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ARU70A - PAUL GAIGE

An exciting new range of colour and activity titles from ABC KIDS! All your favourite girls come together at ABC KIDS! Over 60 pages of colouring fun! Includes characters from: * Bananas in Pyjamas * Ben and Holly's Little Kingdom * Charlie and Lola * Dinosaur Train * Giggle and Hoot * In the Night Garden * Maya the Bee * The Octonauts * Peppa Pig * Play School * Sydney Sailboat: Bubble Bath Bay * The Wiggles Ages: 3+

Humble beans are the true MVPs of the kitchen. They have a long shelf life, are packed with protein, and best of all, they taste great in a wide variety of applications. This collection of 20 foolproof recipes gives beans their due, putting them center stage in recipes such as Ultracreamy Hummus (you've never had homemade hummus this velvety-smooth) and White Bean and Tuna Salad (two pantry-friendly ingredients come together for a dish that's greater than the sum of its parts). We share the secrets to making light and crispy Falafel as well as irresistible soups and sides. Whether you're looking for breakfast inspiration (our recipe for Scrambled Eggs with Pinto Beans and Cotija Cheese delivers tender eggs with a mildly spicy kick), internationally inspired mains such as Palak Dal (Spinach Dal with Cumin and Mustard Seeds) and Tuscan Shrimp and Beans, or hearty vegetarian dishes such as Black Bean Burgers and Meatless "Meat" Sauce with Chickpeas and Mushrooms, this collection gives you 20 great reasons to put beans on the menu.

Maximize on the power of WebSphere Portal to build and deploy portals. If you use, develop, manage, or administer WebSphere applications, you are probably already building or managing Web portals or well on your way to doing so. With this comprehensive book, you'll discover how these portals bring together important functions such as integration, presentation, organization, and customizations—functions needed in every complex application environment. The unparalleled author team of experts offers you in-depth insight on mastering the complex aspects of WebSphere Portal, walking you through every facet from installing to deployment. Mastering IBM WebSphere Portal focuses on not only the portal as a server, but also how it interacts with components such as LDAP servers, enterprise applications, mobile devices, and even other portals. The authors begin with an introduction to the WebSphere product family and then explore such topics as: * Installing and customizing the portal, as well as migrating existing environments to version 5 * Defining portlets, pages, and user interface properties * Applying personalization, collaboration, search, and document and content management within WebSphere Portal v. 5 * Using high availability, security and single sign-on, identity management, Web services, and enterprise applications * Setting up a portal in a high-availability environment and integrating external applications into WebSphere Portal The companion Web site, www.wiley.com/compbooks/ben-natan, presents all the code in the book as well as links to vendors and sources of information pertaining to WebSphere Portal.

Many problems encountered by engineers developing code for specialized Symbian subsystems boil down to a lack of understanding of the core Symbian programming concepts. Developing Software for Symbian OS remedies this problem as it provides a comprehensive coverage of all the key concepts. Numerous examples and descriptions are also included, which focus on the concepts the author has seen developers struggle with the most. The book covers development ranging from low-level system programming to end user GUI applications. It also covers the development and packaging tools, as well as providing some detailed reference and examples for key APIs. The new edition includes a completely new chapter on platform security. The overall goal of the book is to provide introductory coverage of Symbian OS v9 and help developers with little or no knowledge of Symbian OS to develop as quickly as possible. There are few people with long Symbian development experience compared to demand, due to the rapid growth of Symbian in recent years, and developing software for new generation wireless devices requires knowledge and experience of OS concepts. This book will use many comparisons between Symbian OS and other OSes to help in that transition. Get yourself ahead with the perfect introduction to developing software for Symbian OS.

The Dot Grid Journal Queen, a female-owned Small Business, Proudly Presents our latest Blank Journal Series with Dot Grid Interior! This Cute Dot Grid Planner Book will help preserve your memories and get organized, one page at a time! Standard dotted grid interior is just waiting for creatives to get to work and organize their lives! First time or long time dot grid journal users will love receiving this as a gift with some Journal Supplies! Gorgeous and hand-designed covers by our designers, our Bullet Planner Journals can help you restore some sanity and can hold everything your heart desires including your own created index, monthlies, dailies, collections, and a future log. Add your schedule, mood tracker, to do list, travel plans, food diary and anything else that you can create and want to track. This Planner Organizer book is just waiting to be FILLED with your own unique weekly spread, goal tracker, schedule, doodles, art, photos, memories and the opportunity to document your life! So, grab your planner stickers, some gel pens, your colorful tape and create your own Ultimate Keepsake Journal Today! This standard size, 5.5" x 8.5" (13.97 x 21.59 cm) sized softcover Planner has 120 pages (60 Double Sided Sheets) on thick and sturdy paper, a brilliant cover, and makes an Amazing Birthday, Bridesmaid or Holiday gift NOTE: Any Gold or Glitter on the Book Cover is Faux Many other Book Covers, designs and colors available from The Dot Grid Journal Queen!

