

Student Exploration Circuits Answers Gizmo

From a Pulitzer Prize-winning investigative reporter at The New York Times comes the troubling story of the rise of the processed food industry -- and how it used salt, sugar, and fat to addict us. Salt Sugar Fat is a journey into the highly secretive world of the processed food giants, and the story of how they have deployed these three essential ingredients, over the past five decades, to dominate the North American diet. This is an eye-opening book that demonstrates how the makers of these foods have chosen, time and again, to double down on their efforts to increase consumption and profits, gambling that consumers and regulators would never figure them out. With meticulous original reporting, access to confidential files and memos, and numerous sources from deep inside the industry, it shows how these companies have pushed ahead, despite their own misgivings (never aired publicly). Salt Sugar Fat is the story of how we got here, and it will hold the food giants accountable for the social costs that keep climbing even as some of the industry's own say, "Enough already."

Appropriate for one-semester courses in Administrative Law at both college and university levels. Legal concepts and Canadian business applications are introduced in a concise, one-semester format. The text is structured so that five chapters on contracts form the nucleus of the course, and the balance provides stand-alone sections that the instructor may choose to cover in any order. We've made the design more reader-friendly, using a visually-appealing four-colour format and enlivening the solid text with case snippets and extracts. The result is a book that maintains the strong legal content of previous editions while introducing more real-life examples of business law in practice.

The fourth edition of this work continues to provide a thorough perspective of the subject, communicated through a clear explanation of the concepts and techniques of electric circuits. This edition was developed with keen attention to the learning needs of students. It includes illustrations that have been redesigned for clarity, new problems and new worked examples. Margin notes in the text point out the option of integrating PSpice with the provided Introduction to PSpice; and an instructor's roadmap (for instructors only) serves to classify homework problems by approach. The author has also given greater attention to the importance of circuit memory in electrical engineering, and to the role of electronics in the electrical engineering curriculum.

The Elevate Science Middle Grades program puts exploration at the heart of science. Scientific inquiry encourages investigation, collaboration, and creativity. Elevate Science deepens students' conceptual understanding of science and prepares them for high school and beyond.--Publisher's website.

Arduino For Dummies

Introduction to PSpice Manual for Electric Circuits

Essentials of Metaheuristics (Second Edition)

Physics of Classical Electromagnetism

Technological Slavery (Large Print 16pt)

The Distracted Mind

This new edition of Friedman's landmark book explains the flattening of the world better than ever- and takes a new measure of the effects of this change on each of us.

Interested in the Genetic Algorithm? Simulated Annealing? Ant Colony Optimization? Essentials of Metaheuristics covers these and other metaheuristics algorithms, and is intended for undergraduate students, programmers, and non-experts. The book covers a wide range of algorithms, representations, selection and modification operators, and related topics, and includes 71 figures and 135 algorithms great and small. Algorithms include: Gradient Ascent techniques, Hill-Climbing variants, Simulated Annealing, Tabu Search variants, Iterated Local Search, Evolution Strategies, the Genetic Algorithm, the Steady-State Genetic Algorithm, Differential Evolution, Particle Swarm Optimization, Genetic Programming variants, One- and Two-Population Competitive Coevolution, N-Population Cooperative Coevolution, Implicit Fitness Sharing, Deterministic Crowding, NSGA-II, SPEA2, GRASP, Ant Colony Optimization variants, Guided Local Search, LEM, PBIL, UMDA, cGA, BOA, SAMUEL, ZCS, XCS, and XCSF.

From the USA Today – bestselling authors of Stand Your Ground comes the explosive story of a liberal college under siege—and freedom under fire. Former Army Ranger Jake Rivers is not your typical Kelton College student. He is not spoiled, coddled, or ultra-lib like his classmates who sneer at the “soldier boy.” But regardless of his differences with the rest of the student body, he needs an education. And when terror strikes, the school needs Jake. Without warning, the sounds of gunfire plunge the campus into a battle zone. A violent gang of marauders invade the main hall, taking students hostage for ransom. As a veteran and patriot, Jake won ’ t give in to their demands. But to fight back, he needs to enlist his fellow classmates and school them in the not-so-liberal art of war. This time, the aggression isn ’ t “micro.” It ’ s life or death. And only the strong survive.

