

Clue Hasbro

For answers to questions relating to computers, the Internet and other digital technologies - and how to make them work for your clients - turn to this comprehensive, practical resource. Whether you're an experienced IT lawyer, a transactional or intellectual property attorney, an industry executive, or a general practitioner whose clients are coming to you with new issues, you'll find practical, expert guidance on identifying and protecting intellectual property rights, drafting effective contracts, understanding applicable regulations, and avoiding civil and criminal liability. Written by Michael D. Scott, who practiced technology and business law for 29 years in Los Angeles and Silicon Valley, Scott on Information Technology Law, Third Edition offers a real-world perspective on how to structure transactions involving computer products and services such as software development, marketing, and licensing. He also covers the many substantive areas that affect

technology law practice, including torts, constitutional issues, and the full range of intellectual property protections. You'll find coverage of the latest issues like these: computer and cybercrime, including spyware, phishing, denial of service attacks, and more traditional computer crimes the latest judicial thinking on software and business method patents open source licensing outsourcing of IT services and the legal and practical issues involved in making it work and more To help you quickly identify issues, the book also includes practice pointers and clause-by-clause analysis of the most common and often troublesome provisions of IT contracts. In this first-ever Mad Libs Whodunit, VERB for clues in a mansion, interrogate ADJECTIVE suspects, and discover the murder NOUN as you attempt to solve a mysterious crime! Based on the world-famous classic detective game from Parker Brothers, this Mad Libs follows all your favorite Clue characters as they seek to find who committed a terrible crime. Fill in the blanks in these 21 stories to see if

you can solve the mystery!

Musical comedy Book by Peter DePietro. Music by Galen Blum, Wayne Barker and Vinnie Martucci. Lyrics by Tom Chiodo. Based on the Parker Brothers' Board Game. Characters: 5male, 3female Unit set. The internationally popular game is now a fun filled musical which brings the world's best know suspects to life and invites the audience to help solve the mystery: who killed Mr. Boddy, in what room and with what weapon. The audience receives forms to help

Chris Barney's Pattern Language for Game Design builds on the revolutionary work of architect Christopher Alexander to show students, teachers, and game development professionals how to derive best practices in all aspects of game design. Using a series of practical, rigorous exercises, designers can observe and analyze the failures and successes of the games they know and love to find the deep patterns that underlie good design. From an in-depth look at Alexander's work, to a critique of pattern theory in various fields, to a new approach that will challenge your

knowledge and put it to work, this book seeks to transform how we look at building the interactive experiences that shape us. **Key Features:** Background on the architectural concepts of patterns and a Pattern Language as defined in the work of Christopher Alexander, including his later work on the Fifteen Properties of Wholeness and Generative Codes. Analysis of other uses of Alexander's work in computer science and game design, and the limitations of those efforts. A comprehensive set of example exercises to help the reader develop their own patterns that can be used in practical day-to-day game design tasks. Exercises that are useful to designers at all levels of experience and can be completed in any order, allowing students to select exercises that match their coursework and allowing professionals to select exercises that address their real-world challenges. Discussion of common pitfalls and difficulties with the pattern derivation process. A guide for game design teachers, studio leaders, and university departments for curating and

maintaining institutional Pattern Languages. An Interactive Pattern Language website where you can share patterns with developers throughout the world

(patternlanguageforgamedesign.com). Comprehensive games reference for all games discussed in this book. Author Chris Barney is an industry veteran with more than a decade of experience designing and engineering games such as Poptropica and teaching at Northeastern University. He has spoken at conferences, including GDC, DevCom, and PAX, on topics from core game design to social justice. Seeking degrees in game design before formal game design programs existed, Barney built his own undergraduate and graduate curricula out of offerings in sociology, computer science, and independent study. In pursuit of a broad understanding of games, he has worked on projects spanning interactive theater, live-action role-playing game (LARP) design, board games, and tabletop role-playing games (RPGs). An extensive collection of his essays of game design topics can be found on his development blog at

perspectivesingamedesign.com.

