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Cheryl Schmidt's The Complete A+ Guide to PC Repair, Fifth Edition Update presents the fundamentals of computer desktop and laptop installation, configuration, maintenance, and networking through simple, step-by-step instruction based on CompTIA A+® 2011 Edition objectives. With a focused emphasis on security and customer service skills, this comprehensive book on computer repair introduces the most important tools students need to become professional, customer-friendly technicians using today's technology. The A+ Certification Exam criteria are being updated, effective January 2011, to include Windows 7. The Fifth Edition Update now includes Windows 7 material.

Bring life to your robot using ROS robotic applications About This Book This book will help you boost your knowledge of ROS and give you advanced practical experience you can apply to your ROS robot platforms This is the only book that offers you step-by-step instructions to solidify your ROS understanding and gain experience using ROS tools From eminent authors, this book offers you a plethora of fun-filled examples to make your own quadcopter, turtlebot, and two-armed robots Who This Book Is For If you are a robotics developer, whether a hobbyist, researchers or professional, and are interested in learning about ROS through a hands-on approach, then this book is for you. You are encouraged to have a working knowledge of GNU/Linux systems and Python. What You Will Learn Get to know the fundamentals of ROS and apply its concepts to real robot examples Control a mobile robot to navigate autonomously in an environment Model your robot designs using URDF and Xacro, and operate them in a ROS Gazebo simulation Control a 7 degree-of-freedom robot arm for visual servoing Fly a quadcopter to autonomous waypoints Gain working knowledge of ROS tools such as Gazebo, rviz, rqt, and Move-It Con-

trol robots with mobile devices and controller boards In Detail The visionaries who created ROS developed a framework for robotics centered on the commonality of robotic systems and exploited this commonality in ROS to expedite the development of future robotic systems. From the fundamental concepts to advanced practical experience, this book will provide you with an incremental knowledge of the ROS framework, the backbone of the robotics evolution. ROS standardizes many layers of robotics functionality from low-level device drivers to process control to message passing to software package management. This book provides step-by-step examples of mobile, armed, and flying robots, describing the ROS implementation as the basic model for other robots of these types. By controlling these robots, whether in simulation or in reality, you will use ROS to drive, move, and fly robots using ROS control. Style and approach This is an easy-to-follow guide with hands-on examples of ROS robots, both real and in simulation.

App-

Red Dead Redemption 2 Complete Official Guide Standard Edition Compiled and crafted in association with Rockstar Games, this guide is your indispensable companion to the vast, dangerous, and breathtaking world of Red Dead Redemption 2. GUIDE DETAILS HUNDREDS OF UNTOLD TALES, TOLD: All events at your fingertips, from the most memorable missions to the rarest chance encounters - you need never miss a single moment of the story CHARTING THE WILDS: Hi-res annotated maps detail everything you might hope to find as you travel: special collectibles, hidden lock boxes, uncharted landmarks... they're all here 100% COMPLETION: Treasure hunts, gunslingers, robberies, loansharking, bounty hunting, table games - all streamlined for total completion VISUAL SOLUTIONS: Supported by annotated 4K screen-

shots COMPLETION ROADMAPS: Comprehensive flowcharts reveal the exact availability conditions of all missions and unlockables EXPERT ANALYSIS: All key systems and parameters fully documented, with exhaustive appraisals of all weapons, items, horse breeds, animals - and so much more EASE OF USE: Instant searches, print navigation systems and an extensive 2-page index give you immediate access to the information you need.

No source code? No problem. With IDA Pro, the interactive disassembler, you live in a source code-optional world. IDA can automatically analyze the millions of opcodes that make up an executable and present you with a disassembly. But at that point, your work is just beginning. With The IDA Pro Book, you'll learn how to turn that mountain of mnemonics into something you can actually use. Hailed by the creator of IDA Pro as "profound, comprehensive, and accurate," the second edition of The IDA Pro Book covers everything from the very first steps to advanced automation techniques. You'll find complete coverage of IDA's new Qt-based user interface, as well as increased coverage of the IDA debugger, the Bochs debugger, and IDA scripting (especially using IDAPython). But because humans are still smarter than computers, you'll even learn how to use IDA's latest interactive and scriptable interfaces to your advantage. Save time and effort as you learn to: -Navigate, comment, and modify disassembly -Identify known library routines, so you can focus your analysis on other areas of the code -Use code graphing to quickly make sense of cross references and function calls -Extend IDA to support new processors and filetypes using the SDK -Explore popular plug-ins that make writing IDA scripts easier, allow collaborative reverse engineering, and much more -Use IDA's built-in debugger to tackle hostile and obfuscated code Whether you're analyzing malware, conducting vulnerability research, or reverse engineering software, a mastery of IDA is crucial to your success. Take your

skills to the next level with this 2nd edition of The IDA Pro Book.

