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RICH AIYANA

*IoT Platforms, Use Cases, Privacy, and
Business Models* Springer Nature

This book provides a comprehensive and consistent introduction to the Internet of Things. Hot topics, including the European privacy legislation GDPR, and homomorphic encryption are explained. For each topic, the reader gets a theoretical introduction and an overview, backed by programming examples. For demonstration, the authors use the IoT

platform VICINITY, which is open-source, free, and offers leading standards for privacy. Presents readers with a coherent single-source introduction into the IoT; Introduces selected, hot-topics of IoT, including GDPR (European legislation on data protection), and homomorphic encryption; Provides coding examples for most topics that allow the reader to kick-start his own IoT applications, smart services, etc.

Using The Four Agreements to Master the Dream of Your Life Make Your Own Pixel Art
Create Graphics for Games, Animations, and More!

An inside look at the billion-dollar enterprise reveals how the Internet icon grew from a concept to a social phenomenon with a bold mission: to organize all of the world's information and make it easily accessible to people in more than one hundred languages. Reprint. 50,000 first printing.

White Tree Sound Bookpal

Organizations of all sizes are faced with the challenge of managing massive volumes of increasingly valuable data. However, storing this data can be costly, and extracting value from the data is becoming more and more difficult. IT

organizations have limited resources, but must stay responsive to dynamic environments and act quickly to consolidate, simplify, and optimize their IT infrastructures. The IBM® Storwize® V3700 system provides a solution that is affordable, easy to use, and self-optimizing, which enables organizations to overcome these storage challenges. Storwize V3700 delivers efficient, entry-level configurations that are specifically designed to meet the needs of small and midsize businesses. Designed to provide organizations with the ability to consolidate and share data at an affordable price, Storwize V3700 offers advanced software capabilities that are usually found in more expensive systems. Built on innovative IBM technology, Storwize V3700 addresses the block storage requirements of small and midsize organizations, Storwize V3700 is designed to accommodate the most common storage network technologies. This design enables easy implementation and management. Storwize V3700 includes the following features: Web-based GUI provides point-and-click management capabilities. Internal disk storage

virtualization enables rapid, flexible provisioning and simple configuration changes. Thin provisioning enables applications to grow dynamically, but only use space they actually need. Enables simple data migration from external storage to Storwize V3700 storage (one-way from another storage device). Remote Mirror creates copies of data at remote locations for disaster recovery. IBM FlashCopy® creates instant application copies for backup or application testing. This IBM Redbooks® publication is intended for pre-sales and post-sales technical support professionals and storage administrators. The concepts in this book also relate to the IBM Storwize V3500. This book was written at a software level of version 7 release 4.

Discrete Mathematics and Its Applications
IBM Redbooks

Make Your Own Pixel Art is a complete, illustrated introduction to the creation of pixel art aimed at beginners just starting out right through to the experienced pixel artist wanting to enhance their skills. Hand anyone a pencil and paper and they can start drawing, but it's just as easy to draw digitally using a keyboard and mouse.

With Make Your Own Pixel Art, pixel artist Jennifer Dawe and game designer Matthew Humphries walk you step-by-step through the available tools, pixel art techniques, the importance of shapes, colors, shading, and how to turn your art into animation. By the end of the book, you'll be creating art far beyond what's possible on paper! Make Your Own Pixel Art will teach you about: - Creating pixel art using the most popular art software and the common tools they provide - Drawing with pixels, including sculpting, shading, texture, and color use - The basics of motion and how to animate your pixel art creations - Best practices for saving, sharing, sketching, and adding emotion to your art With a dash of creativity and the help of Make Your Own Pixel Art, your digital drawings can be brought to life, shared with the world, and form a basis for a career in art, design, or the video games industry.

Bang For Your Buck Dark Horse Comics Death arrives in this darkly humorous and brilliantly illustrated tale created by Nicholas Gurewitch, author of The Perry Bible Fellowship Almanack! Death becomes a patient of a recently-bereaved psychoanalyst. The topic of discussion? His

frollicsome child, who has no apparent interest in grim-reaping! Featuring an unfathomable number of lines which have been hand-chiseled into inked clay, this labor of love by Nicholas Gurewitch invokes the morbid humor of his comic strip (The Perry Bible Fellowship) and the spooky silent-film qualities of the late Edward Gorey.

