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The PC and Gadget Help Desk-Mark Edward Soper 2014-10-04 A Do-It-Yourself Guide To Troubleshooting and Repairing Your EASY, comprehensive technology troubleshooter! PCs, smartphones, tablets, networks, cameras, home theater and more—all in one book! We all use technology—and we all have problems with it. Don't get frustrated... and don't waste money on costly repair or support calls! Solve the problems yourself, with the one guide that makes it easy: The PC and Gadget Help Desk. Using clear pictures, handy "symptom tables," and easy-to-use flowcharts, Mark Edward Soper walks you step-by-step through identifying, solving, and preventing hundreds of today's most aggravating tech problems. Soper covers all your major platforms: iPhones, iPads, Android devices, Windows systems, and more. He even helps you fix the weird problems that happen when you use them together! Regain lost Internet access and fix broken Wi-Fi connections Solve problems with viewing and sharing media or other files Track down power problems wherever they arise Troubleshoot printing problems and print from smartphones or tablets Fix missing video

or audio on your HDTV or home theater system Get syncing working right on your Apple or Android device Improve your PC's 3D gaming performance Identify and replace flaky memory chips Prevent overheating that can damage your equipment Solve common problems with digital cameras and DV camcorders Troubleshoot iOS or Android antennas, updates, screens, and connectivity Get FaceTime working right on your iPhone or iPad Troubleshoot eReaders and display your eBooks on additional devices Sensibly decide whether to upgrade, repair, or replace Mark Edward Soper has spent 30 years as an instructor and corporate trainer, helping thousands of people work more happily with personal technology. He is the author of PC Help Desk in a Book, and is the co-author of Leo Laporte's PC Help Desk, as well as more than 25 other books on Windows, digital imaging, networking, the Internet, IT certification, and computer troubleshooting. Soper is a CompTIA A+ Certified computer technician and Microsoft Certified Professional. **BONUS ONLINE VIDEOS:** Includes access to free, studio-quality how-to videos that make troubleshooting and repair even easier!

PC Magazine-

LS Swaps-Jefferson Bryant 2014-04-10 Introduced in 1997, the GM LS engine has become the dominant V-8 engine in GM vehicles and a top-selling high-performance crate engine. GM has released a wide range of Gen III and IV LS engines that deliver spectacular efficiency and performance. These compact, lightweight, cutting-edge pushrod V-8 engines have become affordable and readily obtainable from a variety of sources. In the process, the LS engine has become the most popular V-8 engine to swap into many American and foreign muscle cars, sports cars, trucks, and passenger cars. To select the best engine for an LS engine swap, you need to carefully consider the application. Veteran author and LS engine swap master Jefferson Bryant reveals all the criteria to consider when choosing an LS engine for a swap project. You are guided through selecting or fabricating motor mounts for the project. Positioning the LS engine in the engine compartment and packaging its equipment is a crucial part of the swap process, which is comprehensively covered. As part of the installation, you need to choose a transmission crossmember that fits the engine and vehicle as well as selecting an oil pan that has the correct profile for the

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crossmember with adequate ground clearance. Often the brake booster, steering shaft, accessory pulleys, and the exhaust system present clearance challenges, so this book offers you the best options and solutions. In addition, adapting the computer-control system to the wiring harness and vehicle is a crucial aspect for completing the installation, which is thoroughly detailed. As an all-new edition of the original top-selling title, *LS Swaps: How to Swap GM LS Engines into Almost Anything* covers the right way to do a spectrum of swaps. So, pick up this guide, select your ride, and get started on your next exciting project.

*A Practical Guide to Ubuntu Linux*-Mark G. Sobell 2011 The Most Complete, Easy-to-Follow Guide to Ubuntu Linux The #1 Ubuntu server resource, fully updated for Ubuntu 10.4 (Lucid Lynx)-the Long Term Support (LTS) release many companies will rely on for years! Updated JumpStarts help you set up Samba, Apache, Mail, FTP, NIS, OpenSSH, DNS, and other complex servers in minutes Hundreds of up-to-date examples, plus comprehensive indexes that deliver instant access to answers you can trust Mark Sobell's *A Practical Guide to Ubuntu Linux®*, Third Edition, is the most thorough and up-to-date reference to installing, configuring, and working with Ubuntu, and also offers comprehensive coverage of servers--critical for anybody interested in unleashing the full power of Ubuntu. This edition has been fully updated for Ubuntu 10.04 (Lucid Lynx), a milestone Long Term Support (LTS) release, which Canonical will support on desktops until 2013 and on servers until 2015. Sobell walks you through every essential feature and technique, from installing Ubuntu to working with GNOME, Samba, exim4, Apache, DNS, NIS, LDAP, g ufw, firestarter, iptables, even Perl scripting. His exceptionally clear explanations demystify everything from networking to security. You'll find full chapters on running Ubuntu from the command line and desktop (GUI), administrating systems, setting up networks and Internet servers, and much more. Fully updated JumpStart sections help you get complex servers running--often in as little as five minutes. Sobell draws on his immense Linux knowledge to explain both the "hows" and the "whys" of Ubuntu. He's taught hundreds of thousands of readers and never forgets what it's like to be new to Linux. Whether you're a user, administrator, or programmer, you'll find everything

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you need here--now, and for many years to come. The world's most practical Ubuntu Linux book is now even more useful! This book delivers Hundreds of easy-to-use Ubuntu examples Important networking coverage, including DNS, NFS, and Cacti Coverage of crucial Ubuntu topics such as sudo and the Upstart init daemon More detailed, usable coverage of Internet server configuration, including Apache (Web) and exim4 (email) servers State-of-the-art security techniques, including up-to-date firewall setup techniques using gufw and iptables, and a full chapter on OpenSSH A complete introduction to Perl scripting for automated administration Deeper coverage of essential admin tasks-from managing users to CUPS printing, configuring LANs to building a kernel Complete instructions on keeping Ubuntu systems up-to-date using aptitude, Synaptic, and the Software Sources window And much more...including a 500+ term glossary Includes DVD! Get the full version of Lucid Lynx, the latest Ubuntu LTS release!

