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“Sophie Love’s ability to impart magic to her readers is exquisitely wrought in powerfully evocative phrases and descriptions....This is the perfect romance or beach read, with a difference: its enthusiasm and beautiful descriptions offer an unexpected attention to the complexity of not just evolving love, but evolving psyches. It’s a delightful recommendation for romance readers looking for a touch more complexity from their romance reads.” --Midwest Book Review (Diane Donovan re For Now and Forever) CHRISTMAS FOREVER is book #8 in the #1 bestselling clean romance series THE INN AT SUNSET HARBOR, which begins with For Now and Forever (book #1)—a free download! 35 year old Emily Mitchell fled her job, apartment and ex-boyfriend in New York City for her father’s historic, abandoned home on the coast of Maine, needing a change in her life and determined to make it work as a B&B. She had never expected, though, that her relationship with its caretaker, Daniel, would turn her life on its head. Christmas and New Years are fast approaching in Sunset Harbor, and Emily Mitchell is nearing her third trimester. While they continue to develop their new private island, a new business opportunity arises—one Emily had never anticipated, and which could change everything. Roy’s time left to live is running out fast, and as Christmas looms and all are busy preparing, Emily knows that this will be the most meaningful one of her life. It will be an inspirational holiday season, one that changes their lives forever. CHRISTMAS FOREVER is book #8 in a dazzling, wholesome romance series that will make you laugh, cry, keep you turning pages late into the night—and make you fall in love with the contemporary romance novel all over again. Sophie’s new romantic comedy, LOVE LIKE THIS, is now also available! “A very well written novel, describing the struggle of a woman (Emily) to find her true identity. The author did an amazing job with the creation of the characters and her description of the environment. The romance is there, but not overdosed. Kudos to the author for this amazing start of a series that promises to be very entertaining.” --Books and Movies Reviews, Roberto Mattos (re For Now and Forever)

Master innovative and eye-catching website design with the exciting new Treehouse Series of books Turn plain words and images into stunning websites with CSS3 and this beautiful, full-color guide. Taking web designers beyond the constraints of prebuilt themes and simple site-building tools, this new Treehouse book combines practicality with inspiration to show you how to create fully customized, modern websites that make viewers stop and stay. The exciting new Treehouse Series of books is authored by Treehouse experts and packed with innovative design ideas and practical skill-building. If you’re a web developer, web designer, hobbyist, or career-changer, every book in this practical new series should be on your bookshelf. Part of the new Treehouse Series of books, teaching you effective and compelling website development and design, helping you build practical skills Provides career-worthy information from Treehouse industry pros and trainers Explains the basics of cascading style sheets (CSS), such as how to structure with CSS, use CSS syntax, how to manipulate text, and visual formatting Also covers the box model, how to animate page elements, cross-browser compatibility, and more Leverage pages of dazzling website design ideas and expert instruction with a new Treehouse Series book.

This book of 600 SBA questions and explanatory answers has been written to aid students preparing for the exam by current trainees in clinical radiology, coordinated through The Society of Radiologists in Training (SRT). This is a companion volume to Final FRCR Part A Modules 4-6 Single Best Answer MCQs by the same team.

Marketing in Today’s Wired World alerts you to the many profitable and clever ways you can use email, txt, video and audio messages to boost revenues, recruit new business, cut costs, improve customer service and leapfrog in front of your competition.You’ll receive detailed instructions on how to write, design and send emails, online newsletters and txt messages that get results. Included are tested tricks, tips, pitfalls, solutions, case studies and examples from New Zealand, Aus-

tralia and around the world. It’s all focused on enhancing and propelling your online communication strategy and success.

