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Using Nook Simon and Schuster

Considerably expanded and updated, the second edition of this bestselling reference and textbook is updated with current wireless systems with sections on 4G and the technologies behind 5G cellular communications. This book includes 10 real world case studies of leading edge designs, taking readers through the design process and the many pragmatic designs that must be made during the process. It includes extensive end-of-chapter exercises ranging from less challenging testing to involved, open-ended design exercises.

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[Algorithms for Image Processing and Computer Vision](#) Penguin

Summary Arduino in Action is a hands-on guide to prototyping and building electronics using the Arduino platform. Suitable for both beginners and advanced users, this easy-to-follow book begins with the basics and then systematically guides you through projects ranging from your first blinking LED through connecting Arduino to devices like game controllers or your iPhone. About the Technology Arduino is an open source do-it-yourself electronics platform that supports a mind-boggling collection of sensors and actuators you can use to build anything you can imagine. Even if you've never attempted a hardware project, this easy-to-follow book will guide you from your first blinking LED through connecting Arduino to your iPhone. About this Book Arduino in Action is a hands-on guide to prototyping and building DIY electronics. You'll start with the basics—unpacking your board and using a simple program to make something happen. Then, you'll attempt progressively more complex projects as you connect Arduino to motors, LCD displays, Wi-Fi, GPS, and Bluetooth. You'll explore input/output sensors, including ultrasound, infrared, and light, and then use them for tasks like robotic obstacle avoidance. Arduino programs look a lot like C or C++, so some programming skill is helpful. What's Inside Getting started with Arduino—no experience required! Writing programs for Arduino Sensing and responding to events Robots, flying vehicles, Twitter machines, LCD displays, and more! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Authors Martin Evans is a professional developer, a lifelong electronics enthusiast, and the creator of an Arduino-based underwater ROV. Joshua Noble is an author and creative technologist who works with smart spaces. Jordan Hochenbaum uses Arduino to explore musical expression and creative interaction. Table of Contents Part 1 Getting started Chapter 1 Hello Arduino Chapter 2 Digital input and output Chapter 3 Simple projects: input and output Part 2 Putting Arduino to work Chapter 4 Extending Arduino Chapter 5 Arduino in motion Chapter 6 Object detection Chapter 7 LCD displays Chapter 8 Communications Chapter 9 Game on Chapter 10 Integrating the Arduino with iOS Chapter 11 Making wearables Chapter 12 Adding shields Chapter 13 Software integration

Advances in Environment Engineering and Management Triumph Books

Why study Economics for Business Good economic decision making is fundamental to the success of business Economic decisions lie at the heart of business. Economics is all about the choices between alternatives and how to weigh up their costs and benefits. Studying this book will help you understand such choices and how to make them successfully when you take up a job or perhaps run your own business. Businesses need to make choices of what and how much to produce, what techniques to use, who to employ, what investment to make, where to locate, what markets to develop and how best to compete.

[Pojo's Unofficial Big Book of Pokemon](#) Taylor & Francis

Microwave and RF Design: Radio Systems is a circuits- and systems-oriented approach to modern microwave and RF systems. Sufficient details at the circuits and sub-system levels are provided to understand

how modern radios are implemented. Design is emphasized throughout. The evolution of radio from what is now known as 0G, for early radio, through to 6G, for sixth generation cellular radio, is used to present modern microwave and RF engineering concepts. Two key themes unify the text: 1) how system-level decisions affect component, circuit and subsystem design; and 2) how the capabilities of technologies, components, and subsystems impact system design. This book is suitable as both an undergraduate and graduate textbook, as well as a career-long reference book. Key Features * The first volume of a comprehensive series on microwave and RF design * Open access ebook editions are hosted by NC State University Libraries at <https://repository.lib.ncsu.edu/handle/1840.20/36776> * 31 worked examples * An average of 38 exercises per chapter * Answers to selected exercises * Coverage of cellular radio from 1G through 6G * Case study of a software defined radio illustrating how modern radios partition functionality between analog and digital domains * A companion book, Fundamentals of Microwave and RF Design, is suitable as a comprehensive undergraduate textbook on microwave engineering Handbook of Unmanned Aerial Vehicles NC State University

A companion book to Intermediate Vocabulary and Advanced Vocabulary and Idiom. This book is designed for elementary learners to practise and test their vocabulary over a wide range of topics. The book is designed to be straightforward and easy to use, and it contains a variety of exercises.