With Hands-on Examples Based on the VICINITY Platform IBM Redbooks
Make Your Own Pixel Art>Create Graphics for Games, Animations, and More!No Starch Press

The Google Story Jamey Aebersold Jazz Incorporated

Travel through the exciting culinary world of FINAL FANTASY XIV. Journey through the rich culinary landscape of FINAL FANTASY XIV. Featuring favorite flavors from across Hydaelyn and Norvrandt and easy-to-follow instructions, this tome provides numerous tips on how to make the most of your ingredients. Start your day with Farmer's Breakfast, a very famous and simple-yet-delightful dish; savor the Knight's Bread of Coerthas; dive into La Noscea's Rolanberry Cheesecake, and many more. · Exclusive Foreword written

by game director, Naoki Yoshida. · Perfect for cooks of every skill level. With step-by-step directions and beautiful photos, learn to make iconic in-game foods, bringing the lush culinary landscape of FINAL FANTASY XIV to life. · Over 70 Recipes for every occasion. From quick snacks you can enjoy while exploring Eorzea to decadent desserts and meals fit for royalty, this book contains recipes for both simple and celebratory fare. · Inspiring Photography. Gorgeous photos of finished recipes help ensure success! · A stunning addition to your collection. This exquisitely detailed hardcover book is the perfect acquisition for your kitchen library—a must have for every FINAL FANTASY fan.

Implementing the IBM Storwize V7000 Gen2 Prentice Hall

'The Bengu Years' is a book of journeys: a physical journey across Africa, a journey of personal development and the roller-coaster journey of a young nation. After travelling from London to Zimbabwe, the narrator offered to train a local boxer. From this casual encounter, his involvement gradually led to international success and Zimbabwe's Golden Age of boxing

Global Innovation in Emerging Economies IDRC

Creating Q*bert and Other Classic Video Arcade Games takes you inside the video arcade game industry during the classic decades of the 1980s and 1990s. Warren Davis, the creator of the groundbreaking Q*bert, worked as a member of the creative teams who developed some of the most popular video games of all time, including Joust 2, Mortal Kombat, NBA Jam, and Revolution X. In a witty and entertaining narrative, Davis shares insightful stories that offer a behind-the-scenes look at what it was like to work as a designer and programmer at the most influential and dominant video arcade game manufacturers of the era, including Gottlieb, Williams/Bally/Midway, and Premiere. Likewise, the talented artists, designers, creators, and programmers Davis has collaborated with over the years reads like a who's who of video gaming history: Eugene Jarvis, Tim Skelly, Ed Boon, Jeff Lee, Dave Thiel, John Newcomer, George Petro, Jack Haegar, and Dennis Nordman, among many others. The impact Davis has had on the video arcade game industry is deep and varied. At Williams,

Davis created and maintained the revolutionary digitizing system that allowed actors and other photo-realistic imagery to be utilized in such games as Mortal Kombat, T2, and NBA Jam. When Davis worked on the fabled Us vs. Them, it was the first time a video game integrated a live action story with arcade-style graphics. On the one-of-a-kind Exterminator, Davis developed a brand new video game hardware system, and created a unique joystick that sensed both omni-directional movement and rotation, a first at that time. For Revolution X, he created a display system that simulated a pseudo-3D environment on 2D hardware, as well as a tool for artists that facilitated the building of virtual worlds and the seamless integration of the artist's work into game code. Whether you're looking for insights into the Golden Age of Arcades, would like to learn how Davis first discovered his design and programming skills as a teenager working with a 1960s computer called a Monrobot XI, or want to get the inside scoop on what it was like to film the Rock and Roll Hall of Fame band Aerosmith for Revolution X, Davis's memoir provides a backstage tour of the

arcade and video game industry during its most definitive and influential period.

FriesenPress

This collection places the darkest and most horrific aspects of human nature alongside the beauty of natural landscapes and the awesome power of disease. This is a must for horror addicts who like a bit of contrast to set the evil of human nature in contrast with the overwhelming magnificence of the natural world. A bizarre collection of modern poetic tales which resonate with the reader long after the final page is turned. This anthology contains three of Valkyrie Kerry's Chapbooks; 'Darkest Matter, ' 'Epidemonology' and 'Beautiful World: Meditations Chapbook.' The contrasts reflect the contrasting nature of Valkyrie Kerry's own personal journey as a bipolar survivor. Unforgettable words by The Duchess of Darkness

Linux Made Simple McGraw-Hill

The Four Agreements Companion Book takes you further along the journey to recover the awareness and wisdom of your authentic self. This book offers additional insights, practice ideas, a dialogue with don Miguel about applying The Four

Agreements, and true stories from people who have transformed their lives.

An Unexpected Friendship Delta

"The fullest account yet of the rise of one of the most profitable, most powerful, and oddest businesses the world has ever seen." -San Francisco Chronicle Just eleven years old, Google has profoundly transformed the way we live and work- we've all been Googled. Esteemed media writer Ken Auletta uses the story of Google's rise to explore the future of media at large. This book is based on the most extensive cooperation ever granted a journalist, including access to closed-door meetings and interviews with industry legends, including Google founders Larry Page and Sergey Brin, Marc Andreessen, and media guru "Coach" Bill Campbell. Auletta's unmatched analysis, vivid details, and rich anecdotes illuminate how the Google wave grew, how it threatens to drown media institutions, and where it's taking us next.