CompTIA A+ 220-701 and 220-702 Cert Guide-Mark Edward Soper 2011-02-08 Learn, prepare, and practice for CompTIA A+ 220-701 and 220-702 exam success with this CompTIA Cert Guide from Pearson IT Certification, a leader in IT Certification learning and a CompTIA Authorized Platinum Partner. Includes Coverage of Windows 7. Start-to-finish A+ preparation from the world's #1 PC hardware expert, Scott Mueller! This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book. Limited Time Offer: Buy CompTIA A+ 220-701 and 220-702 Cert Guide and receive a 10% off discount code for the CompTIA A+ 220-701 and 220-702 exams. To receive your 10% off discount code: 1. Register your product at [pearsonITcertification.com/register](http://pearsonITcertification.com/register) 2. When prompted, enter ISBN number: 9780789747907 3. Go to your Account page and click on "Access Bonus Content" CompTIA A+ 220-701 and 220-702 Cert Guide is a best-of-breed study guide. Best-selling authors and expert instructors Mark Soper, Scott Mueller, and David Prowse help you master all the topics you need to know to succeed on your CompTIA 220-701 and 220-702 exams and move into a successful career as an IT technician. Master every topic on both new 2011 A+ exams Assess your knowledge and focus your learning Get the practical workplace knowledge you need! The

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CompTIA authorized study guide helps you master all the topics on the A+ exam, including Essential concepts and troubleshooting principles BIOS and CMOS Memory types and characteristics I/O ports and multimedia devices Video cards and displays Motherboards, CPUs, and adapter cards Laptop components Networking Security Windows 7, XP, and 2000 Power supplies and system cooling Printers Safety and environmental concerns Test your knowledge, build your confidence, and succeed! Packed with visuals to help you learn fast Dozens of troubleshooting scenarios Real-world A+ prep advice from experts Easy-to-use exam preparation task lists Do I Know This Already? quizzes help you gauge your knowledge, focus your study, and review the material Mark Edward Soper has taught computer troubleshooting and other technical subjects since 1992. He is the author of Sams Teach Yourself Windows 7 in 10 Minutes, Absolute Beginner's Guide to A+ Certification, and many other titles on Windows, networking, and hardware upgrades. He is a CompTIA A+ Certified technician. Scott Mueller is the PC industry's most trusted, authoritative hardware expert. He has personally taught PC repair to thousands of pros and enthusiasts. His book, Upgrading and Repairing PCs, has sold more than 2.2 million copies, making him the world's most successful PC hardware author. David L. Prowse is a computer network specialist, author, and technical trainer. He has taught CompTIA A+, Network+, and Security+ certification courses to more than 2,000 students, both in the classroom and via the Internet. As a consultant, he installs and secures the latest in computer and networking technology. He has authored and coauthored a number of networking and computer titles for Pearson Education, including CompTIA A+ Exam Cram, Fourth Edition.

Chromebook For Dummies-Mark LaFay 2014-10-15 Get the most out of your Google Chromebook Are you the proud new owner of a Google Chromebook and a little—or a lot—intimidated by the technology? You've come to the right place! Chromebook For Dummies walks you through setting up the device, transitioning from traditional computers and working in the cloud, customizing Chromebook to suit your needs, navigating the apps and their uses, and applying advanced settings and features. Fear not: with the step-by-step guidance and helpful information inside, there's no

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reason to break a sweat. Chromebooks are affordable, fast, and sleek—and with Google driving the initiative, they're impossible to ignore. So it's no wonder they're gaining popularity and enticing people from all walks of life to make the switch from a traditional PC or laptop. If you're one of those people and want to make the most of your experience, this book is a practical user's guide to all things Chromebook. Covers all Chromebooks on the market Provides coverage of all Chromebook features in an easy-to-follow manner Serves as the go-to reference for successfully using a Chromebook Includes step-by-step coverage of everything you'll encounter with your Chromebook If you're a new or inexperienced user who wants to maximize the performance of your Google Chromebook, you'll turn to this friendly guide time and again.

Using Ubuntu MATE and Its Applications-Larry Bushey 2020-02-04 Updated with improvements, updates, and new features included in Ubuntu MATE's 20.04 LTS (Long Term Support) release, I have written the third edition of this book for computer users who just want the information they need to learn how to use Ubuntu MATE and its applications. Reading this book can help you build your confidence and competence in using Ubuntu MATE. It is written from the perspective that Ubuntu MATE is a typical modern Linux for the average computer user who needs to do things like browsing the Internet, checking email, using a word processor, reading and storing document files, viewing and editing photos, watching videos, listening to music, and subscribing to podcasts. Many of the applications available in Ubuntu MATE are also available in other flavors of Ubuntu and in other distributions (versions) of Linux. The applications I mention in this book work in the same way regardless of the operating system. While it's great for users who have migrated from Windows or macOS, Ubuntu MATE is also an excellent choice for any kind of computer user, from the casual home user to the professional software developer. That's because of its modern, functionally thought-out design. Ubuntu MATE is capable enough for even the most experienced computer user because, well, it's Linux! It has the power of every other Linux built-in. Simply put, it provides a practical alternative to other software that can run on your computer. Whether you are new to Linux, upgrading from Windows or macOS to Linux, or just thinking about

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moving to Linux, this book will provide you with practical, day-to-day advice on how you can use Ubuntu MATE and its applications. This book is a guide for new users and a reference for all users of Linux.

