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Open Learning Guide for Word 2003 Introductory Princeton University Press

Author of the only full-length eyewitness account of the 1917 Revolution, Sukhanov was a key figure in the first revolutionary Government. His seven-volume book, first published in 1922, was suppressed under Stalin. This reissue of the abridged version is, as the editor's preface points out, one of the few things written about this most dramatic and momentous event, which actually has the smell of life, and gives us a feeling for the personalities, the emotions, and the play of ideas of the whole revolutionary period." Originally published in 1984. The Princeton Legacy Library uses the latest print-on-demand technology to again make available previously out-of-print books from the distinguished backlist of Princeton University Press. These editions preserve the original texts of these important books while presenting them in durable paperback and hardcover editions. The goal of the Princeton Legacy Library is to vastly increase access to the rich scholarly heritage found in the thousands of books published by Princeton University Press since its founding in 1905.

Building Wireless Sensor Networks Apress

We are working with Cambridge Assessment International Education to gain endorsement for this title. Develop theoretical and practical IT skills with this comprehensive Student's Book written by experienced authors and examiners specially for the updated Cambridge International Education A Level Information Technology syllabus (9626). - Improve understanding of concepts and terminology with clear explanations, labelled illustrations, photographs, diagrams, plus a glossary of key terms - Develop theoretical and practical skills with a range of exercises (multi choice through to discussion type questions), exam-style questions, step-by-step instructions and example answers that all ensure skills are developed alongside knowledge - Follow a structured route through the course with in-depth coverage of the full syllabus Also available in the series: Cambridge International AS Level Information Technology Student's Book 9781510483057 Cambridge International AS Level Information Technology Student eTextbook 9781510484429 Cambridge International AS Level Information Technology Whiteboard eTextbook 9781510484436 Cambridge International AS Level Information Technology Skills Workbook 9781510483064 Cambridge International A Level Information Technology Student eTextbook 9781398307018 Cambridge International A Level Information Technology Whiteboard eTextbook 9781398307025 Cambridge International A Level Information Technology Skills Workbook 9781398309029 Cambridge International AS & A Level Information Technology Online Teacher's guide - coming soon

Report of the Transactions McGraw Hill Professional

Arduino Adventures: Escape from Gemini Station provides a fun introduction to the Arduino microcontroller by putting you (the reader) into the action of a science fiction adventure story. You'll find yourself following along as Cade and Elle explore Gemini Station—an orbiting museum dedicated to preserving and sharing technology throughout the centuries. Trouble ensues. The station is evacuated, including Cade and Elle's class that was visiting the station on a field trip. Cade and Elle don't make it aboard their shuttle and are trapped on the station along with a friendly artificial intelligence named Andrew who wants to help them get off the damaged station. Using some old hardware, a laptop, and some toolboxes full of electronics parts, you will follow along and build eight gizmos with Cade and Elle that will help them escape from Gemini Station. The hardware is Arduino. Each new challenge opens a new area of Arduino and basic electronics knowledge. You'll be taken incrementally from a simple task such as turning on a light through to a complex combination of microcontroller, electronic components, and software programming. By the end of the book you'll be well on your way towards being able to create and implement any sort of electronically controlled device you can imagine, using the stunningly popular Arduino microcontroller. Provides eight challenges, each challenge increasing in complexity Builds around a fictional storyline that keeps the learning fun Leaves you on a solid foundation of electronic skills and knowledge

Community Rehabilitation in Neurology Createspace Independent Publishing Platform

"In this practical guide, electronics guru Simon Monk takes you under the hood of Arduino and reveals professional programming secrets. Featuring coverage of the Arduino Uno, Leonardo, and Due boards, Programming Arduino Next Steps: Going Further with Sketches shows you how to use interrupts, manage memory, program for the Internet, maximize serial communications, perform digital signal processing, and much more. All of the 75+ example sketches featured in the book are available for download"--

Beginning NFC Muska/Lipman

After the devastating tsunami in 2011, DYIers in Japan built their own devices to detect radiation levels, then posted their finding on the Internet. Right now, thousands of people worldwide are tracking environmental conditions with monitoring devices they've built themselves. You can do it too! This inspiring guide shows you how to use Arduino to create gadgets for measuring noise, weather, electromagnetic interference (EMI), water purity, and more. You'll also learn how to collect and share your own data, and you can experiment by creating your own variations of the gadgets covered

in the book. If you're new to DIY electronics, the first chapter offers a primer on electronic circuits and Arduino programming. Use a special microphone and amplifier to build a reliable noise monitor Create a gadget to detect energy vampires: devices that use electricity when they're "off" Examine water purity with a water conductivity device Measure weather basics such as temperature, humidity, and dew point Build your own Geiger counter to gauge background radiation Extend Arduino with an Ethernet shield—and put your data on the Internet Share your weather and radiation data online through Pachube

