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## WU5KHL - MATHEWS PRATT

A Practical Guide & Mock Exam for the Site Planning & Design (SPD) Division of the ARE Every July, NCARB begins to recreate the Architect Registration Examination (ARE) questions based on a new guide and scope. We always incorporate this latest information into our books. To become a licensed architect, you need to have a proper combination of education and/or experience, meet your Board of Architecture's special requirements, and pass all seven divisions of ARE. This book provides an ARE exam overview, suggested reference and resource links, exam prep and exam taking techniques, tips and guides, and a realistic and complete mock exam with solutions and explanations for the Site Planning & Design (SPD) Division of the ARE. More specifically this book covers the following subjects: ARE, IDP, and Education Requirements ARE Exam Content, Format, and Prep Strategies Principles Codes and Regulations Environmental, Social & Economic Issues Materials & Technology Project & Practice Management Site Grading Site Design Four Graphic Vignettes with Step-By-Step Solutions Using the NCARB Practice Program Software Instructions on Installing Alternate dwg Files for Use with NCARB Software Instructions on Saving and Installing Various Solution Files for Use with NCARB Software The mock exam includes 65 challenging questions of the same difficulty level and format as the real exam (multiple-choice, check-all-that-apply, and fill-in-the-blank), and four graphic vignettes solutions. This book will help you pass the SPD division of the ARE and become a licensed architect Can you study and pass the ARE Site Planning & Design Exam (SPD) in 2 weeks? The answer is yes IF you study the right materials: If you have ZERO experience but read the right materials, you can pass with 2 weeks of prep. If you study our book, "Site Planning & Design ARE Mock Exam," you have an excellent chance of studying and passing the ARE Site Planning & Design (SPD) Exam in 2 weeks. We have added many tips and tricks that WILL help you pass the exam on your first try. Our goal is to take a very complicated subject and make it simple. "Site Planning & Design ARE Mock Exam" will save you time and money and help you pass the exam on the first try About the author Gang Chen holds a master's degree from the School of Architecture, University of Southern California (USC), Los Angeles, and a bachelor's degree from the School of Architecture, South China University of Technology. He has more than 20 years of professional experience. Many of the projects he was in charge of or participated in have been published extensively in Architecture, Architectural Record, The Los Angeles Times, The Orange County Register, and more. He has worked on a variety of unusual projects, including well--known, large-scale healthcare and hospitality projects with over one billion dollars in construction costs, award-winning school designs, highly-acclaimed urban design and streetscape projects, multifamily housing, high-end custom homes, and regional and neighborhood shopping centers. Gang Chen is a LEED AP BD+C and a licensed architect in California. He is also the internationally acclaimed author of other fascinating books, including Building Construction, Planting Design Illustrated, the ARE Mock Exam series, and the LEED Exam Guides series, which includes one guidebook for each of the LEED exams. For more information, visit www.GreenExamEducation.com

Kelly L. Murdock's Autodesk 3ds Max 2019 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk’s 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. This updated resource shows how to interpret schematic diagrams—and design your own Written by an experienced engineer, this easy-to-follow TAB guide shows, step-by-step, how to navigate the roadmaps of electronic circuits and systems. Filled with new illustrations and DIY examples, the book clearly explains how to understand and create high-precision electronics diagrams. You will discover how to identify parts and connections, interpret element ratings, and apply diagram-based information in your own projects. Beginner’s Guide to Reading Schematics, Fourth Edition, also contains valuable appendices covering symbols, resistor color codes, and parts suppliers. Up-to-date coverage includes:•Block, schematic, and pictorial diagrams •Resistors and capacitors •Inductors and transformers •Switches, relays, conductors, and cables •Diodes, transistors, Op amps, and logic gates •Electron tubes , cells, and batteries •Voltage dividers and reducers •Simple and complex circuits•Breadboards and wire wrapping •Electronics troubleshooting•Digital electronics and functional circuits•And much more

This textbook teaches students techniques for the design of advanced digital systems using System-on-Chip (SoC) Field Programmable Gate Arrays (FPGAs). The author demonstrates design of custom hardware components for the FPGA fabric using VHDL, with implementation of custom hardware-software interfaces. Readers gain hands-on experience by writing programs and Linux device drivers in C to interact with custom hardware. This textbook enables laboratory experience in the design of custom digital systems using SoC FPGAs, emphasizing computational tasks such as digital signal processing, audio, or video processing.

