

Build Your Own Gotcha Gadgets Electronic Gizmos To

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Navigating Your Way to Startup Success Harlan Beverly 2017-12-18 Startups, like sailing vessels, do not travel in straight lines. The wind and the waves of the real world move the ship, and your startup, in unpredictable ways. This book is designed to give you an analytical set of tools to help you navigate your startup or corporate innovation through the murky waters of real life. Every business has failures. No business succeeds without some change of plan. Navigating Your Way to Startup Success will show you how to create a startup designed to test its assumptions so those that are not worthy fail—often and fast. This book builds on modern startup management techniques like Agile and Lean to bring an analytical and quantitative framework to the most common startup failures. Navigating through those failures means finding your way to startup success. Harlan T Beverly, PhD holds a BS in Electrical and Computer Engineering, an MBA from UT Austin, and a PhD in Business from Oklahoma State University. Harlan teaches entrepreneurship at the University of Texas at Austin. He is also Assistant Director of the Jon Brumley Texas Venture Labs at UT Austin, the world's first university business accelerator. Harlan has successfully launched five hardware and 15 software products including the Killer NIC, 2007 Network Product of the Year (CPU Magazine). He has raised over \$30 million in venture financing in the challenging intersection of entertainment and technology.

Tinkering Curt Gabrielson 2015-10-28 How can you consistently pull off hands-on tinkering with kids? How do you deal with questions that you can't answer? How do you know if tinkering kids are learning anything or not? Is there a line between fooling around with real stuff and learning? The idea of learning through tinkering is not so radical. From the dawn of time, whenever humanity has wanted to know more, we have achieved it most effectively by getting our hands dirty and making careful observations of real stuff. Make: Tinkering (Kids Learn by Making Stuff) lets you discover how, why-- and even what it is--to tinker and tinker well. Author Curt Gabrielson draws on more than 20 years of experience doing hands-on science to facilitate tinkering: learning science while fooling around with real things. This book shows you how to make: A drum set from plastic bottles, tape, and shrink-wrap Magnetic toys that dance, sway, and amaze Catapults, ball launchers, and table-top basketball A battery-powered magic wand and a steadiness game (don't touch the sides!) Chemical reactions with household items Models of bones and tendons that work like real arms and ankles Spin art machine and a hovercraft from a paper plate! Lifelong learners hungry for their next genuine experience

Networking For Dummies Doug Lowe 2013-03-25 This updated bestseller covers Windows 8, new

storage and backup technologies, and more Both beginning network administrators and home users have made previous editions of this book a top seller. Now fully updated, this edition shows you step by step how to set up and maintain a network and covers Windows 8 and Windows Server 2008 R2 SP1. Author Doug Lowe also includes updated coverage of broadband technologies as well as storage and back-up procedures, all in his easy-to-follow style. You'll learn to build a wired or wireless network, secure and optimize it, safely connect to the Internet, troubleshoot problems, and much more. A perennial bestseller, this guide to networking has been fully revised to cover Windows 8, Windows Server 2008 R2 SP1, new broadband technologies, and updated storage and backup procedures Provides introductory-level networking fundamentals for those inexperienced in network technology Covers networking with all major operating systems Shows how to build, secure, and optimize a network, safely connect to the Internet, troubleshoot problems, and more Networking For Dummies, 10th Edition walks you through the process of setting up and maintaining a network, at home or in the office.

LEGO Gadgets Klutz 2018-03 Build 11 machines, includes all the LEGO bricks you need. From the 'practical' (a mechanical hand to pick things up for you) to the intriguing (a machine that makes crinkled paper) to the flat-out ridiculous (astronaut training for your mini-figures!), these projects encourage kids to explore the possibilities hidden in their LEGO collection. Inspires open-ended creativity to not just build the models in this book, but also to experiment with their own modifications to be faster, more accurate, or more complex.

Gotcha Gadgets Ben Grossblatt 2012-07-01 Build a door alarm, a motion detector, a light sensor, and a push-a-button sound machine. Set a snoopy sibling trap, wire the cookie jar, play audio limbo, confuse the cat and more!

