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PC Mag HWM PC Magazine PC Mag Mac Life PC Mag PC Mag PC Mag PC Mag PC Mag Game Informer Magazine Macworld Attract Mode: The Rise and Fall of Coin-Op Arcade Games Whistleblowing for Change Boolean Functions for Cryptography and Coding Theory The Future Is Blue Autocar CAPS LOCK: How Capitalism Took Hold of Graphic Design, and How to Escape from It Computer Networks Computer Networks Contrast-Enhanced Mammography Personal Videoconferencing Embedded Computing How to Survive The End Of The World As We Know It Statement of Disbursements of the House The Long Emancipation How to Buy the Best Electric Bike Star Trek: Light-and-Sound Borg Cube The Viking World Mobile Unleashed Under Her Spell Stuff You Should Know Data Dating Using Information Technology IPv6 Deployment Guide Consumer Behavior Water Meter Reader Computer for Nursing Rotary Wing Flight The Virtual Community, revised edition

Collection of thirteen stories. 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. The courageous acts of whistleblowing that inspired the world over the past few years have changed our perception of surveillance and control in today's information society. But what are the wider effects of whistleblowing as an act of dissent on politics, society, and the arts? How does it contribute to new courses of action, digital tools, and contents? This urgent intervention based on the work of Berlin's Disruption Network Lab examines this growing phenomenon, offering interdisciplinary pathways to empower the public by investigating whistleblowing as a developing political practice that has the ability to provoke change from within. A complete, accessible book on single and multiple output Boolean functions in cryptography and coding, with recent applications and problems. This book is a comprehensive guide to contrast-enhanced mammography (CEM), a novel advanced mammography technique using dual-energy mammography in combination with intravenous contrast administration in order to increase the diagnostic performance of digital mammography. Readers will find helpful information on the principles of CEM and indications for the technique. Detailed attention is devoted to image interpretation, with presentation of case examples and highlighting of pitfalls and artifacts. Other topics to be addressed include the establishment of a CEM program, the comparative merits of CEM and MRI, and the roles of CEM in screening populations and monitoring of response to neoadjuvant chemotherapy. CEM became commercially available in 2011 and is increasingly being used in clinical practice owing to its superiority over full-field digital mammography. This book will be an ideal source of knowledge and guidance for all who wish to start using the technique or to learn more about it. 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. This is the definitive guide on how to prepare for any crisis, from global financial collapse to a flu pandemic. It would only take one unthinkable event to disrupt our way of life. If there is a terrorist attack, a flu pandemic, or sharp currency devaluation, you may be forced to fend for yourself in ways you've never imagined. Where would you get water? How would you communicate with relatives? What would you use for fuel? Survivalist expert James Wesley, Rawles, editor of SurvivalBlog.com and a former US Army Intelligence officer, shares the essential tools and skills you will need for your family to survive, including how to find and build a retreat, store food, supply power, rear animals, administer medicine, barter, and defend your family. 'Save those wine corks. Burned cork makes quick and cheap face camouflage.' 'Store only foods with minimal spices. When you are surrounded by starving people, just heating up a can of spicy chili con carne could be a death warrant.' 'If you are on a budget, you might get away with a good-quality bolt-action rifle...' Filling a gap in the literature for an academically oriented volume on the Viking period, this unique book is a one-stop authoritative introduction to all the latest research in the field. Bringing together today's leading scholars, both established seniors and younger, cutting-edge academics, Stefan Brink and Neil Price have constructed the first single work to gather innovative research from a spectrum of disciplines (including archaeology, history, philology, comparative religion, numismatics and cultural geography) to create the most comprehensive Viking Age book of its kind ever attempted. Consisting of longer articles providing overviews of important themes, supported by shorter papers focusing on material of particular interest, this comprehensive volume covers such wide-ranging topics as social institutions, spatial issues, the Viking Age economy, warfare, beliefs, language, voyages, and links with medieval and Christian Europe. This original work, specifically oriented towards a university audience and the educated public, will have a self-evident place as an undergraduate course book and will be a standard work of reference for all those in the field. 