The AutoCAD Electrical 2019 for Electrical Control Designers book has been written to assist the engineering students and the practicing designers who are new to AutoCAD Electrical. Using this book, the readers can learn the application of basic tools required for creating professional electrical control drawings with the help of AutoCAD Electrical. Keeping in view the varied requirements of the users, this book covers a wide range of tools and features such as schematic drawings, Circuit Builder, panel drawings, parametric and nonparametric PLC modules, stand-alone PLC I/O points, ladder diagrams, point-to-point wiring diagrams, report generation, creation of symbols, and so on. This will help the readers to create electrical drawings easily and effectively. Salient Features: Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence. Comprehensive coverage of AutoCAD Electrical 2019 concepts and techniques. Tutorial approach to explain the concepts of AutoCAD Electrical 2019. Detailed explanation of all commands and tools. Step-by-step instructions to guide the users through the learning process. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge Table of Contents Chapter 1: Introduction to AutoCAD Electrical 2019 Chapter 2: Working with Projects and Drawings Chapter 3: Working with Wires Chapter 4: Creating Ladders Chapter 5: Schematic Components Chapter 6: Schematic Editing Chapter 7: Connectors, Point-To-Point Wiring Diagrams, and Circuits Chapter 8: Panel Layouts Chapter 9: Schematic and Panel Reports Chapter 10: PLC Modules Chapter 11: Terminals Chapter 12: Settings, Configuration, Templates, and Plotting Chapter 13: Creating Symbols Project 1 Project 2 Index

With The Best of Knitscene, you'll enjoy the 20 most popular knitting patterns and expert advice from the first five years of Knitscene magazine! The knitwear designs of this one-of-kind collection have been knitted thousands of times by hundreds of knitters around the world. For the first time ever Lisa Shroyer, editor of Knitscene magazine, has compiled the most beloved, fashionable creations into a single all-star collection. Among the patterns included are Heather Lodinsky's Central Park Hoodie, Connie Chang Chinchio's Geodesic Cardigan, Katie Himmelberg's Phiaro Scarf, and other favorite designs. And these patterns are even better than ever, they've been updated with corrections, additional sizes, technique tutorials, and more. Some of these must-have knit patterns are now out of print, so Lisa is offering you a second chance to add them into your knitting pattern collection. Plus, you'll get articles and profiles on some of the most popular designers including Cecily Glowik MacDonald, Star Athena, and Kate Gagnon Osborn. With The Best of Knitscene it's never been easier to fall in love all over again with your favorite patterns from Knitscene.

The Microchip PIC family of microcontrollers is the most popular series of microcontrollers in the world. However, no microcontroller is of any use without software to make it perform useful functions. This comprehensive reference focuses on designing with Microchip’s mid-range PIC line using MBASIC, a powerful but easy to learn programming language. It illustrates MBASIC’s abilities through a series of design examples, beginning with simple PIC-based projects and proceeding through more advanced designs. Unlike other references however, it also covers essential hardware and software design fundamentals of the PIC microcontroller series, including programming in assembly language when needed to supplement the capabilities of MBASIC. Details of hardware/-software interfacing to the PIC are also provided. BENEFIT TO THE READER: This book provides one of the most thorough introductions available to the world’s most popular microcontroller, with numerous hardware and software working design examples which engineers, students and hobbyists can directly apply to their design work and studies. Using MBASIC, it is possible to develop working programs for the PIC in a much shorter time frame than when using assembly language. Offers a complete introduction to programming the most popular microcontroller in the world, using the MBASIC compiler from a company that is committed to supporting the book both through purchases and promotion Provides numerous real-world design examples, all carefully tested
Accompanying CD-ROM has MicroSim PSpice evaluation version 8.0, Adobe Acrobat Reader 3.0, and floppy disk copy files.

It’s 3D Printing: The Next Generation! The technology’s improving, prices are dropping,new models are hitting the market, and 3D printers are appearing on desktops, workbenches, lab shelves, and kitchen tables all over the world. Not only are we seeing better, faster, and cheaper 3D printers, we’re also seeing new printing materials, easier-to-use design software, powerful scanning technology, and the rise of an entire ecosystem of 3D peripherals and services that support 3D printing technology. Make’s second annual 3D Printing Guide is once again your go-to resource for discovering the latest information in this fast-changing field of printers, software, projects, and accessories. Inside, you'll find up-to-date reviews on the latest in 3D printing technology, feature and model comparisons, tutorials and stories about 3d printing, and some of the coolest 3d printed objects out there.

Suitable for a one- or two-semester undergraduate or beginning graduate course in computer science and computer engineering, Computer Organization, Design, and Architecture, Fifth Edition presents the operating principles, capabilities, and limitations of digital computers to enable the development of complex yet efficient systems. With 11 new sections and four revised sections, this edition takes students through a solid, up-to-date exploration of single- and multiple-processor systems, embedded architectures, and performance evaluation. See What’s New in the Fifth Edition Expanded coverage of embedded systems, mobile processors, and cloud computing Material for the "Architecture and Organization" part of the 2013 IEEE/ACM Draft Curricula for Computer Science and Engineering Updated commercial machine architecture examples The backbone of the book is a description of the complete design of a simple but complete hypothetical computer. The author then details the architectural features of contemporary computer systems (selected from Intel, MIPS, ARM, Motorola, Cray and various microcontrollers, etc.) as enhancements to the structure of the simple computer. He also introduces performance enhancements and advanced architectures including networks, distributed systems, GRIDs, and cloud computing. Computer organiza-

tion deals with providing just enough details on the operation of the computer system for sophisticated users and programmers. Often, books on digital systems' architecture fall into four categories: logic design, computer organization, hardware design, and system architecture. This book captures the important attributes of these four categories to present a comprehensive text that includes pertinent hardware, software, and system aspects.