Before the Internet became widely known as a global tool for terrorists, one perceptive U.S. citizen recognized its ominous potential. Armed with clear evidence of computer espionage, he began a highly personal quest to expose a hidden network of spies that threatened national security. But would the authorities back him up? Cliff Stoll's dramatic firsthand account is "a computer-age detective story, instantly fascinating [and] astonishingly gripping" (Smithsonian). Cliff Stoll was an astronomer turned systems manager at Lawrence Berkeley Lab when a 75-cent accounting error alerted him to the presence of an unauthorized user on his system. The hacker's code name was "Hunter"—a mysterious invader who managed to break into U.S. computer systems and steal sensitive military and security information. Stoll began a one-man hunt of his own: spying on the spy. It was a dangerous game of deception, broken codes, satellites, and missile bases—a one-man sting operation that finally gained the attention of the CIA . . . and ultimately trapped an international spy ring fueled by cash, cocaine, and the KGB.

What Technology Wants

Trigger Warning

Make: Electronics

Teaching Strategies That Change Student Attitudes and Get Results

Days of Wrath

Spectrum Spelling, Grade 4

Five robots. One unforgettable journey. Their programming will never be the same. Wall-E meets The Wild Robot in this middle grade instant classic about five robots on a mission to rescue their inventor from the corporation that controls them all. Cog looks like a normal twelve-year-old boy. But his name is short for “cognitive development,” and he was built to learn. But after an accident leaves him damaged, Cog wakes up in an unknown lab—and Gina, the scientist who created and cared for him, is nowhere to be found. Surrounded by scientists who want to study him and remove his brain, Cog recruits four robot accomplices for a mission to find her. Cog, ADA, Proto, Trashbot, and Car's journey will likely involve much cognitive development in the form of mistakes, but Cog is willing to risk everything to find his way back to Gina. In this charming stand-alone adventure, Greg van Eekhout breathes life and wisdom into an unforgettable character and crafts a story sure to earn its place among beloved classics like Katherine Applegate’s The One and Only Ivan.

The Industrial Revolution, powered by oil and other fossil fuels, is spiraling into a dangerous endgame. The price of gas and food are climbing, unemployment remains high, the housing market has tanked, consumer and government debt is soaring, and the recovery is slowing. Facing the prospect of a second collapse of the global economy, humanity is desperate for a sustainable economic game plan to take us into the future.

Here, Jeremy Rifkin explores how Internet technology and renewable energy are merging to create a powerful "Third Industrial Revolution." He asks us to imagine hundreds of millions of people producing their own green energy in their homes, offices, and factories, and sharing it with each other in an "energy internet," just like we now create and share information online. Rifkin describes how the five-pillars of the Third Industrial Revolution will create thousands of businesses, millions of jobs, and usher in a fundamental reordering of human relationships, from hierarchical to lateral power, that will impact the way we conduct commerce, govern society, educate our children, and engage in civic life. Rifkin's vision is already gaining traction in the international community. The European Union Parliament has issued a formal declaration calling for its implementation, and other nations in Asia, Africa, and the Americas, are quickly preparing their own initiatives for transitioning into the new economic paradigm. The Third Industrial Revolution is an insider's account of the next great economic era, including a look into the personalities and players — heads of state, global CEOs, social entrepreneurs, and NGOs — who are pioneering its implementation around the world.

The bestselling beginner Arduino guide, updated with new projects! Exploring Arduino makes electrical engineering and embedded software accessible. Learn step by step everything you need to know about electrical engineering, programming, and human-computer interaction through a series of increasingly complex projects. Arduino guru Jeremy Blum walks you through each build, providing code snippets and schematics that will remain useful for future projects. Projects are accompanied by downloadable source code, tips and tricks, and video tutorials to help you master Arduino. You'll gain the skills you need to develop your own microcontroller projects! This new 2nd edition has been updated to cover the rapidly-expanding Arduino ecosystem, and includes new full-color graphics for easier reference. Servo motors and stepper motors are covered in richer detail, and you'll find more excerpts about technical details behind the topics covered in the book. Wireless connectivity and the Internet-of-Things are now more prominently featured in the advanced projects to reflect Arduino's growing capabilities. You'll learn how Arduino compares to its competition, and how to determine which board is right for your project. If you're ready to start creating, this book is your ultimate guide! Get up to date on the evolving Arduino hardware, software, and capabilities Build projects that interface with other devices—wirelessly! Learn the basics of electrical engineering and programming Access downloadable materials and source code for every project Whether you're a first-timer just starting out in electronics, or a pro looking to mock-up more complex builds, Arduino is a fantastic tool for building a variety of devices. This book offers a comprehensive tour of the hardware itself, plus in-depth introduction to the various peripherals, tools, and techniques used to turn your little Arduino device into something useful, artistic, and educational. Exploring Arduino is your roadmap to adventure—start your journey today!

