Apple Led Cinema Display 27 Inch Technician Guide Ebook

The Book of AbrahamAlcoholics AnonymousColor Management for PhotographersColor Correction HandbookPlugged inIn the BubbleThe Warrior EthosThe Psychosocial Implications of Disney MoviesEventidePhotoshopBeginning iPhone 4 DevelopmentBorders iPod and iTunes Pocket GeniusMichel Henry et l'affect de l'artGreen Gadgets For DummiesTake Control of ITunes 12Theoretical Principles of Distance EducationAdvanced Language PracticeiPod and iTunes Portable GeniusBeginning iOS 6 DevelopmentHaunting ExperiencesThe Life and Times of the Thunderbolt KidMacBook Air Portable GeniusThe Cool Stuff in Premiere ProThe Digital PrintiPod and iTunes Pocket GeniusFilm Directing Shot by ShotPosttraumatic GrowthThe Darker Side of Western ModernityPirate CinemaInternet Starter Kit for MacintoshDesigned by Apple in CaliforniaLaptops For DummiesBorn A CrimeBeginning iOS 5 DevelopmentMac OS X Support EssentialsFolklore and the InternetHappier at HomeGrammar AdvantageMac SecretsCausation and Counterfactuals

The Book of Abraham

A pioneering examination of the folkloric qualities of the World Wide Web, e-mail, and related digital media. These stuidies show that folk culture, sustained by a new and evolving vernacular, has been a key, since the Internet's beginnings, to language,

practice, and interaction online. Users of many sorts continue to develop the Internet as a significant medium for generating, transmitting, documenting, and preserving folklore. In a set of new, insightful essays, contributors Trevor J. Blank, Simon J. Bronner, Robert Dobler, Russell Frank, Gregory Hansen, Robert Glenn Howard, Lynne S. McNeill, Elizabeth Tucker, and William Westerman showcase ways the Internet both shapes and is shaped by folklore

Alcoholics Anonymous

The studies in this book set out to examine the labile resonances of phenomenology and art in Michel Henry, by examining the different figures of movement given to the concept of the aesthetic by the philosopher. They are preceded by one of Michel Henry's own texts. - Les études qui composent ce livre proposent d'interroger les résonances labiles de la phénoménologie et de l'art chez Michel Henry, en examinant les différentes figures du déplacement imprimé par le philosophe au concept d'esthétique. Le tout est précédé d'un texte de Michel Henry.

Color Management for Photographers

WINNER OF THE THURBER PRIZE The compelling, inspiring, (often comic) coming-of-age story of Trevor Noah, set during the twilight of apartheid and the tumultuous days of freedom that followed. One of the comedy world's brightest new voices, Trevor Noah is a light-footed but sharp-minded observer of the absurdities of politics, race and identity, sharing jokes

and insights drawn from the wealth of experience acquired in his relatively young life. As host of the US hit show The Daily Show with Trevor Noah, he provides viewers around the globe with their nightly dose of biting satire, but here Noah turns his focus inward, giving readers a deeply personal, heartfelt and humorous look at the world that shaped him. Noah was born a crime, son of a white Swiss father and a black Xhosa mother, at a time when such a union was punishable by five years in prison. Living proof of his parents' indiscretion, Trevor was kept mostly indoors for the first years of his life, bound by the extreme and often absurd measures his mother took to hide him from a government that could, at any moment, take him away. A collection of eighteen personal stories, Born a Crime tells the story of a mischievous young boy growing into a restless young man as he struggles to find his place in a world where he was never supposed to exist. Born a Crime is equally the story of that young man's fearless, rebellious and fervently religious mother - a woman determined to save her son from the cycle of poverty, violence and abuse that ultimately threatens her own life. Whether subsisting on caterpillars for dinner during hard times, being thrown from a moving car during an attempted kidnapping, or just trying to survive the life-and-death pitfalls of dating in high school, Noah illuminates his curious world with an incisive wit and an unflinching honesty. His stories weave together to form a personal portrait of an unlikely childhood in a dangerous time, as moving and unforgettable as the very best memoirs and as funny as Noah's own hilarious stand-up. Born a Crime is a must read.