A combination of art and skill that results in the balancing of project objectives against restraints of time, budget, and quality, effective project management requires skill and experience as well as many tools and techniques. Project Management Tools and Techniques: A Practical Guide describes these tools and techniques and how to use them, giving students the strong foundation they need to develop the skills and experience needed for a successful career in project management. The first five sections discuss a typical project life cycle, and beginning with an introduction to project management in terms of the role it plays in the organization and how a business case drives the process. From this starting point, the various planning and control-oriented techniques described evolve this process through the life cycle from scope development to completion. The final section closes the discussion with a group of more contemporary topics labeled "advanced." These are essential tools that need to be in wide use but are still evolving in practice. Most of the chapters supply sample questions and exercises to help with a review of the material. Each of the authors has extensive real-world experience in her or his respective professional areas with a combined experience of about 100 years. They have selected topics based on their valuation of the tool and its project management value. They present the material in such a way that the concepts can be applied to any project. Once this material is mastered, students will have a good overview regarding the basic planning and control actions required by a project manager. Also, this book will make a great reference guide that can be used by project managers and team members for years to come.

"From this book, you will learn how to: 1. Pass the LEED Green Associate exam; 2. Use LEED exam preparation strategies, study methods, tips, suggestions, mnemonics, and exam tactics to improve your exam performance; 3. Effectively understand, digest, and retain your LEED knowledge; 4. Understand the process of registering and certifying a building for LEED; 5. Understand the scope, main intent, core concepts and strategies, as well as identify the regulations, recognition, and incentives for each major LEED category; 6. Identify the strategies for case studies; 7. Identify the synergy in case studies; 8. Implement the most important LEED related codes and building standards; 9. Get points for categories not yet clearly defined by the USGBC"--P. [4] of cover.

Scenic automation has earned a reputation of being complicated and cantankerous, a craft best left to the elite of our industry. Not sure of the difference between a VFD, PLC, or PID? If you have dreamed of choreographing scene changes with computerized machinery, but get lost in the technical jargon the Scenic Automation Handbook will guide you along the road to elegant automation. Adopting a pragmatic approach, this book breaks down any automation system into five points, known as the Pentagon of Power. Breaking down a dauntingly complex system into bite- size pieces makes it easy to understand how components function, connect, and communicate to form a complete system. Presenting the fundamental behaviors and functions of Machinery, Feedback Sensors, Amplifiers, Controls, and Operator Interfaces, the Scenic Automation Handbook demystifies automation, reinforcing each concept with practical examples that can be used for experimentation. Automation is accessible – come along and learn how!

The two-volume set LNCS 10297 + 10298 constitutes the refereed proceedings of the Third International Conference on Human Aspects of IT for the Aged Population, ITAP 2017, held as part of HCI International 2017 in Vancouver, BC, Canada. HCII 2017 received a total of 4340 submissions, of which 1228 papers were accepted for publication after a careful reviewing process. The 83 papers presented in the two volumes of ITAP 2017 were organized in topical sections as follows: Part I: aging and technology acceptance; user-centred design for the elderly; product design for the elderly; aging and user experience; digital literacy and training. Part II: mobile and wearable interaction for the elderly; aging and social media; silver and intergenerational gaming; health care and assistive technologies and services for the elderly; aging and learning, working and leisure.

This comprehensive textbook provides a broad and in-depth overview of embedded systems architecture for engineering students and embedded systems professionals. The book is well suited for undergraduate embedded systems courses in electronics/electrical engineering and engineering technology (EET) departments in universities and colleges, as well as for corporate training of employees. The book is a readable and practical guide covering embedded hardware, firmware, and applications. It clarifies all concepts with references to current embedded technology as it exists in the industry today, including many diagrams and applicable computer code. Among the topics covered in detail are: · hardware components, including processors, memory, buses, and I/O · system software, including device drivers and operating systems · use of assembly language and high-level languages such as C and Java · interfacing and networking · case studies of real-world embedded designs · applicable standards grouped by system application * Without a doubt the most accessible, comprehensive yet comprehensible book on embedded systems ever written! * Leading companies and universities have been involved in the development of the content * An instant classic!

