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One Click "O'Reilly Media, Inc." Unlock the mysteries and magic within League of Legends, one of the world's most popular video games, in this encyclopedic and collectible companion book that explores the game's epic lore. Embark on a journey through the realms of Runeterra in this first-ever collectible companion book, published to celebrate the game's tenth anniversary. Spanning the farthest reaches of this universe and venturing into uncharted territory, this encyclopedic compendium connects players to the rich storytelling that inspires all the action. Inside, you'll find: An expedition through eleven regions, chronicling conflicts, entrenched rivalries, and covert alliances Hundreds of illustrations, including never-before-seen maps and artwork Insights into the heroes, flora, fauna, architecture, politics, and technologies from all corners of this world Original narratives that bring the cultures of Runeterra to life League of Legends is an online game played by millions of people around the world, offering endless engagement with an expanding roster of champions, frequent updates, and a thriving esports scene. This volume is an essential reference for fans everywhere.

Ultimate Nintendo Hybrid Global Publishing Transport Justice develops a new paradigm for transportation planning based on principles of justice. Author Karel Martens starts from the observation that for the last fifty years the focus of transportation planning and policy has been on the performance of the transport system and ways to improve it, without much attention being paid to the persons actually using – or failing to use – that transport system. There are far-reaching consequences of this approach, with some enjoying the fruits of the improvements in the transport system, while others have experienced a substantial deterioration in their situation. The growing body of academic evidence on the resulting disparities in mobility and accessibility, have been paralleled by increasingly vocal calls for policy changes to address the inequities that have developed over time. Drawing on philosophies of social justice, Transport Justice argues that governments have the fundamental duty of providing virtually every person with adequate transportation and thus of mitigating the social disparities that have been created over the past decades. Critical reading for transport planners and students of transportation planning, this book develops a new approach to transportation planning that takes people as its starting point, and justice as its end.

The Ultimate Guide No Starch Press Though the exact nature and delineation of Big Data is still unclear, it seems likely that Big Data will have an enormous impact on our daily lives. 'Exploring the Boundaries of Big Data' serves as preparatory work for The Netherlands Scientific Council for Government Policy's advice to the Dutch government, which has asked the Council to address questions regarding Big Data, security and privacy. It is divided into five parts, each part engaging with a different perspective on Big Data: the technical, empirical, legal, regulatory and international perspective.

Absolute OpenBSD, 2nd Edition MIT Press

LEGO MINDSTORMS has changed the way we think about robotics by making it possible for anyone to build real, working robots. The latest MINDSTORMS set, EV3, is more powerful than ever, and The LEGO MINDSTORMS EV3 Discovery Book is the complete, beginner-friendly guide you need to get started. Begin with the basics as you build and program a simple robot to experiment with motors, sensors, and EV3 programming. Then you'll move on to a series of increasingly sophisticated robots that will show you how to work with advanced programming techniques like data wires, variables, and custom-made programming blocks. You'll also learn essential building techniques like how to use beams, gears, and connector blocks effectively in your own designs. Master the possibilities of the EV3 set as you build and program: –The EXPLOR3R, a wheeled vehicle that uses sensors to navigate around a room and follow lines –The FORMULA EV3 RACE CAR, a streamlined remote-controlled race car –ANTY, a six-legged walking creature that adapts its behavior to its surroundings –SK3TCHBOT, a robot that lets you play games on the EV3 screen –The SNATCH3R, a robotic arm that can autonomously find, grab, lift, and move the infrared beacon –LAVA R3X, a humanoid robot that walks and talks More than 150 building and programming challenges throughout encourage you to think creatively and apply what you've learned to invent your own robots. With The LEGO MINDSTORMS EV3 Discovery Book as your guide, you'll be building your own out-of-this-world creations in no time! Requirements: One LEGO MINDSTORMS EV3 set (LEGO SET #31313)