Kirby "Zig" Zigonski lives for the world of simple circuits, light bulbs, buzzers, and motors. Electronics are, after all, much more predictable than most people--especially his father, who he hasn't seen in over a year. When his dad's latest visit is canceled with no explanation and his mom seems to be hiding something, Zig turns to his best friend Gianna and a new gizmo—a garage sale GPS unit--for help. Convinced that his dad is leaving clues around town to explain his absence, Zig sets out to find him. Following one clue after another, logging mile after mile, Zig soon discovers that people aren't always what they seem . . . and sometimes, there's more than one set of coordinates for home. An important story of love and hope that will capture readers' hearts, The Exact Location of Home is another must read from beloved author Kate Messner.

The Art and Science of Analog Circuit Design

Salt Sugar Fat

Sustainable Or Bust

Statistical Physics of Spin Glasses and Information Processing

Exploring Arduino

Pointless (Yet Awesome) Projects for the Electronically Inclined

Learn to easily build gadgets, gizmos, robots, and more using Arduino Written by Arduino expert Jeremy Blum, this unique book uses the popular Arduino microcontroller platform as an instrument to teach you about topics in electrical engineering, programming, and human-computer interaction. Whether you're a budding hobbyist or an engineer, you'll benefit from the perfectly paced lessons that walk you through useful, artistic, and educational exercises that gradually get more advanced. In addition to specific projects, the book shares best practices in programming and design that you can apply to your own projects. Code snippets and schematics will serve as a useful reference for future projects even after you've mastered all the topics in the book. Includes a number of projects that utilize different capabilities of the Arduino, while interfacing with external hardware Features chapters that build upon each other, tying in concepts from previous chapters to illustrate new ones Includes aspects that are accompanied by video tutorials and other multimedia content Covers electrical engineering and programming concepts, interfacing with the world through analog and digital sensors, communicating with a computer and other devices, and internet connectivity Explains how to combine smaller topics into more complex projects Shares downloadable materials and source code for everything covered in the book Projects compatible with many official Arduino boards including Arduino Uno; Arduino Leonardo; Arduino Mega 2560; Arduino Due; Arduino Nano; Arduino Mega ADK; LilyPad Arduino and may work with Arduino-compatible boards such as Freeduino and new third party certified boards such as the Intel Galileo Exploring Arduino takes you on an adventure and provides you with exclusive access to materials not found anywhere else!

A comprehensive collection of 8 books in 1 offering electronics guidance that can't be found anywhere else! If you know a breadboard from a breadbox but want to take your hobby electronics skills to the next level, this is the only reference you need. Electronics All-in-One For Dummies has done the legwork for you – offering everything you need to enhance your experience as an electronics enthusiast in one convenient place. Written by electronics guru and veteran For Dummies author Doug Lowe, this down-to-earth guide makes it easy to grasp such important topics as circuits, schematics, voltage, and safety concerns. Plus, it helps you have tons of fun getting your hands dirty working with the Raspberry Pi, creating special effects, making your own entertainment electronics, repairing existing electronics, learning to solder safely, and so much more. Create your own schematics and breadboards Become a circuit-building expert Tackle analog, digital, and car electronics Debunk and grasp confusing electronics concepts If you're obsessed with all things electronics, look no further! This comprehensive guide is packed with all the electronics goodies you need to add that extra spark to your game!

Circuits overloaded from electric circuit analysis? Many universities require that students pursuing a degree inelectrical or computer engineering take an Electric CircuitAnalysis course to determine who will "make the cut" and continuein the degree program. Circuit Analysis For Dummies willhelp these students to better understand electric circuit analysisby presenting the information in an effective and straightforwardmanner. Circuit Analysis For Dummies gives you clear-cutinformation about the topics covered in an electric circuitanalysis courses to help further your understanding of the subject.By covering topics such as resistive circuits, Kirchhoff's laws, equivalent sub-circuits, and energy storage, this bookdistinguishes itself as the perfect aid for any student taking acircuit analysis course. Tracks to a typical electric circuit analysis course Serves as an excellent supplement to your circuit analysistext Helps you score high on exam day Whether you're pursuing a degree in electrical or computerengineering or are simply interested in circuit analysis, you canenhance your knowledge of the subject with Circuit Analysis ForDummies.