Seattle 100 Chase Jarvis 2010-10-04 *Seattle 100: Portrait of a City* is the culmination of a two-year personal project by renowned photographer, filmmaker, and social artist Chase Jarvis. Both a creative project and an insightful ethnography, *Seattle 100* shares—via more than 300 stunning black-and-white portraits and biographies of each subject—a curated collection of leading artists, musicians, writers, scientists, restaurateurs, DJs, developers, activists, entrepreneurs, filmmakers, and more, all of whom are defining and driving culture in Seattle. Some faces you will know, other names you may have heard in passing, and others will have been unknown to you until now. With this book, Jarvis has created a snapshot of a city's culture through its people. And it's inclusive. Descriptive rather than prescriptive. It's a 100, not an exclusive the 100, and it invites each of us to survey our own surroundings, our lives, our friends—and those not yet our friends—that make up the place we live, whether that's Seattle or anywhere else. Individually, the images and words here introduce you to 100 engaging and important people. Collectively, this portrait of a city tells a fascinating, interwoven story about a unique and vibrant place. Beyond the photos and commentary by Jarvis, there are pithy musings by a select handful of subjects on the topics of art, food, community, region, culture, and film. In addition, many of the subjects share their favorite things, places, and doings in and around the Seattle that they have explored, discovered, and rediscovered time and again. Chase Jarvis is donating 100% of his artist proceeds from this book to the amazing arts and culture organization www.4culture.org.

JavaScript Bible Danny Goodman 2010-09-23 The bestselling JavaScript reference, now updated to reflect changes in technology and best practices As the most comprehensive book on the market, the JavaScript Bible is a classic bestseller that keeps you up to date on the latest changes in JavaScript, the leading technology for incorporating interactivity into Web pages. Part tutorial, part reference, this book serves as both a learning tool for building new JavaScript skills as well as a detailed reference for

the more experienced JavaScript user. You'll get up-to-date coverage on the latest JavaScript practices that have been implemented since the previous edition, as well as the most updated code listings that reflect new concepts. Plus, you'll learn how to apply the latest JavaScript exception handling and custom object techniques. Coverage includes: JavaScript's Role in the World Wide Web and Beyond Developing a Scripting Strategy Selecting and Using Your Tools JavaScript Essentials Your First JavaScript Script Browser and Document Objects Scripts and HTML Documents Programming Fundamentals Window and Document Objects Forms and Form Elements Strings, Math, and Dates Scripting Frames and Multiple Windows Images and Dynamic HTML The String Object The Math, Number, and Boolean Objects The Date Object The Array Object JSON - Native JavaScript Object Notation E4X - Native XML Processing Control Structures and Exception Handling JavaScript Operators Function Objects and Custom Objects Global Functions and Statements Document Object Model Essentials Generic HTML Element Objects Window and Frame Objects Location and History Objects Document and Body Objects Link and Anchor Objects Image, Area, Map, and Canvas Objects Event Objects Practical examples of working code round out this new edition and contribute to helping you learn JavaScript quickly yet thoroughly.

Housebreaking Dan Pope 2015-05-12 Returning to his childhood home after his wife kicks him out, Benjamin lives with his 81-year-old father and tries to put his life back together while he rekindles a friendship with his high school crush, who has troubles of her own.

My Egg Carton Animals Inc. Scholastic 2017-01-03

Pit Bull Martin Schwartz 2009-10-13 Welcome to the world of Martin "Buzzy" Schwartz, Champion Trader--the man whose nerves of steel and killer instinct in the canyons of Wall Street earned him the well-deserved name "Pit Bull." This is the true story of how Schwartz became the best of the best, of the people and places he discovered along the way and of the trader's tricks and techniques he used to make his millions.