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Debug, Tweak and fine-tune your DIY electronics projects This hands-on guide shows, step by step, how to build, debug, and troubleshoot a wide range of analog electronic circuits. Written by electronics guru Ronald Quan, Troubleshooting Electronic Circuits: A Guide to Learning Analog Circuits clearly explains proper debugging techniques as well as testing and modifying methods. In multiple chapters, poorly-conceived circuits are analyzed and improved. Inside, you will discover how to design or re-design high-quality circuits that are repeatable and manufacturable. Coverage includes: • An introduction to electronics troubleshooting • Breadboards • Power sources, batteries, battery holders, safety issues, and volt meters • Basic electronic components • Diodes, rectifiers, and Zener diodes • Light emitting diodes (LEDs) • Bipolar junction transistors (BJTs) • Troubleshooting discrete circuits (simple transistor amplifiers) • Analog integrated circuits, including amplifiers and voltage regulators • Audio circuits • Troubleshooting analog integrated circuits • Ham radio circuits related to SDR • Trimmer circuits, including the 555 chip and CMOS circuits

Provides a professional-level reference to the Samsung ARTIK API, as well as to other aspects of interest to developers such as the file systems, the operating system internals, various available interfaces, input/output, and the hardware itself. This is the perfect book for experienced programmers and developers who want to jump in and work with Samsung's new ARTIK product line to create Internet of Things devices and applications. It is also a perfect follow-up resource for new--to-the-field developers who are just getting past the beginning stages of learning the ARTIK. Samsung ARTIK Reference begins with a concise overview of the hardware and the various developer reference boards that are available. Attention then shifts to operating system internals, modes such as sleep and startup, and the various file systems and their parameters that are available for developers to adjust. Also included is a reference of API calls, guidance on input and output, documentation of serial, audio, graphic, and other interfaces. There is extensive reference to online resources with annotation and commentary guiding the learning process in many directions for further study. What You Will Learn Install the ARTIK toolkit and prepare to develop Manipulate the inner workings of the ARTIK operating system Look up and refer to details of the ARTIK API specification Perform input and output over the peripheral interface buses Build embeddable applications in support of IoT devices Embed the ARTIK modules into your own hardware products Who This Book Is For Samsung ARTIK Reference is for experienced developers wanting to understand and begin working with ARTIK. The book is especially of interest to those wishing to interact with ARTIK modules from within their own applications and web services.

Translate schematic diagrams into today's cutting-edge electronics Navigate the roadmaps of simple electronic circuits and complex systems with help from an experienced engineer. With all-new art and demo circuits you can build, this hands-on, illustrated guide explains how to understand and create high-precision electronics diagrams. Find out how to identify parts and connections, decipher element ratings, and apply diagram-based information in your own projects. Beginner's Guide to Reading Schematics, Third Edition, also contains valuable appendices covering symbols and resistor color codes. Featuring detailed coverage of: Schematic, block, and pictorial diagrams Resistors and capacitors Inductors and transformers Switches, conductors, and cables Diodes, transistors, and logic gates Electron tubes Cells and batteries Voltage dividers and reducers Breadboards and wire wrapping Electronics troubleshooting

Kelly L. Murdock's Autodesk 3ds Max 2016 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk's 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users, will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.

Equip current and future user-support professionals with the critical people skills and exceptional technical knowledge necessary to provide outstanding support with Beisse's A GUIDE TO COMPUTER USER SUPPORT FOR HELP DESK AND SUPPORT SPECIALISTS, 6E. This useful guide focuses on the informational resources and technical tools students need most to function effectively in a support position. Readers develop the skills to handle troubleshooting and problem solving, successfully communicate with clients, determine a client's specific needs, and train end-users, as well as handle budgeting and other management priorities. Clear, balanced coverage in this edition highlights the latest trends and developments, from Web and e-mail-based support to assistance with Windows 7 and cloud computing. Engaging special features, such as Tips and On the Web Pointers, provide important insights, while new Discussion Questions and Case Projects encourage active participation in the learning process. Leading professional software HelpSTAR and Microsoft Office Project Professional 2010 accompany Beisse's A GUIDE TO COMPUTER USER SUPPORT FOR HELP DESK AND SUPPORT SPECIALISTS, 6E to reinforce the knowledge and skills your students need for success in today's user-support positions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Run your own Minecraft server: take total control of your Minecraft experience! What's more fun than playing multiplayer Minecraft? Running your own Minecraft server. Now there's a complete, up-to-date guide to doing just that–even if you have no networking or server experience! Best-selling tech author Timothy L. Warner covers all you need to know, from the absolute basics to cutting-edge customization. You'll learn from crystal-clear, step-by-step instructions designed for today's newest Minecraft servers.Warner guides you through prepping your computer and network...installing a basic server and powerful third-party alternatives...welcoming and managing users...protecting against griefing and other attacks...adding powerful plug-ins and mods...using easy subscription hosting services...giving your users a truly awesome game experience. This book's #1 goal is to help you have more fun with Minecraft. But you'll also master practical skills for a well-paid technology career! Gain deep multiplayer Minecraft knowledge for running your server well Configure your computer to reliably host Minecraft Control your server through the Minecraft Server console Connect users, communicate with them, and set rules they must follow Master basic networking skills for improving server uptime and performance Safeguard your server and users, and prevent griefing Simplify complicated mods with integrated modpacks and launchers Run on the Realms public cloud—let Minecraft worry about maintenance and security Evaluate and choose a third-party hosting provider Customize your spawn "lobby" to help new users find their way Support multiple worlds and teleportation Earn cash with ads, sponsorships, cosmetic upgrades, or VIP access Minecraft is a trademark of Mojang Synergies / Notch Development AB. This book is not affiliated with or sponsored by Mojang Synergies / Notch Development AB. Timothy L. Warner is the author of Hacking Raspberry Pi and The Unauthorized Guide to iPhone, iPad, and iPod Repair: A DIY Guide to Extending the Life of Your iDevices!. He is a tech professional who has helped thousands of people become more proficient with technology in business and education. He holds the CompTIA A+ Computer Technician credential and 20 other technical certifications. As Director of Technology for a progressive high school, he created and managed a self-servicing warranty repair shop for all of its Apple hardware. Now an author/evangelist for Pluralsight, he shares Windows PowerShell scripting knowledge at 2minutepowershell.com.