Facsimile Products Independently Published

A great silence has settled upon a drowned world. In the final battle of their final war, the massive citysubs Universalis

and Population reduced each other to ruins. One lays wrecked on the seafloor. The other, beached and lifeless, litters the island of pristine polar ice it tried to destroy. Pockets of survivors huddle together. On the frigid surface, Ralla Gattley and Thom Vargas cling to life and each other. Below, the soldier Geran Lo fights relentlessly to free trapped and drowning civilians. As they struggle against a world determined to kill them, a new and even more dangerous menace approaches. Undersea Atrophia is the second book in the Undersea Saga.

Malibu Rising Abrams

In the music world of the West the marimba is usually regarded as a novelty, an exotic flavoring. But in Guatemala it is a unique part of the native musical culture. From research that has included traveling on foot trails to remote villages, visiting players in their studios and artisans in their workshops, reading local records and talking with anthropologists, Vida Chenoweth presents here the first report in English on the Guatemalan marimba. --

The End of the World As We Know It

[Lexington] : University of Kentucky Press

This book views Samsung Electronics in terms of corporate life cycle as well as product portfolio and strategy. It also examines the issues Samsung faces as it proceeds further into the 21st century. Written from the perspective of an experienced commentator on Korean and global business, this book presents not simply a narrative or an adulatory and uncritical account of Samsung's rise, but a considered analysis of the secrets of success that both business students and CEOs will want to read and consider applying to their own companies.

Narad Networks Packt Publishing Ltd

Ainsley Apple is bored with playing in the woods near her orchard home and wants to go on an adventure. Journey with Ainsley and her good friend Peyton Pear as they set off to uncover the truth about the mysterious onions who live over the hill. Are onions really creepy, nasty, and yucky like everyone in Bloom Valley says? Discover what Ainsley and Peyton learn about onions and themselves when they meet Owen Onion.

Jamey Aebersold's Jazz Ear Training

Information Gatekeepers Inc

From the Other End of the World brings

together experiences of immigrants to New Zealand from the UK who left the austerity of war conditions for a new life - or for what was intended to be a two year 'OE'. All but one sailed between 1946 and 1956; the other sailed in 1965. The experiences range from romantic and humorous to the disappointing and deeply moving. Together they capture the activities, attitudes and expectations of the time as well as many interesting individual experiences - urban and rural. They are a testament to people who, by bringing much needed skills and experience, made a valuable but nowadays often forgotten contribution to New Zealand.

A Novel Ballantine Books

NEW YORK TIMES BESTSELLER • Read with Jenna Book Club Pick as Featured on Today • From the author of Daisy Jones & The Six and The Seven Husbands of Evelyn Hugo . . . ONE OF THE BEST BOOKS OF THE YEAR: The Washington Post, Time, Marie Claire, PopSugar, Teen Vogue, Self • “Irresistible . . . High drama at the beach, starring four sexy, surfing siblings and their deadbeat, famous-crooner dad.”—People Four famous siblings throw

an epic party to celebrate the end of the summer. But over the course of twenty-four hours, the family drama that ensues will change their lives will change forever. Malibu: August 1983. It's the day of Nina Riva's annual end-of-summer party, and anticipation is at a fever pitch. Everyone wants to be around the famous Rivas: Nina, the talented surfer and supermodel; brothers Jay and Hud, one a championship surfer, the other a renowned photographer; and their adored baby sister, Kit. Together the siblings are a source of fascination in Malibu and the world over—especially as the offspring of the legendary singer Mick Riva. The only person not looking forward to the party of the year is Nina herself, who never wanted to be the center of attention, and who has also just been very publicly abandoned by her pro tennis player husband. Oh, and maybe Hud—because it is long past time for him to confess something to the

brother from whom he's been inseparable since birth. Jay, on the other hand, is counting the minutes until nightfall, when the girl he can't stop thinking about promised she'll be there. And Kit has a couple secrets of her own—including a guest she invited without consulting anyone. By midnight the party will be completely out of control. By morning, the Riva mansion will have gone up in flames. But before that first spark in the early hours before dawn, the alcohol will flow, the music will play, and the loves and secrets that shaped this family's generations will all come rising to the surface. Malibu Rising is a story about one unforgettable night in the life of a family: the night they each have to choose what they will keep from the people who made them . . . and what they will leave behind. Penpal Penguin

This accessible text is designed to help readers help themselves to excel. The content is organized into three parts: (1) A

Library of Elementary Functions (Chapters 1–2), (2) Finite Mathematics (Chapters 3–9), and (3) Calculus (Chapters 10–15). The book's overall approach, refined by the authors' experience with large sections of college freshmen, addresses the challenges of learning when readers' prerequisite knowledge varies greatly. Reader-friendly features such as Matched Problems, Explore & Discuss questions, and Conceptual Insights, together with the motivating and ample applications, make this text a popular choice for today's students and instructors.

Global Sources Electronics Independently Published

This popular Build-It-Yourself (BIY) PC book covers every step in building one's own system: planning and picking out the right components, step-by-step assembly instructions, and an insightful discussion of why someone would want to do it in the first place.

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