Game Design Foundations Roger Pedersen 2009-06-01 Game Design Foundations, Second Edition covers how to design the game from the important opening sentence, the One Pager document, the Executive Summary and Game Proposal, the Character Document to the Game Design Document. The book describes game genres, where game ideas come from, game research, innovation in gaming, important gaming principles such as game mechanics, game balancing, AI, path finding and game tiers. The basics of programming, level designing, and film scriptwriting are explained by example. Each chapter has exercises to hone in on the newly learned designer skills that will display your work as a game designer and your knowledge in the game industry."

CUCKOO'S EGG Clifford Stoll 2012-05-23 Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an

international spy ring fueled by cash, cocaine, and the KGB.

Shrink and Link Jewellery Klutz 2015-02 Klutz is the expert at shrink art with more than 2 million Shrink Art Jewelry and Shrinky Dinks books in print. While there are kits for making Shrink Art charms and other projects, this will be the only book that allows kids to make reusable, transferable dimensional pendants to use on necklaces and bracelets. Includes a "base" necklace, bracelets, ring, and Klutz-exclusive brads that make it easy to swap out the pendants to create tons of different looks. Contains: - 5 shrink sheets - Cardboard baking tray - 50 brads in 5 colors, - 1 plastic chain, 24" length cut in various sizes, makes 1 necklace & 1 bracelet - 8 s-hooks - Sequins - 1 ring base - Shaping tool - Tons of traceable art

Networking For Dummies Doug Lowe 2016-05-06 The #1 bestselling beginner's guide to computer networking—now in a new edition Need networking know-how, but don't know where to turn? Run—don't walk—to the no-nonsense networking guidance offered in this friendly guide! Whether you're a networking administrator or an everyday computer user looking to set up a network in your home or office, *Networking For Dummies* seamlessly gets you connected with the basics and gives you the knowledge to work out whatever kinks may come your way—in no time. A network can make everything in your home or office run more smoothly and easily, but setting one up can be challenging for even the most computer-savvy people. Well, relax—this bestselling guide has you covered! Inside, you'll find step-by-step instructions on setting up and maintaining a network, working with broadband and wireless technologies, ensuring you're following best practices with storage and back-up procedures, building a wired or wireless network, and much more. Set up a network for all major operating systems Secure, optimize, and troubleshoot your network Create an intranet and use the Cloud safely Make sense of the latest updates to Windows 10 Don't let a thorny networking issue get the best of you! Heed the simple guidance in this friendly guide and effectively network your way to more effective shared data and resources.

Life Honestly The Pool 2018-09-20 *Life Honestly* is a complete guide to modern life from some of today's most talented and insightful writers including Bryony Gordon, Dolly Alderton, Natasha Devon, Lauren Laverne and Yomi Adegoke. Within these pages you'll find an un-airbrushed selection of advice, comment and opinion. These are intimate stories from bad sex to bad boys, from workplace inequality to the sheer joy of learning something new, that will spark hope, triumph and occasionally outrage. In *Life Honestly* you will find fresh perspectives on everything from age milestones and friendship, motherhood and weddings, and why you should always, always, tell someone when you like their earrings. This book will make you feel empowered, supported and more prepared than ever to take on anything life has to offer because, honestly, we're all in this together. Featuring an introduction by *The Pool* co-founder Sam Baker, this fabulous collection is full of articles to inspire you. The pieces vary in length, which makes this a perfect collection to dip into for a few minutes while you wait for the kettle to boil, or something meatier for your morning commute. Some are long and some are short but they all pack a punch. From Sali Hughes on blended families to Viv Groskop offering fresh perspectives on daily problems, *Life Honestly* is a collection of advice, comment and opinion that acts as a complete guide to modern life. These writers are empowering, engaging and unapologetic about their views: *Life Honestly* is full of lessons and observations on what it means to be a woman or non-binary person now.