This book gives a good start and complete introduction for C# Programming for Beginner’s. While reading this book it is fun and easy to read it. This book is best suitable for first time C# readers, Covers all fast track topics of C# for all Computer Science students and Professionals. This book is targeted toward those who have little or no programming experience or who might be picking up C# as a second language. The book has been structured and written with a purpose: to get you productive as quickly as possible. I’ve used my experiences in writing applications with C# and teaching C# to create a book that I hope cuts through the fluff and teaches you what you need to know. All too often, authors fall into the trap of focusing on the technology rather than on the practical application of the technology. I’ve worked hard to keep this book focused on teaching you practical skills that you can apply immediately toward a development project. This book is divided into ten Chapters, each of which focuses on a different aspect of developing applications with C#. These parts generally follow the flow of tasks you’ll perform as you begin creating your own programs with C#. I recommend that you read them in the order in which they appear. Using C#, this book develops the concepts and theory of Building the Program Logic and Interfaces analysis, Exceptions, Delegates and Events and other important things in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Thinking In C# Programming is a solution bank for various complex problems related to C# and .NET. It can be used as a reference manual by Computer Science Engineering students. This Book also covers all aspects of B.TECH CS, IT, and BCA and MCA, BSC IT. Preview introduced programmers to a new era called functional programming. C# focused on bridging the gap between programming languages and databases. This book covers all the language features from the first version through C# . It also provides you with the essentials of using Visual Studio 2005 to let you enjoy its capabilities and save you time by using features such as IntelliSense. Learning a new programming language can be intimidating. If you’ve never programmed before, the act of typing seemingly cryptic text to produce sleek and powerful applications probably seems like a black art, and you might wonder how you’ll ever learn everything you need to know. The answer is, of course, one step at a time. The first step to learning a language is the same as that of any other activity: building confidence. Programming is part art and part science. Although it might seem like magic, it’s more akin to illusion: After you know how things work a lot of the mysticism goes away, freeing you to focus on the mechanics necessary to produce any given desired result. Chapter 1 (Introduction To C# AND .NET) Chapter 2 (Your First Go at C# Programming) Chapter 3 (C# Data Types)’ Chapter 4 (Building the Program Logic) Chapter 5 (Using Classes) Chapter 6 (Function Members) Chapter 7 (Structs, Enums, and Attributes) Chapter 8 (Interfaces) Chapter 9 (Exceptions) Chapter 10 (Delegates and Events)

Essential Data Structures Skills -- Made Easy! This book gives a good start and Complete introduction for data structures and algorithms for Beginner’s. While reading this book it is fun and easy to read it. This book is best suitable for first time DSA readers, Covers all fast track topics of DSA for all Computer Science students and Professionals. Data Structures and Other Objects Using C or C++ takes a gentle approach to the data structures course in C Providing an early, text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily. Flexible by design,. Finally, a solid foundation in building and using abstract data types is also provided. Using C, this book develops the concepts and theory of data structures and algorithm analysis in a gradual, step-by-step manner, proceeding from concrete examples to abstract principles. Standish covers a wide range of Both traditional and contemporary software engineering topics. This is a handy guide of sorts for any computer science engineering Students, Data Structures

And Algorithms is a solution bank for various complex problems related to data structures and algorithms. It can be used as a reference manual by Computer Science Engineering students. this Book also covers all aspects of B.TECH CS,IT, and BCA and MCA, BSC IT. || Inside Chapters. || ===== 1 Introduction. 2 Array. 3 Matrix . 4 Sorting . 5 Stack. 6 Queue. 7 Linked List. 8 Tree. 9 Graph . 10 Hashing. 11 Algorithms. 12 Misc. Topics. 13 Problems.

In its 114th year, Billboard remains the world’s premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

|| Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes’) 18 (Your Brain On C++ (160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++) This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner’s. It has been comprehensively updated for the long-awaited C++Beginner’s from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: *Software Design & Development Using C++*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world’s easiest definitions and codes for beginners.

Essential C Programming Skills-Made Easy-Without Fear! Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You’ll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. C programming has neverbeen this simple! This C Programming book gives a good start and complete

introduction for C Programming for Beginner's. Learn the all basics and advanced features of C programming in no time from Bestselling Programming Author Harry. H. Chaudhary. This Book, starts with the basics; I promise this book will make you 100% expert level champion of C Programming. This book contains 1000+ Live C Program's code examples, and 500+ Lab Exercise & 200+ Brain Wash Topic-wise Code book and 20+ Live software Development Project's. All what you need ! Isn't it ? Write powerful C programs...without becoming a technical expert! This book is the fastest way to get comfortable with C, one incredibly clear and easy step at a time. You'll learn all the basics: how to organize programs, store and display data, work with variables, operators, I/O, pointers, arrays, functions, and much more. (See Below List)C programming has never been this simple! Who knew how simple C programming could be? This is today's best beginner's guide to writing C programs--and to learning skills you can use with practically any language. Its simple, practical instructions will help you start creating useful, reliable C code. This book covers common core syllabus for BCA, MCA, B.TECH, BS (CS), MS (CS), BSC-IT (CS), MSC-IT (CS), and Computer Science Professionals as well as for Hackers. This Book is very serious C Programming stuff: A complete introduction to C Language. You'll learn everything from the fundamentals to advanced topics. If you've read this book, you know what to expect a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other C book you've ever read. Learning a new language is no easy. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work--recording things that matter. How does your brain know what matters? (A) 1000+ Live C Program's code examples, (B) 500+ Lab Exercises, (C) 200+ Brain Wash Topic-wise Code (D) 20+ Live software Development Project's. (E) Learn Complete C- without fear. . || Inside Chapters. || 1. Preface - Page-6, || Introduction to C. 2. Elements of C Programming Language. 3. Control statements (conditions). 4. Control statements (Looping). 5. One dimensional Array. 6. Multi-Dimensional Array. 7. String (Character Array). 8. Your Brain on Functions. 9. Your Brain on Pointers. 10. Structure, Union, Enum, Bit Fields, Typedef. 11. Console Input and Output. 12. File Handling In C. 13. Miscellaneous Topics. 14. Storage Class. 15. Algorithms. 16. Unsolved Practical Problems. 17. PART-II-120+ Practical Code Chapter-Wise. 18. Creating & Inserting own functions in Library. 19. Graphics Programming In C. 20. Operating System Development -Intro. 21. C Programming Guidelines. 22. Common C Programming Errors. 23. Live Software Development Using C.