A Clue Mystery, Book Three

The Game Inventor's Guidebook

Property Law

The Law of E-Commerce

In the Hall with the Knife

A Clue Mystery, Book One

Domain Name Disputes provides practical and comprehensive analysis of domain name disputes resolved by U.S. courts or by the ICANN cyber-arbitration system, With this handy reference, you'll find detailed discussions relating to cybersquatting claims, trademark infringement and dilution claims, property disputes and more. Domain Name Disputes also addresses numerous topics relevant to the ownership and use of domain names, such as: the legal status of domain names as "property" - the clash between trademark rights and free-speech rights - the ways a domain name owner may resist a cybersquatting claim - the ways a trademark owner may succeed against a "passive" cybersquatter - the consequences of having a strong trademark as opposed to a weak one - the circumstances under which one's use of a domain name may subject its owner to the jurisdiction of a court in another state - the deference a U.S. court gives to an ICANN arbitration decision - the differences between a trademark infringement claim and a cybersquatting claim - and much more. The purchase of this ebook edition does not

entitle you to receive access to the Connected eBook on CasebookConnect. You will need to purchase a new print book to get access to the full experience including: lifetime access to the online ebook with highlight, annotation, and search capabilities, plus an outline tool and other helpful resources. The Fifth Edition of Cyberspace Law: Cases and Materials reflects the broad knowledge and experience of a pioneer in the teaching of Cyberspace law. This was the first casebook devoted exclusively to the study of cyberspace law and is the only one that presents the study of cyberspace law as the study of the creation, dissemination, and acquisition of human thought, creativity, and information in the digital age. The organization of the casebook also allows instructors to adapt the materials to their approaches. Through real world problems students are encouraged to approach the materials as attorneys responding to needs of clients and makers of policy, rather than as passive readers of judicial opinions. The Fifth Edition reflects all major changes in the subject including extensive additions of U.S. Supreme Court decisions discussing personal jurisdiction, freedom of speech, intellectual property, and privacy, and lower court decisions addressing Google Books and Net Neutrality. New to the Fifth Edition: South Dakota v. Wayfair, in which the Supreme Court held that local taxation of online businesses did not unduly burden interstate commerce. A new section devoted to Free Speech and the right to access online platforms; Packingham v. North

Carolina, in which the U.S. Supreme Court held that the First Amendment guarantees the freedom of individuals to access websites and social media applications. Knight First Amendment Institute v. Trump, holding that President Trump's engaged in unconstitutional viewpoint discrimination when he blocked certain users. The First Amendment relationship among media providers, subscribers, and the public from newspapers and the Right of Reply to Internet service providers and Net Neutrality. A new copyright section devoted to fair use. A new and reorganized Privacy chapter including: The Fourth Amendment protection of: geolocation data metadata A deep dive into Facebook in which the social media platform is used as a case study of data privacy regulations A new section on the European Union's Genera Data Protection Regulation (GDPR) New cases discussing privacy torts and revenge porn New materials on the Computer Fraud and Abuse Act including: U.S. v. Nosal HiQ Labs, Inc. v. LinkedIn Corp. Pulte Homes, Inc. v. Laborer's Int'l Union of North America A reorganized and updated chapter on Private Ordering including: Starke v. SquareTrade Materials on the European Union's antitrust investigation and orders into Google and Amazon Professors and students will benefit from: Practical "real world" problems Flexible, logical organization that allows instructors to emphasize selected perspectives Presentation of current Internet law as well as related policy concerns that will

drive future legal analysis when new issues emerge

As it grows in scope, bandwidth, and functionality, the Internet will require greater coordination, but it is not yet clear what kind of coordinating mechanisms will evolve. The essays in this volume clarify this issue and suggest possible models for governing the Internet.

This is literally killer sudoku! Based on CLUE, Hasbro's popular and award-winning decoding detective board game, these puzzles have an enjoyably murderous twist that adds to the challenge and the fun. In keeping with the original game, the grid has six suspects listed at the side (like Colonel Mustard and Miss Scarlet); six possible weapons on the bottom; and boxes inside referring to the game's rooms. Solve the sudoku as usual, filling in the numbers from one to nine, with no repeats. But when you're done, you'll also have the solution to the CLUE mystery, too--whodunit, with what, and where.

