

book is for people who just want to know what they need to do to protect themselves—step by step, without judgment, and with as little jargon as possible.

Full-color figures and code appear as they do in Xcode 5. In just 24 sessions of one hour or less, you can master the Objective-C language and start using it to write powerful native applications for even the newest Macs and iOS devices! Using this book's straightforward, step-by-step approach, you'll get comfortable with Objective-C's unique capabilities and Apple's Xcode 5 development environment...make the most of Objective-C objects and messaging...work effectively with design patterns, collections, blocks, Foundation Classes, threading, Git...and a whole lot more. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-Step Instructions carefully walk you through the most common Objective-C development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. • Use Xcode 5 to write modern Objective-C software more quickly and efficiently • Master Objective-C's object-oriented features and techniques • Manage projects more efficiently with the Git source code repository • Write more dynamic code with Objective-C's powerful messaging architecture • Declare classes, instance variables, properties, methods, and actions • Work with mutable and immutable data types • Organize data with collections, including arrays, dictionaries, and sets • Painlessly manage memory with Automatic Reference Counting (ARC) • Expand and extend classes with protocols, delegates, categories, and extensions • Get started with Apple's powerful classes and frameworks • Create and work with code blocks • Manage queues and threading with Grand Central Dispatch

"The BIM Handbook is an extensively researched and meticulously written book, showing evidence of years of work rather than something that has been quickly put together in the course of a few months. It brings together most of the current information about BIM, its history, as well as its potential future in one convenient place, and can serve as a handy reference book on BIM for anyone who is involved in the design, construction, and operation of buildings and needs to know about the technologies that support it. The need for such a book is indisputable, and it is terrific that Chuck Eastman and his team were able to step up to the plate and make it happen. Thanks to their efforts, anyone in the AEC industry looking for a deeper understanding of BIM now knows exactly where to look for it." —AECbytes book review, August 28, 2008 (www.aecbytes.com/review/2008/BIMHandbook.html) DISCOVER BIM: A BETTER WAY TO BUILD BETTER BUILDINGS Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Second Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Completely updated material covering the current practice and technology in this fast-moving field Expanded coverage of lean construction and its use of BIM, with special focus on Integrated Project Delivery throughout the book New insight on the ways BIM facilitates sustainable building New information on interoperability schemas and collaboration tools Six new case studies Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Second Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

The Radio Amateurs' Journal

Antistatic Sprays

MRI from Picture to Proton

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Impact on Business and Society

CQ

Includes a mid-December issue called Buyer guide edition.

Well known technology executive and angel investor Elad Gil has worked with high growth tech companies like Airbnb, Twitter, Google, Instacart, Coinbase, Stripe, and Square as they've grown from small companies into global brands. Across all of these break-out companies, a set of common patterns has evolved into a repeatable playbook that Gil has codified in High Growth Handbook. Covering key topics including the role of the CEO, managing your board, recruiting and managing an executive team, M&A, IPOs and late stage funding rounds, and interspersed with over a dozen interviews with some of the biggest names in Silicon Valley including Reid Hoffman (LinkedIn), Marc Andreessen (Andreessen Horowitz), and Aaron Levie (Box), High Growth Handbook presents crystal clear guidance for navigating the most complex challenges that confront leaders and operators in high-growth startups. In what Reid Hoffman, cofounder of LinkedIn and co-author of the #1 NYT bestsellers The Alliance and The Startup of You calls "a trenchant guide," High Growth Handbook is the playbook for turning a startup into a unicorn. H2LiftShips, a tech manual for a future "Imagine a world, exactly like ours, but different" You all knew we would settle on Luna and start mining the Asteroid belt. Mars, dry, dusty with thin unbreathable air, is just a prison planet with the added hell of lawyers and accountants in charge. Asteroid groups are unified in their desire for independence to try different governance methods. It may not be our future, but it is a future we can get behind. Travel the solar system on solar sail ships. Meet hard-working sentients: humans, canines, simians, and octopuses, plying our heliosphere for fun and profit. You won't find any exploding rockets, evil aliens, laser blasters, or sparking computers, instead, you'll find hacked comm lines, buried Luna casinos, pirates, dust balls, and weaponized beef jerky. And after your cruise through the Asteroid belt, Mars, and Luna, settle down on Earth for a party in the desert, they'll bring the Carne Asada burritos, you bring the fun. No matter what regime is in charge, Gig workers have to jump from job to job, trying to earn enough for food, shelter, air, and waste disposal. Welcome: Join humans, simians, canines, and octopuses in our new future, gigging and living in the void.

