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Prentice Hall

Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

[Antitrust Law](#) Elex Media Komputindo

Rare Earth Elements A New Approach to the Nexus of Supply, Demand and Use: Exemplified along the Use of Neodymium in Permanent Magnets Springer Science & Business Media

[Mobiles magazine](#) Amberley Publishing Limited

BLOOM is a collection of beautiful paint sketches created by the artist RossDraws.

Unstoppable Springer Science & Business Media

Mobiles magazine est depuis 1997 le magazine de référence en langue française sur les téléphones mobiles, avec plus de 15.000 pages publiées et 1.000 tests de produits depuis le n°1. Tous les mois, Mobiles magazine décrypte les tendances, teste les nouveaux modèles et apporte à ses lecteurs le meilleur des informations pratiques pour être à la pointe des usages et produits mobiles.

PHP & MySQL: The Missing Manual Titan Books (US, CA)

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[Mobiles magazine](#) Hachette Books

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[The Communications Magazine](#) Addison-Wesley Professional
Unstoppable is a word defined as "difficult or impossible to preclude or stop." As a human quality, it is something that we associate with people such as sports superstars, those who do whatever it takes to inspire others and lead teams to the greatest of victories. Sometimes, an idea or person can become unstoppable. Unstoppable, like Charles Lindbergh crossing the Atlantic in a solo flight when no one had thought it was possible, or track star Roger Bannister breaking the four-minute mile barrier. Not everyone can be an explorer or a great athlete, but anyone can be unstoppable in their chosen endeavors in life. If you are willing to possess an unwavering determination to succeed and a consistent willingness to learn and evolve, you can become unstoppable and triumph too. This book is about a personal struggle, one in which the author awoke from a coma after a terrible accident and faced a life of permanent paralysis. A long battle of driven determination resulted in Yanni Raz regaining his health and becoming a self-made millionaire after migrating from his native Israel to the United States. Through careers as a musician, a Starbucks barista, a salesman, a real estate whiz, a professional poker player and a hard money lender, Yanni learned reliable principles and the skills necessary for success. Unstoppable covers many topics including controlling your life, making the best decisions, creating new opportunities, properly assessing signals, expertly negotiating, and succeeding by storytelling across the media landscape. You'll learn about integrity in business, asset diversification, and many other life tips that thousands of people learn from Yanni on a daily basis. It is time to become fearless and lead a powerful life. With Yanni's new book Unstoppable, you can do just that.

[The Official Xbox Magazine](#) "O'Reilly Media, Inc."

This book is a comprehensive primer to both traditional and emerging E-Commerce technologies. Students with no prior technical knowledge will be able to grasp complex topics such as networking, Internet security, Web languages and other important subjects in a way that illustrates their use through case studies and practice by completing Web projects.

A New Approach to the Nexus of Supply, Demand and

Use: Exemplified along the Use of Neodymium in Permanent Magnets

Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

Selling Today

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Mobiles magazine

Sent to investigate a series of grisly murders in Racoon City, S.T.A.R.S Bravo Team scrambles into action. Following a helicopter crash, the team stumble across a gruesome sight: an overturned military transport truck riddled with corpses - and that's only the beginning of their nightmare. As evil grows around them, rookie member Rebecca Chambers wonders what she's gotten herself into.

[Der Spiegel](#)

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[The Billboard Book of Top 40 Albums](#)

Spanning four decades, here is the essential guide to the most popular albums of all time. Now updated through 1994, it provides full details on every album to reach the top 40 on Billboard's album chart since 1955.

Maximum PC

This thesis deals with Rare Earth Elements (REE), especially with neodymium used in permanent magnets, from a very scientific basis by providing basic research data. Despite the fact that REE are newsworthy and very important elements for a considerable bandwidth of today's technologies, accompanied by the monopolistic supply-situation and Chinese politics, there are inexplicable data discrepancies about REE which have been recognized frequently but usually have not been addressed accordingly. So this analysis started with the hypothesis that the four application areas, namely computer hard disk drives (HDD), mobile phones, wind turbines and e-mobility (automotive traction), account for about 80% of the global annual neodymium-demand. The research methodology was a laboratory analysis of the composition of used magnets for HDDs and mobile phones and a literature and official report analysis of wind turbine and automotive neodymium use. The result was amazing and the hypothesis had to be withdrawn as these four areas only account for about 20% of neodymium use. This result raises some questions concerning actual use and thus potential recycling options.