Cases and Materials

Scott on Computer Law

The Musical, Based on the Board Game by Parker Brothers

Handbook of Research on Cyber Law, Data Protection, and Privacy

Board Games in 100 Moves

Commentary and Materials

A comprehensive guide to designing homeschool curriculum, from one of the country's foremost

homeschooling experts—now revised and updated! Homeschooling can be a tremendous gift to your children—a personalized educational experience tailored to each kid’s interests, abilities, and learning styles. But what to teach, and when, and how? Especially for first-time homeschoolers, the prospect of tackling an annual curriculum can be daunting. In Home Learning Year by Year, Rebecca Rupp presents comprehensive plans from preschool through high school, covering integral subjects for each grade, with lists of topics commonly presented at each level, recommended resource and reading lists, and suggestions for creative alternative options and approaches. Included, along with all the educational basics, are techniques and resources for teaching everything from philosophy to engineering, as well as suggestions for dealing with such sensitive topics as sex education. Now revised throughout with all-new updates featuring the most effective and up-to-date methods and reading guides to homeschool your child at all ages, Home Learning Year by Year continues to be the definitive book for the homeschooling parent.

Among the first casebooks in the field, Software and Internet Law presents clear and incisive writing, milestone cases and legislation, and questions and problems that reflect the authors’ extensive knowledge and classroom experience. Technical terms are defined in context to make

the text accessible for students and professors with minimal background in technology, the software industry, or the Internet. Always ahead of the curve, the Fourth Edition adds coverage and commentary on developing law, such as the Digital Millennium Copyright Act's Safe Harbor, the Electronic Communications Privacy Act, and the Stored Communications Act. Hard-wired features of Software and Internet Law include: consistent focus on how lawyers service the software industry and the Internet broad coverage of all aspects of U.S. software and internet law; with a focus on intellectual property, licensing, and cyberlaw The Fourth Edition responds to this fast-changing field with coverage of : the Digital Millennium Copyright Act's Safe Harbor the Electronic Communications Privacy Act the Stored Communications Act Hot News; Misappropriation Civil Uses of the Computer Fraud and Abuse Act

In the Hall with the Knife A Clue Mystery, Book One Abrams

Provides information and analysis on such topics as: risks when marketing and conducting commerce via the Web; the law of electronic contracts; the patchwork of case law on jurisdiction; financial privacy and data-protection; and more. This book is useful for attorneys who advise banks, brokerage firms, and insurance companies.

How to Invent and Sell Board Games, Card

Games, Role-Playing Games, & Everything in Between!

*A Parent's Essential Guide to Smart Toy Choices
Scrabble Ultimate Word Search Challenge
Hasbro Gaming Ultimate Activity Book
Includes clue puzzles, anagram puzzles and more!*

The History of Board Games from Monopoly to Settlers of Catan

Based on interviews with over forty award-winning artists, *How to Rehearse a Play* offers multiple solutions to the challenges that directors face from first rehearsal to opening night. The book provides a wealth of information on how to run a rehearsal room, suggesting different paths and encouraging directors to shape their own process. It is divided into four sections: lessons from the past: a brief survey of influential directors, including Stanislavski's acting methods and Anne Bogart's theories on movement; a survey of current practices: practical advice on launching a process, analyzing scripts, crafting staging, detailing scene work, collaborating in technical rehearsals and previews, and opening the play to the public; rehearsing without a script: suggestions, advice, and exercises for devising plays through collaborative company creation; rehearsal workbook: prompts and exercises to help directors discover their own process. *How to Rehearse a Play* is the perfect guide for any artist leading their first rehearsal, heading to graduate school for

intense study, or just looking for ways to refresh and reinvigorate their artistry.

This super-fun activity book is chock full of challenging puzzles from Hasbro ' s classic games like Twister, Monopoly, Operation, and more!

Inside the Hasbro Gaming Ultimate Activity Book, kids will discover 80 full-color pages of engaging puzzles, mazes, quizzes, prompts, brain teasers, and challenging activities! Hours and hours of fun are in store as kids play their way through

activities inspired by Hasbro ' s classic games like Twister, Monopoly, Operation, and more! Perfect

for anytime, anywhere fun for kids grades 2-5 or ages 8 to 12. 75+ BOREDOM BUSTERS: Get kids off their screens and using their brains with over

75 challenging interactive games, puzzles, and mazes, and more! HOURS OF ON-THE-GO FUN:

The perfect anytime, anywhere activity book for travel on planes, trains, and automobiles! LEARN

THROUGH PLAY: Kids will have so much fun playing their way through this activity book, they

won ' t even realize they ' re learning! PLAYFUL LEARNING + POP CULTURE BONDING: Parents,

grandparents, and other grown-ups can introduce kids to beloved board games like Twister,

Battleship, Connect4, Monopoly, Clue, Trouble, The Game of LIFE, Chutes and Ladders, Candy

Land, Operation, and more!