Maisy Goes Camping Lucy Cousins 2011-11-15 Five in the tent! A camping trip with Maisy turns into a slapstick comedy of errors in this hilarious picture-book adventure (ages 2-5). When Maisy sets off to go camping in the country, it's only natural that all her friends come along, too. But they soon find that pitching a tent is not an easy thing to do. Even if they do manage to keep the tent up, there's the matter

of fitting them all in -- Maisy, Charley, Cyril, Tallulah, and finally, the huge elephant, Eddie. What a squeezezy squish-squash! Good night, campers! Uh-oh-what's that popping sound?

Exploring BeagleBone Derek Molloy 2014-12-31 In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Weapons of Choice John Birmingham 2006-12-07 The impossible has spawned the unthinkable. In 2021, a quantum military experiment goes horrifically wrong. A multinational taskforce of ultra-modern warships is suddenly transported back in time to 1942 right into the path of the US naval battle group bound for Midway Atoll. History is rewritten in an instant as the future smashes into the past, and high-tech hardware goes head to head with World War Two technology. In the chaos that ensues, thousands are killed, but the maelstrom has only just begun. The veterans of Pearl Harbour have never seen a helicopter, or a cruise missile - let alone nanotechnology, ceramic bullets, and F22 Raptor stealth jetfighters. Allied and Axis forces are then caught in a desperate struggle to gain the upper hand - each hoping to tip the balance with a fist full of twenty first century firepower. What happens next is anybody's guess and everybody's nightmare

The Physics of Metrology Alex Hebra 2010-04-06 Conceived as a reference manual for practicing engineers, instrument designers, service technicians and engineering students. The related fields of physics, mechanics and mathematics are frequently incorporated to enhance the understanding of the subject matter. Historical anecdotes as far back as Hellenistic times to modern scientists help illustrate in an entertaining manner ideas ranging from impractical inventions in history to those that have changed our lives.

The Superkids Activity Guide to Conquering Every Day Dayna Abraham 2017-08-15 Help Your Kids Stay Calm, Be Happy and Make Every Day Amazing Do kids' behaviors leave you confused and frustrated? Dayna Abraham is teaching the world there's a better way. She, too, was baffled by her son's behaviors until she realized the power of using science and child development to see him for the superkid he

already was. In this revolutionary book, Dayna bridges the gap between kids and the adults who love them by empowering kids to be their own problem solvers and helping adults understand what kids really need to succeed. As a teacher, writer and mother, she explains that undesirable behaviors are really a cry for help. Kids have a need, but lack the tools and skills to express it. In this book, she gives kids fun projects and tools that boost their ability to control their behaviors, explain how they're feeling and gain confidence. Each of the 75 unique sensory-rich projects in *The Superkids Activity Guide to Conquering Every Day* will help kids navigate the most challenging times of day. Whether they struggle to get out the door in the morning or hate to sit for homework, this is the book for you. Kids will be begging to clean their room, their dinner plates and more with exciting activities such as:

- Magnetic Morning Routines to help kids visualize their time and tasks to stay on track
- Race to the Finish Dinnertime Gameboard to help even the pickiest eater find foods they like
- Seated Silly Busters so even the wiggliest kid can get their work done
- Weighted Snake Lap Buddies to calm fidgety legs and minds
- Calming Glitter Slime to squash big worries
- No-Sew Weighted Blanket to ensure a good night's rest
- ... and so much more

The Superkids Activity Guide to Conquering Every Day puts the power into kids' hands to understand themselves, discover their superpowers and have an awesome day, every day.

Spaceland Rudy Rucker 2003-07-04 Activating an experimental machine on New Year's Eve, Joe Cube is contacted by Momo, a woman from the fourth dimension who promised to make him rich if he will help her with a special project. Reprint.