Packed with plumbing isometrics and helpful illustrations, this guide makes clear the code requirements for installing materials for plumbing and gas systems. Includes code tables for pipe sizing and fixture units, and code requirements for just about all areas of plumbing, from water supply and vents to sanitary drainage systems. Covers the principles and terminology of the code, how the various systems work and are regulated, and code-compliance issues you'll likely encounter on the job.

Computer Aided Highway Engineering is aimed at developing professional knowledge in the field of highway engineering with adequate skills in planning, designing and implementation of the highway project with an exposure of hands on training of computer software in designing the world-wide road infrastructures. It discusses Digital Terrain Model (DTM) using satellite data including highway geometric, pavement and tunnel design, supported by relevant tutorials. Quantity estimation, cost estimation and production of various types of construction drawings are described in de-

tail with theory and tutorials backed by real project data. Recognizes the role of information and computer technology in various aspects of highway design. Reviews different tasks for feasibility studies and DPR with software applications. Explores topographic survey, Digital Terrain Model (DTM) and highway geometrics and, pavement and drainage design. Discusses project estimations for various revisions of the engineering work. Includes HEADS Pro along with chapter wise tutorials containing design and field data, tutorial guides and various tutorial videos. This volume is aimed at Professionals in Civil Engineering, Highway Engineering, Transport Planning and Town Planning and Traffic Engineering.

This book provides instruction on how to use the OrCAD design suite to design and manufacture printed circuit boards. The primary goal is to show the reader how to design a PCB using OrCAD Capture and OrCAD Editor. Capture is used to build the schematic diagram of the circuit, and Editor is used to design the circuit board so that it can be manufactured. The book is written for both students and practicing engineers who need in-depth instruction on how to use the software, and who need background knowledge of the PCB design process. Beginning to end coverage of the printed circuit board design process. Information is presented in the exact order a circuit and PCB are designed Over 400 full color illustrations, including extensive use of screen shots from the software, allow readers to learn features of the product in the most realistic manner possible Straightforward, realistic examples present the how and why the designs work, providing a comprehensive toolset for understanding the OrCAD software Introduces and follows IEEE, IPC, and JEDEC industry standards for PCB design. Unique chapter on Design for Manufacture covers padstack and footprint design, and component placement, for the design of manufacturable PCB's FREE CD containing the OrCAD demo version and design files

The Advanced Strategy Guide to Minecraft Make Minecraft whatever YOU want it to be! After you've learned to survive in Minecraft, the fun really begins. Minecraft's advanced features support stunning creativity–and that's still just the beginning. There are custom-crafted adventure maps, massive multiplayer servers, new trading systems, new societies, and incredible mods that take Minecraft into the far future. Minecraft can be whatever you and millions of other players dream up. There's only one problem: uncovering all these amazing resources and techniques. Problem solved! They're all in one great full-color guide: The Advanced Strategy Guide to Minecraft. Don't struggle with out-of-date web tutorials or bewildering YouTube videos: best-selling author Stephen O'Brien will show you how to do it all! Build and manage unique Minecraft configurations with their own versions, worlds, resource packs, and profiles Automate your farming: let a few pistons, a stream, and some redstone do all the dirty work for you Generate infinite ores on demand–even obsidian Take control of the mayhem with mob farms: mass-produce your own zombies, spiders, creepers, and skeletons Build in any style that inspires you: medieval, Victorian, Viking, Japanese, modern, suburban, you name it Create natural-looking terrain and trees, decorate with 2D pixel art, and build 3D statues Construct smarter, more efficient power and transportation systems Take Minecraft into the industrial and nuclear age... even go green with solar energy and wind farms Add computer systems and robotics control with ComputerCraft and Lua Create and share exciting adventure maps and learn the secrets of CommandBlocks Share your creation with the world via pro-quality video and audio Manage a multiplayer server and create your own trading society Make the most of powerful plug-ins for anti-griefing and more Stephen O'Brien is an Australian-born writer and entrepreneur now residing in Sydney after too many years in Silicon Valley. He has written 28 books, including several best-sellers. O'Brien founded Typefi, the world's leading automated publishing system, and in his spare time invented a new type of espresso machine called mypressi. He has played Minecraft since its alpha release and remains astounded at the unparalleled creativity it engenders. He is author of the mega-bestselling The Ultimate Player's Guide to Minecraft and The Ultimate Player's Guide to Minecraft: Xbox Edition.