Mobile Wireless Middleware, Operating Systems and Applications - Workshops Harvard Business Press In their first book, Ten Rules for Strategic Innovators, the authors provided a better model for executing disruptive innovation. They laid out a three-part plan for launching high-risk/high-reward innovation efforts: (1) borrow assets from the existing firms, (2) unlearn and unload certain processes and systems that do not serve the new entity, and (3) learn and build all new capabilities and skills. In their study of the Ten Rules in action, Govindarajan and Trimble observed many other kinds of innovation that were less risky but still critical to the company's ongoing success. In case after case, senior executives expected leaders of innovation initiatives to grapple with forces of resistance, namely incentives to keep doing what the company has always

done--rather than develop new competence and knowledge. But where to begin? In this book, the authors argue that the most successful everyday innovators break down the process into six manageable steps: 1. Divide the labor 2. Assemble the dedicated team 3. Manage the partnership 4. Formalize the experiment 5. Break down the hypothesis 6. Seek the truth. The Other Side of Innovation codifies this staged approach in a variety of contexts. It delivers a proven step-by-step guide to executing (launching, managing, and measuring) more modest but necessary innovations within large firms without disrupting their bread-and-butter business.

Reid Hoffman and LinkedIn Cambridge University Press
In Amazon.com Jeff Bezos built something the world had never seen. He created the most recognized brand name on the Internet, became for a time one of the richest men in the world, and was crowned "the king of cyber-commerce." Yet for all the media exposure, the inside story of Amazon.com has never really been told. In this revealing, unauthorized account, Robert Spector, journalist and best-selling author, gives us this up-to-date, fast-paced, behind-the-scenes story of the company's creation and rise, its tumultuous present, and its uncertain future.

Ten Steps to Complex Learning
Emerald Group Publishing
First in-depth analysis of broadband developments in Europe, combining qualitative and quantitative analysis, with chapter contributions provided by in-country experts.

World Brain No Starch Press
Economic institutions are undergoing radical transformations, and with these has come a reconfiguration of labor market institutions, managerial conceptions of work, and the nature of authority and control over employees as well. This volume addresses a wide array of questions to better understand these dramatic changes.

Amazon.com MIT Press
This report contains detailed profiles of twelve of the world's leading platform companies and derives insights from those profiles about what platforms actually do, how they do it, and why they succeed financially.

Video Games Around the World WRR Verkenningen
Foreword by Dr. Asad Madni, C. Eng., Fellow IEEE, Fellow IEE Learn the fundamentals of RF and microwave electronics visually, using many thoroughly tested, practical examples RF and microwave technology are essential throughout industry and to a world of new applications-in wireless communications, in Direct Broadcast TV, in Global Positioning System (GPS), in healthcare, medical and many other sciences. Whether you're seeking to strengthen your skills or enter the field for the first time, Radio Frequency and Microwave Electronics Illustrated is the fastest way to master every key measurement, electronic, and design principle you need to be effective. Dr. Matthew Radmanesh uses easy mathematics and a highly graphical approach with scores of examples to bring about a total comprehension of the subject. Along the way, he clearly introduces everything from wave propagation to impedance matching in transmission line circuits, microwave linear amplifiers to hard-core nonlinear active circuit design in Microwave Integrated Circuits (MICs). Coverage includes: A scientific framework for learning RF and microwaves easily and effectively Fundamental RF and microwave concepts and their applications The characterization of two-port networks at RF and microwaves using S-parameters Use of the Smith Chart to simplify analysis of complex design problems Key design considerations for microwave amplifiers: stability, gain, and noise Workable considerations in the design of practical active circuits: amplifiers, oscillators, frequency converters, control circuits RF and Microwave Integrated Circuits (MICs)

Novel use of "live math" in circuit analysis and design Dr. Radmanesh has drawn upon his many years of practical experience in the microwave industry and educational arena to introduce an exceptionally wide range of practical concepts and design methodology and techniques in the most comprehensible fashion. Applications include small-signal, narrow-band, low noise, broadband and multistage transistor amplifiers; large signal/high power amplifiers; microwave transistor oscillators, negative-resistance circuits, microwave mixers, rectifiers and detectors, switches, phase shifters and attenuators. The book is intended to provide a workable knowledge and intuitive understanding of RF and microwave electronic circuit design. Radio Frequency and Microwave Electronics Illustrated includes a comprehensive glossary, plus appendices covering key symbols, physical constants, mathematical identities/formulas, classical laws of electricity and magnetism, Computer-Aided-Design (CAD) examples and more. About the Web Site The accompanying web site has an "E-Book" containing actual design examples and methodology from the text, in Microsoft Excel environment, where files can easily be manipulated with fresh data for a new design.

