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Maximum PC- 2003-06 Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.

PC Mag- 2003-10-01 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

HWM- 2003-01 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

PC Mag- 1997-10-07 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

PC Magazine- 2003

Macworld- 2006

HWM- 2002-02 Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Bedford's Tech Edge- 2002-07

Ziff Davis Smart Business for the New Economy- 2000-09

MacUser- 1995-04

PC/Computing- 1998

Forbes- 2001

Windows Magazine- 1999

PC World- 2004

Graphics Interface 2006-Stephen Mann 2006-06-30 Welcome to Graphics Interface 2006. This annual conference, now in its 32nd year, is devoted to computer graphics, interactive systems, and human-computer interaction. Beginning in 1969 as the "Canadian Man-Computer Communications Seminar" (CMCCS), it is the oldest regularly-scheduled computer graphics and human-computer interaction conference. This year, Graphics Interface was held June 9–11, 2006 in Québec, Québec.This volume contains the papers from Graphics Interface 2006.Topics include: - Finger and Hand Input - Animation - Interaction and Performance - Geometric Modeling - Displays - Gesture and Interaction - Lighting

Computer Buyer's Guide and Handbook- 2000-07

CIO.- 2000-06 A resource for information executives, the online version of CIO offers executive programs, research centers, general discussion forums, online information technology links, and reports on information technology issues.

Imaging- 1995

Byte- 1998-07

Database- 1999

Digit- 2004

Mac OS X-David Pogue 2002 Demonstrates the operating system's basic features, including Internet access, file management, configuring the desktop, installing peripherals, and working with applications.

Handbook of Low Carbon Concrete-Ali Nazari 2016-09-30 Handbook of Low Carbon Concrete brings together the latest breakthroughs in the design, production, and application of low carbon concrete. In this handbook, the editors and contributors have paid extra attention to the emissions generated by coarse aggregates, emissions due to fine aggregates, and emissions due to cement, fly ash, GGBFS, and admixtures. In addition, the book provides expert coverage on emissions due to concrete batching, transport and placement, and emissions generated by typical commercially produced concretes. Includes the tools and methods for reducing the emissions of greenhouse gases Explores technologies, such as carbon capture, storage, and substitute cements Provides essential data that helps determine the unique factors involved in designing large, new green cement plants

Troubleshooting Your PC For Dummies-Dan Gookin 2005-03-04 Targeting the snags, glitches, and predicaments cited most frequently by readers, bestselling author Dan Gookin clearly explains how to diagnose and cure common PC problems, whether they originate with software, the operating system, or hardware This updated edition features new, expanded coverage of laptop woes as well as Internet and e-mail issues, broadband connections, spam blocking, and security concerns Provides advice on how to prevent PC problems in the first place and create a safe and secure PC environment Dan Gookin is known for his ability to explain technology in an easy-to-understand and enjoyable fashion; his writing style, name, and reputation are unparalleled in the industry

3D Visual Content Creation, Coding and Delivery-Pedro Amado Assunção 2018-08-26 This book covers the different aspects of modern 3D multimedia technologies by addressing several elements of 3D visual communications systems, using diverse content formats, such as stereo video, video-plus-depth and multiview, and coding schemes for delivery over networks. It also presents the latest advances and research results in regards to objective and subjective quality evaluation of 3D visual content, extending the human factors affecting the perception of quality to emotional states. The contributors describe technological developments in 3D visual communications, with particular emphasis on state-of-the-art advances in acquisition of 3D visual scenes and emerging 3D visual representation formats, such as: multi-view plus depth and light field; evolution to freeview and light-field representation; compression methods and robust delivery systems; and coding and delivery over various channels. Simulation tools, testbeds and datasets that are useful for advanced research and experimental studies in the field of 3D multimedia delivery services and applications are covered. The international group of contributors also explore the research problems and challenges in the field of immersive visual communications, in order to identify research directions with substantial economic and social impact. 3D Visual Content Creation, Coding and Delivery provides valuable information to engineers and computer scientists developing novel products and services with emerging 3D multimedia technologies, by discussing the advantages and current limitations that need to be addressed in order to develop their products further. It will also be of interest to students and researchers in the field of multimedia services and applications, who are particularly interested in advances bringing significant potential impact on future technological developments.