[Advanced Bash Scripting Guide](#) Springer Nature

Described as "the most comprehensive book on digital audio to date", it is widely acclaimed as an industry "bible". Covering the very latest developments in digital audio technology, it provides an thorough introduction to the theory as well as acting as an authoritative and comprehensive professional reference source.

Everything you need is here from the fundamental principles to the latest applications, written in an award-winning style with clear explanations from first principles. New material covered includes internet audio, PC audio technology, DVD, MPEG audio compression, digital audio broadcasting and audio networks.

Whether you are in the field of audio engineering, sound recording, music technology, broadcasting and communications media or audio design and installation, this book has it all. Written by a leading international audio specialist, who conducts professional seminars and workshops around the world, the book has been road tested for many years by professional seminar attendees and students to ensure their needs are taken into account, and all the right information is covered. This new edition now includes: Internet audio PC Audio technology DVD MPEG Audio compression Digital Audio Broadcasting Audio networks Digital audio professionals will find everything they need here, from the fundamental principles to the latest applications, written in an award-winning style with clear explanations from first principles. John Watkinson is an international consultant in audio, video and data recording. He is a Fellow of the AES, a member of the British Computer Society and a chartered information systems practitioner. He presents lectures, seminars, conference papers and training courses worldwide. He is the author of many other Focal Press books, including: the Kraszna-Krausz award winning MPEG-2; The Art of Digital Audio; An Introduction to Digital Video; The Art of Sound Reproduction; An Introduction to Digital Audio; TV Fundamentals and Audio for Television. He is also co-author, with Francis Rumsey, of The Digital Interface Handbook, and contributor to the Loudspeaker and Headphone Handbook, 3rd edition.

[The Answer at Last ...](#) Penguin

The Handbook of Unmanned Aerial Vehicles is a reference text for the academic and research communities, industry, manufacturers, users, practitioners, Federal Government, Federal and State Agencies, the private sector, as well as all organizations that are and will be using unmanned aircraft in a wide spectrum of applications. The Handbook covers all aspects of UAVs, from design to logistics and ethical issues. It is also targeting the young investigator, the future inventor and entrepreneur by providing an overview and detailed information of the state-of-the-art as well as useful new concepts that may lead to innovative research. The contents of the Handbook include material that addresses the needs and 'know how' of all of the above sectors targeting a very diverse audience. The Handbook offers a unique and comprehensive treatise of everything one needs to know about unmanned aircrafts, from conception to operation, from technologies to business activities, users, OEMs, reference sources, conferences, publications, professional societies, etc. It should serve as a Thesaurus, an indispensable part of the library

for everyone involved in this area. For the first time, contributions by the world's top experts from academia, industry, government and the private sector, are brought together to provide unique perspectives on the current state-of-the-art in UAV, as well as future directions. The Handbook is intended for the expert/practitioner who seeks specific technical/business information, for the technically-oriented scientists and engineers, but also for the novice who wants to learn more about the status of UAV and UAV-related technologies. The Handbook is arranged in a user-friendly format, divided into main parts referring to: UAV Design Principles; UAV Fundamentals; UAV Sensors and Sensing Strategies; UAV Propulsion; UAV Control; UAV Communication Issues; UAV Architectures; UAV Health Management Issues; UAV Modeling, Simulation, Estimation and Identification; MAVs and Bio-Inspired UAVs; UAV Mission and Path Planning; UAV Autonomy; UAV Sense, Detect and Avoid Systems; Networked UAVs and UAV Swarms; UAV Integration into the National Airspace; UAV-Human Interfaces and Decision Support Systems; Human Factors and Training; UAV Logistics Support; UAV Applications; Social and Ethical Implications; The Future of UAVs. Each part is written by internationally renowned authors who are authorities in their respective fields. The contents of the Handbook supports its unique character as a thorough and comprehensive reference book directed to a diverse audience of technologists, businesses, users and potential users, managers and decision makers, novices and experts, who seek a holistic volume of information that is not only a technical treatise but also a source for answers to several questions on UAV manufacturers, users, major players in UAV research, costs, training required and logistics issues.

