin had already grasped the importance of elements of the soil and their effects on plants, and ultimately, animal and human life. He saw the hidden danger in the gross oversimplification of fertilization practices that use harsh chemicals and ignore the delicate balance of trace minerals and nutrients in the soil. In this volume Voisin issues a call to stand up and acknowledge our responsibilities for public health and protective medicine as part of a concerted attempt to remove the causes of ill health, disease and, in particular, cancer. Arduino is an open source electronics prototyping platform for building a*

*multitude of smart devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing devices supported by numerous hardware resources such as shields in no time at all. Whether you're a seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino. Students' Guide to Information Technology, Second Edition provides up-to-date coverage of significant developments in information technology, including office automation, telecommunications, expert systems, computer-aided manufacture, and computer-based training. The book first offers information on computers and computer peripherals and applications. Discussions focus on how a microprocessor handles information, microprocessors and logic, neural networks, digital signal processors, processing speeds, computer memory, monitors, printers, and input and storage devices. The manuscript then surveys computer software and technical convergence. Topics cover analogue and digital information, audio and video systems, technological convergence in audio*

systems, compact disc for multimedia applications, interactive video, programming languages, operating software, operating system commands, application software, and software reliability. The publication tackles the role of information technology in manufacturing and in the office, communications, and information systems. Concerns include electronic data interchange, computer-aided design, data processing systems, office automation systems, and dataflow diagrams. The manuscript is a dependable source of data for computer science experts and researchers interested in information technology.

*Design, build, and test LED-based projects using the Raspberry Pi*

*About This Book* Implement real LED-based projects for Raspberry Pi

*Learn to interface various LED modules such as LEDs, 7-segment, 4-digits 7 segment, and dot matrix to Raspberry Pi*

*Get hands-on experience by exploring real-time LEDs with this project-based book*

*Who This Book Is For* This book is for those who want to learn how to build Raspberry Pi projects utilising LEDs, 7 segment, 4-digits 7 segment, and dot matrix modules. You also will learn to implement those modules in real applications, including interfacing with wireless modules and the Android mobile app. However, you don't need to have any previous experience with the Raspberry Pi or Android platforms.

*What You Will Learn* Control LEDs, 7 segments, and 4-digits 7 segment from a Raspberry Pi

*Expand Raspberry Pi's GPIO* Build a countdown timer Build a digital clock display Display numbers and characters on

dot matrix displays Build a traffic light controller Build a remote home light control with a Bluetooth low energy module and Android Build mobile Internet-controlled lamps with a wireless module and Android In Detail Blinking LED is a popular application when getting started in embedded development. By customizing and utilising LED-based modules into the Raspberry Pi board, exciting projects can be obtained. A countdown timer, a digital clock, a traffic light controller, and a remote light controller are a list of LED-based inspired project samples for Raspberry Pi. An LED is a simple actuator device that displays lighting and can be controlled easily from a Raspberry Pi. This book will provide you with the ability to control LEDs from Raspberry Pi, starting from describing an idea through designing and implementing several projects based on LEDs, such as, 7-segments, 4-digits 7 segment, and dot matrix displays. Beginning with step-by-step instructions on installation and configuration, this book can either be read from cover to cover or treated as an essential reference companion to your Raspberry Pi. Samples for the project application are provided such as a countdown timer, a digital clock, a traffic light controller, a remote light controller, and an LED-based Internet of Things, so you get more practice in the art of Raspberry Pi development. Raspberry Pi LED Blueprints is an essential reference guide full of practical solutions to help you build LED-based applications. Style and approach This book follows a step-by-step approach to LED-based development for



*Raspberry Pi, explained in a conversational and easy-to-follow style. Each topic is explained sequentially in the process of building an application, and detailed explanations of the basic and advanced features are included. Lose those unwanted pounds and keep them off once and for all with an easy three-week diet. The Rotation Diet's unique and simple plan varies the daily calorie intake over a three-week period, leading to an average weight loss of 13 pounds. Users who have a great deal of weight to lose may drop up to a pound per day in week one. When The Rotation Diet was first published, more than seventy thousand Nashvillians went on the diet and weighed in weekly at supermarkets. The results showed that the city became almost a million pounds lighter. This new, updated, and revised edition of The Rotation Diet offers a scientifically proven maintenance plan that requires only small changes to establish a permanently healthier lifestyle. There are tasty new recipes and menus based on the recently published USDA and HHS dietary guidelines, and numerous examples show how people who have changed their lives achieved success as they built weight-management confidence.*

*Information Technology: Made Simple covers the full range of information technology topics, including more traditional subjects such as programming languages, data processing, and systems analysis. The book discusses information revolution, including topics about microchips, information processing operations, analog and digital systems, information processing system,*