Seventh in a series designed to teach technology by integrating it into classroom inquiry. The choice of hundreds of school districts, private schools and homeschoolers around the world, this nine-volume suite is the all-in-one solution to running an effective, efficient, and fun technology program for kindergarten-eighth grade (each grade level textbook sold separately) whether you're the lab specialist, IT coordinator, or classroom teacher. The 32-week technology curriculum is designed with the unique needs of middle school technology IT classes in mind. Textbook includes: * 287 images * 34 assessments * 12 articles * Grade 6-8 wide-ranging Scope and Sequence * Grade 6-8 technology curriculum map * 32 weeks of lessons, taught using the 'flipped classroom' approach * monthly homework (3rd-8th only) * posters ready to print and hang on your walls Each lesson is aligned with both Common Core State Standards and National Educational Technology Standards and includes: * Common Core Standards * ISTE Standards * essential question * big idea * materials required * domain-specific vocabulary * problem solving for lesson * time required to complete * teacher preparation required * steps to accomplish goals * assessment strategies * class warmups * class exit tickets * how to extend learning * additional resources * homework (where relevant) * examples * grading rubrics * emphasis on comprehension/problem-solving/critical thinking/preparing students for career and college * focus on transfer of knowledge and blended learning, collaboration and sharing Learning is organized into units that are easily adapted to the shorter class periods of Middle School. They include: * Coding/Programming * Debate * Desktop Publishing * Digital Citizenship * Digital Tools in the Classroom * Financial Literacy * Genius Hour * Google Earth Lit Trip * Image Editing * Keyboarding * Khan Academy * Online Image Legallities * Presentation Boards * Problem Solving * Screenshots, Screencasts, Videos * Search/Research * Slideshows * Spreadsheets * Visual Learning, Infographics * Web-based Tools * Word Processing Summative * Write an Ebook * Writing with Comics, Twitter, More Additionally, Units are collected under Themes. Teachers can adopt several themes per grading period or break them up throughout the year. Themes include: * Math * Productivity * Search/Research * Speaking and Listening * Writing * Year-round What's different from the 6th edition--why should you upgrade? Consider these changes: * aligned with computers, iPads, Chromebooks * perfect for both classroom and tech teachers * calls out higher order thinking skills * lists new and scaffolded skills in each lesson * shows academic applications for projects * perfect for project- and skills-based learning * highlights collaboration * warm-up and exit tickets for each lesson * includes a comprehensive list of assessments * lots more images and how-to's * includes curriculum map—by year and month * includes Hour of Code lesson for each grade Want this book free? Purchase the student workbooks for this grade level. We'll send it to you. Questions? zeke.rowe@structuredlearning.net

Road & Track

From Idea to Innovation

After On

High Growth Handbook

R for Stata Users

A Guide to Building Information Modeling for Owners, Managers, Designers, Engineers and Contractors

Covers accessing and distilling PDF files; converting MicrosoftOffice documents; capturing paper documents and Web pages;printing, annotating, editing and securing PDF files; extractingtext and graphics; cataloging and distributing PDF files; creatinginteractive forms; and building multimedia presentations. Readers can convert any document to this universal file format,preserving all the fonts, formatting, graphics, and color of thesource document regardless of the application and platform used tocreate it. PDF files can be published and distributed anywhere: in print,attached to e-mail, on corporate servers, posted on Web sites, oron CD-ROM Adobe PDF is the emerging workflow standard in the \$400 billionpublishing industry and plays a key role in financial services,regulated industries, and government, with more than 155 agenciesworldwide sharing Adobe PDF files.

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The definitive novel of today 's Silicon Valley, After On flash-captures our cultural and technological moment with up-to-the-instant savvy. Matters of privacy and government intrusion, post-Tinder romance, nihilistic terrorism, artificial consciousness, synthetic biology, and much more are tackled with authority and brash playfulness by New York Times bestselling author Rob Reid. Meet Phluttr—a diabolically addictive new social network and a villainess, heroine, enemy, and/or bestie to millions. Phluttr has ingested every fact and message ever sent to, from, and about her innumerable users. Her capabilities astound her makers—and they don 't even know the tenth of it. But what 's the purpose of this stunning creation? Is it a front for something even darker and more powerful than the NSA? A bid to create a trillion-dollar market by becoming "The UberX of Sex"? Or a reckless experiment that could spawn the digital equivalent of a middle-school mean girl with enough charisma, dirt, and cunning to bend the entire planet to her will? Phluttr has it in her to become the greatest gossip, flirt, or matchmaker in history. Or she could cure cancer, bring back Seinfeld, then start a nuclear war. Whatever she does, it 's not up to us. But a motley band of Silicon Valley entrepreneurs, venture capitalists, and engineers might be able to influence her. After On achieves the literary singularity—fusing speculative satire and astonishing reality into a sharp-witted, ferociously believable, IMAX-wide view of our digital age. Praise for After On "Rob Reid 's mind is like no other known thing in the universe, and this book is a truly spectacular way to discover it."—Chris Anderson, head of TED "An extended philosophy seminar run by a dozen insane Cold War heads-of-station, three millennial COOs and that guy you went to college with who always had the best weed but never did his laundry."—NPR "An epic cyberthriller peppered with pop-culture references, metadata, and Silicon Valley in-jokes."—Kirkus Reviews "It 's rare to find a book that combines laugh-out-loud humor and cutting-edge science with profound philosophical speculation. This is that book."—Analog "[Rob Reid] writes in a humorous and sarcastic style while unveiling a terrifying and frightening scenario that seems all too real."—Associated Press

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