Give your fourth grader a fun-filled way to build and reinforce spelling skills. Spectrum Spelling for grade 4 provides progressive lessons in prefixes, suffixes, vowel sounds, compound words, easily misspelled words, and dictionary skills. This exciting language arts workbook encourages children to explore spelling with brainteasers, puzzles, and more! Don't let your child's spelling skills depend on spellcheck and autocorrect. Make sure they have the knowledge and skills to choose, apply, and spell words with confidence—and without assistance from digital sources. Complete with a speller's dictionary, a proofreader's guide, and an answer key, Spectrum Spelling offers the perfect way to help children strengthen this important language arts skill.

An Introduction

Ancient Brains in a High-Tech World

American Probate

Tools and Techniques for Building with Embedded Linux

The Rise of the Robots

A Brief History of the Twenty-first Century

The quick, easy way to leap into the fascinating world ofphysical computing This is no ordinary circuit board. Arduino allows anyone,whether you're an artist, designer, programmer or hobbyist, tolearn about and play with electronics. Through this book you learnhow to build a variety of circuits that can sense or control thingsin the real world. Maybe you'll prototype your own product orcreate a piece of interactive artwork? This book equips you witheverything you'll need to build your own Arduino project, but whatyou make is up to you! If you're ready to bring your ideas into thereal world or are curious about the possibilities, this book is foryou. ? Learn by doing ? start building circuits and programmingyour Arduino with a few easy to follow examples - rightaway! ? Easy does it ? work through Arduino sketches line by linein plain English, to learn of how a they work and how to write yourown ? Solder on! ? Only ever used a breadboard in the kitchen?Don't know your soldering iron from a curling iron? No problem,you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to makeyour Arduino into anything from a mobile phone to a geigercounter! ? Become an Arduino savant ? learn all about functions,arrays, libraries, shields and other tools of the trade to takeyour Arduino project to the next level. ? Get social ? teach your Arduino to communicate withsoftware running on a computer to link the physical world with thevirtual world It's hardware, it's software, it's fun! Start building the nextcool gizmo with Arduino and Arduino For Dummies.

Intelligent algorithms are already well on their way to making white collar jobs obsolete: travel agents, data-analysts, and paralegals are currently in the firing line. In the near future, doctors, taxi-drivers and ironically even computer programmers are poised to be replaced by 'robots'. Without a radical reassessment of our economic and political structures, we risk the very implosion of the capitalist economy itself. In The Rise of the Robots, technology expert Martin Ford systematically outlines the achievements of artificial intelligence and uses a wealth of economic data to illustrate the terrifying societal implications. From health and education to finance and technology, his warning is stark – all jobs that are on some level routine are likely to eventually be automated, resulting in the death of traditional careers and a hollowed-out middle class. The robots are coming and we have to decide – now – whether the future will bring prosperity or catastrophe.

How can you consistently pull off hands-on tinkering with kids? How do you deal with questions that you can't answer? How do you know if tinkering kids are learning anything or not? Is there a line between fooling around with real stuff and learning? The idea of learning through tinkering is not so radical. From the dawn of time, whenever humanity has wanted to know more, we have achieved it most effectively by getting our hands dirty and making careful observations of real stuff. Make: Tinkering (Kids Learn by Making Stuff) lets you discover how, why--and even what it is--to tinker and tinker well. Author Curt Gabrielson draws on more than 20 years of experience doing hands-on science to facilitate tinkering: learning science while fooling around with real things. This book shows you how to make: A drum set from plastic bottles, tape, and shrink-wrap Magnetic toys that dance, sway, and amaze Catapults, ball launchers, and table-top basketball A battery-powered magic wand and a steadiness game (don't touch the sides!) Chemical reactions with household items Models of bones and tendons that work like real arms and ankles Spin art machine and a hovercraft from a paper plate! Lifelong learners hungry for their next genuine experience

A number of new analytical techniques have been developed to establish a theory of spin glasses. This book provides a broad overview of the interdisciplinary field between statistical physics and information sciences/engineering.