Windows 10-David Pogue 2018-07-15 "Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all--with humor, authority, and 500 illustrations."--Page 4 of cover.

JavaScript for Kids-Nick Morgan 2014-12-14 JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: Create functions to organize and reuse your codeWrite and modify HTML to create dynamic web pagesUse the DOM and jQuery to make your web pages react to user inputUse the Canvas element to draw and animate graphicsProgram real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!) Embedded Linux System Design and Development-P. Raghavan 2005-12-21 Based upon the authors' experience in designing and deploying an embedded Linux system with a variety of applications, Embedded Linux System Design and Development contains a full embedded Linux system development roadmap for systems architects and software programmers. Explaining the issues that arise out of the use of Linux in embedded systems, the book facilitates movement to embedded Linux from traditional real-time operating systems, and describes the system design model containing embedded Linux. This book delivers practical solutions

for writing, debugging, and profiling applications and drivers in embedded Linux, and for understanding Linux BSP architecture. It enables you to understand: various drivers such as serial, I2C and USB gadgets; uClinux architecture and its programming model; and the embedded Linux graphics subsystem. The text also promotes learning of methods to reduce system boot time, optimize memory and storage, and find memory leaks and corruption in applications. This volume benefits IT managers in planning to choose an embedded Linux distribution and in creating a roadmap for OS transition. It also describes the application of the Linux licensing model in commercial products.

Beginning Ubuntu Linux-Emilio Raggi 2011-01-10 Ubuntu Linux is the fastest growing Linux-based operating system, and Beginning Ubuntu Linux, Fifth Edition teaches all of us—including those who have never used Linux—how to use it productively, whether you come from Windows or the Mac or the world of open source. Beginning Ubuntu Linux, Fifth Edition shows you how to take advantage of Lucid Lynx. Based on the best-selling previous edition, Emilio Raggi maintains a fine balance between teaching Ubuntu and introducing new features. Whether you aim to use it in the home or in the office, you'll be introduced to the world of Ubuntu Linux, from simple word processing to using cloud services. You'll learn how to control the Ubuntu system, which you just installed from the book's DVD, as you are guided through common tasks such as configuring the system's graphical user interface (GUI), listening to audio CDs and MP3s, producing documents, using VoIP and chat, and of course, general system maintenance. This book also supplies a series of comprehensive tutorials on Ubuntu administration and security—essential for any Ubuntu user—while not neglecting matters pertaining to office applications and the cloud.

Knoppix Hacks-Kyle Rankin 2005 Provides information on using Knoppix with a Linux operating system.

From Paper to Pixels-Hugh Sung 2013 “From Paper to Pixels” is a guide for musicians making the transition from paper sheet music to digital sheet music readers and apps. From selecting the perfect tablet or computer to finding the right apps and tools for reading and writing music, exploring online sheet music resources and - most importantly - how to get music into your tablet or computer.

choice, this comprehensive guide is written in a fun, breezy style, designed to soothe the fears of even the most techno-phobic musician. "From Paper to Pixels" will show you: •10 Reasons Why Pixels Are Better Than Paper •The Four C's Of Putting Together The Perfect Digital Sheet Music Reader •How To Put Sheet Music Into Your Tablet Or Computer •Cool Things You Never Knew You Could Do With Digital Sheet Music And much, much more! "From Paper to Pixels" was written for every kind of musician reading all types of music, from traditional music notation to lyric sheets, chord charts, and tablature. No matter what style or musical background you come from, you'll find this book to be an invaluable resource. "From Paper to Pixels" was written by Hugh Sung, a professional classical "paperless pianist" who is a pioneer of digital sheet music and a teacher who loves to empower learners. After performing around the world, recording multiple albums, and serving on the faculty of the venerable Curtis Institute of Music in Philadelphia for 19 years, Hugh combined his passion for music and technology and co-founded AirTurn, a company that develops technologies for musicians ([www.airturn.com](http://www.airturn.com)). For additional materials and tutorials, visit the companion website to this book at [www.frompapertopixels.com](http://www.frompapertopixels.com)

Ubuntu-Neal Krawetz 2011-02-17

Windows 8 Secrets-Paul Thurrott 2012-08-28

Ergonomic Workplace Design for Health, Wellness, and

Productivity-Alan Hedge 2016-08-05 Even with today's mobile

technology, most work is still undertaken in a physical workplace.

Today's workplaces need to be healthy environments that minimize

the risks of illnesses or injuries to occupants to compete in the

marketplace. This necessitates the application of good ergonomics

design principles to the creation of effective workplaces, and this is

the focus of this book. This book will: · Focus on ergonomic design

for better health and ergonomic design for better productivity ·

Presents environments that support new ways of working and

alternative workplace strategies, as well as the impacts of new

technologies · Covers the role of ergonomics design in creating

sustainable workplaces · Includes ergonomics design for a wide

variety of workplaces, from offices to hospitals, to hotels to vehicles,

etc... · Shows the design principles on how to design and create a

healthy and productive workplace The market lacks an ergonomics design book that covers the topics that this book will cover. This book summarizes design principles for practitioners, and applies them to the variety of workplace settings described in the book. No other book currently on the market does that.