Diary of a Wimpy Kid 10. Old School Jeff Kinney 2015-01 Book 10 in the phenomenally bestselling *Diary of a Wimpy Kid* series is here! Life was better in the old days. Or was it? That's the question Greg Heffley is asking as his town voluntarily unplugs and goes electronics-free. But modern life has its conveniences, and Greg isn't cut out for an old-fashioned world. With tension building inside and outside the Heffley home, will Greg find a way to survive? Or is going 'old school' just too hard for a kid like Greg? Praise for Jeff Kinney: 'The world has gone crazy for Jeff Kinney's *Diary of a Wimpy Kid*' - Sun 'Kinney is right up there with J K Rowling as one of the bestselling children's authors on the planet' - Independent 'The most hotly anticipated children's book of the year is here - *Diary of a Wimpy Kid*' - Big Issue

Electronics For Dummies Cathleen Shamieh 2011-01-04 Electronics is fascinating - want to make something of it? This book shows you how! You can make all sorts of things, once you understand what electronics is and how it works. This book helps you out with that part, explaining the whole thing in plain English. Learn how electricity functions, how to harness it and put it to work, what tools you need to build circuits, what you can make with them, and how to do it safely. Mystery solved - understand what makes your iPod, remote control, and computer work Essential stuff - outfit your electronics lab with all the necessary tools, including some that will surprise you Schematic road maps - learn to read schematics and understand how they help your project get where it's going Symbols of power - recognize all the identifiers for power sources, grounds, and components Tools of the trade - discover how to use a multimeter, logic probe, oscilloscope, and solderless breadboard Break it down - get to know the ins and outs of components such as resistors, capacitors, diodes and transistors Getting it together - find out how integrated circuits make all the rest possible and learn to work with them & Analyze it - understand the rules that govern current and voltage and learn how to apply them Open the book and find: The difference between electronics and electricity A list of essential tools Cool projects you can build quickly Great places to find parts Important safety tips What a sine wave is Interesting stuff about speakers, buzzers, and DC motors Ohm's Law and how to use it

The Pixar Theory Jon Negroni 2015-06-04 "Every Pixar movie is connected. I explain how and possibly

why." These are the words that began the detailed essay now known as "The Pixar Theory," which came out way back in 2013. It collected over 10 million views on Jon's blog alone, and was syndicated on BuzzFeed, Mashable, Huffpost, Entertainment Weekly, and more - generating over 100 million impressions and now translated into a dozen languages. Now, these thoughts and ideas first written by Jon Negroni have been fully realized inside this book, aptly named The Pixar Theory. In this book, you'll find an analysis of every single Pixar movie to date and how it tells a hidden story lurking behind these classic movies. You'll learn about how the toys of Toy Story secretly owe their existence to the events of The Incredibles. You'll learn about what truly happened to the civilization of cars from Cars before the events of WALL-E. And of course, you'll find out the possible truth for why "Boo" of Monsters Inc. is the most important Pixar character yet. Welcome to the Pixar Theory. Don't forget to fasten your imagination.

Networking For Dummies Doug Lowe 2020-07-14 Set up a secure network at home or the office Fully revised to cover Windows 10 and Windows Server 2019, this new edition of the trusted *Networking For Dummies* helps both beginning network administrators and home users to set up and maintain a network. Updated coverage of broadband and wireless technologies, as well as storage and back-up procedures, ensures that you'll learn how to build a wired or wireless network, secure and optimize it, troubleshoot problems, and much more. From connecting to the Internet and setting up a wireless network to solving networking problems and backing up your data—this #1 bestselling guide covers it all. Build a wired or wireless network Secure and optimize your network Set up a server and manage Windows user accounts Use the cloud—safely Written by a seasoned technology author—and jam-packed with tons of helpful step-by-step instructions—this is the book network administrators and everyday computer users will turn to again and again.

Invisible Sun Charles Stross 2021-09-28 The alternate timelines of Charles Stross' Empire Games trilogy have never been so entangled than in *Invisible Sun*—the techno-thriller follow up to *Dark State*—as stakes escalate in a conflict that could spell extermination for humanity across all known timelines. An inter-timeline coup d'état gone awry. A renegade British monarch on the run through the streets of Berlin. And robotic alien invaders from a distant timeline flood through a wormhole, wreaking havoc in the USA. Can disgraced worldwalker Rita and her intertemporal extraordinaire agent of a mother neutralize the livewire contention before it's too late? At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Star Trek: Picard—Countdown Kristen Beyer 2020-08-19 Witness the events leading to the new CBS All Access series *PICARD* in this graphic novel where new characters are introduced and secrets will be revealed. Before he retired to his vineyard, Jean-Luc Picard was the most decorated admiral in Starfleet. Then one mission changed his life forever. What could make this dedicated and disciplined leader question his calling?