[Springer](#)

In Alison Kent's brand-new novel set in Miami's sultry South Beach, Finn finds a woman who can melt his ice-cool exterior with one look, and a case that could land them both in hot water. . . Finn McLain is no stranger to unusual assignments. But the gorgeous stranger who just asked him to photograph her for an erotic art exhibit--that's definitely a first. Finn came to Miami to dig into the personal life of boutique manager Roland Green for a lovesick gallery owner, and hadn't planned on sticking around. But the boutique's owner, Olivia Hammond, has just made him a proposal that's as hard to ignore as Olivia herself. She's got caramel-kissed skin, a body that makes grown men tremble, and a wild sideline as an exhibitionist. Ooookay. Yet despite her willingness to "let people look," Finn's convinced there's a hell of a lot Olivia's not revealing. And that's the most intriguing prospect of all. . . Olivia has never been shy about using her sexuality to get what she wants. But then, she's never wanted a man quite the way she wants Finn. What he thinks about her shouldn't matter, yet it does. Through every candid photograph and every heated encounter, Finn is getting closer, intent on getting beneath her shell--and for once, Olivia is tempted to let him. But first they have to contend with the fact that Finn's simple investigation into Roland Green is getting dangerously complicated. . .and Olivia isn't the only person in town who's not what she claims to be. In a city throbbing with sex appeal, two wary lovers are about to play the ultimate game of show and tell, where temptation is raw, wild, and hot enough to make you sizzle. . . ". . .sizzles and thrills, with characters so sexy they scorch the pages!" --Tess Gerritsen

[Computing, Communication and Signal Processing](#) Que Publishing

This book explores implications for applied linguistics of recent developments in technologies used in second language teaching and assessment, language analysis, and language use. Focusing primarily on English language learning, the book identifies significant areas of interplay between technology and applied linguistics, and it explores current perspectives on perennial questions such as how theory and research on second language acquisition can help to inform technology-based language learning practices, how the multifaceted learning accomplished through technology can be evaluated, and how theoretical perspectives can offer insight on data obtained from research on

interaction with and through technology. The book illustrates how the interplay between technology and applied linguistics can amplify and expand applied linguists' understanding of fundamental issues in the field. Through discussion of computer-assisted approaches for investigating second language learning tasks and assessment, it illustrates how technology can be used as a tool for applied linguistics research.

[Human Factors in Computing and Informatics](#) Kensington Publishing Corp.

The second edition of this handbook provides a state-of-the-art overview on the various aspects in the rapidly developing field of robotics. Reaching for the human frontier, robotics is vigorously engaged in the growing challenges of new emerging domains. Interacting, exploring, and working with humans, the new generation of robots will increasingly touch people and their lives. The credible prospect of practical robots among humans is the result of the scientific endeavour of a half a century of robotic developments that established robotics as a modern scientific discipline. The ongoing vibrant expansion and strong growth of the field during the last decade has fueled this second edition of the Springer Handbook of Robotics. The first edition of the handbook soon became a landmark in robotics publishing and won the American Association of Publishers PROSE Award for Excellence in Physical Sciences & Mathematics as well as the organization's Award for Engineering & Technology. The second edition of the handbook, edited by two internationally renowned scientists with the support of an outstanding team of seven part editors and more than 200 authors, continues to be an authoritative reference for robotics researchers, newcomers to the field, and scholars from related disciplines. The contents have been restructured to achieve four main objectives: the enlargement of foundational topics for robotics, the enlightenment of design of various types of robotic systems, the extension of the treatment on robots moving in the environment, and the enrichment of advanced robotics applications. Further to an extensive update, fifteen new chapters have been introduced on emerging topics, and a new generation of authors have joined the handbook's team. A novel addition to the second edition is a comprehensive collection of multimedia references to more than 700 videos, which bring valuable insight into the contents. The videos can be viewed directly augmented into the text with a smartphone or tablet using a unique and specially designed app. Springer Handbook of Robotics Multimedia Extension Portal:

<http://handbookofrobotics.org/>

Basics of Geomatics Springer

For over a decade, Andrew "bunnie" Huang, one of the world's most esteemed hackers, has shaped the fields of hacking and hardware, from his cult-classic book *Hacking the Xbox* to the open-source laptop Novena and his mentorship of various hardware startups and developers. In *The Hardware Hacker*, Huang shares his experiences in manufacturing and open hardware, creating an illuminating and compelling career retrospective. Huang's journey starts with his first visit to the staggering electronics markets in Shenzhen, with booths overflowing with capacitors, memory chips, voltmeters, and possibility. He shares how he navigated the overwhelming world of Chinese factories to bring Chumby, Novena, and Chibitronics to life, covering everything from creating a Bill of Materials to choosing the factory to best fit his needs. Through this collection of personal essays and interviews on topics ranging from the legality of reverse engineering to a comparison of intellectual property practices between China and the United States, bunnie weaves engineering, law, and society into the tapestry of open hardware. With highly detailed passages on the ins and outs of manufacturing and a comprehensive take on the issues associated with open source hardware, *The Hardware Hacker* is an invaluable resource for aspiring hackers and makers.

[Malifact](#) Springer Science & Business Media

"In the past fifteen years, file sharing of digital cultural works between individuals has been at the center of a number of debates on the future of culture itself. To some, sharing constitutes piracy, to be fought against and eradicated. Others see it as unavoidable, and table proposals to compensate for its harmful effects. Meanwhile, little progress has been made towards addressing the real challenges facing culture in a digital world. Sharing starts from a radically different viewpoint, namely that the non-market sharing of digital works is both legitimate and useful. It supports this premise with empirical research, demonstrating that non-market sharing leads to more diversity in the attention given to various works. Taking stock of what we have learned about the cultural economy in recent years, *Sharing* sets out the conditions necessary for valuable cultural functions to remain sustainable in this context."--[P] 4 of cover.

Microwave and RF Design Good Press

This book constitutes the refereed proceedings of the First International Conference on Human Factors in Computing and Informatics, SouthCHI 2013, held in Maribor, Slovenia, in July 2013. SouthCHI is the successor of the USAB Conference series and promotes all aspects of human-computer interaction. The 38 revised full papers presented together with 12 short papers, 4 posters and 3 doctoral thesis papers were carefully reviewed and selected from 169 submissions. The papers are organized in the following topical sections: measurement and usability evaluation; usability evaluation - medical environments; accessibility methodologies; game-based methodologies; Web-based systems and attribution research; virtual environments; design culture for ageing well: designing for "situated elderliness"; input devices; adaptive systems and intelligent agents; and assessing the state of HCI research and practice in South-Eastern Europe.

Digital Systems and Applications Binh Nguyen

From the bestselling author of *Searching for Sylvie Lee* and *Girl in Translation*, a novel about a young woman torn between her family duties in Chinatown and her escape into the world of ballroom dancing. Twenty-two-year-old Charlie Wong grew up in New York's Chinatown, the older daughter of a Beijing ballerina and a noodle maker. Though an ABC (America-born Chinese), Charlie's entire world has been limited to this small area. Now grown, she lives in the same tiny apartment with her widower father and her eleven-year-old sister, and works—miserably—as a dishwasher. But when she lands a job as a receptionist at a ballroom dance studio, Charlie gains access to a world she hardly knew existed, and everything she once took to be certain turns upside down. Gradually, at the dance studio, awkward Charlie's natural talents begin to emerge. With them, her perspective, expectations, and sense of self are transformed—something she must take great pains to hide from her father and his suspicion of all things Western. As Charlie blossoms, though, her sister becomes chronically ill. As Pa insists on treating his ailing child exclusively with Eastern practices to no avail, Charlie is forced to try to reconcile her two selves and her two worlds—Eastern and Western, old world and new—to rescue her little sister without sacrificing her newfound confidence and identity.