*and systems analysis. The text also describes computers, computer hardware, microprocessors, and microcomputers. The peripheral devices connected to the central processing unit; the main types of system software; application software; and graphics and multimedia are also considered. The book tackles equipment, software, and procedures involved in computer communications; available telecommunications services; and data and transaction processing. The text also presents topics about computer-integrated manufacturing; the technology of information processing and its business applications; and the impact of this technology on society in general. Students taking computer and information technology courses will find the book useful. Winner of the 2016 Lambda Literary Award for Bisexual Fiction “I read *The Life and Death of Sophie Stark* with my heart in my mouth. Not only a dissection of genius and the havoc it can wreak, but also a thunderously good story.”—Emma Donoghue, New York Times bestselling author of *Room* “This novel is perceptive, subtle, funny and lingers in unexpected ways. The analysis of a woman who puts her art above all else is equal parts inspiration and warning story. Anna North makes prose look easy.”—Lena Dunham Gripping and provocative, *The Life and Death of Sophie Stark* is a haunting story of fame, love, and legacy told through the propulsive rise of an iconoclastic artist. Sophie Stark begins her filmmaking career by creating a documentary about her obsession, Daniel, a college basketball star. But*

when she becomes too invasive, she finds herself the victim of a cruel retribution. The humiliation doesn't stop her. Visionary and unapologetic, Sophie begins to use stories from the lives of those around her to create movies, and as she gains critical recognition and acclaim, she risks betraying the one she loves most. Told in a chorus of voices belonging to those who knew Sophie best, *The Life and Death of Sophie Stark* is an intimate portrait of an elusive woman whose monumental talent and relentless pursuit of truth reveal the cost of producing great art. It is "not only a dissection of genius and the havoc it can wreak, but also a thunderously good story" (Emma Donoghue).

*Credit Analysis and Lending Management* is a new Australasian text that focuses on the core lending functions of financial institutions, covering asset management, credit risk assessment and analysis, lending policy formulation and management, and the rise of new product development and marketing in the financial services sector. The value of any financial institution is measured by its ability to effectively manage and reduce its credit risk. This text details the structure of the credit organisation, including loan markets. Relevant financial statements are presented to develop students' interpretative and analytical understanding of financial statements. Features: \*

- \* Developments in loan marketing and new loan products are profiled and assessed (see chapter 17.) \*
- \* Problem loan management is discussed as a growing professional issue (see chapter 16).
- \* Detailed case

studies at the end of the text present a diverse set of professional scenarios that can be used for assignment, assessment and group work activities. \* 'Industry insight' boxes profile current professional issues and identify industry developments. \* 'A day in the life of...' boxes highlight the diversity of professional roles in the banking industry. *Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and*

*where to begin Arduino programming Develop the skills and confidence to tackle other projects Make the most of Arduino with basic programming concepts Work with hardware and software to create interactive electronic devices There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. Adventures in Arduino gets you started on the right foot, but the path is totally up to you. Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device*

that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how

*to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects.*

*Computer software reliability has never been so important. Computers are used in areas as diverse as air traffic control, nuclear reactors, real-time military, industrial process control, security system control, biometric scan-systems, automotive, mechanical and safety control, and hospital patient monitoring systems. Many of these applications require critical functionality as software applications increase in size and complexity. This book is an introduction to software reliability engineering and a survey of the state-of-the-art techniques, methodologies and tools used to assess the reliability of software and combined software-hardware systems. Current research results are reported and future directions are signposted. This text will interest: graduate students as a course textbook introducing reliability engineering software; reliability engineers as a broad, up-to-date survey of the field; and researchers and lecturers in universities and research institutions as a one-volume reference.*

*Commentary on the Book of Numbers Design and build fantastic projects and devices using the Arduino platform About This Book Explore the different sensors that can be used to improve the functionality of the*

*Arduino projects Program networking modules in conjunction with Arduino to make smarter and more communicable devices A practical guide that shows you how to utilize Arduino to create practical, useful projects Who This Book Is For This book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an opensource physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. The opensource Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on*



*Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other opensource software. With the growing interest in home-made, weekend projects among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications. The complexity of the book slowly increases as you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices. Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the concepts are first explained and then implemented to help you develop the projects. For nearly half a century, Roger Ebert's wide knowledge, keen judgment, prodigious energy, and sharp sense of humor made him America's*

most renowned and beloved film critic. From Ebert's Pulitzer Prize to his star on the Hollywood Walk of Fame, from his astonishing output of daily reviews to his pioneering work on television with Gene Siskel, his was a career in cinema criticism without peer. Arriving fifty years after Ebert published his first film review in 1967, this second edition of *Awake in the Dark* collects Ebert's essential writings into a single, irresistible volume. Featuring new Top Ten Lists and reviews of the years' finest films through 2012, this edition allows both fans and film buffs to bask in the best of an extraordinary lifetime's work. Including reviews from *The Godfather* to *GoodFellas* and interviews with everyone from Martin Scorsese to Meryl Streep, as well as showcasing some of Ebert's most admired essays—among them a moving appreciation of John Cassavetes and a loving tribute to the virtues of black-and-white films—Ebert's *Awake in the Dark* is a treasure trove not just for fans of this era-defining critic, but for anyone desiring a compulsively readable chronicle of the silver screen. Stretching from the dramatic rise of rebel Hollywood and the heyday of the auteur to the triumph of blockbuster films such as *Star Wars* and *Raiders of the Lost Ark*, to the indie revolution that is still with us today, *Awake in the Dark* reveals a writer whose exceptional intelligence and daily bursts of insight and enthusiasm helped shape the way we think about the movies. But more than this, *Awake in the Dark* is a celebration of Ebert's inimitable voice—a voice still cherished and missed. Offers a