[Online Income 200 Juta Dalam 5 Hari](#)

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[PC Gamer](#)

Sinatra. Streisand. Dylan. Pavarotti. McCartney. Sting. Madonna. What do these musicians have in common besides their super-stardom? They have all worked with legendary music producer Phil Ramone. For almost five decades, Phil Ramone has been a force in the music industry. He has produced records and collaborated with almost every major

talent in the business. There is a craft to making records, and Phil has spent his life mastering it. For the first time ever, he shares the secrets of his trade. Making Records is a fascinating look "behind the glass" of a recording studio. From Phil's exhilarating early days recording jazz and commercial jingles at A&R, to his first studio, and eventual legendary producer status, Phil allows you to sit in on the sessions that created some of the most memorable music of the 20th century--including Frank Sinatra's Duets album, Bob Dylan's Blood on the Tracks, Ray Charles's Genius Loves Company and Paul Simon's Still Crazy After All These Years. In addition to being a ringside seat for contemporary popular music history, Making Records is an unprecedented tutorial on the magic behind what music producers and engineers do. In these pages, Phil offers a rare peek inside the way music is made... illuminating the creative thought processes behind some of the most influential sessions in music history. This is a book about the art that is making records--the way it began, the way it is now, and everything in between.

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[OpenGL ES 3.0 Programming Guide](#)

OpenGL® ES™ is the industry's leading software interface and graphics library for rendering sophisticated 3D graphics on handheld and embedded devices. The newest version, OpenGL ES 3.0, makes it possible to create stunning visuals for new games and apps, without compromising device performance or battery life. In the OpenGL® ES™ 3.0 Programming Guide, Second Edition, the authors cover the entire API and Shading Language. They carefully introduce OpenGL ES 3.0 features such as shadow mapping, instancing, multiple render targets, uniform buffer objects, texture compression, program binaries, and transform feedback. Through detailed, downloadable C-based code examples, you'll learn how to set up and program every aspect of the graphics pipeline. Step by step, you'll move from introductory techniques all the way to advanced per-pixel lighting and particle systems. Throughout, you'll find cutting-edge tips for optimizing performance, maximizing efficiency with both the API and hardware, and fully leveraging OpenGL ES 3.0 in a wide spectrum of applications. All code has been built and tested on iOS 7, Android 4.3, Windows (OpenGL ES 3.0 Emulation), and Ubuntu Linux, and the authors demonstrate how to build OpenGL ES code for each platform. Coverage includes EGL API: communicating with the native windowing system, choosing configurations, and creating rendering contexts and surfaces Shaders: creating and attaching shader objects; compiling shaders; checking for compile errors; creating, linking, and querying program objects; and using source shaders and program binaries OpenGL ES Shading Language: variables, types, constructors, structures, arrays, attributes, uniform blocks, I/O variables, precision qualifiers, and invariance Geometry, vertices, and primitives: inputting geometry into the pipeline, and assembling it into primitives 2D/3D, Cubemap, Array texturing: creation, loading, and rendering; texture wrap modes, filtering, and formats; compressed textures, sampler objects, immutable textures, pixel unpack buffer objects, and mipmapping Fragment shaders: multitexturing, fog, alpha test, and user clip planes Fragment operations: scissor, stencil, and depth tests; multisampling, blending, and dithering Framebuffer objects: rendering to offscreen surfaces for advanced effects Advanced rendering: per-pixel lighting, environment mapping, particle systems, image post-processing, procedural textures, shadow mapping, terrain, and projective texturing Sync objects and fences: synchronizing within host application and GPU execution This edition of the book includes a color insert of the OpenGL ES 3.0 API and OpenGL ES Shading Language 3.0 Reference Cards created by Khronos. The reference cards contain a complete list of all of the functions in OpenGL ES 3.0 along with all of the types, operators, qualifiers, built-ins, and functions

in the OpenGL ES Shading Language.

ITworld International

If you can build websites with CSS and JavaScript, this book takes you to the next level—creating dynamic, database-driven websites with PHP and MySQL. Learn how to build a database, manage your content, and interact with users. With step-by-step tutorials, this completely revised edition gets you started with expanded coverage of the basics and takes you deeper into the world of server-side programming. The important stuff you need to know: Get up to speed quickly. Learn how to install PHP and MySQL, and get them running on both your computer and a remote server. Gain new techniques. Take advantage of the all-new chapter on integrating PHP with HTML web pages. Manage your content. Use the file system to access user data, including images and other binary files. Make it dynamic. Create pages that change with each new viewing. Build a good database. Use MySQL to store user information and other data. Keep your site working. Master the tools for fixing things that go wrong. Control operations. Create an administrative interface to oversee your site.