A guide for constructing and using composite indicators for policy makers, academics, the media and other interested parties. In particular, this handbook is concerned with indicators which compare and rank country performance.

Modeling is a key component to sciences from mathematics to life science, including environmental and ecological studies. By looking at the underlying concepts of the software, we can make sure that we build mathematically feasible models and that we get the most out of the data and information that we have. Systems Science and Modeling for Ecological Economics shows how models can be analyzed using simple math and software to generate meaningful qualitative descriptions of system dynamics. This book shows that even without a full analytical, mathematically rigorous analysis of the equations, there may be ways to derive some qualitative understanding of the general behavior of a system. By relating some of the modeling approaches and systems theory to real-world examples the book illustrates how these approaches can help understand concepts such as sustainability, peak oil, adaptive management, optimal harvest and other practical applications. Relates modeling approaches and systems theory to real-world examples Teaches students to build mathematically feasible models and get the most out of the data and information available Wide range of applications in hydrology, population dynamics, market cycles, sustainability theory, management, and more

The Basics of Computer Arithmetic Made Enjoyable and Accessible-with a Special Program Included for Hands-on LearningPacked with nuggets of information and tidbits of trivia, How Computers Do Math provides an incredibly fun and interesting introduction to the way in which computers perform their magic in general and math in particular.

Attention: This book is the sequel to the book "Arduino Projects with Tinkercad" as well as to the beginner book "Arduino Step by Step". This book is aimed at advanced Arduino users and therefore requires some basic knowledge. It is best to work through the two books mentioned above first before starting with this book. In this book, we will create step by step some complex and awesome projects using the Arduino Uno microcontroller. We'll use Autodesk's foolproof and free online software Tinkercad to simulate and program the projects, just as we did in the preceding book. In Tinkercad, we will create - together and step by step - the schematic for each project, the programming using the block-based programming method, and will simulate how it works. In each of the projects we will use sensors, e.g. a force sensor, a tilt sensor, a soil moisture sensor or an ambient light sensor and other components. In addition, we will integrate actuators (servo motor, piezo ...) that will perform a specific programmed action. I am an engineer (M.Eng.) and I want to introduce you to the topics of electronics, Arduino and block-based programming with Tinkercad, application-oriented, enjoyable and easily explained using DIY projects. Therefore you will find in this book in the first two chapters a very short refresher about the Arduino and the program Tinkercad (about 5 pages). If you need a more detailed introduction, you should take a look at the previous books in this series. After that, five more complex projects follow, which we will realize step by step (components, schematic, wiring, programming). No matter what age you are, whether you are still in school, whether you are already an adult, whether you are a student or a retiree, if you are interested in electronics, in the Arduino, or in Tinkercad, you are in the right place! Take a look inside now, and get your copy as ebook or paperback!