Universal Access. Theoretical Perspectives, Practice, and Experience-Noelle Carbonell 2003-07-01 This book constitutes the thoroughly refereed post-proceedings of the 7th ERCIM Workshop on User Interfaces for All, held in Paris, France, in October 2002. The 40 revised full papers presented were carefully reviewed and selected during two rounds of refereeing and revision. The papers are organized in topical sections on user interfaces for all: accessibility issues, user interfaces for all: design and assessment, towards an information society for all, novel interaction paradigms: new modalities and dialogue style, novel interaction paradigms: accessibility issues, and mobile computing: design and evaluation.

Physics and Technology of Crystalline Oxide Semiconductor CAAC-IGZO-Shunpei Yamazaki 2016-12-27 This book describes the application of c-axis aligned crystalline In-Ga-Zn oxide (CAAC-IGZO) technology in large-scale integration (LSI) circuits. The applications include Non-volatile Oxide Semiconductor Random Access Memory (NOSRAM), Dynamic Oxide Semiconductor Random Access Memory (DOSRAM), central processing unit (CPU), field-programmable gate array (FPGA), image sensors, and etc. The book also covers the device physics (e.g., off-state characteristics) of the CAAC-IGZO field effect transistors (FETs) and process technology for a hybrid structure of CAAC-IGZO and Si FETs. It explains an extremely low off-state current technology utilized in the LSI circuits, demonstrating reduced power consumption in LSI prototypes fabricated by the hybrid process. A further two books in the series will describe the fundamentals; and the specific application of CAAC-IGZO to LCD and OLED displays. Key features: • Outlines the physics and characteristics of CAAC-IGZO FETs that contribute to favorable operations of LSI devices. • Explains the application of CAAC-IGZO to LSI devices, highlighting attributes including low off-state current, low power consumption, and excellent charge retention. • Describes the NOSRAM, DOSRAM, CPU, FPGA, image sensors, and etc., referring to prototype chips fabricated by a hybrid process of CAAC-IGZO and Si FETs.

The Cognitive Neuroscience of Visual Working Memory-Natasha Sigala 2017-06-02 Visual working memory allows us to temporarily maintain and manipulate visual information in order to solve a task. The study of the brain mechanisms underlying this function began more than a half century ago, with Scoville and Milner's (1957) seminal discoveries with amnesic patients. This timely collection of papers brings together diverse perspectives on the cognitive neuroscience of visual working memory from multiple fields that have traditionally been fairly disjointed: human neuroimaging, electrophysiological, behavioural and animal lesion studies, investigating both the developing and the adult brain.

Auditory Display-Sølvi Ystad 2010-05-09 This book constitutes the thoroughly refereed post-conference proceedings of the 6th International Symposium on Computer Music Modeling and Retrieval, CMMR 2009, held in Copenhagen, Denmark, in May 2009. The 25 revised full papers presented were specially reviewed and corrected for this proceedings volume. The conference's topics include auditory exploration of data via sonification and audification; real time monitoring of multivariate date; sound in immersive interfaces and teleoperation; perceptual issues in auditory display; sound in generalized computer interfaces; technologies supporting auditory display creation; data handling for auditory display systems; applications of auditory display.

How to Identify and Resolve Radio-tv Interference Problems- 1982

Photoshop Compositing Secrets-Matt Kloskowski 2011-07-29 Unlocking the Key to Perfect Selections and Amazing Photoshop Effects for Totally Realistic Composites Compositing is one of the hottest trends in Photoshop and photography today for portrait photographers, designers of all walks of life, and even retouchers. Everywhere you look, from group photos, to school graduation or sports portraits, to magazines, movie posters, and DVD covers, chances are, you've seen compositing. In Photoshop Compositing Secrets, Matt Kloskowski takes you through the entire process behind creating convincing, well-executed, and captivating composites. You'll see how to create images that run the gamut from real-world portraits for corporate, graduation, or group photos to sports portraits, templates, and collages, and even the surreal, dramatic composites that clients clamor for. You'll learn: One of the most important secrets to compositing: how to master selections in Photoshop (yes, even wispy hair), What background color, and camera and lighting setups work best for compositing, How to move a subject from one background to another, and the Photoshop lighting and shadowing techniques to make it look real, And all the Photoshop tips, tricks, and special effects you need to pull off a convincing, professional composite. No matter if you're a professional, an aspiring professional, or a hobbyist, Photoshop Compositing Secrets will sharpen your skills and open up a whole new avenue of photographic expression in an easy-to-understand way that will have you creating your own composites in no time.

Liquid Gold-Joseph A. Castellano 2005 This book traces the history of liquid crystal display (LCD)development from simple laboratory samples to the flat, thin LCDs thathave become an important part of everyday life, appearing intelevision screens, computers, cellular phones, as well as numerousother consumer and industrial products.