Microsoft Visual Basic 2008 Express Programming for the Absolute Beginner DIANE Publishing

It took all of thirty seconds for two shots to bring the world of Margaret Tabaaha crashing down around her. After losing her husband in Afghanistan during the first year of Operation Enduring Freedom, her two sons were all she had left. Now they had been taken from her violently, deliberately, plunging her into a whiskey bottle and stripping away her reason for living. When Arthur Nakai receives a call from his first love, Margaret, her voice pleading for his help, it comes as he is attending a wake for one of the men he considered a brother from his days in the Marines 6th LAR Wolf Pack Battalion. Feeling a deep and responsible obligation to help her, Arthur soon finds himself involved in the multi-billion-dollar world of the oil and gas industry and coming face-to-face with an old adversary, Elias Dayton. Their paths had crossed when Arthur was a member of the Shadow Wolves, an elite tactical unit within US Customs and Border Protection. Now Dayton runs Patriot Security, a Blackwater-type firm that keeps the oil rigs, gas wells, and man camps secure from the Water Protectors, protesters pushing to stop the fracking and poisoning of Native lands. As Arthur works through the case from his end, Navajo police chief Jake Bilagody tackles it from another angle, looking into the strained relationship between the oil company and the Navajo people, all while searching for a missing Navajo man that may have become an unwilling piece on the reservation checkerboard. But when Arthur learns the identity of the boys' killer, he struggles to make sense of it. Because if the clues are right, he will be forced to make a decision that will haunt him for the rest of his life.

Modular Java Humana

(a) Design and construction. (1) Each facility or part of a facility constructed by, on behalf of, or for the use of a public entity shall be designed and constructed in such manner that the facility or part of the facility is readily accessible to and usable by individuals with disabilities, if the construction was commenced after January 26, 1992. (2) Exception for structural impracticability. (i) Full compliance with the requirements of this section is not required where a public entity can demonstrate that it is structurally impracticable to meet the requirements. Full compliance will be considered structurally impracticable only in those rare circumstances when the unique characteristics of terrain prevent the incorporation of accessibility features. (ii) If full compliance with this section would be structurally impracticable, compliance with this section is required to the extent that it is not structurally impracticable. In that case, any portion of the facility that can be made accessible shall be made accessible to the extent that it is not structurally impracticable. (iii) If providing accessibility in conformance with this section to individuals with certain disabilities (e.g., those who use wheelchairs) would be structurally impracticable, accessibility shall nonetheless be ensured to persons with other types of disabilities, (e.g., those who use crutches or who have sight, hearing, or mental impairments) in accordance with this section.

The Russian Revolution 1917 CIA Training Ltd.

New York is like an infinite onion that you discover layer after layer, never tiring of peeling. You get to know it step by step, enchanted by its colours, its light, the sunsets and sunrises, by the ever-changing colour of the sky, as mutable as the wind. In the shadow of its breathtakingly tall skyscrapers, its buildings, its townhouses, as you hurry from one of the varied shop windows to the next. In its elegance and glamour, the formality of its museums, great temples of culture, in the magic of evocative moments and glimpses of street life. Indeed, New York does not actually exist, because there is not only one New York City, but ten, one thousand, one hundred thousand cities within the city, all jostling and intersecting each other, all connected to each other, in a melting pot of people, traditions and cultures that take you on a journey to every part of the world. This latest addition to the successful CubeBook Collection is dedicated to the discovery of this multifaceted city that is in a state of continuous transformation. AUTHOR: Alessandra Mattanza lives in New York. As a writer, journalist and photographer, she feels multi-faceted like the City that she adores from its most insignificant sidewalk to the top of its stunning skyscrapers. She writes for the major Italian and German magazines of the Mondadori, Conde Nast, Rizzoli, Gruner + Jahr and Stern publishing groups and for several publishers, including Sperling & Kupfer, White Star and Giunti. She is also the author of a work of fiction *Storie di New York*, FBE Edizioni (2010), a collection of short stories, for which she is now producing a screenplay. SELLING POINTS: * The images of the "new" New York, with the latest skyscrapers and exceptional works of architecture. * The passionate texts of an "adopted" New Yorker. * The testimony of the rebirth of the city. * 390 photographs from air and land. * A new title in a successful series for collectors. ILLUSTRATIONS: 392 colour photos