*comprehensive and practical reference guide to antenna design and engineering for portable devices*

*Antennas are often the most bulky components in many portable wireless devices such as mobile phones. Whilst the demand for ever smaller and more powerful wireless devices increases, as does the importance of designing and engineering smaller antennas to fit these devices. Antennas for Portable Devices provides a complete and cutting-edge guide to the design and engineering of small antennas for portable electronic devices such as mobile phone handsets, laptop computers, RFID (radio frequency identification), microwave thermal therapies devices, wearable devices, and UWB (ultra-wideband) based consumer devices. The book addresses practical engineering issues that antenna professionals have to deal with. It explains the immediate demands for existing systems; discusses the antenna technology for the latest and emerging applications, and gives comprehensive coverage of hot topics in the wireless industry. Issues including design considerations, engineering design, measurement setup and methodology, and practical applications are all covered in depth. Antennas for Portable Devices: Covers antennas for all modern portable wireless devices from handsets, RFID tags, laptops, wearable sensors, UWB-based wireless USB dongles and handheld microwave treatment devices Explains how to design and engineer applications for miniaturization of antenna technology, utilising practical case studies to provide the reader with an*

*understanding of systems and design skills Links the basic antenna theory, with design methodology, and engineering design Is amply illustrated with numerous figures and data tables of antenna designs to aid understanding Features contributions from industry and research experts in antenna technology and applications This invaluable resource will provide a comprehensive overview of miniaturizing antenna technology for antenna engineers in industry, and R&D organizations, graduate students, consultants, researchers, RF professionals, technical managers, as well as practitioners working in the area of consumer electronics, RF systems, wireless communications, or bio-medical devices. DISCIPLE IV UNDER THE TREE OF LIFE is the final study in the four-phase DISCIPLE program and is prepared for those who have completed BECOMING DISCIPLES THROUGH BIBLE STUDY. The study concentrates on the Writings (Old Testament books not in the Torah or the Prophets), the Gospel of John, and Revelation. Emphasis on the Psalms as Israel's hymnbook and prayer book leads natural to an emphasis on worship in the study. Present through the entire study is the sense of living toward completion - toward the climax of the message and the promise, extravagantly pictured in Revelation. The image of the tree and the color gold emphasize the prod and promise in the Scriptures for DISCIPLE IV: UNDER THE TREE OF LIFE. The word under in the title is meant to convey invitation, welcome, sheltering, security, and rest - home at last. Commitment and*

*Time Involved 32 week study Three and one-half to four hours of independent study each week (40 minutes daily for leaders and 30 minutes daily for group members) in preparation for weekly group meetings. Attendance at weekly 2.5 hour meetings. DVD Set Four of the five videos in this set contain video segments of approximately ten minutes each that serve as the starting point for discussion in weekly study sessions. The fifth video is the unique component that guides an interactive worship experience of the book of Revelation. Under the Tree of Life Scriptures lend themselves to videos with spoken word, art, dance, music, and drama. Set decorations differs from segment to segment depending on the related Scripture and its time period. Set decoration for video segments related to the Writings generally has a Persian theme. Set decoration for the New Testament video segments emphasizes the simpler life of New Testament times. This handbook includes three parts, corresponding to the following three domains of OR/MS research related to sustainability: (i) Systems Design, Innovation, and Technology, (ii) Manufacturing, Logistics, and Transportation, and (iii) Sustainable Natural Resource Management. The first part of the handbook (Chapters 2-6) will focus on the creation and development of sustainable products, services, value chains, and organizations from a systems perspective. Key areas to be covered include Green Design & Innovation, Technology and Engineering Management, Sustainable Value Chain Systems, Sustainability*

*Standards and Performance Evaluation, and Circular Economy and New Research Directions in Sustainability. The second part of the handbook (Chapters 7-11) will concentrate on the major operational and logistic issues faced by today's industries in pursuing sustainability. Key areas to be covered include Remanufacturing, Reverse Logistics, Closed-Loop Supply Chains, Sustainable Transportation, and New Research Directions in Green Supply Chain Management. The third part of the proposed handbook (Chapters 12-16) will center on major sustainability issues in managing engineering infrastructure and natural resources. Key areas to be covered include Renewable Energy, Sustainable Water Resource, Biofuel Infrastructure, Natural Gas, and New Research Direction in Sustainable Resource Management. The handbook aims to bridge the three main OR/MS research domains in sustainability: "Systems Design, Innovation, and Technology," "Manufacturing, Logistics, and Transportation," and "Sustainable Natural Resource Management." Traditionally, these domains are treated separately in the OR/MS literature. By combining the three domains, the handbook will provide a more holistic treatment of MS/OR methodologies to address critical sustainability issues faced by today's society. Unlike most existing handbooks which only focus on current OR/MS research in sustainability within a domain, this handbook will include a concluding chapter in each of the three parts to discuss and identify potential future research*

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