Homeland Cory Doctorow 2013-02-05 In Cory Doctorow's wildly successful *Little Brother*, young Marcus Yallow was arbitrarily detained and brutalized by the government in the wake of a terrorist attack on San Francisco—an experience that led him to become a leader of the whole movement of technologically clued-in teenagers, fighting back against the tyrannical security state. A few years later, California's economy collapses, but Marcus's hacktivist past lands him a job as webmaster for a crusading politician who promises reform. Soon his former nemesis Masha emerges from the political underground to gift him with a thumbdrive containing a Wikileaks-style cable-dump of hard evidence of corporate and governmental perfidy. It's incendiary stuff—and if Masha goes missing, Marcus is supposed to release it to the world. Then Marcus sees Masha being kidnapped by the same government

agents who detained and tortured Marcus years earlier. Marcus can leak the archive Masha gave him—but he can't admit to being the leaker, because that will cost his employer the election. He's surrounded by friends who remember what he did a few years ago and regard him as a hacker hero. He can't even attend a demonstration without being dragged onstage and handed a mike. He's not at all sure that just dumping the archive onto the Internet, before he's gone through its millions of words, is the right thing to do. Meanwhile, people are beginning to shadow him, people who look like they're used to inflicting pain until they get the answers they want. Fast-moving, passionate, and as current as next week, *Homeland* is every bit the equal of *Little Brother*—a paean to activism, to courage, to the drive to make the world a better place. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Index de Périodiques Canadiens 1998

Assembly Language Jeff Duntemann 1992-10-06 Begins with the most fundamental, plain-English concepts and everyday analogies progressing to very sophisticated assembly principles and practices. Examples are based on the 8086/8088 chips but all code is usable with the entire Intel 80X86 family of microprocessors. Covers both TASM and MASM. Gives readers the foundation necessary to create their own executable assembly language programs.

Twelve Years a Slave Solomon Northup 2021-01-01 "Having been born a freeman, and for more than thirty years enjoyed the blessings of liberty in a free State—and having at the end of that time been kidnapped and sold into Slavery, where I remained, until happily rescued in the month of January, 1853, after a bondage of twelve years—it has been suggested that an account of my life and fortunes would not be uninteresting to the public." -an excerpt

Klutz - Électrotrucs Ben Grossblatt 2014-11 See below for English description. Électro trucs est un ensemble incomparable qui comprend une foule de gadgets électroniques à assembler et un livre rempli de jeux et d'idées pour jouer des tours. Des instructions simples aideront les jeunes farceurs à fabriquer une sonnette d'entrée, des détecteurs de lumière et de mouvements et un bouton à presser à programmer avec différents sons. Une pile de 9 volts est requise. Électro trucs is a set of customizable, constructible electronic gizmos with an entire book of games, pranks and jokes. Included are simple instructions to make a door alarm, motion sensor, light sensor, or push-button sound machine, and then program it with one of four funny sounds. 9-volt battery required. Not included. Includes circuit board (with speaker, LED, component wires, battery clip, photodetector, and switches), switch pin, alligator clip, gadget dock and case and 6 doublesided gadget covers. Original title: Gotcha Gadgets

The Big Breach Richard Tomlinson 2001 Richard Tomlinson was recruited initially by MI6, the British foreign intelligence service, during his senior year at Cambridge University. In these memoirs, he claims to have quickly gained the trust and confidence of one of the world's most effective intelligence organizations, and that he was relied on to smuggle nuclear secrets out of Moscow. Tomlinson also writes that he ran an undercover operation in Sarajevo while the city was under siege, and infiltrated and dismantled a criminal group that sought to export chemical weapons capabilities to Iran.