Learning Python-Fabrizio Romano 2015-12-24 Learn to code like a professional with Python - an open source, versatile, and powerful programming language About This Book Learn the fundamentals of programming with Python - one of the best languages ever created Develop a strong set of programming skills that you will be able to express in any situation, on every platform, thanks to Python's portability Create outstanding applications of all kind, from websites to scripting, and from GUIs to data science Who This Book Is For Python is the most popular introductory teaching language in U.S. top computer science universities, so if you are new to software development, or maybe you have little experience, and would like to start off on the right foot, then this language and this book are what you need. Its amazing design and portability will help you become productive regardless of the environment you choose to work with. What You Will Learn Get Python up and running on Windows, Mac, and Linux in no time Grasp the fundamental concepts of coding, along with the basics of data structures and control flow. Write elegant, reusable, and efficient code in any situation Understand when to use the functional or the object oriented programming approach Create bulletproof, reliable software by writing tests to support your code Explore examples of GUIs, scripting, data science and web applications Learn to be independent, capable of fetching any resource you need, as well as dig deeper In Detail Learning Python has a dynamic and varied nature. It reads easily and lays a good foundation for those who are interested in digging deeper. It has a practical and example-oriented approach through which both the introductory and the advanced topics are explained. Starting with the fundamentals of programming and Python, it ends by exploring very different topics, like GUIs, web apps and data science. The book takes you all the way to creating a fully fledged application. The book begins by exploring the essentials of programming, data structures and teaches you how to manipulate them. It then moves on to controlling the flow of a program and

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writing reusable and error proof code. You will then explore different programming paradigms that will allow you to find the best approach to any situation, and also learn how to perform performance optimization as well as effective debugging. Throughout, the book steers you through the various types of applications, and it concludes with a complete mini website built upon all the concepts that you learned. Style and approach This book is an easy-to-follow guide that will take you from a novice to the proficient level at a comfortable pace, using a lot of simple but effective examples. Each topic is explained thoroughly, and pointers are left for the more inquisitive readers to dig deeper and expand their knowledge.

Privacy's Blueprint-Woodrow Hartzog 2018-04-09 Every day, Internet users interact with technologies designed to undermine their privacy. Social media apps, surveillance technologies, and the Internet of Things are all built in ways that make it hard to guard personal information. And the law says this is okay because it is up to users to protect themselves—even when the odds are deliberately stacked against them. In Privacy's Blueprint, Woodrow Hartzog pushes back against this state of affairs, arguing that the law should require software and hardware makers to respect privacy in the design of their products. Current legal doctrine treats technology as though it were value-neutral: only the user decides whether it functions for good or ill. But this is not so. As Hartzog explains, popular digital tools are designed to expose people and manipulate users into disclosing personal information. Against the often self-serving optimism of Silicon Valley and the inertia of tech evangelism, Hartzog contends that privacy gains will come from better rules for products, not users. The current model of regulating use fosters exploitation. Privacy's Blueprint aims to correct this by developing the theoretical underpinnings of a new kind of privacy law responsive to the way people actually perceive and use digital technologies. The law can demand encryption. It can prohibit malicious interfaces that deceive users and leave them vulnerable. It can require safeguards against abuses of biometric surveillance. It can, in short, make the technology itself worthy of our trust.

Learn Unity for Android Game Development-Adam Sinicki

2017-07-21 Get a thorough and practical introduction to Unity

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development for Android devices with no previous experience with game development needed. In this book, you'll go through every step from downloading and installing Unity and the Android SDK, to creating fully functional games. The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications. It also provides some guidance on publishing and marketing, as well as thinking about game design and mechanics. Resources including sprites and scripts are provided in the code download. What You Will Learn Install Unity with the Android SDK Understand and use scripts, prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games, virtual reality and more Promote your game and make money Who This Book Is For This book requires no previous experience with programming or game development of any kind. Prior experience with the Android ecosystem recommended.

Wireless Home Networking For Dummies-Danny Briere 2011-02-08  
Wireless home networks are better than ever! The emergence of new industry standards has made them easier, more convenient, less expensive to own and operate. Still, you need to know what to look for (and look out for), and the expert guidance you'll find in Wireless Home Networks For Dummies, 3rd Edition helps you ensure that your wire-free life is also a hassle-free life! This user-friendly, plain-English guide delivers all of the tips, tricks, and knowledge you need to plan your wireless home network, evaluate and select the equipment that will work best for you, install and configure your wireless network, and much more. You'll find out how to share your Internet connection over your network, as well as files, printers, and other peripherals. And, you'll learn how to avoid the "gotchas" that can creep in when you least expect them. Discover how to: Choose the right networking equipment Install and configure your wireless network Integrate Bluetooth into your network Work with servers, gateways, routers, and switches Connect audiovisual equipment to your wireless network Play wireless, multiuser computer games Establish and maintain your

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network's security Troubleshoot networking problems Improve network performance Understand 802.11n Whether you're working with Windows PCs, Mac OS X machines, or both Wireless Home Networking For Dummies, 3rd Edition, makes it fast and easy to get your wireless network up and running—and keep it that way!