How the Food Giants Hooked Us

A Modern Approach

The Third Industrial Revolution

Tools and Techniques for Engineering Wizardry

Adding Light, Motion, and Sound to Your Artwork

Tinkering

Wayne Vansant's critically acclaimed World War II comic series that began with Days of Darkness now depicts the gripping war in the Pacific at Guadalcanal and the Battle of Bloody Ridge in the issue collected graphic novel Days of Wrath. When the U.S. Navy orders its ships to run from the Japanese fleet, they abandon American troops on a bloody battered island in the South Pacific. This is the powerful story of the long, vicious battle for Guadalcanal. As the men left on Guadalcanal find out that there will be no prisoners taken on either side. It is a kill or be killed battleground as the stranded U.S. marines fight against overwhelming odds and hope for reinforcements before it's too late. As the events unfold, a Marine unit is deployed onto a small grassy hill to hold off the onslaught of Japanese assault troops. The three day-three night battle that ensues will go down in history as the Battle of Bloody Ridge. Collects comic book issues 1-4. A Caliber Comics release.

Unless you live in a haunted house, the eyes on your paintings probably don't follow you around. However, with a couple of motion sensors, two motors, a few transistors, resistors, diodes, and wires you can convert a Van Gogh print into a macabre masterpiece with a mind of its own. Haywired proves that science can inspire odd contraptions. Create a Mona Lisa that smiles even wider when you approach it. Learn how to build and record a talking alarm, or craft your own talking greeting card. Construct a no-battery electric car toy that uses a super capacitor, or a flashlight that can be charged in minutes, then shine for 24 hours. Written for budding electronics hobbyists, author Mike Rigsby offers helpful hints on soldering, wire wrapping, and multimeter use. Each project is described in step-by-step detail with photographs and circuit diagrams. Includes Web sites listing suppliers and part numbers.

This entertaining and readable book provides a solid, comprehensive introduction to contemporary electronics. It's not a "how-to-do" electronics book, but rather an in-depth explanation of how today's integrated circuits work, how they are designed and manufactured, and how they are put together into powerful and sophisticated electronic systems. In addition to the technical details, it's packed with practical information of interest and use to engineers and support personnel in the electronics industry. It even tells how to pronounce the alphabet soup

of acronyms that runs rampant in the industry. Written in conversational, fun style that has generated a strong following for the author and sales of over 14,000 copies for the first two editions The Third Edition is even bigger and better, with lots of new material, illustrations, and an expanded glossary Ideal for training incoming engineers and technicians, and for people in marketing or other related fields or anyone else who needs to familiarize themselves with electronics terms and technology

In this companion text to Analog Circuit Design: Art, Science, and Personalities, seventeen contributors present more tutorial, historical, and editorial viewpoints on subjects related to analog circuit design. By presenting divergent methods and views of people who have achieved some measure of success in their field, the book encourages readers to develop their own approach to design. In addition, the essays and anecdotes give some constructive guidance in areas not usually covered in engineering courses, such as marketing and career development. *Includes visualizing operation of analog circuits *Describes troubleshooting for optimum circuit performance *Demonstrates how to produce a saleable product

Elevate Science

Computational Complexity

How Lateral Power Is Transforming Energy, the Economy, and the World

To Hold Up the Sky

Circuit Analysis For Dummies

New York Magazine

"A hands-on primer for the new electronics enthusiast"--Cover.

This book is unique because unlike others on the subject that focus on mathematical arguments, this volume emphasizes the original field concept, aiming at objectives in modern information technology. Written primarily for undergraduate students of physics and engineering, this book serves as a useful reference for graduate students and researchers too. With concise introductory arguments for the physics of electromagnetism, this book covers basic topics including the nature of space-time-dependent radiations in modern applications.

