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ALYSON KASSANDRA

Solomon's Thieves Macmillan
In fourteenth-century France, when a royal conspiracy destroys the Templar Order for its treasure, Martin--a Templar Knight returning from the Crusades--finds himself one of the only Templars out of prison and attempts to steal the treasure.
Templar Packt Publishing Ltd
Great reference book for research, study, or review, or as a replacement!
The Business of Change McGraw Hill Professional
Essays discuss the terminology, etymology, and history of key terms, offering a foundation for critical historical studies of games. Even as the field of game studies has flourished, critical historical studies of games have lagged behind other areas of research. Histories have generally been fact-by-fact chronicles; fundamental terms of game design and development, technology, and play have rarely been examined in the context of their historical, etymological, and conceptual underpinnings. This volume attempts to "debug" the flawed historiography of video games. It offers original essays on key concepts in game studies, arranged as in a lexicon—from "Amusement Arcade" to "Embodiment" and "Game Art" to "Simulation" and "World Building." Written by scholars and practitioners from a variety of disciplines, including game development, curatorship, media archaeology, cultural studies, and technology studies, the essays offer a series of distinctive critical "takes" on historical topics. The majority of essays look at game history from the outside in; some take deep dives into the histories of play and simulation to provide context for the development of electronic and digital games; others take on such technological components of games as code and audio. Not all essays are history or historical etymology—there is an analysis of game design, and a discussion of intellectual property—but they nonetheless raise questions for historians to consider. Taken together, the essays offer a foundation for the emerging study of game history. Contributors Marcelo Aranda, Brooke Belisle, Caetlin Benson-Allott, Stephanie Boluk, Jennifer deWinter, J. P. Dyson, Kate Edwards, Mary

Flanagan, Jacob Gaboury, William Gibbons, Raiford Guins, Erkki Huhtamo, Don Ihde, Jon Ippolito, Katherine Isbister, Mikael Jakobsson, Steven E. Jones, Jesper Juul, Eric Kaltman, Matthew G. Kirschenbaum, Carly A. Kocurek, Peter Krapp, Patrick LeMieux, Henry Lowood, Esther MacCallum-Stewart, Ken S. McAllister, Nick Monfort, David Myers, James Newman, Jenna Ng, Michael Nitsche, Laine Nooney, Hector Postigo, Jas Purewal, Reneé H. Reynolds, Judd Ethan Ruggill, Marie-Laure Ryan, Katie Salen Tekinbaş, Anastasia Salter, Mark Sample, Bobby Schweizer, John Sharp, Miguel Sicart, Rebecca Elisabeth Skinner, Melanie Swalwell, David Thomas, Samuel Tobin, Emma Witkowski, Mark J.P. Wolf
Access EPA Createspace Independent Publishing Platform
* A much-needed clearinghouse for information on amateur and educational robotics, containing over 2,500 listings of robot suppliers, including mail order and local area businesses * Contains resources for both common and hard-to-find parts and supplies * Features dozens of "sidebars" to clarify essential robotics technologies * Provides original articles on various robot-building topics
Kilobaud: Microcomputing Barron's Educational Series
This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, Hackers is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. Hackers captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.
The Plenitude MIT Press
Design Feature-Rich PL/SQL Applications Deliver dynamic, client/server PL/SQL applications with expert guidance from an Oracle programming professional. With full coverage of the latest features and tools, Oracle Database 11g PL/SQL Programming lays out each topic alongside detailed explanations, cut-and-paste syntax examples, and real-world case studies. Access and modify database information, construct powerful PL/SQL statements, execute effective queries, and deploy bulletproof security. You'll also learn how to implement C, C++, and Java procedures, Web-enable your database, cut development time, and optimize performance. Create, debug, and manage Oracle-driven PL/SQL programs Use PL/SQL structures, delimiters, operators, variables, and statements Identify and eliminate errors using PLSQL_WARNINGS and exception handlers Work with functions, procedures, packages, collections, and triggers Define and deploy varray, nested table, and associative array data types Handle external routines, object types, large objects, and secure files Communicate between parallel sessions using DBMS_ALERT and DBMS_PIPE Call external procedures through Oracle Net Services and PL/SQL wrappers Integrate internal and server-side Java class libraries using Oracle JVM Develop robust Web

applications using PL/SQL Gateway and Web Toolkit
The Innovation in Computing Companion MIT Press
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
Oracle Database 11g PL/SQL Programming Routledge
This document is designed to be a resource for those Linux users wishing to seek clarification on Linux/UNIX/POSIX related terms and jargon. At approximately 24000 definitions and two thousand pages it is one of the largest Linux related dictionaries currently available. Due to the rapid rate at which new terms are being created it has been decided that this will be an active project. We welcome input into the content of this document. At this moment in time half yearly updates are being envisaged. Please note that if you wish to find a 'Computer Dictionary' then see the 'Computer Dictionary Project' at http://computerdictionary.tsf.org.za/ Searchable databases exist at locations such as:
http://www.swpearl.com/eng/scripts/dictionary/ (SWP) Sun Wah-PearL Linux Training and Development Centre is a centre of the Hong Kong Polytechnic University, established in 2000. Presently SWP is delivering professional grade Linux and related Open Source Software (OSS) technology training and consultant service in Hong Kong. SWP has an ambitious aim to promote the use of Linux and related Open Source Software (OSS) and Standards. The vendor independent positioning of SWP has been very well perceived by the market. Throughout the last couple of years, SWP becomes the Top Leading OSS training and service provider in Hong Kong. http://www.geona.com/dictionary?b= Geona,