Official Nmap Project Guide to Network Discovery and Security Scanning Springer Science & Business Media
In 1937, H. G. Wells proposed a predigital, freely available World Encyclopedia to represent a civilization-saving World Brain. In a series of talks and essays in 1937, H. G. Wells proselytized for what he called a "World Brain," as manifested in a World Encyclopedia--a repository of scientifically established knowledge--that would spread enlightenment around the world and lead to world peace. Wells, known to readers today as the author of The War of the Worlds and other science fiction classics, was imagining something like a

predigital Wikipedia. The World Encyclopedia would provide a summary of verified reality (in about forty volumes); it would be widely available, free of copyright, and utilize the latest technology. Of course, as Bruce Sterling points out in the foreword to this edition of Wells's work, the World Brain didn't happen; the internet did. And yet, Wells anticipated aspects of the internet, envisioning the World Brain as a technical system of networked knowledge (in Sterling's words, a "hypothetical super-gadget"). Wells's optimism about the power of information might strike readers today as naïvely utopian, but possibly also inspirational.

The Everything Store
Routledge
Ultimate Nintendo: Guide to the NES Library 1985-1995 is an expansive and thorough look at one of the greatest video game libraries of all time - the Nintendo Entertainment System. This nearly 450-page book covers all 800+ licensed and unlicensed games released during the system's lifespan, and features information and reviews for these classic (and not so classic) 8-bit games.

The Other Side of Innovation
Emerald Group Publishing
In the early days of Pong and Pac Man, video games appeared to be little more than an idle pastime. Today, video games make up a multi-billion dollar industry that rivals television and film. The Video Game Theory Reader brings together exciting new work on the many ways video games are reshaping the face of entertainment and our relationship with technology. Drawing upon examples from widely popular games ranging from Space Invaders to Final Fantasy IX and Combat Flight Simulator 2, the contributors discuss the relationship between video games and other media; the shift from third- to first-person games; gamers

and the gaming community; and the important sociological, cultural, industrial, and economic issues that surround gaming. The Video Game Theory Reader is the essential introduction to a fascinating and rapidly expanding new field of media studies.

Multidisciplinary Aspects
Cambridge University Press
There are many excellent R resources for visualization, data science, and package development. Hundreds of scattered vignettes, web pages, and forums explain how to use R in particular domains. But little has been written on how to simply make R work effectively—until now. This hands-on book teaches novices and experienced R users how to write efficient R code. Drawing on years of experience teaching R courses, authors Colin Gillespie and Robin Lovelace provide practical advice on a range of topics—from optimizing the set-up of RStudio to leveraging C++—that make this book a useful addition to any R user's bookshelf. Academics, business users, and programmers from a wide range of backgrounds stand to benefit from the guidance in Efficient R Programming. Get advice for setting up an R programming environment Explore general programming concepts and R coding techniques Understand the ingredients of an efficient R workflow Learn how to efficiently read and write data in R Dive into data carpentry—the vital skill for cleaning raw data Optimize your code with profiling, standard tricks, and other methods Determine your hardware capabilities for handling R computation Maximize the benefits of collaborative R programming Accelerate your transition from R hacker to R programmer
Realizing the 2020 Digital Agenda Springer

Edited in collaboration with FoLLI, the Association of Logic, Language and Information, this book collects a set of chapters of the multi-disciplinary project "Games, actions and Social software" which was carried out at the Netherlands Institute for Advanced Study in the Humanities and Social Sciences (NIAS) in Wassenaar, from September 2006 through January 2007. The chapters focus on social software and the social sciences, knowledge, belief and action, perception, communication, and cooperation.