Randiana, or Excitable Tales is an anonymously written erotic novel originally published by William Lazenby in 1884. The book depicts a variety of sexual activities, including incest, defloration and lesbianism.

Computer Fundamentals and Programming in C is designed to serve as a textbook for the undergraduate students of engineering, computer science, computer applications, and information technology. The book seeks to provide a thorough overview of all the fundamental concepts related to computer science and programming. It lays down the foundation for all the advanced courses that a student is expected to learn in the following semesters.

Japanese manga art has taken the world by storm. Master-manga artist Ben Krefta guides you through the essential features of this high-energy cartoon style, from drawing the characters' large sparkling eyes to creating dynamic action scenes. This book will help you: * Choose your materials * Construct proportions and poses * Create facial features and signature expressions * Design clothing, accessories and weapons * Use photoshop to enhance your artwork * Set up a story board * And more! With over 15 step-by-step drawing projects, tons of advice and full-color artwork to inspire you, The Art of Drawing Manga is perfect for anyone wanting to get started in this exciting and imaginative art form.

Microsoft Exchange 2000 Infrastructure Design explains from a system designer's and administra-

tor's perspective Microsoft's Active Directory and its interaction with Exchange 2000, details issues concerned with migration to Exchange 2000, and outlines the specific technology and design issues relating to connectivity with Exchange 2000. Readers will learn to use these technologies to seamlessly co-exist with their current environment, migrate to a native Exchange 2000 environment, and connect to the Internet as well as to other messaging systems. The book's blend of expert instruction and best practices will help any organization create optimal system designs and configurations to support different technical and business scenarios. McCorry and Livengood are experts in Microsoft technologies from Compaq, the world's leading integrator of Exchange systems. In Microsoft Exchange 2000 Infrastructure Design, they spell out the key technologies, features, and techniques IT professionals must master to build a unified and robust Exchange 2000 messaging service. This book details the framework organizations must put in place to most effectively move to Exchange 2000. Detailed explanations of Active Directory integration with Exchange 2000, migration to Exchange 2000 from another system and Exchange 2000 transport, connectivity, and tools Gives readers the benefit of authors' extensive experience Unique description of the software "plumbing" organizations must master to move to Exchange 2000

Inventive, hilarious and joyously colorful, this fill-in journal was designed to help kids capture nearly everything that's uniquely rad about them. With design-savvy, yet completely kid-friendly illustrations, they're asked to draw or write about a bunch of interesting things -- like what their hair looks like, what their band name would be, what they'd bring to outer space, and how they feel about lightning, lizards and pickles. There may or may not be a place for super-secret stuff inside the book jacket. Whether kids complete their entire compendium on a rainy day, or finish it over a year, it'll become a treasure to look back on and smile. Ideal for the holidays, rainy days and happy occasions of all kinds, this is an imagination-building gift will engage kids for hours on end

Survey of mathematics highlights the power of mathematics as a deductive discipline. The course covers four topics in mathematics. Each topic will build upon the next. The use of deductive arguments, both in formal and natural languages, will be emphasized. Topics include Set Theory, Cantor's Diagonalization Argument, countable and uncountable infinite, mathematical induction, cardinal numbers, one to one correspondence, Venn diagrams, sequences, applications in sequences, rational and irrational numbers, geometric proofs involving similar triangles, area, pythagorean theorem, trigonometry. Algebraic proofs involving the quadratic formula, irrationality of the number Phi, mathematical induction, proofs with sequences, proof by contradiction, fibonacci sequence and the golden ratio, continued fractions, fractals with an emphasis on pattern building, sequences, length and area.

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BLOOM is a collection of beautiful paint sketches created by the artist Ross Tran, most famously known as Ross Draws.

The founder of the Panasonic Group presents his thoughts about management from a variety of angles in this book. The ideas he mentions are not derived out of academic inquiry, but reflect the lessons he learned from his own management experience. He believes that building a business based on such a philosophy will lead to success. Konosuke Matsushita was poor, frequently got sick, and no real business experience, but did drive and passion. He started his company with one product, an electric light socket of his own design. He tells us, "There is one important thing to remember. Every manager needs to adopt an approach that makes use of their unique that best suits your own personal characteristics. Every single person has different inherent quality. Hatching that approach is the path that will lead to success. Practical Management Philosophy demonstrates how managers think about management and how important the management philosophy is when you do business. 1. First Establish a Management Philosophy 2. Always Think in Terms of Seisei Hatten 3. Understand Human Nature 4. Fully Understand the Mission 5. Follow Natural Law 6. Regard Profits as a Reward 7. Promote Mutual Prosperity 8. Assume the Public is Right 9. Believe You Will Succeed 10. Strive for Autonomy 11. "Dam" Management 12. Sound Management Practice 13. Be Committed to Specialization 14. People Before Products 15. Collective Wisdom 16. Harmony in Opposition 17. Creative Management 18. Start Anew Every Day 19. Be politically Aware 20. The Sunao Mind *PHP Institute, Inc. has a large collection of books, audios, videos, and other material on Konosuke Matsushita, the founder of Panasonic and PHP. □PHP□□□□