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. Capitalism could not exist without the coins, banknotes, documents, information graphics, interfaces, branding, and advertisements made by graphic designers. Even anti-consumerist strategies such as social design and speculative design are appropriated to serve economic growth. It seems design is locked in a cycle of exploitation and extraction, furthering inequality and environmental collapse. CAPS LOCK uses clear language and visual examples to show how graphic design and capitalism are inextricably linked. The book features designed objects and also examines how the study, work, and professional practice of designers support the market economy. Six radical design cooperatives are featured that resist capitalist thinking in their own way, hoping to inspire a more socially aware graphic design. Are you planning to buy an electric bike, but overwhelmed by all the choices out there? Do you feel it's hard to figure out what to buy, with all those choices of bikes, motors and batteries? Are you feeling anxious about this, because electric bikes are expensive and you don't want to make an expensive mistake? Are the sales people and the competing web sites just making it hard to choose? You are not alone! The author went through this himself the first time he bought an electric bike. Through years of personal experience and extensive research, Joe has figured out all the variables involved in picking out the best electric bike. In his new, updated book, with complete impartiality and the wisdom of someone who has been through the process and ridden more bikes than he cares to remember, he will help you to: Know all you need to know about the technology of electric bikes, so that you understand the sales person and can ask the right questions. Be totally clear and certain about what you are looking for, so that you can pick out the best electric bike for you. Be fully informed all about the different kinds of bike motors, so you can make an informed decision about what's best for you. Know all about the different kinds of bike batteries, and be clear about how battery power is measured, so that you can make an informed decision about what's best for you. Know about the best quality and highest rated electric bikes, so that you can tell the difference between quality and quick-mass-production low-quality bikes. Be empowered to see beyond the sales pitches that tell you an electric bike can do 120 miles or more on one charge. Prove to your spouse that your electric bike will save you money, improve your health, help you lose weight, and just generally become a much better spouse! Electric bikes are expensive, high-technology machines. Knowledge is required to ensure you spend your money wisely and get years of savings, transport, and good health from your purchase. The bike that best meets your own personal needs is the best electric bike for you, and this book will help you figure out which one that is. The right electric bike will be a joy for years, so it's worth investing some time to read this book to ensure you buy the right one. This book includes all the information you need. It explains the technology and the key points that a prospective electric bike buyer needs to know. This book is an expanded, updated edition of "How to Buy the Right Electric Bike." In response to reader requests, this updated edition features in-depth reviews of many of the most popular, high-quality electric bikes. Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. 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. Rinaldo Walcott posits that Black people globally live in the time of emancipation and that emancipation is definitely not freedom, showing that wherever Black people have been emancipated from slavery and colonization, a potential freedom became thwarted. The Water Meter Reader Passbook(R) prepares you for your test by allowing you to take practice exams in the subjects you need to study. It provides hundreds of questions and answers in the areas that will likely be covered on your upcoming exam, including but not limited to: ability to read water meters; ability to make arithmetic calculations; safety; reading comprehension; public relations; and more. From the duo behind the massively successful and award-winning podcast Stuff You Should Know comes an unexpected look at things you thought you knew. Josh Clark and Chuck Bryant started the podcast Stuff You Should Know back in 2008 because they were

curious—curious about the world around them, curious about what they might have missed in their formal educations, and curious to dig deeper on stuff they thought they understood. As it turns out, they aren't the only curious ones. They've since amassed a rabid fan base, making *Stuff You Should Know* one of the most popular podcasts in the world. Armed with their inquisitive natures and a passion for sharing, they uncover the weird, fascinating, delightful, or unexpected elements of a wide variety of topics. The pair have now taken their near-boundless "whys" and "hows" from your earbuds to the pages of a book for the first time—featuring a completely new array of subjects that they've long wondered about and wanted to explore. Each chapter is further embellished with snappy visual material to allow for rabbit-hole tangents and digressions—including charts, illustrations, sidebars, and footnotes. Follow along as the two dig into the underlying stories of everything from the origin of Murphy beds, to the history of facial hair, to the psychology of being lost. Have you ever wondered about the world around you, and wished to see the magic in everyday things? Come get curious with *Stuff You Should Know*. With Josh and Chuck as your guide, there's something interesting about everything (...except maybe jackhammers).