New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

The picture book biography of ingenious American inventor Leo Fender, creator of the world's most iconic Fender electric guitars. For readers who love Iggy Peck, Architect. Leo Fender loved to thinker and tinker and take things apart and put them back together again. When he lost an eye in a childhood accident, he refused to think of himself as broken. With a new pair of magnifying glasses, Leo got back to doing what he loved, fixing machines big and small—even broken instruments. His inventions—which included the Telecaster and the Stratocaster—would inspire the rock 'n' roll generation and go on to amplify the talents of legendary guitarists Muddy Waters, Jimi Hendrix, Eric Clapton, and Bonnie Raitt, among others. Fender's brilliant engineering vision connected science and art forever. Christy Ottaviano Books

Cog

Haywired

Gizmos, Gadgets, and Guitars: The Story of Leo Fender

Learning to Love Math

Exploring BeagleBone

Using Orcad Release 9.2

Not all artists want to create static, unilluminated works to hang on a wall, and with Electronics for Artists, they don't have to. With today's modern technology—LEDs, servo motors, motion sensors, speakers, and more—artwork can incorporate elements of light, sound, and motion for dramatic effects. Author and educator Simon Quellen Field has developed a primer for creative individuals looking for new ways to express themselves though electronically enhanced art. Following step-by-step examples of basic circuitry and programming, even a novice reader will develop the skills necessary to enhance their works. Demonstration projects then give artists a chance to build and program a more efficient light dimmer, randomly flashing LEDs using an integrated circuit, a controlled servo motor, and more. The book even includes art projects to try, include a bouquet of glowing flowers; an LED metronome; a talking computer; Cecil, a sensile robot; and Rover, a simple wheeled robot. A variety of artistic works created by Field's students and based on these open-ended lessons are also included to provide creative sparks for the readers. For those interested in programming their circuits, Field explores the basics of Energia, a free software package, and provides simple programs to create flashing light patterns, computer controlled motors, and LCD text displays. Simon Field is the author of Why Is Milk White?, Culinary Reactions, Why There's Antifreeze in Your Toothpaste, and Gonzo Gizmos, and is the creator of the popular Web site www.scitoys.com.

From the author of the New York Times bestseller The Inevitable— a sweeping vision of technology as a living force that can expand our individual potential In this provocative book, one of today's most respected thinkers turns the conversation about technology on its head by viewing technology as a natural system, an extension of biological evolution. By mapping the behavior of life, we paradoxically get a glimpse at where technology is headed—or "what it wants." Kevin Kelly offers a dozen trajectories in the coming decades for this near-living system. And as we align ourselves with technology's agenda, we can capture its colossal potential. This visionary and optimistic book explores how technology gives our lives greater meaning and is a must-read for anyone curious about the future.

From New York Times bestselling author Cixin Liu comes a short story collection of captivating visions of the future and incredible re-imaginings of the past. In To Hold Up the Sky, Cixin Liu takes us across time and space, from a rural mountain community where elementary students must use physics to prevent an alien invasion; to coal mines in northern China where new technology will either save lives of unleash a fire that will burn for centuries; to a time very much like our own, when superstring computers predict our every move; to 10,000 years in the future, when humanity is finally able to begin anew; to the very collapse of the universe itself. Written between 1999 and 2017 and never before published in English, these stories came into being during decades of major change in China and will take you across time and space through the eyes of one of science fiction's most visionary writers. Experience the limitless and pure joy of Cixin Liu's writing and imagination in this stunning collection. Stories included are: Contraction Full Spectrum Barrage Jamming The Village Teacher Fire in the Earth Time Migration Ode to joy Cloud of Poems Mirror Sea of Dreams Cloud of Poems The Thinker At the

Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Why our brains aren't built for media multitasking, and how we can learn to live with technology in a more balanced way. "Brilliant and practical, just what we need in these techno-human times."—Jack Kornfield, author of The Wise Heart Most of us will freely admit that we are obsessed with our devices. We pride ourselves on our ability to multitask—read work email, reply to a text, check Facebook, watch a video clip. Talk on the phone, send a text, drive a car. Enjoy family dinner with a glowing smartphone next to our plates. We can do it all, 24/7! Never mind the errors in the email, the near-miss on the road, and the unheard conversation at the table. In The Distracted Mind, Adam Gazzaley and Larry Rosen—a neuroscientist and a psychologist—explain why our brains aren't built for multitasking, and suggest better ways to live in a high-tech world without giving up our modern technology. The authors explain that our brains are limited in their ability to pay attention. We don't really multitask but rather switch rapidly between tasks. Distractions and interruptions, often technology-related—referred to by the authors as “interference”—collide with our goal-setting abilities. We want to finish this paper/spreadsheet/sentence, but our phone signals an incoming message and we drop everything. Even without an alert, we decide that we “must” check in on social media immediately. Gazzaley and Rosen offer practical strategies, backed by science, to fight distraction. We can change our brains with meditation, video games, and physical exercise; we can change our behavior by planning our accessibility and recognizing our anxiety about being out of touch even briefly. They don't suggest that we give up our devices, but that we use them in a more balanced way.