Designing Interfaces Jenifer Tidwell 2005-11-21 Provides information on designing easy-to-use interfaces.

Perl in a Nutshell Nathan Patwardhan 2002-06-03 This complete guide to the Perl programming language ranges widely through the Perl programmer's universe, gathering together in a convenient

form a wealth of information about Perl itself and its application to CGI scripts, XML processing, network programming, database interaction, and graphical user interfaces. The book is an ideal reference for experienced Perl programmers and beginners alike. With more than a million dedicated programmers, Perl is proving to be the best language for the latest trends in computing and business, including network programming and the ability to create and manage web sites. It's a language that every Unix system administrator and serious web developer needs to know. In the past few years, Perl has found its way into complex web applications of multinational banks, the U.S. Federal Reserve, and hundreds of large corporations. In this second edition, Perl in a Nutshell has been expanded to include coverage of Perl 5.8, with information on Unicode processing in Perl, new functions and modules that have been added to the core language, and up-to-date details on running Perl on the Win32 platform. The book also covers Perl modules for recent technologies such as XML and SOAP. Here are just some of the topics contained in this book: Basic Perl reference Quick reference to built-in functions and standard modules CGI.pm and mod_perl XML::* modules DBI, the database-independent API for Perl Sockets programming LWP, the library for Web programming in Perl Network programming with the Net modules Perl/Tk, the Tk extension to Perl for graphical interfaces Modules for interfacing with Win32 systems As part of the successful "in a Nutshell" book series from O'Reilly & Associates, Perl in a Nutshell is for readers who want a single reference for all their needs. "In a nutshell, Perl is designed to make the easy jobs easy, without making the hard jobs impossible." -- Larry Wall, creator of Perl

Willful Machines Tim Floreen 2016-10-18 In a near-future America, a sentient computer program named Charlotte has turned terrorist, but Lee Fisher, the closeted son of an ultraconservative President, is more concerned with keeping his Secret Service detail from finding out about his developing romance with Nico, the new guy at school, but when the spider-like robots that roam the school halls begin acting even stranger than usual, Lee realizes he is Charlotte's next target.

An Incomplete Book of Awesome Things Wee Society 2016 A celebration some of the world's most universally awesome (but perhaps overlooked) things: masking tape, tunnels, lava, argyle, elbows, and more. The incomplete compilation -- featuring beautifully minimal, vibrant illustrations -- was designed to boost kids' vocabulary, share giggles, and spark conversations. You decide what's awesome and what's not -- mauve? kiwis? snakes? -- and come up with your own additions to the never finished list. Ideal for the holidays, new mothers, and happy occasions of all kinds, this is an imagination-building gift that toddlers will demand over and over again!

Lego Make Your Own Movie Klutz 2016-11 Lights...camera...action! Bring your LEGO minifigures to life with this beginner-friendly guide to stop-motion animation. Ten "Mini Movies" walk you through using your phone, tablet, or computer to make short, funny clips with step-by-step instructions. Set the stage with any of the six included background settings and thirty-six LEGO elements, including a pizza, banana, baseball cap, six minifigure heads, and more! Plus, learn the tricks of the trade as you dive into more advanced skills, such as lighting, sound effects, and camera angles. With these tips and tricks, every movie you make is guaranteed to be a successful smash hit.

The Copyeditor's Handbook Amy Einsohn 2011-08-15 Praise for the first and second editions: "The Copyeditor's Handbook brims with valuable information, good advice, and helpful suggestions for novice copyeditors and experienced practitioners. It is comforting to know that current and future copyeditors will be able to turn to this handbook. I'm placing this work, which fills a huge gap in the literature, right beside my dictionary, and will highly recommend it to all my colleagues and students." —Alice Levine, Lecturer, The Denver Publishing Institute, and freelance editor "A definite 'must have' for the beginning to intermediate editor or author, and even the experienced editor. An indispensable

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Electronics For Dummies Gordon McComb 2005-02-22