Star Trek fans and collectors will love this one-of-a-kind, mini-size collectible Borg cube with light and sound. The Borg cube is a cube-shaped spacecraft that is one of the largest, most powerful and fastest vessels in the Star Trek Galaxy. Kit includes: Light-up Borg cube with sound Display base 48-page book on the history of Borg cubes and full-color photos This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

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. Howard Rheingold tours the "virtual community" of online networking. Howard Rheingold has been called the First Citizen of the Internet. In this book he tours the "virtual community" of online networking. He describes a community that is as real and as much a mixed bag as any physical community—one where people talk, argue, seek information, organize politically, fall in love, and dupe others. At the same time that he tells moving stories about people who have received online emotional support during devastating illnesses, he acknowledges a darker side to people's behavior in cyberspace. Indeed, contends Rheingold, people relate to each other online much the same as they do in physical communities. Originally published in 1993, *The Virtual Community* is more timely than ever. This edition contains a new chapter, in which the author revisits his ideas about online social communication now that so much more of the world's population is wired. It also contains an extended bibliography. Covers receipts and expenditures of appropriations and other funds. Tanenbaum takes a structured approach to explaining how networks work from the inside out. He starts with an explanation of the physical layer of networking, computer hardware and transmission systems; then works his way up to network applications. Tanenbaum's in-depth application coverage includes email; the domain name system; the World Wide Web (both client- and server-side); and multimedia (including voice over IP, Internet radio video on demand, video conferencing, and streaming media. Each chapter follows a consistent approach: Tanenbaum presents key principles, then illustrates them utilizing real-world example networks that run through the entire book—the Internet, and wireless networks, including Wireless LANs, broadband wireless and Bluetooth. The Fifth Edition includes a chapter devoted exclusively to network security. The textbook is supplemented by a Solutions Manual, as well as a Website containing PowerPoint slides, art in various forms, and other tools for instruction, including a protocol simulator whereby students can develop and test their own network protocols. 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.

The Beta of the Keystone Predators, Diego Mendoza loves his new job and the responsibility that comes with it. Even the simple task of retrieving his Alpha's cousin from the airport. He thinks its going to be a quick grab and go until he gets her in his truck. Daphne Moore needs a break and a trip to Arizona for her cousin's wedding seems like the perfect place. Part wolf shifter and part witch she's had a hell of a time fitting in. Her father's Pack wants her to renounce her mother's coven, while her mother's coven wants her to swear an oath of allegiance forsaking the Pack. All Daphne wants is a place where she's accepted as both wolf and witch. Diego wants his mate instantly and is ready to do whatever it takes to claim her. Daphne is a little more wary of the situation. Her wolf is telling her to go for it while her witchy side balks, knowing Diego will try to suppress her more enchanted side. Can Diego convince his witchy wolf he is completely under her spell, hexing side and all? From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In *Attract Mode: The Rise and Fall of Coin-Op Arcade Games*, author Jamie Lendino celebrates both the biggest blockbusters (*Pac-Man*, *Star Wars: The Arcade Game*) and the forgotten gems (*Phoenix*, *Star Castle*) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of *Robotron: 2084*, the barrel-jumping whimsy of *Donkey Kong*, or the stunning graphics and animation of *Dragon's Lair*, *Attract Mode* will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever. What does it mean to love with technology? Does data improve our emotional interactions? The collection approaches the query with critical essays and works of new media art to look into the construction of love and its practices in the time of digitally mediated relationships. With expertise coming from recognized researchers, critics and artists in the field of media and cultural studies, it analyses relationship trends and affect cultures that have emerged from technological acceleration. *Data Dating: Love, Technology and Desire* is a comprehensive study of love and intimacy under digitalism that reflects on the structure of feeling(s) and libido environments in the high-tech and media-bound landscapes of contemporary technocracies. Organized around ten chapters and ten works of new media art, the collection offers an extensive critical analysis of technologized romance (and other emotional relations), as well as provides an insight into the codification, execution, deployment, and evolution of the patterns of togetherness in the so-called Tamagotchi era. The chapters engage in the problems of new material planes that have emerged from the abstraction of networked communication and dispersion of traditional notions of physicality. They close-read the templates of contemporary fantasy, fetish and eroticism, as shaped by platform capitalism, datafication, and new commodity cultures, in which self-promotion for bonding relies on the new possibilities that are coming in with new media self-mediation formats. Central to the analysis is the carbon-silicon dynamics of love's contemporary DNA and libidinal techne – practiced in the environment where screens, interfaces, algorithms, data protocols and non-organic objects of affection and affect delineate, organize and program the trajectories of encounter, limerence and erotic pleasure. All the chapters are authored by recognized researchers in the field of love, emotion, media, technology and cultural studies, and they critically explore various aspects of love/intimacy under technocracy, approaching them with expertise the goes beyond the typical high-modernist and post-structural reading of the media-ridden life practices and environments. More importantly, the collection includes landmark works of new media art coming from prominent new media artist gathered around 'Data Dating' – new media art exhibition, curated by Valentina Peri (co-editor of the collection) and presented in