Sharing Springer

The book comprises selected papers presented at the International Conference on Advanced Computing, Networking and Informatics (ICANI 2018), organized by Medi-Caps University, India. It includes novel and original research work on advanced computing, networking and informatics, and discusses a wide variety of industrial, engineering and scientific applications of the emerging techniques in the field of computing and networking.

A Plato Reader The Digital Reader

The rapidly increasing availability and low cost of e-book technology make it perfect for schools and educators looking to expand their resources for readers. This book introduces the unique features that have established e-books as a powerful, effective learning tool for all grade levels and for students with special needs. It includes descriptions and illustrations of the most popular e-book formats and programs, as well as dozens of practical ideas for using e-books for reading instruction, personal productivity, and curricular enrichment. Brimming with interactive lesson ideas, teaching tips, and online resources, this book is a must-have for teachers in all content areas as well as library media specialists. Descriptions of the most popular and affordable e-book devices, software, and content for educators

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[Springer Handbook of Robotics](#) Artech House Telecommunication

A Plato Reader offers eight of Plato's best-known works--Euthyphro, Apology, Crito, Meno, Phaedo, Symposium, Phaedrus, and Republic--unabridged, expertly introduced and annotated, and in widely admired translations by C. D. C. Reeve, G. M. A. Grube, Alexander Nehamas, and Paul Woodruff. The collection features Socrates as its central character and a model of the examined life. Its range allows us to see him in action in very different settings and philosophical modes: from the elenctic Socrates of the Meno and the dialogues concerning his trial and death, to

the erotic Socrates of the Symposium and Phaedrus, to the dialectician of the Republic. Of Reeve's translation of this final masterpiece, Lloyd P. Gerson writes, "Taking full advantage of S. R. Slings' new Greek text of the Republic, Reeve has given us a translation both accurate and limpid. Loving attention to detail and deep familiarity with Plato's thought are evident on every page. Reeve's brilliant decision to cast the dialogue into direct speech produces a compelling impression of immediacy unmatched by other English translations currently available."

[Mambo in Chinatown](#) Yale University Press

On Murder Considered as one of the Fine Arts is an essay by Thomas De Quincey. A fictional account of a report made to a gentleman's club regarding the visual appreciation of murder. For friends of satire!

[Ecology of Faunal Communities on the Andaman and Nicobar Islands](#)

Springer

A cookbook of algorithms for common image processing applications Thanks to advances in computer hardware and software, algorithms have been developed that support sophisticated image processing without requiring an extensive background in mathematics. This bestselling book has been fully updated with the newest of these, including 2D vision methods in content-based searches and the use of graphics cards as image processing computational aids. It's an ideal reference for software engineers and developers, advanced programmers, graphics programmers, scientists, and other specialists who require highly specialized image processing.

Algorithms now exist for a wide variety of sophisticated image processing applications required by software engineers and developers, advanced programmers, graphics programmers, scientists, and related specialists This bestselling book has been completely updated to include the latest

algorithms, including 2D vision methods in content-based searches, details on modern classifier methods, and graphics cards used as image processing computational aids Saves hours of mathematical calculating by using distributed processing and GPU programming, and gives non-mathematicians the shortcuts needed to program relatively sophisticated applications.

Algorithms for Image Processing and Computer Vision, 2nd Edition provides the tools to speed development of image processing applications.

[Art of Digital Audio](#) John Benjamins Publishing

This book features high-quality research papers presented at the International Conference on Advanced Computing and Intelligent Engineering (ICACIE 2017). It includes sections describing technical advances in the fields of advanced computing and intelligent engineering, which are based on the presented articles. Intended for postgraduate students and researchers working in the discipline of computer science and engineering, the proceedings also appeal to researchers in the domain of electronics as it covers hardware technologies and future communication technologies.