EFI Conversions-Tony Candela 2014-06-16 Converting from a carbureted fuel system to electronic fuel injection (EFI) improves the performance, driveability, and fuel economy of any classic vehicle. Through a series of sensors, processors, and wires, it gathers engine and atmospheric information to precisely deliver the correct amount of fuel to your engine. With a carburetor, you must manually adjust and change parts to adapt it to differing conditions and applications. Installing a complete aftermarket EFI system may seem too complex, but it is within your reach by using the clear and easy-to-understand, step-by-step instructions. You will be able to confidently install the correct EFI system in your vehicle and enjoy all the benefits. A variety of EFI Systems are currently available--throttle body injection (TBI), multi port fuel injection (MPFI), stack systems, application specific, and special application systems. Author Tony Candela reveals the attributes of each, so you can select the system that's ideal for your car. Author Tony Candela explains in exceptional detail how to install both of these systems. To achieve top performance from an EFI system, it's not a simple bolt-on and plug-in procedure. This book takes the mystery out of EFI so it's not a black art but rather a clear working set of parameters. You are shown how to professionally install the injectors into the intake system as well as how to integrate the wiring into the main harness. In addition, each step of upgrading the fuel system to support the EFI is explained. The book also delves into integrating ignition and computer control with these aftermarket systems so you can be out driving rather than struggling with tuning. Turbocharged, supercharged, and nitrous applications are also covered. A well-installed and -tuned EFI system greatly improves the performance of a classic V-8 or any engine because the system delivers the correct fuel mixture for every operating condition. Get faster starts, better fuel economy, and crisp efficient performance. In EFI Conversions: How to Swap Your Carb for Electronic Fuel Injection, achieving all these benefits

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is easily within your reach.

Advanced HDL Synthesis and SOC Prototyping-Vaibbhav Taraate 2018-12-15 This book describes RTL design using Verilog, synthesis and timing closure for System On Chip (SOC) design blocks. It covers the complex RTL design scenarios and challenges for SOC designs and provides practical information on performance improvements in SOC, as well as Application Specific Integrated Circuit (ASIC) designs. Prototyping using modern high density Field Programmable Gate Arrays (FPGAs) is discussed in this book with the practical examples and case studies. The book discusses SOC design, performance improvement techniques, testing and system level verification, while also describing the modern Intel FPGA/XILINX FPGA architectures and their use in SOC prototyping. Further, the book covers the Synopsys Design Compiler (DC) and Prime Time (PT) commands, and how they can be used to optimize complex ASIC/SOC designs. The contents of this book will be useful to students and professionals alike.

Mastering Modern Linux-Paul S. Wang 2018-06-14 Praise for the First Edition: "This outstanding book ... gives the reader robust concepts and implementable knowledge of this environment. Graphical user interface (GUI)-based users and developers do not get short shrift, despite the command-line interface's (CLI) full-power treatment. ... Every programmer should read the introduction's Unix/Linux philosophy section. ... This authoritative and exceptionally well-constructed book has my highest recommendation. It will repay careful and recursive study." -- Computing Reviews, August 2011 Mastering Modern Linux, Second Edition retains much of the good material from the previous edition, with extensive updates and new topics added. The book provides a comprehensive and up-to-date guide to Linux concepts, usage, and programming. The text helps the reader master Linux with a well-selected set of topics, and encourages hands-on practice. The first part of the textbook covers interactive use of Linux via the Graphical User Interface (GUI) and the Command-Line Interface (CLI), including comprehensive treatment of the Gnome desktop and the Bash Shell. Using different apps, commands and filters, building pipelines, and matching patterns with regular expressions are major focuses. Next comes Bash scripting, file system structure,

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organization, and usage. The following chapters present networking, the Internet and the Web, data encryption, basic system admin, as well as Web hosting. The Linux Apache MySQL/MariaDB PHP (LAMP) Web hosting combination is also presented in depth. In the last part of the book, attention is turned to C-level programming. Topics covered include the C compiler, preprocessor, debugger, I/O, file manipulation, process control, inter-process communication, and networking. The book includes many examples and complete programs ready to download and run. A summary and exercises of varying degrees of difficulty can be found at the end of each chapter. A companion website (<http://mml.sofpower.com>) provides appendices, information updates, an example code package, and other resources for instructors, as well as students.

Pro OpenGL ES for Android-Mike Smithwick 2012-06-12 In Pro OpenGL ES for Android, you'll find out how to harness the full power of OpenGL ES, and design your own 3D applications by building a fully-functional 3D solar system model using Open GL ES! OpenGL has set the standard for 3D computer graphics, and is an essential aspect of Android development. This book offers everything you need to know, from basic mathematical concepts to advanced coding techniques. You'll learn by building a fascinating 3D solar system simulator! After introducing Open GL ES, Pro OpenGL ES for Android explains the basics of 3D math and then orients you to the native Android 3D libraries you'll be using in your own 3D games and the solar system project you'll build using this book. Through the solar system example project, you'll learn how to incorporate a variety of graphic and animation techniques into your applications. You will also discover how the full spectrum of 3D development that awaits, with topics such as lighting, texture-mapping, modeling, shaders, blending modes, and several more advanced concepts. By the time you finish Pro OpenGL ES for Android, you'll have learned all the skills you'll need to build your own incredible 3D applications, based on one of the most powerful 3D libraries available.

Knoppix Hacks-Kyle Rankin 2007-11-20 If you think Knoppix is just a Linux demo disk, think again. Klaus Knopper created an entire Linux distribution on a bootable CD (and now a DVD) ~~you could~~

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use his favorite open source tools on any computer. This book includes a collection of tips and techniques for using the enormous amount of software Knoppix offers-not just to work and play, but also to troubleshoot, repair, upgrade, and disinfect your system without having to install a thing. Knoppix Hacks is just like the distribution it covers: a veritable Swiss Army knife packed full of tools. Scores of industrial-strength hacks-many of them new to this second edition-cover both the standard Knoppix CD and the feature-rich DVD "Maxi" distribution, which is included with this book. Discover how to use Knoppix to its full potential as your desktop, rescue CD, or as a launching point for your own live CD. With Knoppix Hacks, you can: Investigate features of the KDE desktop and its Internet applications Save your settings and data between reboots with persistent storage Employ Knoppix as a system administration multitool to replace failed servers and more Use the CD/DVD as a rescue disc to repair filesystems or a system that won't boot Rescue Windows systems with Knoppix to back up files and settings, hack the registry, and more Explore other live CDs based on Knoppix that could augment your system Easily install the popular Debian GNU/Linux distribution with all of your hardware detected and configured Remaster Knoppix to include your favorite software and custom branding Whether you're a new Linux user, power user, or system administrator, this book helps you take advantage of Knoppix and customize it to your needs. You may just find ways to use Knoppix that you never considered.