A clear and concise resource on Windows networking, perfect for IT beginners Did you know that nearly 85% of IT support roles require a good understanding of networking concepts? If you are looking to advance your IT career, you will need a foundational understanding of Windows networking. Network Fundamentals covers everything you need to know about network infrastructures, hardware, protocols, and services. You will learn everything you need to gain the highly in-demand Networking Fundamentals MTA Certification. This entry-level credential could be your first step into a rewarding, stable and lucrative IT career. This new Sybex guide covers the basics of networking starting from the "ground level," so no previous IT knowledge is required. Each chapter features approachable discussion of the latest networking technologies and concepts, closing with a quiz so you can test your knowledge before moving to the next section. Even if you are brand new to computers, Network Fundamentals will guide you to confidence and mastery. Understand wired and wireless networks in every detail Learn everything you need to attain the Networking Fundamentals MTA Certification Test your knowledge with end-of-chapter quiz questions Understand internet protocol (IP) and categorize IPv4 addresses Work with networking services and area networks Define network infrastructures and network security, including intranets, extranets, and VPNs Beginning and established IT professionals looking to understand more about networking will gain the knowledge to create a network diagram and confidently explain basic networking concepts. Thanks to the features in this book, you will be able to apply your new networking skills in real world situations and feel confident when taking the certification test.

THE 40TH ANNIVERSARY EDITION FEATURING A BRAND-NEW INTRODUCTION FROM CAITLIN MORAN 'My comfort read. The best diaries ever written' ADAM KAY, GUARDIAN 'Every child in the country should receive a copy on their thirteenth birthday' CAITLIN MORAN 'One of literature's most endearing figures. Mole is an excellent guide for all of us' OBSERVER _____ Friday January 2nd I felt rotten today. It's my mother's fault for singing 'My Way' at two o'clock in the morning at the top of the stairs. Just my luck to have a mother like her. There is a chance my parents could be alcoholics. Next year I could be in a children's home. Meet Adrian Mole, a hapless teenager providing an unabashed,

pimples-and-all glimpse into adolescent life as he writes candidly about the dog, his parents' marital troubles and life as a tortured poet and 'misunderstood intellectual.' Forty years after it first appeared, Sue Townsend's comic masterpiece continues to be rediscovered by new generations of readers. _____ 'Townsend has held a mirror up to the nation and made us happy to laugh at what we see' SUNDAY TELEGRAPH 'One of Britain's most celebrated comic writers' GUARDIAN

The Bash Guide for Beginners (Second Edition) discusses concepts useful in the daily life of the serious Bash user. While a basic knowledge of shell usage is required, it starts with a discussion of shell building blocks and common practices. Then it presents the grep, awk and sed tools that will later be used to create more interesting examples. The second half of the course is about shell constructs such as loops, conditional tests, functions and traps, and a number of ways to make interactive scripts. All chapters come with examples and exercises that will help you become familiar with the theory.

The rewards and dangers of speculating in the modern financial markets have come to the fore in recent times with the collapse of banks and bankruptcies of public corporations as a direct result of ill-judged investment. At the same time, individuals are paid huge sums to use their mathematical skills to make well-judged investment decisions. Here now is the first rigorous and accessible account of the mathematics behind the pricing, construction and hedging of derivative securities. Key concepts such as martingales, change of measure, and the Heath-Jarrow-Morton model are described with mathematical precision in a style tailored for market practitioners. Starting from discrete-time hedging on binary trees, continuous-time stock models (including Black-Scholes) are developed. Practicalities are stressed, including examples from stock, currency and interest rate markets, all accompanied by graphical illustrations with realistic data. A full glossary of probabilistic and financial terms is provided. This unique book will be an essential purchase for market practitioners, quantitative analysts, and derivatives traders.

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hack-

er's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: -Build an accurate threat model for your vehicle -Reverse engineer the CAN bus to fake engine signals -Exploit vulnerabilities in diagnostic and data-logging systems -Hack the ECU and other firmware and embedded systems -Feed exploits through infotainment and vehicle-to-vehicle communication systems -Override factory settings with performance-tuning techniques -Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

Discover how to use the CryENGINE 3 free SDK, the next-generation real-time game development tool.

Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popu-

lar Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.

Provides tips, techniques, walkthroughs, and strategies for the stealth-based video game.