Business Law in Canada

CUCKOO'S EGG

The Exact Location of Home

Electronics All-in-One For Dummies

The World Is Flat [Further Updated and Expanded; Release 3.0]

Bebop to the Boolean Boogie

An eye-opening account of the prevalence of fraud and abuse inherent in American probate law.

New York magazine was born in 1968 after a run as an insert of the New York Herald Tribune and quickly made a place for itself as the trusted resource for readers across the country. With award-winning writing and photography covering everything from politics and food to theater and fashion, the magazine's consistent mission has been to reflect back to its audience the energy and excitement of the city itself, while celebrating New York as both a place and an idea.

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform.

Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

Is there a way to get students to love math? Dr. Judy Willis responds with an emphatic yes in this informative guide to getting better results in math class. Tapping into abundant research on how the brain works, Willis presents a practical approach for how we can improve academic results by demonstrating certain behaviors and teaching students in a way that minimizes negativity. With a straightforward and accessible style, Willis shares the knowledge and experience she has gained through her dual careers as a math teacher and a neurologist. In addition to learning basic brain anatomy and function, readers will learn how to * Improve deep-seated negative attitudes toward math. * Plan lessons with the goal of "achievable challenge" in mind. * Reduce mistake anxiety with techniques such as errorless math and estimation. * Teach to different individual learning strengths and skill levels. * Spark motivation. * Relate math to students' personal interests and goals. * Support students in setting short-term and long-term goals. * Convince students that they can change their intelligence. With dozens of strategies teachers can use right now, Learning to Love Math puts the power of research directly into the hands of educators. A Brain Owner's Manual, which dives deeper into the structure and function of the brain, is also included—providing a clear explanation of how memories are formed and how skills are learned. With informed teachers guiding them, students will discover that they can build a better brain . . . and learn to love math!

Learning Through Discovery

Kids Learn by Making Stuff

Teach Yourself VISUALLY Raspberry Pi

Electronics for Artists

FT and McKinsey Business Book of the Year

STRUCTURED COMPUTER ORGANIZATION

Clearly, the “normal” way of life is the opposite of genuine sustainability, and it has an expiration date. Any way of life that is fully in balance with the family of life must be genuinely sustainable, a healthy path with a future. At present, too few really comprehend what would be wise to learn, and Sustainable or Bust is a useful tool for the job.Seven-point-something billion people can't switch to sustainable living this afternoon, because it's temporarily impossible. But the collapse of industrial civilization is now in its early stages, and the human sphere will be much smaller, slower, and simpler. Decades down the road, many new options will become possible, including genuine sustainability. We could help our descendants find a more direct path to health and balance by learning about now, and sharing this wisdom with the young ones. There's never been a better time to hit the books and feed our minds — before the lights go out. Nothing can change until ideas change. My first book, What Is Sustainable, presented an introduction to genuine sustainability with an emphasis on food. Sustainable or Bust is a collection of 64 book reviews, and 16 rants. It's a gallery of thinkers, scholars, and ideas that might make “normal” minds itch and squirm. This book is for pilgrims who are awake, alive, and weary of normal outside-the-box ideas. I don't expect to see the end of the collapse. What the survivors, if any, choose to do is entirely beyond my control. I am not responsible for the decisions they make, but I am responsible for doing what I can to help them understand their predicament, and options. Who are we? Where are we from? How did we get here?

Theodore Kaczynski saw violent collapse as the only way to bring down the techno-industrial system, and in more than a decade of mail bomb terror he killed three people and injured 23 others. One does not need to support the actions that landed Kaczynski in prison to see the value of his essays disabusing the notion of heroic technology while revealing the manner in which it is destroying the planet. For the first time, readers will have an uncensored personal account of his anti-technology philosophy, including the notorious “Unabomber Manifesto,”Kaczynski, s critique of anarcho-primitivism, and essays regarding “the Coming Revolution.”

Protecting the Public, Improving the Process

An Unconventional Guide to Electronics