Color Correction Handbook-Alexis Van Hurkman 2013 The colorist is responsible for the critical final stage of refinement of the film and broadcast image. Using all of the controls modern color correction software provides, colorists refine the mood, create style, add polish to scenes, and breathe life into the visuals. The craft of color correction can take considerable trial and error to learn, while the art of color grading takes years to perfect. Alexis Van Hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction. Using a friendly, clear teaching style and a slew of real-world examples and anecdotes, Alexis demonstrates how to achieve professional results for any project, using any number of dedicated grading applications, or even an editing program's built-in color

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correction tools. From the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations, *Color Correction Handbook, Second Edition*, is your one-stop guide. Among many valuable concepts and techniques, you'll learn to: \* Set up a professional color correction environment using the latest technologies and adhere to the most up-to-date standards \* Work with log-encoded media and LUTs \* Analyze shots quickly and correct errors of color and exposure \* Create idealized adjustments for key features such as skin tone, skies, and product shots \* Develop strategies for balancing clips in a scene to match one another for continuity, and grading greenscreen clips destined for visual effects \* Master a variety of stylistic techniques used to set a scene's mood \* Apply principles of color and contrast to add depth and visual interest \* Browse valuable research about memory colors, audience preferences, and critical corrections for achieving appealing skin tones and controlled environments \* Follow along with the downloadable files that accompany this book, including HD footage, cross-platform exercises, and project files.

HTML5 Game Development For Dummies-Andy Harris 2013-04-08

Create games with graphics that pop for the web and mobile devices! HTML5 is the tool game developers and designers have been eagerly awaiting. It simplifies the job of creating graphically rich, interactive games for the Internet and mobile devices, and this easy-to-use guide simplifies the learning curve. Illustrated in full color, the book takes you step by step through the basics of HTML5 and how to use it to build interactive games with 2D graphics, video, database capability, and plenty of action. Learn to create sports and adventure games, pong games, board games, and more, for both mobile devices and the standard web. Learn to use the new HTML5 technology that makes it easier to create games with lots of action, colorful 2D graphics, and interactivity--for both the web and mobile devices Test and debug your games before deploying them Take advantage of how HTML5 allows for SQL-like data storage, which is especially valuable if you're not well versed in database management Explore creating games suitable for community activity and powerful, profitable games that require large amounts of data Whether you want to build games as a fun hobby or hope to

launch a new career, this full-color guide covers everything you need to know to make the most of HTML5 for game design.

Technological Trends in Improved Mobility of the Visually Impaired- Sara Paiva 2019-07-01 This book provides an insight into recent technological trends and innovations in mobility solutions and platforms to improve mobility of visually impaired people. The authors' goal is to help to contribute to the social and societal inclusion of the visually impaired. The book's topics include, but are not limited to, obstacle detection systems, indoor and outdoor navigation, transportation sustainability systems, and hardware/devices to aid visually impaired people. The book has a strong focus on practical applications, tested in a real environment. Applications include city halls, municipalities, and companies that can keep up to date with recent trends in platforms, methodologies and technologies to promote urban mobility. Also discussed are broader realms including education, health, electronics, tourism, and transportation. Contributors include a variety of researchers and practitioners around the world. Features practical, tested applications of technological mobility solutions for visual impaired people; Presents topics such as obstacle detection systems, urban mobility, smart home services, and ambient assisted living; Includes a number of application examples in education, health, electronics, tourism, and transportation.

Learning MIT App Inventor-Derek Walter 2014-11-21 With MIT's App Inventor 2, anyone can build complete, working Android apps—without writing code! This complete tutorial will help you do just that, even if you have absolutely no programming experience. Unlike books focused on the obsolete Google version, Learning MIT App Inventor is written from the ground up for MIT's dramatically updated Version 2. The authors guide you step-by-step through every task and feature, showing you how to create apps by dragging, dropping, and connecting puzzle pieces—not writing code. As you learn, you'll also master expert design and development techniques you can build on if you ever do want to write code. Through hands-on projects, you'll master features ranging from GPS to animation, build high-quality user interfaces, make everything work, and test it all with App Inventor's emulator. (You won't even need an Android device!) All examples for this book

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are available at [theapplanet.com/appinventor](http://theapplanet.com/appinventor) Coverage includes:  
Understanding mobile devices and how mobile apps run on them  
Planning your app's behavior and appearance with the Designer  
Using the Blocks Editor to tell your app what to do and how to do it  
Creating variables and learning how to use them effectively  
Using procedures to group and reuse pieces of code in larger, more complicated apps  
Storing data in lists and databases  
Using App Inventor's gaming, animation, and media features  
Creating more sophisticated apps by using multiple screens  
Integrating sensors to make your app location-aware  
Debugging apps and fixing problems  
Combining creativity and logical thinking to envision more complex apps

Wearable Electronics Sensors-Subhas C. Mukhopadhyay 2015-06-02  
This edited book contains invited papers from renowned experts working in the field of Wearable Electronics Sensors. It includes 14 chapters describing recent advancements in the area of Wearable Sensors, Wireless Sensors and Sensor Networks, Protocols, Topologies, Instrumentation architectures, Measurement techniques, Energy harvesting and scavenging, Signal processing, Design and Prototyping. The book will be useful for engineers, scientist and post-graduate students as a reference book for their research on wearable sensors, devices and technologies which is experiencing a period of rapid growth driven by new applications such as heart rate monitors, smart watches, tracking devices and smart glasses.