Culture has become a touchstone of interdisciplinary conversation. For readers interested in sociology, the social sciences and the humanities, this book maps major classical and contemporary analyses and cultural controversies in relation to social processes, everyday life, and axes of ordering and difference - such as race, class and gender. Hall, Neitz, and Battani discuss: self and identity stratification the Other the cultural histories of modernity and postmodernity production of culture the problem of the audience action, social movements, and change. The authors advocate cultivating the sociological imagination by engaging myriad languages and perspectives of the social sciences and humanities, while cultivating cultural studies by developing the sociological imagination. Paying little respect to boundaries, and incorporating fascinating examples, this book draws on diverse intellectual perspectives and a variety of topics from various historical periods and regions of the world.

InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

A deadly political rivalry that ended in two brutal executions...An intricate love triangle that altered the course of history...A religious revolution that changed the world... THE TREASURE... For two thousand years, an undiscovered treasure rested in the rocky wilds of the French Pyrenees. A series of scrolls written in the first century by Mary Magdalene, these startling documents hold the power to redefine the events and characters of the New Testament. Protected by supernatural forces, the priceless cache can only be uncovered by a special seeker, one who has been chosen for the task by divine providence - The Expected One. THE CHOSEN ONE... When journalist Maureen Paschal begins the research for a new book, she has no idea that she is stepping into an an-

cient mystery so complex and dangerous that thousands of people have killed and died for it. As a long buried family scandal comes to light, she can no longer deny her own role in a deadly drama of epic international consequences.

The international tax system is in dire need of reform. It allows multinational companies to shift profits to low tax jurisdictions and thus reduce their global effective tax rates. A major international project, launched in 2013, aimed to fix the system, but failed to seriously analyse the fundamental aims and rationales for the taxation of multinationals' profit, and in particular where profit should be taxed. As this project nears its completion, it is becoming increasingly clear that the fundamental structural weaknesses in the system will remain. This book, produced by a group of economists and lawyers, adopts a different approach and starts from first principles in order to generate an international tax system fit for the 21st century. This approach examines fundamental issues of principle and practice in the taxation of business profit and the allocation of taxing rights over such profit amongst countries, paying attention to the interests and circumstances of advanced and developing countries. Once this conceptual framework is developed, the book evaluates the existing system and potential reform options against it. A number of reform options are considered, ranging from those requiring marginal change to radically different systems. Some options have been discussed widely. Others, particularly Residual Profit Split systems and a Destination Based Cash-Flow Tax, are more innovative and have been developed at some length and in depth for the first time in this book. Their common feature is that they assign taxing rights partly/fully to the location of relatively immobile factors: shareholders or consumers.

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Once there was a gospel written in Christ's own hand: a treasure of almost unimaginable magnitude, referred to by the Cathars of medieval France as The Book of Love... Fresh from her successful search for the long-hidden scrolls written by Mary Magdalene, journalist Maureen Pascal now finds herself on the trail of the legendary lost gospel known as the Book of Love. But just as there were those who would stop at nothing to seize and suppress the Book of Love seven centuries ago, so there are those today who are equally determined that its radical message should never be revealed. In a race across Italy and France, new dangers await Maureen and her lover Sinclair as they begin to uncover secrets and shine new light on the hidden corners of Christianity. Combining expert research with dazzling plot twists, The Book of Love is sure to thrill readers as they follow Maureen's search for clues through some of the world's greatest art, architecture and history, until a potentially fatal encounter reveals the Book of Love to her -- and to us.

Content protection and digital rights management (DRM) are fields that receive a lot of attention: content owners require systems that protect and maximize their revenues; consumers want backwards compatibility, while they fear that content owners will spy on their viewing habits; and academics are afraid that DRM may be a barrier to knowledge sharing. DRM technologies have a poor reputation and are not yet trusted. This book describes the key aspects of content protection and DRM systems, the objective being to demystify the technology and techniques. In the first part of the book, the author builds the foundations, with sections that cover the rationale for protecting digital video content; video piracy; current toolboxes that employ cryptography, watermarking, tamper resistance, and rights expression languages; different ways to model video content protection; and DRM. In the second part, he describes the main existing deployed solutions, including video ecosystems; how video is protected in broadcasting; descriptions of DRM systems, such as Microsoft's DRM and Apple's FairPlay; techniques for protecting prerecorded content distributed using DVDs or Blu-ray; and future methods used to protect content within the home network. The final part of the book looks towards future research topics, and the key problem of interoperability. While the book focuses on protecting video content, the DRM principles and technologies described are also used to protect many other types of content, such as ebooks, documents and games. The book will be of value to industrial researchers and engineers developing related technologies, academics and students in information security, cryptography and media systems, and engaged consumers.