operated by Gold Vision Communications, is a new powerful search engine and internet directory, delivering quick and relevant results on almost any topic or subject you can imagine. The term "Geona" is an Italian and Hebrew name, meaning wisdom, exaltation, pride or majesty. We use our own database of spidered web sites and the Open Directory database, the same database which powers the core directory services for the Web's largest and most popular search engines and portals. Geona is spidering all domains listed in the non-adult part of the Open Directory and millions of additional sites of general interest to maintain a fulltext index of highly relevant web sites. http://www.linuxdig.com/documents/dictionary.php LINUXDIG.COM, "Yours News and Resource Site", LinuxDig.com was started in May 2001 as a hobby site with the original intention of getting the RFC's online and becoming an Open Source software link/download site. But since that time the site has evolved to become a RFC distribution site, linux news site and a locally written technology news site (with bad grammer :)) with focus on Linux while also containing articles about anything and everything we find interesting in the computer world. LinuxDig.Com contains about 20,000 documents and this number is growing everyday!
http://linux.about.com/library/glossary/blglossary.htm Each month more than 20 million people visit About.com. Whether it be home repair and decorating ideas, recipes, movie trailers, or car buying tips, our Guides offer practical advice and solutions for every day life. Wherever you land on the new About.com, you'll find other content that is relevant to your interests. If you're looking for "How To" advice on planning to re-finish your deck,

we'll also show you the tools you need to get the job done. If you've been to About before, we'll show you the latest updates, so you don't see the same thing twice. No matter where you are on About.com, or how you got here, you'll always find content that is relevant to your needs. Should you wish to possess your own localised searcheable version please make use of the available "dict", http://www.dict.org/ version at the Linux Documentation Project home page, http://www.tldp.org/ The author has decided to leave it up to readers to determine how to install and run it on their specific systems. An alternative form of the dictionary is available at: http://elibrary.fultus.com/covers/technical/linux/guides/Linux-Dictionary/cover.html Fultus Corporation helps writers and companies to publish, promote, market, and sell books and eBooks. Fultus combines traditional self-publishing practices with modern technology to produce paperback and hardcover print-on-demand (POD) books and electronic books (eBooks). Fultus publishes works (fiction, non-fiction, science fiction, mystery, ...) by both published and unpublished authors. We enable you to self-publish easily and cost-effectively, creating your book as a print-ready paperback or hardcover POD book or as an electronic book (eBook) in multiple eBook's formats. You retain all rights to your work. We provide distribution to bookstores worldwide. And all at a fraction of the cost of traditional publishing. We also offer corporate publishing solutions that enable businesses to produce and deliver manuals and documentation more efficiently and economically. Our use of electronic delivery and print-on-demand technologies reduces printed inventory and saves time. Please inform the author as to whether you would like to create a database or an alternative form of the dictionary so that he can include you in this list. Also note that the author considers breaches of copyright to be extremely serious. He will pursue all claims to the fullest extent of the law.

The Hacker's Dictionary Binh Nguyen
The purpose of this book is to illustrate the magnificence of the fabless semiconductor ecosystem, and to give credit where credit is due. We trace the history of the semiconductor industry from both a technical and business perspective. We argue that the development of the fabless business model was a key enabler of the growth in semiconductors since the mid-1980s. Because business models, as much as the technology, are what keep us thrilled with new gadgets year after year, we focus on the evolution of the electronics business. We also invited key players in the industry to contribute chapters. These "In Their Own Words" chapters allow the heavyweights of the industry to tell their corporate history for themselves, focusing on the industry developments (both in technology and business models) that made them successful, and how they in turn drive the further evolution of the semiconductor industry.

Fabless Springer Science & Business Media
This best selling book has become the standard reference to TTL devices. It tells what they are, how they work, and how to use them. TTL Cookbook is filled with typical circuits and practical applications to aid the user who wants to learn about and use TTL. Book jacket.

Seeing through Zen Routledge
The methodology used to construct tree structured rules is the focus of this monograph. Unlike many other statistical

procedures, which moved from pencil and paper to calculators, this text's use of trees was unthinkable before computers. Both the practical and theoretical sides have been developed in the authors' study of tree methods. Classification and Regression Trees reflects these two sides, covering the use of trees as a data analysis method, and in a more mathematical framework, proving some of their fundamental properties.