Paris, Tel Aviv and London. As such, the collection proffers a unique and original critical approach – one that combines artistic practice and cultural criticism – to comment upon the transformation of human relationships and emotional standards under technological development with reference to the social change and cultural condition. The collection of essays, each accompanied by a work of media art, that provides a comprehensive insight into the construction of love and its practices in the time of digitally mediated relationships. Primary readership will be among educators, researcher and students in disciplines including cultural studies, media and communications, philosophy, sociology, psychology and gender, LGBTQ+ and sexual studies. It will be an extremely valuable resource for those in these fields. It will be of interest to other groups including art curators, online platform designers, social media content managers and designers and data specialists. This is a practical guide to the design, conduction, analysis and reporting of clinical trials with anticancer drugs. It includes coverage of basic biostatistics for the clinical trialist, and fundamental concepts in clinical pharmacology. IPv6 is replacing IPv4 to dominate the networking world. This deployment guide will enable you to fully harness the power of IPv6. A "Must have" reference for IT/Networking professionals and students! "Embedded Computing is enthralling in its clarity and exhilarating in its scope. If the technology you are working on is associated with VLIWs or "embedded computing", then clearly it is imperative that you read this book. If you are involved in computer system design or programming, you must still read this book, because it will take you to places where the views are spectacular. You don't necessarily have to agree with every point the authors make, but you will understand what they are trying to say, and they will make you think." From the Foreword by Robert Colwell, R&E Colwell & Assoc. Inc The fact that there are more embedded computers than general-purpose computers and that we are impacted by hundreds of them every day is no longer news. What is news is that their increasing performance requirements, complexity and capabilities demand a new approach to their design. Fisher, Faraboschi, and Young describe a new age of embedded computing design, in which the processor is central, making the approach radically distinct from contemporary practices of embedded systems design. They demonstrate why it is essential to take a computing-centric and system-design approach to the traditional elements of nonprogrammable components, peripherals, interconnects and buses. These elements must be unified in a system design with high-performance processor architectures, microarchitectures and compilers, and with the compilation tools, debuggers and simulators needed for application development. In this landmark text, the authors apply their expertise in highly interdisciplinary hardware/software development and VLIW processors to illustrate this change in embedded computing. VLIW architectures have long been a popular choice in embedded systems design, and while VLIW is a running theme throughout the book, embedded computing is the core topic. Embedded Computing examines both in a book filled with fact and opinion based on the authors many years of R&D experience. Features: · Complemented by a unique, professional-quality embedded tool-chain on the authors' website, <http://www.vliw.org/book> · Combines technical depth with real-world experience · Comprehensively explains the differences between general purpose computing systems and embedded systems at the hardware, software, tools and operating system levels. · Uses concrete examples to explain and motivate the trade-offs. 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. MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

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