Provides information on getting the most out of a PSP, covering such topics as playing multiplayer games wirelessly, reading the comics, changing game backgrounds, and finding free downloads. Mobile Phones and Tablets Repairs is a 364 page complete manual that answers all the basic and professional level questions for entrants into mobile computing devices technical support segment. The book takes the reader one step at a time, combining a strong theoretical knowledge base about mobile devices - how they function, description of their internal components, their internal electronics with tutorial on basic foundation electronics for repairs and merged it with descriptive easily practicable tutorials on both hardware and software related repair procedures for mobile phones and tablets. Information about cell phone hardware and software repair tools is covered with product listings and guides for success. If there is any complete guide-book on computer repairs ever known, then this book is the complete guide-book for mobile phones and tablets repairs! If you are seeking for a way by which you could exchange personal services for money, then this book is for you. It is a complete Do-It-Yourself Guide book. In book stores all over the world, there are hardly complete repair guides for mobile telephones and tablets repairs although you may find many for PCs. This book is for the young people, students, or anyone seeking for a good resource for practical learning towards self reliance. In this century, the age of mobile communication and computing, it is one of the hottest tech repair service segment. Through the pages of this book, a reader would train to become a great mobile phone technician with a brighter and faster earning potential than most PC technicians. What this book teaches is practicable towards becoming also, a good PC technician. The tutorials cover Microelectronic device dis-assembly and re-assembly, troubleshooting, BGA soldering, detailed electronics fundamentals, flash programming and many more. The book ends with a chapter of information on how to set up shop and efficiently manage a mobile repair services support center. Discover the secrets of mobile phone repair with this book!

A Fully Revised Guide to Electronics Troubleshooting and Repair

Repair all kinds of electrical products, from modern digital gadgets to analog antiques, with help from this updated book. How to Diagnose and Fix Everything Electronic, Second Edition, offers expert insights, case studies, and step-by-step instruction from a life-long electronics guru. Discover how to assemble your workbench, use the latest test equipment, zero in on and replace dead components, and handle reassembly. Instructions for specific devices, including stereos, MP3 players, digital cameras, flat-panel TVs, laptops, headsets, and mobile devices are also included in this do-it-yourself guide. Choose the proper tools and set up your workbench Ensure personal safety and use proper eye and ear protection Understand how electrical components work and why they fail Perform preliminary diagnoses based on symptoms Use test equipment, including digital multimeters, ESR meters, frequency counters, and oscilloscopes Interpret block, schematic, and pictorial diagrams Disassemble products and identify sections Analyze circuits, locate faults, and replace dead parts Re-establish connections and reassemble devices

The Laptop Repair Workbook includes twelve full page troubleshooting flowcharts for laptop hardware troubleshooting and explanatory text for every decision point. The book begins with an introduction to basic laptop terminology, troubleshooting procedures, and cost decisions. Supplementary illustrated tests and procedures are available on the publisher's website, www.fonerbooks.com. An ebook version is also available direct from the publisher.

Do it yourself gunsmithing tips, tricks and ideas for every skill level. ★ This version features black & white interior pages ★ Want to upgrade the trigger on your polymer pistol? No problem. We'll show you how. How about making your standard pistol shoot 1" groups? A semi-drop-in barrel job will do the job. Here's the best part: You won't even need a pile of expensive tools. On the other hand, if you're looking for an excuse to add to your tool collection, you'll find some recommendations. If you're already an intermediate or advanced home gunsmith, never fear. We've got plenty of valuable tips and tricks in this issue for you too. If you're feeling adventurous, consider making your own 1911 - from scratch! You'll be surprised at what you can accomplish with kits and hand tools. You might have a wall hanger or beater gun that's seen better days or doesn't work at all. Whether yours are revolvers, surplus rifles or shotguns, you'll find stories to help bring old guns