Pass the LEED AP BD&C Exam, Get Your Building LEED Certified, Fight Global Warming and Save Money! The USGBC released LEED v4 in GreenBuild International Conference and Expo in November, 2013. The GBCI started to include the new LEED v4 content for all LEED exams in late Spring 2014. We have incorporated the new LEED v4 content in this book. Starting on December 1, 2011, GBCI began to draw LEED AP BD+C Exam questions from Green Building and LEED Core Concepts Guide. We have also incorporated the latest information from this book. LEED (Leadership in Energy and Environmental Design) is one of the most important trends in development and is revolutionizing the construction industry. It has gained tremendous momentum and has a profound impact on our environment. From this book, you will learn how to: 1. Pass the LEED AP BD+C Exam. 2. Register and achieve LEED certification for a building. 3. Understand the intent of each LEED prerequisite and credit. 4. Calculate points for LEED credits. 5. Indentify the credit path, submittal requirements, synergies, possible strategies and technologies, project phase, LEED submittal phase, and responsible party for each prerequisite and credit. 6. Earn extra credit (exemplary performance) for LEED. 7. Implement the related codes and standards. 8. Obtain points for categories not yet clearly defined by the USGBC. Most of the existing books on LEED and the LEED exams are too expensive and complicated to be practical or helpful. This guide fills in the blanks and demystifies LEED. It uncovers the secrets, codes, and jargon for LEED as well as the true meaning of "going green." It provides a solid foundation and fundamental framework for LEED. It covers every major aspect of LEED in plain and concise language, and introduces it to ordinary people. This guide is easy to carry around. You can read it whenever you have a few extra minutes. It is an indispensable book for ordinary people, developers, brokers, contractors, administrators, architects, landscape architects, engineers, interns, drafters, designers, and other design professionals. What others are saying about LEED BD&C Exam Guide ... "Passed on first try, only used this guide "This is the best study guide HANDS DOWN. If you're serious about passing the LEED AP BD&C exam on your first try, this is the one you've been looking for! I bought Mr. Chen's LEED Green Associate Exam Guide2 months ago and passed it on the first try as well. I purchased the USGBC reference guide and Mr. Chen's LEED BD&C Exam Guide. I never opened the USGBC reference guide, only studied from Mr. Chen's study guide. I followed Mr. Chen's instructions and studied the guide for 2 weeks (yes, I have a full-time job). I did ignore the mnemonics, not my learning style (makes it more confusing to me). The exam was not easy, but I prepared and stuck to this material. I am not a good test taker by no means. I reviewed the technical data of the guide about 6 times and ignored everything else I had read or heard about the exam. Here's a piece of advice that I picked up from this book, spend less time on practice tests and more time studying! I have a subscription to a web exam simulator (rated the best) and only did about 100 questions, until I realized that I was wasting my valuable time. Find a good book and stick to it. This is also a great reference guide to use on everyday projects. Review the material, try to understand it, then try to memorize it through repetition. I would like to shake your hand and say THANKS AGAIN MR. GANG CHEN !!! " —LOBO "Excellent Guide and Good Manual "I passed the LEED AP BD+C and the LEED AP ID+C exams this year and Gang Chen's books were my primary study material! The books are easy to read and use. Gang Chen provides study hints and guidance as well as an outline format that makes it easy for the reader to grasp key points. He also provides an excellent review of the entire accreditation process which can save people time in personal research. The books are more than study guides; they are helpful as reference manuals because of the easy to follow format. Definitely a keeper in my bookshelf for future project reference." —Karen M. Scott "Great resource for studying for the LEED Exam! "I have taken and passed the LEED AP BD+C exam and know what it takes. As this author says, it's not an easy exam and he is right. What is critical to passing is having great teaching tools and this book is one of them. He touches on every aspect of how to memorize data, how questions are formed, what to expect on tricky questions, the content the test writers are looking for and every little detail you need to know when preparing for this exam. I highly recommend this author's books if you are serious about passing any of the LEED exams, hopefully on the first try!" —S. Jennifer Sakiewicz "LEED BD & C Exam Study Guide "Gang Chan's study guide is an excellent resource in preparing to take the LEED AP BD+C exam particularly if one follows the study recommendation made in the guide. It does not replace the LEED Reference manual as the definitive source for technical information but more importantly provides a structure for the study of the information that is easily understood and when followed should provide good assurance of success in passing the exam the 1st time. This is a 'keeper'!" —Spock "Good summary of information to memorize for the test "Chen's exam guide is a good summary of the test relevant information in the LEED reference guide. He underlines specific information that is important to commit to memory for the test. It is a good way to understand which information needs to be strictly memorized if you are preparing for the test in a short amount of time and have a good understanding of the LEED process through your professional experience. I passed the test with a very high score on my first try, and I did use this guide, one other, the LEED reference manual, online sources, a class, and many years of personally working on and completing online LEED submittals through my work. The week before taking the test I used it to commit point values and those kind of details to memory... " —Denver "Not a bulky ref guide "LEED BD&C Exam Guide does a great job in highlighting and summarizing the key points and concepts in USGBC ref guide. If you only have limited amount of time for LEED AP BD+C exam preparation, definitely go for this book." —Metcalf "Very valuable guide! "I am a lighting designer and am preparing to take the LEED BD+C exam...I got LEED BD&C Exam Guide to prepare for the LEED AP BD+C Exam and it was fairly well organized to help me refresh my memory on the background LEED knowledge I had. All the specifics that one needs to know about each credit such as the Purpose of the credit, Credit path, Submittals, Strategies and technologies etc, are clearly organized for every credit. In addition the author also employs the smart technique of Mnemonics which helps in memorizing the vast amount of information in a simplified manner." —Visswapriya Prabakar "Immensely valuable and utterly to the point, a true must have! "This is an excellent publication by Gang Chen that outlines precisely all the key points one need for success. I personally appreciate the easy to adopt memorization technique offered by the author. Practice exams are very comprehensive yet summarized and not to mention highly effective learning tool as it is designed in this book. It is a very delightful experience for me to have this outstanding publication. In a word, this definitely worth the money and for me it turns out extraordinarily helpful." —Shanaz, who passed LEED AP BD+C Exam on the first try "Very Helpful! "I found LEED BD&C Exam Guide to be very detailed and very helpful. I plan to take the exam soon, and I feel fully prepared for it." — Yousuf Asadzoi "Good book! "I had appeared for GA and passed. I loved the content and the underlined highlights. I read your book; it gave me insight and knowledge on how credits are applied. Some questions in your book helped me answer ones on the test. Good book, I'll go through it once again when I appear for AP." —Haresh Vibhakar, AIIA (India), AIA,