Discover the dramatic changes that are affecting all learners Web-based technology has opened up education around the world to the point where anyone can learn anything from anyone else at any time. To help educators and others understand what's possible, Curt Bonk employs his ground-

breaking "WE-ALL-LEARN" model to outline ten key technology and learning trends, demonstrating how technology has transformed educational opportunities for learners of every age in every corner of the globe. The book is filled with inspiring stories of ordinary learners as well as interviews with technology and education leaders that reveal the power of this new way of learning. Captures the global nature of open education from those who are creating and using new learning technologies Includes a new Preface and Postscript with the latest updates A free companion web site provides additional stories and information Using the dynamic "WE-ALL-LEARN" model, learners, educators, executives, administrators, instructors, and parents can discover how to tap into the power of Web technology and unleash a world of information.

This C++ Programming book gives a good start and complete introduction for C++ Programming for Beginner's. It has been comprehensively updated for the long-awaited C++ Beginner's from the Best selling Programming Author Harry H Chaudhary. The primary aim of this book is to help the reader understand how the facilities offered by C++ support key programming techniques. The aim is to take the reader far beyond the point where he or she gets code running primarily by copying examples and emulating programming styles from other languages. Anyone can learn C++ Programming through This Book I promise. Most Imp. Feature of this book is-- 1) Learn C++ without fear, 2) This book is for everyone, 3) 160 End of book examples, 4) 200 Practical Codes, 5) At last it goes to Expert level topics such as: *Software Design & Development Using C++*, 6) 101 Rules, for Software Design & Development using C++ @ the end of this book. 7) Very Easy Definitions for each topic with code examples and output. While reading this book it is fun and easy to read it. This book is best suitable for first time C++ readers, Covers all fast track topics of C++ for all Computer Science students and Professionals. This book introduces standard C++ and the key programming and design techniques supported by C++. Standard C++ is a far more powerful and polished language than the version of C++ introduced by the first edition of this book. This book presents every major C++ language feature and the standard library. It is organized around language and library facilities. However, features are presented in the context of their use. That is, the focus is on the language as the tool for design and programming rather than on the language in itself. This book demonstrates key techniques that make C++ effective and teaches the fundamental concepts necessary for mastery. As everyone knows that Author Harry is basically known for his Easy way- Programming without fear technique. His book presents world's easiest definitions and codes for beginners. || Inside Chapters. || 1 (Introduction To C++ Programming) 2 (Inside The C++ Language) 3 (Pointers & References) 4 (Understanding Functions) 5 (Structure-Unions-Enumerated Data Types) 6 (Object Oriented Programming Concept) 7 (C++ Classes and Objects) 8 (Constructors and Destructors) 9 (Operator Overloading) 10 (Console Input / Output Streams) 11 (Inheritance Concept in C++) 12 (Virtual Functions-Polymorphism Concept) 13 (Templates Concept In C++) 14 (Exception Handling In C++) 15 (New Features of ANSI C++ Standard) 16 (Working With Files) 17 (String Classes) 18 (Your Brain On C++ (160 Multiple Choice Questions)) 19 (Your Brain On C++ (100 Practical Programming Questions)) 20 (Software Design & Development Using C++)

This book describes in a detailed fashion the application of hybrid intelligent systems using soft computing techniques for intelligent control and mobile robotics. Soft Computing (SC) consists of several intelligent computing paradigms, including fuzzy logic, neural networks, and bio-inspired optimization algorithms, which can be used to produce powerful hybrid intelligent systems. The prudent combination of SC techniques can produce powerful hybrid intelligent systems that are capable of solving real-world problems. This is illustrated in this book with a wide range of applications, with particular emphasis in intelligent control and mobile robotics. The book is organized in five main parts, which contain a group of papers around a similar subject. The first part consists of papers with the main theme of theory and algorithms, which are basically papers that propose new models and concepts, which can be the basis for achieving intelligent control and mobile robotics. The second part contains papers with the main theme of intelligent control, which are basically papers using bio-inspired techniques, like evolutionary algorithms and neural networks, for achieving intelligent control of non-linear plants. The third part contains papers with the theme of optimization of fuzzy controllers, which basically consider the application of bio-inspired optimization methods to automate the design process of optimal type-1 and type-2 fuzzy controllers. The fourth part contains papers that deal with the application of SC techniques in times series prediction and intelligent agents. The fifth part contains papers with the theme of computer vision and robotics, which are papers considering soft computing methods for applications related to vision and robotics.