Alan Simpson's Windows XP Bible-Alan Simpson 2004-03-11  
Clean Architecture-Robert C. Martin 2017-09-12 Practical Software Architecture Solutions from the Legendary Robert C. Martin ("Uncle Bob") By applying universal rules of software architecture, you can dramatically improve developer productivity throughout the life of any software system. Now, building upon the success of his best-selling books Clean Code and The Clean Coder, legendary software craftsman Robert C. Martin ("Uncle Bob") reveals those rules and helps you apply them. Martin's Clean Architecture doesn't merely present options. Drawing on over a half-century of experience in software environments of every imaginable type, Martin tells you what choices to make and why they are critical to your success. As you've come to expect from Uncle Bob, this book is

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packed with direct, no-nonsense solutions for the real challenges you'll face—the ones that will make or break your projects. Learn what software architects need to achieve—and core disciplines and practices for achieving it Master essential software design principles for addressing function, component separation, and data management See how programming paradigms impose discipline by restricting what developers can do Understand what's critically important and what's merely a "detail" Implement optimal, high-level structures for web, database, thick-client, console, and embedded applications Define appropriate boundaries and layers, and organize components and services See why designs and architectures go wrong, and how to prevent (or fix) these failures Clean Architecture is essential reading for every current or aspiring software architect, systems analyst, system designer, and software manager—and for every programmer who must execute someone else's designs. Register your product for convenient access to downloads, updates, and/or corrections as they become available.

Computer Applications in Food Technology-R. Paul Singh  
1996-08-12 The Institute of Food Technologists (IFT) recently endorsed the use of computers in food science education. The minimum standards for degrees in food science, as suggested by IFT, "require the students to use computers in the solution of problems, the collection and analysis of data, the control processes, in addition to word processing." Because they are widely used in business, allow statistical and graphical of experimental data, and can mimic laboratory experimentation, spreadsheets provide an ideal tool for learning the important features of computers and programming. In addition, they are ideally suited for food science students, who usually do not have an extensive mathematical background. Drawing from the many courses he has taught at UC Davis, Dr. Singh covers the general basics of spreadsheets using examples specific to food science. He includes more than 50 solved problems drawn from key areas of food science, namely food microbiology, food chemistry, sensory evaluation, statistical quality control, and food engineering. Each problem is presented with the required equations and detailed steps necessary for programming the spreadsheet. Helpful hints in using the spreadsheets are also provided throughout the text. Key Features \* The first book to

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integrate spreadsheets in teaching food science and technology \* Includes more than 50 solved examples of spreadsheet use in food science and engineering \* Presents a step-by-step introduction to spreadsheet use \* Provides a food composition database on a computer disk

The Innovation Maze-Gijs van Wulfen 2016-07-12 The Innovation Maze makes innovation simple, delivering a coherent approach to the creation of new business cases.

Intelligent Computing and Information and Communication-Subhash Bhalla 2018-01-19 The volume presents high quality research papers presented at Second International Conference on Information and Communication Technology for Intelligent Systems (ICICC 2017). The conference was held during 2-4 August 2017, Pune, India and organized communally by Dr. Vishwanath Karad MIT World Peace University, Pune, India at MIT College of Engineering, Pune and supported by All India Council for Technical Education (AICTE) and Council of Scientific and Industrial Research (CSIR). The volume contains research papers focused on ICT for intelligent computation, communications and audio, and video data processing.

1984-George Orwell 1983-10-17 A PBS Great American Read Top 100 Pick With extraordinary relevance and renewed popularity, George Orwell's 1984 takes on new life in this edition. "Orwell saw, to his credit, that the act of falsifying reality is only secondarily a way of changing perceptions. It is, above all, a way of asserting power."—The New Yorker In 1984, London is a grim city in the totalitarian state of Oceania where Big Brother is always watching you and the Thought Police can practically read your mind. Winston Smith is a man in grave danger for the simple reason that his memory still functions. Drawn into a forbidden love affair, Winston finds the courage to join a secret revolutionary organization called The Brotherhood, dedicated to the destruction of the Party. Together with his beloved Julia, he hazards his life in a deadly match against the powers that be. Lionel Trilling said of Orwell's masterpiece, "1984 is a profound, terrifying, and wholly fascinating book. It is a fantasy of the political future, and like any such fantasy, serves its author as a magnifying device for an examination of the present." Though the year 1984 now exists in the past, ~~Orwell's~~

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novel remains an urgent call for the individual willing to speak truth to power.

Ubuntu Pocket Guide and Reference-Keir Thomas 2009-01-19 "A great resource covering Ubuntu from A to Z without all the extra fluff" -- Ryan Troy, administrator, Ubuntuforums.org. Read by over 500,000 people, Ubuntu Pocket Guide and Reference is the world's most popular Ubuntu book. Written by award-winning expert Keir Thomas, it will quickly transform you into a power user. In its clear and concise pages, you'll learn step-by-step about installation, the Ubuntu desktop, the tricks and techniques of efficient day-to-day usage, the command-line, software management, and, finally, system security. Appendixes provide a glossary of terms, and a guide to technical documentation.