LEED Green Associate, Architect “A good outline “The book is an excellent outline to learn the necessary items required to study for the exam. It is not a comprehensive study guide in and of itself. Practice exam is good indicator of test preparation.” —Paul Levine “Solid LEED Study Guide “This is the kind of book I wish was available when I did my original LEED AP exam. It teaches you how to study, which is so important when school is a distant memory. The bulk of the book helps you review and memorize with mnemonics the concepts for each credit that you need to know for the exam. The questions are good representations of questions on the exam. I would recommend to anyone studying for their exam, that they: - First read the chapters in this book on how to study; - Second read the actual LEED BD+C guide to give you the background information on the credits and gain comprehension. Underline and review as the author indicates to get the most out of your study time. - Finally read the rest of this exam guide to help you review and memorize for the exam.” —missfitz "missfitz" “Very Helpful Guide “Gang Chen's LEED BD&C Exam Guides very helpful in consolidating information from USGBC and GBCI sources as well as providing the information that is necessary for the exam without excess irrelevant information. I highly recommend this book for preparation for the LEED BD+C exams.” —leedap

Intel® Galileo and Intel® Galileo Gen 2: API Features and Arduino Projects for Linux Programmers provides detailed information about Intel® Galileo and Intel® Galileo Gen 2 boards for all software developers interested in Arduino and the Linux platform. The book covers the new Arduino APIs and is an introduction for developers on natively using Linux. Author Manoel Carlos Ramon is a member of the Intel Galileo development team; in this book he draws on his practical experience in working on the Galileo project as he shares the team’s findings, problems, fixes, workarounds, and techniques with the open source community. His areas of expertise are wide-ranging, including Linux-embedded kernel and device drivers, C/C++, Java, OpenGL, Assembler, Android NDK/SDK/ADK, and 2G/3G/4G modem integration. He has more than 17 years of experience in research and development of mobile devices and embedded circuits. His personal blog about programming is BytesThink (www.bytesthink.com).

The AutoCAD Electrical 2023 for Electrical Control Designers book has been written to assist the engineering students and the practicing designers who are new to AutoCAD Electrical. Using this book, the readers can learn the application of basic tools required for creating professional electrical control drawings with the help of AutoCAD Electrical. Keeping in view the varied requirements of the users, this book covers a wide range of tools and features such as schematic drawings, Circuit Builder, panel drawings, parametric and nonparametric PLC modules, stand-alone PLC I/O points, ladder diagrams, point-to-point wiring diagrams, report generation, creation of symbols, and so on. This will help the readers to create electrical drawings easily and effectively. In this edition, the author has covered two new features, Markup Import and Markup Assist. Also, the author has covered enhancements in topics such as Copying Project and Updating Signal Arrows. Salient Features Consists of 13 chapters and 2 projects that are organized in a pedagogical sequence. Comprehensive coverage of AutoCAD Electrical 2023 concepts and techniques. Tutorial approach to explain the concepts of AutoCAD Electrical 2023. Detailed explanation of all commands and tools. Summarized content on the first page of the topics that are covered in the chapter. Hundreds of illustrations for easy understanding of concepts. Step-by-step instructions to guide the users through the learning process. More than 45 tutorials and projects. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to AutoCAD Electrical 2023 Chapter 2: Working with Projects and Drawings Chapter 3: Working with Wires Chapter 4: Creating Ladders Chapter 5: Schematic Components Chapter 6: Schematic Editing Chapter 7: Connectors, Point-To-Point Wiring Diagrams, and Circuits Chapter 8: Panel Layouts Chapter 9: Schematic and Panel Reports Chapter 10: PLC Modules Chapter 11: Terminals Chapter 12: Settings, Configuration, Templates, and Plotting Chapter 13: Creating Symbols Project 1 Project 2 (For free download) Index

Kelly L. Murdock's Autodesk 3ds Max 2021 Complete Reference Guide is a popular book among users new to 3ds Max and is used extensively in schools around the globe. The success of this book is found in its simple easy-to-understand explanations coupled with its even easier to follow tutorials. The tutorials are laser focused on a specific topic without any extra material, making it simple to grasp difficult concepts. The book also covers all aspects of the software, making it a valuable reference for users of all levels. The Complete Reference Guide is the ultimate book on 3ds Max, and like Autodesk’s 3D animation software, it just gets better and better with each release. Whether you're new to 3ds Max or an experienced user, you'll find everything you need in this complete resource. The book kicks off with a getting started section, so beginners can jump in and begin working with 3ds Max right away. Experienced 3ds Max users will appreciate advanced coverage of features like crowd simulation, particle systems, radiosity, MAXScript and more. Over 150 tutorials – complete with before and after files – help users at all levels build real world skills.