Adobe Photoshop Lightroom CC - Edit Like a Pro-Victoria Bampton 2018-08-21 Adobe Photoshop Lightroom CC - Edit Like a Pro is written in a conversational style with hundreds of illustrations and diagrams, so it's easy to read and understand, even if you're new to photography. You'll learn how to analyze, organize and edit photos like a professional photographer using the whole Lightroom CC cloud ecosystem.

Effective Programming-Jeff Atwood 2012-07-04 ABOUT THE BOOK Jeff Atwood began the Coding Horror blog in 2004, and is convinced that it changed his life. He needed a way to keep track of software development over time - whatever he was thinking about or working on. He researched subjects he found interesting, then documented his research with a public blog post, which he could easily find and refer to later. Over time, increasing numbers of blog visitors found the posts helpful, relevant and interesting. Now, approximately 100,000 readers visit the blog per day and nearly as many comment and interact on the site. Effective Programming: More Than Writing Code is your one-stop shop for all things programming. Jeff writes with humor and understanding, allowing for both seasoned programmers and newbies to appreciate the depth of his research. From such posts as "The Programmer's Bill of Rights" and "Why Cant Programmers... Program?" to "Working With the Chaos Monkey," this book introduces the importance of writing responsible code, the logistics involved, and how people should view it more as a lifestyle than a career. TABLE OF CONTENTS - Introduction - The Art of Getting Shit Done - Principles of Good Programming - Hiring Programmers the Right Way - Getting Your Team to Work Together - The Batcave: Effective Workspaces for Programmers - Designing With the User in Mind - Security Basics: Protecting Your Users' Data - Testing Your Code, So it Doesn't Suck More Than it Has To - Building, Managing and Benefiting from a Community - Marketing Weasels and How Not to Be One - Keeping Your Priorities Straight EXCERPT FROM THE BOOK As a software developer, you are your own worst enemy. The sooner you realize that, the better off you'll be.I know you have the best of intentions. We all do. We're software developers; we love writing code. It's what we do. We never met a problem we couldn't solve with some duct tape, a jury-rigged coat hanger and a pinch of code. But Wil Shipley argues that we should rein in our natural tendencies to write lots of code: The fundamental nature of coding is that our task, as programmers, is to recognize that every decision we make is a trade-off. To be a master programmer is to understand the nature of these trade-offs, and be conscious of them in everything we write.In coding, you have many dimensions in which you can rate code: Brevity of codeFeaturefulnessSpeed of executionTime spent codingRobustnessFlexibility Now, remember, these dimensions are all in opposition to one another. You can spend three days writing a routine which is really beautiful and fast, so you've gotten two of your dimensions up, but you've spent three days, so the "time spent coding" dimension is way down.So, when is this worth it? How do we make these decisions? The answer turns out to be very sane, very simple, and also the one nobody, ever, listens to: Start with brevity. Increase the other dimensions as required by testing. I couldn't agree more. I've given similar advice when I exhorted developers to Code Smaller. And I'm not talking about a reductio ad absurdum contest where we use up all the clever tricks in our books to make the code fit into less physical space. I'm talking about practical, sensible strategies to reduce the volume of code an individual programmer has to read to understand how a program works. Here's a trivial little example of what I'm talking about: if (s == String.Empty)if (s == "") It seems obvious to me that the latter case is... ...buy the book to read more!

History of Semiconductor Engineering-Bo Lojek 2007-07-28 This book provides a unique account of the history of integrated circuit, the microelectronics industry and the people involved in the development of transistor and integrated circuit. In this richly illustrated account the author argues that the group of inventors was much larger than originally thought. This is a personal recollection providing the first comprehensive behind-the-scenes account of the history of the integrated circuit.

Upgrading and Repairing PCs-Scott Mueller 2005 Provides information on how to upgrade, maintain, and troubleshoot the hardware of personal computers, discussing the differences among them was well as their various configuration options.

The 4-hour Chef-Timothy Ferriss 2012 Presents a practical but unusual guide to mastering food and cooking featuring recipes and cooking tricks from world-renowned chefs.

Squid Proxy Server 3.1-Kulbir Saini 2011-02-21 Improve the performance of your network using the caching and access control capabilities of Squid.

Who Owns the Future?-Jaron Lanier 2014-03-04 Evaluates the negative impact of digital network technologies on the economy and particularly the middle class, citing challenges to employment and personal wealth while exploring the potential of a new information economy.

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