The Linux Command Line-William E. Shotts, Jr. 2012 You've experienced the shiny, point-and-click surface of your Linux computer—now dive below and explore its depths with the power of the command line. The Linux Command Line takes you from your very first terminal keystrokes to writing full programs in Bash, the most popular Linux shell. Along the way you'll learn the timeless skills handed down by generations of gray-bearded, mouse-shunning gurus: file navigation, environment configuration, command chaining, pattern matching with regular expressions, and more. In addition to that practical knowledge, author William Shotts reveals the philosophy behind these tools and the rich heritage that your desktop Linux machine has inherited from Unix supercomputers of yore. As you make your way through the book's short, easily-digestible chapters, you'll learn how to:

- \* Create and delete files, directories, and symlinks
- \* Administer your system, including networking, package installation, and process management
- \* Use standard input and output, redirection, and pipelines
- \* Edit files with Vi, the world's most popular text editor
- \* Write shell scripts to automate common or boring tasks
- \* Slice and dice text files with cut, paste, grep, patch, and sed

Once you overcome your initial "shell shock," you'll find that the command line is a natural and expressive way to communicate with your computer. Just don't be surprised if your mouse starts to gather dust. A featured resource in the Linux Foundation's "Evolution of a SysAdmin"

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Ubuntu MATE-Larry Bushey 2017-08 This book provides a detailed discussion of Ubuntu MATE and its major applications. It's written for users switching from other operating systems to Ubuntu MATE. That doesn't mean that it's ONLY for users switching from other operating systems. It's also meant as a reference for everyone using Ubuntu MATE. However, if you are upgrading from Windows, OSX, or something else, you'll find that the suggestions we make for personalizing Ubuntu MATE will help you feel right at home with your new software for your computer. Once you become aware that there is dependable, secure, capable, and modern software to run your computer that rivals all others in popularity and actual use, you will want to try the Linux operating system. Perhaps you've been using a member of the Unix/Linux family - Linux, Android, ChromeOS, BSD or even OSX - for quite a while. If so, you are likely looking for new ways to optimize your technology for the way you work. This guide is for computer users who just want to use Linux to get things done. After your upgrade, you would like to have a computer with software that is like your previous computer's software, only better. By "better" we know you mean a modern but familiar user experience design, easy to understand and use, designed with security built-in, and protection from viruses and spyware included. All of that should be included and upgradeable at no additional charge. You want it all to "just work" with minimal or no maintenance - automatic security updates and software upgrades for both the operating system and all of your installed applications. You don't mind paying for software, but you prefer the "try before you buy" philosophy. We think you'll find that Ubuntu MATE gives you all of that and more! It's true that Ubuntu MATE is great for converts from Windows or OSX, because you can easily customize it to look and behave similarly to the way either of those operating systems work. Not only that, but Ubuntu MATE is an excellent choice for any kind of computer user, from casual home user to professional developer, because of its functionally thought-out design. It's also capable enough for experienced users because, like almost all Linux distributions (i.e. flavors of Linux), Ubuntu MATE has the power and capabilities of every Linux baked-in. With that in mind, this guide is written from the perspective that Ubuntu MATE is a typical modern Linux for the average user. Let's assume that

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our fictional "average user" is someone who needs to browse the Internet, check email, use a text editor or word processor, and maybe read and store document files. We won't forget about viewing and editing photos, watching videos, listening to music, and subscribing to podcasts. Whether you are new to Linux, upgrading from Windows or OSX to Linux, or just thinking about moving to Linux, this guide will provide you with practical, day-to-day advice on how you can use the Ubuntu MATE distribution of Linux and its applications. This guide will help demystify Ubuntu MATE for newcomers and provide a reference for all users of Linux.

How to Use and Upgrade to GM Gen III LS-Series Powertrain Control Systems-Mike Noonan 2013 The General Motors G-Body is one of the manufacturer's most popular chassis, and includes cars such as Chevrolet Malibu, Monte Carlo, and El Camino; the Buick Regal, Grand National, and GNX; the Oldsmobile Cutlass Supreme; the Pontiac Grand Prix, and more. This traditional and affordable front engine/rear-wheel-drive design lends itself to common upgrades and modifications for a wide range of high-performance applications, from drag racing to road racing. Many of the vehicles GM produced using this chassis were powered by V-8 engines, and others had popular turbocharged V-6 configurations. Some of the special-edition vehicles were outfitted with exclusive performance upgrades, which can be easily adapted to other G-Body vehicles. Knowing which vehicles were equipped with which options, and how to best incorporate all the best-possible equipment is thoroughly covered in this book. A solid collection of upgrades including brakes, suspension, and the installation of GM's most popular modern engine-the LS-Series V-8-are all covered in great detail. The aftermarket support for this chassis is huge, and the interchangeability and affordability are a big reason for its popularity. It's the last mass-produced V-8/rear-drive chassis that enthusiasts can afford and readily modify. There is also great information for use when shopping for a G-Body, including what areas to be aware of or check for possible corrosion, what options to look for and what should be avoided. No other book on the performance aspects of a GM G-Body has been published until now, and this book will serve as the bible to G-Body enthusiasts for years to come.

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Eventually, you will certainly discover a extra experience and ability by spending more cash. yet when? complete you take that you require to acquire those every needs in imitation of having significantly cash? Why dont you attempt to get something basic in the beginning? Thats something that will lead you to comprehend even more all but the globe, experience, some places, in the same way as history, amusement, and a lot more?

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