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

The English artist Eric Hebborn (1934-1996) explains the secrets of his forging techniques in this illustrated work compiled shortly before his death. Drawings previously attributed to artists such as Picasso and Corot were in fact the work of Hebborn and this work provides an insight through explanations of his work. Inks, papers, pigments, monograms and signatures are all explained as well as Hebborn's own often outrageous speculations about the nature of art and value.

Guy Bourdin, who died in 1991, was a legend in the world of fashion photography. He was the most radical and audacious photographer of his generation but his reputation has been surrounded in secrecy - he rarely allowed his photographs to appear outside the pages of French Vogue. No book of his work has previously been published. His estate was frozen by the courts until 1997, after which his son, Samuel, gained control of his work as a result of which this long-awaited book can be published. Bourdin was originally a painter and a friend of Man Ray. His fashion photographs began to incorporate his surrealist influences. Fashion photography became an arena for his personal obsessions. The results are as shocking and astonishing as any commercial photograph ever published. They were executed meticulously. Despite his intense eroticism, subversion and, as Cecil Beaton described, 'his grotesque little games', Beaton referred to him in 1975 as 'unquestionably the most in-

teresting fashion photographer in Paris today'. His work was said to have represented 'the look of an era -glamorous, hard-edged, cleverly spiced with vulgarity.. .rich with implied narratives and strong erotic undercurrents'

Learn about how different animals move.

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Welcome to ShaderX6, the latest volume in the cutting-edge, indispensable series for game and graphics programmers. This all-new volume is packed with a collection of insightful techniques, innovative approaches to common problems, and practical tools and tricks that provide you with a complete shader programming toolbox. Every article was developed from the research and experiences of industry pros and edited by shader experts, resulting in unbiased coverage of all hardware and developer tools. ShaderX6: Advanced Rendering Techniques provides coverage of the vertex and pixel shader methods used in high-end graphics and game development. These state-of-the-art, ready-to-use solutions will help you meet your everyday programming challenges and bring your graphics to a new level of realism. This collection offers time-saving solutions to help you become more efficient and productive, and is a must-have reference for all shader programmers.

With over a million copies sold, this timeless guided journal is an amazing tool for self-reflection. Now featuring a new cover, layout, and paper for easier writing! Do you want to know yourself better? Self-discovery and self-revelation aren't easy. With simple but provocative questions about wishes and fears, memories and beliefs, secrets and dreams, All About Me will reveal everything you ever wanted to know about yourself but never thought—or dared—to ask. Whether you fill it in or answer questions out loud, this is the perfect gift for your friends, your family, your loved one . . . and you.

This touching and hilarious memoir is 100 percent Carol Burnett—funny, irreverent, and irresistible. Carol Burnett is one of the most beloved and revered actresses and performers in America. The Carol Burnett Show was seen each week by millions of adoring fans and won twenty-five Emmys in its remarkable eleven-year run. Now, in *This Time Together*, Carol really lets her hair down and tells one funny or touching or memorable story after another. In engaging anecdotes, Carol discusses her remarkable friendships with stars such as Jimmy Stewart, Lucille Ball, Cary Grant, and Julie Andrews; the background behind famous scenes, like the moment she swept down the stairs in her curtain-rod dress in the legendary "Went with the Wind" skit; and things that would happen only to Carol—the prank with Julie Andrews that went wrong in front of the First Lady; the famous Tarzan Yell that saved her during a mugging; and the time she faked a wooden leg to get served in a famous ice cream emporium. This poignant look back allows us to cry with the actress during her sorrows, rejoice in her successes, and finally, always, to laugh.