back into range or field condition. You're about to gain valuable pro tips on woodworking, metal working, parts fabrication, lathe and mill techniques, and even a bit of welding. Here's a sample of what's inside American Handgunner's DIY Guns special Edition: The Right Stuff - Your Excuse To Buy Pro Tools. Sighting-In - 4 Million Shooters Strong! Installing Novak Sights. Tack Driver! - Fitting A Barrel For 1" Groups. Lever-Action Accuracy - Installing Aperture Sights On Your Classic Rifle. Star Wars Armory - How To Make An Imperial Blaster ... That Shoots. Ghost 1911 - Build Your Own 1911 From Scratch. New Tech, Old Rifle - Installing A Red Dot On A model 92 Lever-Action. Rat Rod - Turn That Beater Revolver Into Functional Bliss. Riot Control - Converting A Winchester Model 12 Into A 1918 Riot Gun. Francophile's Delight - Build The Charleville Musket That Won The Revolution. "Bang" Never Goes Obsolete - How To Make Your Own Blanks For Rare Calibers. Oh S*&%!!! - Fix That Broken Ramrod. Loc'ed Out? - When To Use (And Not Use) Loctite. Know Your Limitations - How I Destroyed (And Recovered) A Walther PPK/S. Sir, Step Away From The Dremel - You Can Use A Dremel Tool On guns ... Sometimes. Tooling Around - The Gunsmith Tools You Need. That Beater Will Still Hunt! - Resurrecting A Pair Of Wall Hanger Discards. Get A Grip! - The Ultimate In Custom Grips ... Homemade! Triggernometry 101 - Upgrading Your Service Pistol Trigger. Super Cool - How A Custom Gunsmith Makes A .38 Super 1911. Gun Scribe Savvy - Making An Indispensable Shop Tool. Ejector Rod Wrench - A Shop-made Solution You Can Tackle. Now, order this book, get reading, then go hit the shop!

How many video games have you played during your life? Do you think games are a form of art that should be preserved? What if we told you that there are thousands of interesting games you'll never play, all of which could be lost forever? It's true, there are many cancelled titles that are often lost to video game history. While video games may not be largely considered to be on par with paintings and statues, they are still art on their own, just like books, movies, and music, and like other works of art, video games have their own lost works. Games that were cancelled, never released, and often not even known by the general public. Unfortunately, there is no proper museum dedicated on saving them. Unseen64 is an online archive to preserve articles, screens and videos for cancelled, beta & unseen videogames. Every change and cut creates a different gaming experience: we would

students apply their knowledge to a range of real business examples, issues and contexts, supported by 'Talking Points' that encourage critical and commercial thinking - Improves quantitative, investigative, analytical and evaluation skills through end-of-chapter exercises - Builds students' confidence approaching their exams as they practise calculation, short answer and extended-writing questions with stimulus materials - Boosts students' vocabulary and supports revision with definitions of key terminology for each topic

The projects tackled by the software development industry have grown in scale and complexity. Costs are increasing along with the number of developers. Power bills for distributed projects have reached the point where optimisations pay literal dividends. Over the last 10 years, a software development movement has gained traction, a movement founded in games development. The limited resources and complexity of the software and hardware needed to ship modern game titles demanded a different approach. Data-oriented design is inspired by high-performance computing techniques, database design, and functional programming values. It provides a practical methodology that reduces complexity while improving performance of both your development team and your product. Understand the goal, understand the data, understand the hardware, develop the solution. This book presents foundations and principles helping to build a deeper understanding of data-oriented design. It provides instruction on the thought processes involved when considering data as the primary detail of any project.

Takes programmers through the complete process of developing a professional quality game, covering a range of topics such as the key "gotcha" issues that could trip up even a veteran programmer, game interface design, game audio, and game engine technology

Mobile Phones and Tablets Repairs, the first edition in the series was a 364 page complete manual that introduced beginners into the technology of mobile devices and the practical skills necessary to fix all kinds of faults on mobile devices. This second edition, Smartphones and Tablets Repairs is an upgraded edition with new advanced information for both beginners and professionals in the field of technical repairs. This edition covered screen technologies and LCD or digitizer replacements, description of internal components and electronics, hardware and software repair

procedures for smartphones and tablets, hardware and software repair tools information, troubleshooting, BGA soldering, flash programming, electronic circuit analysis and many more. The book also ends with a chapter of information on how to set up shop and efficiently manage a repair services support center. Discover the secrets of technical hardware repairs with this book! If there is any complete guide-book on computer repairs ever known, then this book is the complete guide-book for mobile smartphones and tablets repairs! If you are searching for a new means of livelihood or a side business (even online business) that is lucrative; one whereby the only business CAPITAL required is this book and the skills it empowers you with in order to exchange personal services for money, then this book, perhaps combined with the foundational first edition is for you. It is a complete Do-It-Yourself Guide book. This book is for the unemployed, underemployed, students, entrepreneurs, retirees or just about anyone seeking for a good resource for practical learning towards self-reliance. In this century, the age of mobile communication and computing, or work-from-home trends especially with the pandemics, it is one of the hottest technical repair service business with great financial returns. Manufacturers of smartphone brands release new products every six months. There is no stopping this trend anytime soon. With the world's population estimated at 7.8 billion, Statista website released a statistics which reported that over 19 percent of the world's total population owned a smart device in 2019, projecting that the figure is expected to increase to 37 percent by 2021. The opportunity to make money fixing smartphones and tablets is huge! Through the pages of this book, a reader would translate from a novice status, training to become proficient at fixing any mobile device, with a brighter and faster earning potential than most PC technicians. There is no expiry date for what is taught in the two editions of this book series. What this book teaches is practicable towards becoming also, a good PC technician.