Press kit includes 1 booklet and 19 photographs.

The brotherly trio of George, Charles, and Edward Parker built the Parker Brothers game brand.

George, the youngest, was the inventor of the bunch. His board game Banking set the company in motion in 1883. In this business biography, young readers will learn what can happen when someone rolls the dice with an idea.

A Board Game Education

It's All a Game

The United States Patents Quarterly

Clue Score Sheets

Toy Tips

"[A] timely book...It's All a Game provides a wonderfully entertaining trip around the board, through 4,000 years of game history." -The Wall Street Journal Board games have been with us longer than even the written word. But what is it about this pastime that continues to captivate us well into the age of smartphones and instant gratification? In It's All a Game, British journalist and renowned games expert Tristan Donovan opens the box on the incredible and often surprising history and psychology of board games. He traces the evolution of the game across cultures, time periods, and continents, from the paranoid Chicago toy genius behind classics like

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Operation and Mouse Trap, to the role of Monopoly in helping prisoners of war escape the Nazis, and even the scientific use of board games today to teach artificial intelligence how to reason and how to win. With these compelling stories and characters, Donovan ultimately reveals why board games have captured hearts and minds all over the world for generations.

It's Your Move is an adult small group topical study series designed to get people playing, talking, and connecting through classic group games and the study of God's Word. It's Your Move—On Board features:

- Monopoly: Obsessing Over Things That Don't Last*
- Life: Cherishing God's Gift*
- Clue: Discovering the Whole Truth*
- Sorry: Finding the Freedom of Forgiveness*
- Candy Land: Tasting and Seeing God's Goodness*
- Scrabble: Connecting with Christ's Body*

Internet law is changing almost as fast as technology itself -- making it vital to the success of your case that your research is based on all the latest laws and key decisions that interpret them. Law of the Internet is an easy-to-

use resource written for busy practitioners like you, with summaries of major cases and statutes, and forms you can adapt to the specifics of your case. Stay ahead of the game with this annually-updated resource, which provides comprehensive analysis of legal issues raised by the Internet and insightful commentary on future directions the law may take.

The dramatic and deadly conclusion to the thrilling YA mystery series inspired by the classic board game CLUE—now in paperback! After a tragic accident at Blackbrook Academy kills one of their own, Orchid, Scarlett, Peacock, Mustard, and Plum are desperate to put the pieces back together and finish out the year. The Murder Crew may have earned their nickname, but the last of their secrets are still coming to light and threatening to destroy friendships, futures, and more. And when another suspicious death rocks the campus and Blackbrook's dark past crashes into its present, they have a choice: Band together or turn on each other. Because this year's prom? It's to die for.

Financial Products and Services
12 Interactive Game-based Small Group
Sessions

Cyberspace Law

Sketchbook

Telemedicine and E-health Law

Scott on Information Technology Law

Online Communication provides an introduction to both the technologies of the Internet Age and their social implications. This innovative and timely textbook brings together current work in communication, political science, philosophy, popular culture, history, economics, and the humanities to present an examination of the theoretical and critical issues in the study of computer-mediated communication.

Continuing the model of the best-selling first edition, authors Andrew F. Wood and Matthew J. Smith introduce computer-mediated communication (CMC) as a subject of academic research as well as a lens through which to examine contemporary trends in society. This second edition of Online Communication covers online identity, mediated relationships, virtual communities, electronic commerce, the digital divide, spaces of resistance, and other topics related to CMC. The text also examines how the Internet has affected contemporary culture and presents the critiques being made to those changes. Special features of the text include: *Hyperlinks--presenting greater detail on topics from the chapter *Ethical Inquiry--posing questions on the nature of human communication and

conduct online *Online Communication and the Law--examining the legal ramifications of CMC issues Advanced undergraduates, graduate students, and researchers interested in the field of computer-mediated communication, as well as those studying issues of technology and culture, will find Online Communication to be an insightful resource for studying the role of technology and mediated communication in today's society.