Nmap Network Scanning Springer Science & Business Media
Amazon's business model is deceptively simple: Make online shopping so easy and convenient that customers won't think twice. It can almost be summed up by the button on every page: "Buy now with one click." Why has Amazon been so successful? Much of it has to do with Jeff Bezos, the CEO and founder, whose unique combination of character traits and business strategy have driven Amazon to the top of the online retail world. Richard Brandt charts Bezos's rise from computer nerd to world- changing entrepreneur. His success can be credited to his forward-looking insights and ruthless business sense. Brandt explains: Why Bezos decided to allow negative product reviews, correctly guessing that the earned trust would outweigh possible lost sales. Why Amazon zealously guards some patents yet freely shares others. Why Bezos called becoming profitable the "dumbest" thing they could do in 1997. How Amazon.com became one of the only dotcoms to survive the bust of the early 2000s. Where the company is headed next. Through interviews with Amazon employees, competitors, and observers, Brandt has deciphered how Bezos makes decisions. The story of Amazon's ongoing evolution is a case study in how to reinvent an entire industry, and one

Tweakersnet Best Buy Guide

that anyone in business today ignores at their peril.
Absolute OpenBSD, 2nd EditionUnix for the Practical Paranoid
A step-by-step guide to learning Flutter and Dart 2 for creating Android and iOS mobile applications Key Features Get up to speed with the basics of Dart programming and delve into Flutter development Understand native SDK and third-party libraries for building Android and iOS applications using Flutter Package and deploy your Flutter apps to achieve native-like performance Book Description Google Flutter is a cross-platform mobile framework that makes it easy to write high-performance apps for Android and iOS. This book will help you get to grips with the basics of the Flutter framework and the Dart programming language. Starting from setting up your development environment, you'll learn to design the UI and add user input functions. You'll explore the navigator widget to manage app routes and learn to add transitions between screens. The book will even guide you through developing your own plugin and later, you'll discover how to structure good plugin code. Using the Google Places API, you'll also understand how to display a map in the app and add markers and interactions to it. You'll then learn to improve the user experience with features such as map integrations, platform-specific code with native languages, and personalized animation options for designing intuitive UIs. The book follows a practical approach and gives you access to all relevant code files hosted at github.com/PacktPublishing/Flutter-for-Beginners. This will help you access a variety of examples and prepare your own bug-free apps, ready to deploy on the App Store and Google Play Store. By the end of this book, you'll be well-versed with Dart programming and have the skills to develop your own mobile apps or build a career as a Dart and Flutter app developer. What you will learn Understand the fundamentals of the Dart programming language Explore the core concepts of the Flutter UI and how it compiles for multiple platforms Develop Flutter plugins and widgets and understand how to structure plugin code appropriately Style your Android and iOS apps with widgets and learn the difference between stateful and stateless widgets Add animation to your UI using Flutter's AnimatedBuilder component Integrate your native code into your Flutter codebase for native app performance Who this book is for This book is for developers looking to learn Google's revolutionary framework Flutter from scratch. No prior knowledge of Flutter or Dart is required; however, basic knowledge of any programming language will be helpful.

A Case Studies Approach Enslow Publishing, LLC
Absolute OpenBSD, 2nd EditionUnix for the Practical ParanoidNo Starch Press
Unix for the Practical Paranoid Bentham Science Publishers
This book discusses all critical privacy and data protection aspects of biometric systems from a legal perspective. It contains a systematic and complete analysis of the many issues raised by these systems based on examples worldwide and provides several recommendations for a transnational regulatory framework. An appropriate legal framework is in most countries not yet in place. Biometric systems use facial images, fingerprints, iris and/or voice in an automated way to identify or to verify (identity) claims of persons. The treatise which has an interdisciplinary approach starts with explaining the functioning of biometric systems in general terms for non-specialists. It continues with a description of the legal nature of biometric data and makes a comparison with DNA and biological material and the regulation thereof. After describing the risks, the work further reviews the opinions of data protection authorities in relation to biometric systems and current and future (EU) law. A detailed legal comparative analysis is made of the situation in Belgium, France and the Netherlands. The author concludes with an evaluation of the proportionality principle and the application of data protection law to biometric data processing operations, mainly in the private sector. Pleading for more safeguards in legislation, the author makes several suggestions for a regulatory framework aiming at reducing the risks of biometric systems. They include limitations to the collection and storage of biometric data as well as technical measures, which could influence the proportionality of the processing. The text is supported by several figures and tables providing a summary of particular points of the discussion. The book also uses the 2012 biometric vocabulary adopted by ISO and contains an extensive bibliography and literature sources.

<u>Work and Labor in the Digital Age</u> Harper Collins
This book shows how an emphasis on design can help us usefully apply ethics to a world built on institutions and technology.