This volume is the official reference manual for GNU Bash, the standard GNU command-line interpreter.

How do you price your software? Is it art, science or magic? How much attention should you pay to your competitors? This short handbook will provide you with the theory, practical advice and case studies you need to stop yourself from reaching for the dice. Table of Contents Chapter 01: Some - but not too much - Economics Chapter 02: Pricing Psychology: What is your product

worth? Chapter 03: Pricing Pitfalls Chapter 04: Advanced Pricing Chapter 05: What your price says about you (and how to change it) Why read this book? "At Business of Software 2007 Michael Pryor held an impromptu session on how to price your software. So many people turned up, and so many people kept on arriving, that by the time they'd introduced themselves there was no time left to talk about software pricing. I've had similar experiences; in fact, How do I price my software? is probably the most common question I'm asked by software entrepreneurs and product managers. This handbook is an attempt to answer that question." Neil Davidson, Author. About the Author Neil Davidson is co-founder and joint CEO of Red Gate Software. Red Gate was founded in 1999 and now employs some 150 people. It was Cambridge News business of the year in 2006 and has been in the Sunday Times top 100 companies to work for three years running. It was founded with no VC money and little debt. Neil is also founder of the annual Business of Software conference and runs the Business of Software social network.

Learn the Raspberry Pi 3 from the experts! Raspberry Pi User Guide, 4th Edition is the "unofficial official" guide to everything Raspberry Pi 3. Written by the Pi's creator and a leading Pi guru, this book goes straight to the source to bring you the ultimate Raspberry Pi 3 manual. This new fourth edition has been updated to cover the Raspberry Pi 3 board and software, with detailed discussion on its wide array of configurations, languages, and applications. You'll learn how to take full advantage of the mighty Pi's full capabilities, and then expand those capabilities even more with add-on technologies. You'll write productivity and multimedia programs, and learn flexible programming languages that allow you to shape your Raspberry Pi into whatever you want it to be. If you're ready to jump right in, this book gets you started with clear, step-by-step instruction from software installation to system customization. The Raspberry Pi's tremendous popularity has spawned an entire industry of add-ons, parts, hacks, ideas, and inventions. The movement is growing, and pushing the boundaries of possibility along with it—are you ready to be a part of it? This book is your ideal companion for claiming your piece of the Pi. Get all set up with software, and connect to other devices Understand Linux System Admin nomenclature and conventions Write your own programs using Python and Scratch Extend the Pi's capabilities with add-ons like Wi-Fi dongles, a touch screen, and more The

credit-card sized Raspberry Pi has become a global phenomenon. Created by the Raspberry Pi Foundation to get kids interested in programming, this tiny computer kick-started a movement of tinkers, thinkers, experimenters, and inventors. Where will your Raspberry Pi 3 take you? The Raspberry Pi User Guide, 3rd Edition is your ultimate roadmap to discovery.

From lambda expressions and JavaFX 8 to new support for network programming and mobile development, Java 8 brings a wealth of changes. This cookbook helps you get up to speed right away with hundreds of hands-on recipes across a broad range of

Java topics. You'll learn useful techniques for everything from debugging and data structures to GUI development and functional programming. Each recipe includes self-contained code solutions that you can freely use, along with a discussion of how and why they work. If you are familiar with Java basics, this cookbook will bolster your knowledge of the language in general and Java 8's main APIs in particular. Recipes include: Methods for compiling, running, and debugging Manipulating, comparing, and rearranging text Regular expressions for string- and pattern-matching Handling numbers, dates, and times Structuring data with collections,

arrays, and other types Object-oriented and functional programming techniques Directory and filesystem operations Working with graphics, audio, and video GUI development, including JavaFX and handlers Network programming on both client and server Database access, using JPA, Hibernate, and JDBC Processing JSON and XML for data storage Multithreading and concurrency Fantasy. Da Harry Potter vender tilbage til Hogwarts er meget ændret. Man tror, at han lyver angående Voldemort, og ministeriet sender en repræsentant til skolen, der snart er delt i to fjendtlige lejre