A murderer could be around every corner in this thrilling YA trilogy based on the board game CLUE! When a storm strikes at Blackbrook Academy, an elite prep school nestled in the woods of Maine, a motley crew of students—including Beth “ Peacock ” Picach, Orchid McKee, Vaughn Green, Sam “ Mustard ” Maestor, Finn Plum, and Scarlet Mistry—are left stranded on campus with their headmaster. Hours later, his body is found in the conservatory and it ’ s very clear his death was no accident. With this group of students who are all hiding something, nothing is as it seems, and everyone has a motive for murder. Fans of the CLUE board game and cult classic film will delight in Diana Peterfreund ’ s modern reimagining of the brand, its characters, and the dark, magnificent old mansion with secrets hidden within its walls.

THE CLASSIC GAME IS NOW A FAVORITE PUZZLE BOOK!

- The perfect gift for any word-lover or Scrabble fan - 140 traditional word searches, jumble searches (so hard!) and trivia-based searches - 320 big, easy-to-read pages will keep your brain engaged for weeks Love words? Love Scrabble? Then boost your brain with this

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collection of more than 140 word search puzzles. Every word list is made up of legal Scrabble words, so you'll be improving your game knowledge too! In addition to traditional word searches, the book also introduces two new type of word search puzzles designed with the Scrabble-lover in mind. The first is a trivia puzzle which provides clues to the words that are hidden in the grid. The second provides a single series of letters from which you'll need to unscramble and identify all of the words waiting to be found. The book also includes dozens of intriguing word facts and definitions scattered throughout, perfect fun for word lovers. Surprising stories behind the games you know and love to play. Journey through 8,000 years of history, from Ancient Egyptian Senet and Indian Snakes and Ladders, right up to role-play, fantasy and hybrid games of the present day. More than 100 games are explored chronologically, from the most ancient to the most modern. Every chapter is full of insightful anecdotes exploring everything from design and acquisition to game play and legacy.

Pattern Language for Game Design

Domain Name Disputes

E-commerce

A Practical Guide for Directors

Linking Technology, Identity, & Culture

Congressional Record

A Board Game Education is an entertaining and valuable resource for parents, teachers, educators, and anyone who appreciates the fun and entertainment provided by classic, traditional board games. The book provides an informative analysis of how classic board games

that everyone has played_and probably owns_are not only great family entertainment but also develop core educational skills that have been proven to lead to academic achievement. Through A Board Game Education readers learn a bit of the fascinating history trivia and little-known facts regarding the most loved board games of all time (i.e., how Monopoly was used by WWII POWs to escape). At the same time, Hinebaugh identifies the distinct educational skills developed by each of these games and explores in detail how the play of these games cultivates such skills. A Board Game Education also provides valuable suggestions about how to modify and vary these classic board games to specifically enhance additional core educational skills and concepts. Who would have thought that Candy Land could be modified into a strategy game and Chutes and Ladders could be used to teach algebraic equations and advanced math.

Surveys those areas of the law that affect the daily operations of the school library.

The advancement of information and communication technology has led to a multi-dimensional impact in the areas of law, regulation, and governance. Many countries have declared data protection a fundamental right and established reforms of data protection law aimed at modernizing the global regulatory framework. Due to these advancements in policy, the legal domain has to face many challenges at a rapid pace making it essential to study and discuss policies and laws that regulate and monitor these activities and anticipate new laws that should be implemented in order to protect users. The Handbook of Research on Cyber Law, Data Protection, and Privacy focuses acutely on the complex relationships of technology and law both in terms of substantive legal responses to legal, social, and ethical issues arising in connection with growing public engagement with technology and the procedural impacts and transformative potential of technology on traditional and emerging forms of dispute resolution. Covering a range of topics such as artificial intelligence, data protection, and

social media, this major reference work is ideal for government officials, policymakers, industry professionals, academicians, scholars, researchers, practitioners, instructors, and students. Our Clue Score Sheets helps you solve your favorite detective mystery game. Have fun and solve the mystery! ?Details and features: ? 6 x 9 inches format Glossy Premium Cover Up to 6 players compatibility 100 Clue Sheet Pads Perfect bound Makes a great gift Kws: clue game score pads, clue replacement sheets, clue game refill pad, clue sheet pads, clue board game papers, clue notepad, clue paper sheets, clue scorecards, clue detective sheets, clue detective notebook, clue board game score sheets, clue board game score pads, clue game score sheets, clue sheet notepad, clue board game replacement cards, clue game sheets, clue detective notebook sheets, clue sheets, clue replacement pads, clue refill sheets, clue score sheets, clue board game sheets