Childrens Book is an incredible story of three friends; Nikky, Sam and Shiela who met at their first day of school as classmates and later became best friends. The book is written for ages between 8 to 12. It instills great family values and is a book that models great friendships. It's one of the children's books that kids will really love and enjoy reading. Download your copy now! Read on your PC, Mac, smart phone, tablet or Kindle device. Tags: childrens books, kids books, children stories, childrens stories, stories for kids, kids stories, short stories for kids, kids bedtime stories, kids chapter books, childrens chapter books, books for children, books for kids, children's kindle books, children's books ages 9-12, children's books with good values, children's books about families, children's books about friendship, kids kindle, kids books ages 9-12, kids books about friendship, dr seuss books, pretty little liars books, usborne books, kindle, kindle books, kindle book

Whether you're an old-school scripter who needs to modernize your JavaScripting skills or a standards-aware Web developer who needs best practices and code examples, you'll welcome this guide from a JavaScript master. Other JavaScript books use example scripts that have little bearing on real-world Web development and are useful only in the chapter at hand. In contrast, Peter-Paul Koch's book uses eight real-world scripts he created for real-world clients in order to earn real-world money. That means the scripts are guaranteed to do something useful (and sellable!) that enhances the usability of the page they're used on. The book's example scripts include one that sorts a data table according to the user's search queries, a form validation script, a script that shows form fields only when the user needs them, a drop-down menu, and a data retrieval script that uses simple Ajax and shows the data in an animation. After an overview of JavaScript's purpose, Peter-Paul provides theoretical chapters on the context (jobs for JavaScript, CSS vs. JavaScript), the browsers (debugging, the

arcana of the browser string), and script preparation. Then follow practical chapters on Core, BOM, Events, DOM, CSS Modification, and Data Retrieval, all of which are explained through a combination of theoretical instruction and the taking apart of the relevant sections of the example scripts.

A poem to the joys of eating a mango.

Welcome to ShaderX7: Advanced Rendering Techniques, the latest volume in the cutting-edge, indispensable series for game and graphics programmers. This all-new volume is packed with a collection of insightful techniques, innovative solutions to common problems, and practical tools and tricks that provide you with a complete shader programming toolbox. Every article was developed from the research and experiences of industry pros and edited by shader experts, resulting in unbiased coverage of all hardware and developer tools. ShaderX7 provides coverage of the vertex and pixel shader methods used in high-end graphics and game development. These state-of-the-art, ready-to-use solutions will help you meet your daily programming challenges and bring your graphics to a new level of realism. This collection offers time-saving solutions to help you become more efficient and productive, and is a must-have reference for all shader programmers

Shader X5 Advanced Rendering Techniques is the newest volume in this cutting-edge, indispensable series for game and graphics programmers. This all new volume is packed with articles covering state-of-the-art shader techniques and tools written by programming professionals from around the world. These authors have a wealth of knowledge and experience in the field, and each section is edited by an industry expert to ensure the highest quality and usefulness! The collection is broken into nine comprehensive sections. The geometry section covers improved N-Patches, how to generate dynamic wrinkles on animated meshes and much more. In the rendering section you'll discover how to generate a tangent space ordinate system in the pixel shader, how to setup an area light for games, and a variety of other techniques. Practical and useful multi-frustum shadow maps like Cascaded Shadow Maps and Queried Virtual Shadow maps are covered in the shadow section. The environmental techniques section features the beautiful volume particle approaches: Rain and Godrays under water. The global illumination section covers techniques that should work in next-gen games. The new mobile section lays out the basics of shader driven next-gen mobile development and some advanced effects tailored to the devices. Many shader-relevant engine design decisions are covered in the 3D Engine Design section. It also deals with post-processing effects, how to design shader plugins, and how to bind shader data. The Beyond Pixels and Triangles section covers a printf for the pixel shader, random number generator on the GPU, and many more.

Today, architects and designers are beginning to look toward developments in new "smart" or "intelligent" materials and technologies for solutions to long-standing problems in building design. However, these new materials have so far been applied in a diverse but largely idiosyncratic nature, because relatively few architects have access to information about the types or properties of these new materials or technologies. Two of the leading experts in this field - Addington and Schodek - have solved this problem by incorporating all the relevant information of all the latest technologies available to architects and designers in this one volume. They present materials by describing their fundamental characteristics, and go on to identify and suggest how these same characteristics can be exploited by professionals to achieve their design goals. Here, the wealth of technical understanding already available in the materials science and engineering literature is at last made accessible to a design audience.

Rose is a princess, a Cinder, and half-human. She is the last one born of her kind, and on her twenty-first birthday, she must enter the woods and travel to find her Prince, as her sisters did before her. ". . . And we will all dance at the Grand Ball," her sisters would always say. But the Human servants are keeping a secret that could prevent the Cinders from reaching their Happily Ever After....Hidden in Rose's dreams and vision are the answers of the past between Cinders and Humans, and she is quickly running out of time trying to solve their hidden messages. She knows the answer lies in her first clue--identifying an animal she has never seen before--that persistent vision of a furry white animal, holding a gold metal object and exclaiming, "Oh dear! Oh dear! I shall be too late!"

What do you do with three dukes, a dog named Duke, and a devil? You put them into an anthology! We've combined five of today's bestselling and popular authors into one volume to deliver romance like you've never experienced before.

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Provides an analysis of the state of modern American education to trace a link between a lack of reading comprehension and poor performance and furnishes specific tools for parents to enhance a child's ability to read with comprehension.