Surveying for Construction John Wiley & Sons

Have you ever wondered how electronic gadgets are created? Do you have an idea for a new proof-of-concept tech device or electronic toy but have no way of testing the feasibility of the device? Have you accumulated a junk box of electronic parts and are now wondering what to build? Learn Electronics with Arduino will answer these questions to discovering cool and innovative applications for new tech products using modification, reuse, and experimentation techniques. You'll learn electronics concepts while building cool and practical devices and gadgets based on the Arduino, an inexpensive and easy-to-program microcontroller board that is changing the way people think about home-brew tech innovation. Learn Electronics with Arduino uses the discovery method. Instead of starting with terminology and abstract concepts, You'll start by building prototypes with solderless breadboards, basic components, and scavenged electronic parts. Have some old blinky toys and gadgets lying around? Put them to work! You'll discover that there is no mystery behind how to design and build your own circuits, practical devices, cool gadgets, and electronic toys. As you're on the road to becoming an electronics guru, you'll build practical devices like a servo motor controller, and a robotic arm. You'll also learn how to make fun gadgets like a sound effects generator, a music box, and an electronic singing bird.

Violent Python Blackstone Publishing

So, you've created a few projects with Arduino, and now it's time to kick it up a notch. Where do you go next? With Pro Arduino, you'll learn about new tools, techniques, and frameworks to make even more ground-breaking, eye-popping projects. You'll discover how to make Arduino-based gadgets and robots interact with your mobile phone. You'll learn all about the changes in Arduino 1.0, you'll create amazing output with openFrameworks, and you'll learn how to make games with the Gameduino. You'll also learn advanced topics, such

as modifying the Arduino to work with non-standard Atmel chips and Microchip's PIC32. Rick Anderson, an experienced Arduino developer and instructor, and Dan Cervo, an experienced Arduino gadgeteer, will give you a guided tour of advanced Arduino capabilities. If it can be done with an Arduino, you'll learn about it here.

Arduino Internals Albatross PressLtd

Jump into the world of Near Field Communications (NFC), the fast-growing technology that lets devices in close proximity exchange data, using radio signals. With lots of examples, sample code, exercises, and step-by-step projects, this hands-on guide shows you how to build NFC applications for Android, the Arduino microcontroller, and embedded Linux devices. You'll learn how to write apps using the NFC Data Exchange Format (NDEF) in PhoneGap, Arduino, and node.js that help devices read messages from passive NFC tags and exchange data with other NFC-enabled devices. If you know HTML and JavaScript, you're ready to start with NFC. Dig into NFC's architecture, and learn how it's related to RFID Write sample apps for Android with PhoneGap and its NFC plugin Dive into NDEF: examine existing tag-writer apps and build your own Listen for and filter NDEF messages, using PhoneGap event listeners Build a full Android app to control lights and music in your home Create a hotel registration app with Arduino, from check-in to door lock Write peer-to-peer NFC messages between two Android devices Explore embedded Linux applications, using examples on Raspberry Pi and BeagleBone

Surveillance Camera Code of Practice Carlton Books

Spies have kept the tricks of their trade secret--until now. Written by an elite British SAS agent, Streetwise Spycraft uncovers the truth about exactly what spies do and how they do it. And it's just in time, because skills that were once extreme have become essential for survival. Learn how to handle agents; encode messages; track, escape and evade; do surveillance, and more.

Aristides Demetrios Maker Media, Inc.

Master the basics of Unreal Engine 4 to build stunning video games About This Book Get to grips with the user interface of Unreal Engine 4 and find out more about its various robust features Create dream video games with the help of the different tools Unreal Engine 4 offers Create video-games and fully utilize the power of Unreal Engine 4 to bring games to life through this step-by-step guide Who This Book Is For If you have a basic understanding of working on a 3D environment and you are interested in video game development, then this book is for you. A solid knowledge of C++ will come in handy. What You Will Learn Download both the binary and source version of Unreal Engine 4 and get familiar with the UI Get to know more about the Material Editor and how it works Add a post process to the scene and alter it to get a unique look for your scene Acquaint yourself with the unique and exclusive feature of Unreal Engine 4—Blueprints Find out more about Static and Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn more about Blueprints, Lights, UMG, C++ and more. Style and approach This step-by-step guide will help you gain practical knowledge about Unreal Engine through detailed descriptions of all the tools offered by Unreal Engine.