Focus On: 100 Most Popular French-language Films

100 Clue Game Sheets, Clue Detective Notebook Sheets, Clue Replacement Pads, Clue Board Game Sheets

Law for K-12 Libraries and Librarians

CLUE Sudoku

Home Learning Year by Year, Revised and Updated

It's Your Move--on Board

8.5"x11" Unlined with Pages Sketchbook White Paper Blank with Black Cover Perfect for Drawing or Sketching Gift for Kids This Sketchbook has 102 pages. Perfect size to carry over everywhere. Makes a wonderful gift for family - friends - and loved ones to inspire and motivate. Perfect for all ages - kids or adults.

As the first form of truly rivalrous digital property, Internet domain names raise many challenges for law and policy makers. Analyzing the ways in which past disputes have been decided by courts and arbitrators, Jacqueline Lipton offers a

comprehensive, global examination of the legal, regulatory and policy issues that will shape the future of Internet domain name governance. This comprehensive examination of domain name disputes involving personal names and political and cultural issues sheds light on the need to balance trademark policy, free speech and other pressing interests such as privacy and personality rights. The author stresses that because domain names can only be registered to one person at a time, they create problems of scarcity not raised by other forms of digital assets. Also discussed are the kinds of conflicts over domain names that are not effectively addressed by existing regulations, as well as possible regulatory reforms. Internet Domain Names, Trademarks and Free Speech brings pivotal new insights to bear in intellectual property and free speech discourse. As such, policymakers, scholars and students of intellectual property, cyber law, computer law, constitutional law, and e-commerce law will find it a valuable resource.

The Law of E-Commerce E-Contracts , E-Business Electronic commerce raises some legal issues, including whether the contract must be in a particular form or authenticated; validity, time and place of communication; cross-offers and battle of forms. This book analyses the legal problems relating to contracts formed on the Internet, including the use of electronic agents, the enforceability of clickwrap agreements, electronic payments, and choice-of-law and jurisdiction issues. These issues are considered from the UK common law point of view and according to the SICG, UNIDROIT Principles, PECL, UNCITRAL Model Law, and the Uniform

Commercial Code.

An innovative examination of the law's treatment of property, this student textbook provides an extremely useful and readable account of general property law principles. It draws on a wide range of materials on property rights in general, and the English property law system in particular, looking at all kinds of property, not just land. It includes the core legal source materials in property law along with excerpts from social science literature, legal theory, and economics, many of which are not easily accessible to law students. These materials are accompanied by a critical commentary, as well as notes, questions and suggestions for further reading. It will be of interest to undergraduate property law students and to non-law students taking property law modules in courses covering planning, environmental law, economics and estate management.

Clue

West's federal supplement. [First Series.]

Internet Domain Names, Trademarks and Free Speech

(Hasbro Board Games, Kid's Game Books, Kids 8-12, Word Games, Puzzles, Mazes)

Parker Brothers

Software and Internet Law

Telemedicine and E-Health Law has the answers that health care providers, hospitals, pharmaceutical companies, insurers and their legal counsel need as medicine enters a new era.

The definitive guide for anyone with a

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game idea who wants to know how to get it published from a Game Design Manager at Wizards of the Coast, the world's largest tabletop hobby game company. Do you have an idea for a board game, card game, role-playing game or tabletop game? Have you ever wondered how to get it published? For many years Brian Tinsman reviewed new game submissions for Hasbro, the largest game company in the US. With *The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-playing Games & Everything in Between!* he presents the only book that lays out step-by-step advice, guidelines and instructions for getting a new game from idea to retail shelf.

Clue Mad Libs

*In the Ballroom with the Candlestick
Hasbro Clue Board Game Killin It 8.
5''x11 Unlined with Pages Sketchbook
White Paper Blank with Black Cover
Perfect for Drawing Or Sketching Gift
for Kids*

Coordinating the Internet

Law of the Internet

E-Contracts, E-Business