Classification and Regression Trees McGraw Hill Professional
The tradition of Chan Buddhism—more popularly known as Zen—has been romanticized throughout its history. In this book, John R. McRae shows how modern critical techniques, supported by recent manuscript discoveries, make possible a more skeptical, accurate, and—ultimately—productive assessment of Chan lineages, teaching, fundraising practices, and social organization. Synthesizing twenty years of scholarship, Seeing through Zen offers new, accessible analytic models for the interpretation of Chan spiritual practices and religious history. Writing in a lucid and engaging style, McRae traces the emergence of this Chinese spiritual tradition and its early figureheads, Bodhidharma and the "sixth patriarch" Huineng, through the development of Zen dialogue and koans. In addition to constructing a central narrative for the doctrinal and social evolution of the school, Seeing through Zen examines the religious dynamics behind Chan's use of iconoclastic stories and myths of patriarchal succession. McRae argues that Chinese Chan is fundamentally genealogical, both in its self-understanding as a school of Buddhism and in the very design of its practices of spiritual cultivation. Furthermore, by forgoing the standard idealization of Zen spontaneity, we can gain new insight into the religious vitality of the school as it came to dominate the Chinese religious scene, providing a model for all of East Asia—and the modern world. Ultimately, this book aims to change how we think about Chinese Chan by providing new ways of looking at the tradition.

I Am Error "O'Reilly Media, Inc."
If necessity is indeed the mother of invention, then the individuals profiled in this volume should be considered the most laudable of all midwives. They each saw a need and met it. Readers will learn more about the lives and methodologies of well-known inventors such as Benjamin Franklin and Thomas Edison, and become familiar with several more whose creations have sometimes outstripped their personal fame.

Hackers Springer
After the king of France and the pope massacre the Templars and steal their treasure, Martin assembles a small band of surviving Templars to retrieve the stolen treasure from under the king's nose.

InfoWorld CQ Communications
Chronicles the best and the worst of Apple Computer's remarkable story.

High-tech Ventures Britannica Educational Publishing
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

Apple Confidential 2.0 Macmillan
Lessons from and for the creative professions of art, science, design, and engineering: how to live in and with the Plenitude, that dense, knotted ecology of human-made stuff that creates

the need for more of itself. We live with a lot of stuff. The average kitchen, for example, is home to stuff galore, and every appliance, every utensil, every thing, is compound--composed of tens, hundreds, even thousands of other things. Although each piece of stuff satisfies some desire, it also creates the need for even more stuff: cereal demands a spoon; a television demands a remote. Rich Gold calls this dense, knotted ecology of human-made stuff the "Plenitude." And in this book--at once cartoon treatise, autobiographical reflection, and practical essay in moral philosophy--he tells us how to understand and live with it. Gold writes about the Plenitude from the seemingly contradictory (but in his view, complementary) perspectives of artist, scientist, designer, and engineer--all professions pursued by him, sometimes simultaneously, in the course of his career. "I have spent my life making more stuff for the Plenitude," he writes, acknowledging that the Plenitude grows not only because it creates a desire for more of itself but also because it is extraordinary and pleasurable to create. Gold illustrates these creative expressions with witty cartoons. He describes "seven patterns of innovation"--including "The Big Kahuna," "Colonization" (which is illustrated by a drawing of "The real history of baseball," beginning with "Play for free in the backyard" and ending with "Pay to play interactive baseball at home"), and "Stuff Desires to Be Better Stuff" (and its corollary, "Technology Desires to Be Product"). Finally, he meditates on the Plenitude itself and its moral contradictions. How can we in good conscience accept the pleasures of creating stuff that only creates the need for more stuff? He quotes a friend: "We should be careful to make the world we actually want to live in."

Robot Builder's Sourcebook Addison-Wesley Professional
InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.
Debugging Game History Sams
Lu again provides an authoritative and comprehensive look at the entire Mac family, including its design philosophy, architecture, hardware and software options and significant user issues.
Heathkit No Starch Press
The complex material histories of the Nintendo Entertainment System platform, from code to silicon, focusing on its technical constraints and its expressive affordances. In the 1987 Nintendo Entertainment System videogame Zelda II: The Adventure of Link, a character famously declared: I AM ERROR. Puzzled players assumed that this cryptic mesage was a programming flaw, but it was actually a clumsy Japanese-English translation of "My Name is Error," a benign programmer's joke. In I AM ERROR Nathan Altice explores the complex material histories of the Nintendo Entertainment System (and its Japanese predecessor, the Family Computer), offering a detailed analysis of its programming and engineering, its expressive affordances, and its cultural significance. Nintendo games were rife with mistranslated texts, but, as Altice explains, Nintendo's translation challenges were not just linguistic but also material, with consequences beyond simple misinterpretation. Emphasizing the technical and material evolution of Nintendo's first cartridge-based platform, Altice describes the development of the Family Computer (or Famicom) and its computational architecture; the "translation" problems faced while adapting the Famicom for the U.S. videogame market

as the redesigned Entertainment System; Nintendo's breakthrough console title Super Mario Bros. and its remarkable software innovations; the introduction of Nintendo's short-lived proprietary disk format and the design repercussions on The Legend of Zelda; Nintendo's efforts to extend their console's lifespan through cartridge augmentations; the Famicom's Audio Processing Unit (APU) and its importance for the chiptunes genre; and the emergence of software emulators and the new kinds of play they enabled.