Electronic Crime Scene Investigation Newnes

Rehabilitation should not stop when the disabled person is discharged from hospital, and many neurological patients require ongoing rehabilitation in order to maximize their functional abilities, minimize complications and promote full participation at home and in the community. This book analyses community rehabilitation needs from many different perspectives, including the views of disabled people, rehabilitation clinicians and service providers. Many examples of community rehabilitation schemes are presented, with evidence for their effectiveness, and case studies are used to highlight the main issues. The authors take an international view, and there are chapters dealing with the disabled child in the community and with neuropsychological rehabilitation. This important book examines the growing trend towards community rehabilitation in neurology and is directed towards all clinicians involved with neurorehabilitation.

Student Affairs Fundraising White Star Publishers

The personal papers of former members of Congress, which constitute at least half of the documentation of the legislative branch of government, are held in over 500 different institutions. An American Political Archives Reader performs the vital task of making these collections more accessible by presenting the best and most recent scholarship on congressional collections. The articles contained in this volume guide archivists through the challenges of dealing with these voluminous, complex collections. For institutions developing their political documentary resources and working toward greater accessibility of political archives, this book provides much needed information and is a welcome handbook on the appraisal and preservation of political collections.

The Tower gardens Scarecrow Press

This code of practice provides guidance on the appropriate and effective use of surveillance camera systems by relevant authorities in England and Wales who must have regard to the code when exercising any functions to which the code relates. Other operators and users of surveillance camera systems in England and Wales are encouraged to adopt the code voluntarily. The purpose of the code will be to ensure that individuals and wider communities have confidence that surveillance cameras are deployed to protect and support them, rather than spy on them. Sections cover the background, purpose of the code, scope of the surveillance activity to which this code applies and effect of the code. Chapters include an overview and guiding principles; the development or use of surveillance camera systems; the use or processing of images or other information obtained by virtue of such systems, and the Surveillance Camera Commissioner.

More Snoopy Collectibles Elsevier

That happy-go-lucky cartoon dog is back--in a bigger and better edition of an already great collector's guide. Boy's best friend Snoopy*r is collected by people around the world. From his joyous dance to his brave conflict with the Red Baron, he embodies what is best in the human spirit, and it's no wonder that collectors hold these images dear. Snoopy has appeared on thousands of items in the half-century since he was created by Charles M.

Schulz in 1950. Here is Snoopy on household items, school supplies, books, clothing, sports, games, electronics, and more, all illustrated with over 710 color photographs. Concise captions and a brand new price guide make this a perfect book for all Snoopy fans.

The Company Daughters "O'Reilly Media, Inc."

This instructive book takes you step by step through ways to track, merge, and manage both open source and commercial software projects with Mercurial, using Windows, Mac OS X, Linux, Solaris, and other systems. Mercurial is the easiest system to learn when it comes to distributed revision control. And it's a very flexible tool that's ideal whether you're a lone programmer working on a small project, or part of a huge team dealing with thousands of files. Mercurial permits a countless variety of development and collaboration methods, and this book offers several concrete suggestions to get you started. This guide will help you: Learn the basics of working with a repository, changesets, and revisions Merge changes from separate repositories Set up Mercurial to work with files on a daily basis, including which ones to track Get examples and tools for setting up various workflow models Manage a project that's making progress on multiple fronts at once Find and fix mistakes by isolating problem sources Use hooks to perform actions automatically in response to repository events Customize the output of Mercurial Mercurial: The Definitive Guide maintains a strong focus on simplicity to help you learn Mercurial quickly and thoroughly.

Basic Arduino Projects Cambridge University Press

Will assist State and local law enforcement and other first responders who may be responsible for preserving an electronic crime scene and for recognizing, collecting, and safeguarding digital evidence. Addresses situations encountered with electronic crime scenes and digital evidence. All crime scenes are unique and the judgment of the first responder, agency protocols, and prevailing technology should all be considered when implementing the information in this guide. First responders to electronic crime scenes should adjust their practices as circumstances warrant. The circumstances of crime scenes and Federal, State, and local laws may dictate actions or a particular order of actions other than those described in this guide. Illus.

Death Waits in the Dark Bookouture

Want to learn to program in Windows but don't know where to start? Look no further! This book is designed to teach you how to develop Windows applications using Microsoft Visual Basic 2008 Express. To help make learning fun and interesting, you will learn how to program through the development of computer games, and you will develop a new game that reinforces a newly learned concept in each chapter. It's the easiest way to learn! By the time you have finished the book, not only will you have access to a collection of working sample scripts, you also will have laid a foundation upon which you can begin to tackle real-world challenges and new languages. Whether you are an experienced programmer looking for a jumpstart on learning Visual Basic 2008 Express, or a first-timer looking for a friendly programming language and a book that will help you to begin your programming career, you will be happy with what this book has in store for you!