Color Correction Handbook

Get the most from iTunes and your iPod with these hip tips Apple's iPod revolutionized the way we enjoy music. This no-nonsense guide is packed with advice and ideas to help you get everything that amazing piece of technology can offer. Learn the most efficient way to create playlists, manage your photos, find exactly what you want at the iTunes Store, download music and movies, and make your iPod as individual as you are with the expert advice in this little book. The iPod has dozens of features that most casual users miss; this book is the key to taking full advantage of your iPod and using iTunes more efficiently Loaded with tips and techniques that help you do more with your iPod; gets right to the point without wasting time on things you already know Features special icons to highlight innovative techniques and ways to save time and hassle Compact and full-color, iPod & iTunes Portable Genius helps you get the most from your iPod and iTunes.

Plugged in

One of The Best Books of The Year: Chicago Tribune, Entertainment Weekly, The Plain Dealer, and Rocky Mountain News Kent Haruf, award-winning, bestselling author of Plainsong returns to the high-plains town of Holt, Colorado, with a novel of masterful authority. The aging McPheron brothers are learning to live without Victoria Roubideaux, the single mother they took in and who has now left their ranch to start college. A lonely young boy stoically

cares for his grandfather while a disabled couple tries to protect their a violent relative. As these lives unfold and intersect, Eventide unveils the immemorial truths about human beings: their fragility and resilience, their selfishness and goodness, and their ability to find family in one another.

In the Bubble

Gain in-depth knowledge of Premiere Pro, and learn how the software "thinks." You'll acquire new skills that will help you choose the best workflow for your project, and simplify and accelerate your video editing process. Learn how you can edit a lot faster with smarter workflows that automate several steps in the editing process. You'll also see how custom settings, presets, keyboard shortcuts and templates saves hours of work. By tailoring the software to your needs you save clicks on just about every task. With many traditional jobs now being done by one person, its important to understand audio smoothing, color grading, motion graphics, and advanced editing techniques. You'll learn these skills and disciplines and see how they'll enhance your project's workflow. All the authors are professional editors and want to know exactly how to cut your film as fast as possible with top quality output. There is invaluable information in The Cool Stuff in Premiere Pro that's not available anywhere else – not even in Adobe's own manuals. What You'll Learn Edit faster, no matter what the project Understand the technical stuff, like timeline settings, render codecs, color subsampling, export settings, effect controls and monitor settings

Know when to send your clips to other Adobe software, and how to treat them there. Master the Premiere Pro timeline, even stacks of timelines, and edit, trim and adjust with ease Who This Book Is For Video journalists (and everyone else) will learn how to edit faster and get home in time for dinner. Bloggers will learn how to make their online video and audio "pop". Film cutters will learn how to organize, rough cut and fine tune huge amounts of material effectively and how to output for digital cinema. Experienced video editors will learn how to deal with multi-track audio and to work faster in every step of the edit. Marketing people who edit video for social media and web pages will learn simpler ways to make a faster cut. Teachers in media studies will understand the logic in Premiere Pro, and be better prepared for teaching video editing.

The Warrior Ethos

Posttraumatic Growth reworks and overhauls the seminal 2006 Handbook of Posttraumatic Growth. It provides a wide range of answers to questions concerning knowledge of posttraumatic growth (PTG) theory, its synthesis and contrast with other theories and models, and its applications in diverse settings. The book starts with an overview of the history, components, and outcomes of PTG. Next, chapters review quantitative, qualitative, and cross-cultural research on PTG, including in relation to cognitive function, identity formation, cross-national and gender differences, and similarities and differences between adults and children. The final section shows

readers how to facilitate optimal outcomes with PTG at the level of the individual, the group, the community, and society.

The Psychosocial Implications of Disney Movies

Save some green by going green with these environmentally friendly gadgets! With concern for the future of our environment growing stronger and more serious every day, there has never been a better time to take a new approach to some of the most popular gizmos and gadgets on the market and learn how you can convernt to electronics that have minimal environmental impact. Green gadgets encompass everything from iPods to energy-efficient home entertainment devices to solar laptop chargers and crank-powered gizmos. This helpful resource explains how to research green gadgets, make a smart purchasing decision, use products you already own in a more environmentally friendly way, and say goodbye to electronics that zap both energy and money. Explore the environmental and financial benefits of green gadgets with this friendly reference Discusses which gadgets save energy-and which ones create energy Learn ways to offset your carbon footprint when you can't reduce consumption Get tips for understanding products labels and avoiding "greenwash" Discover how to calculate the energy and money your gadgets consume Get moving and start living green with this informative guide to environmentally and wallet-friendly gadgets! Note: CD-ROM/DVD and other supplementary materials are not

included as part of eBook file.

Eventide

According to UNESCO statistics, 10 million of the world's 600 million students study at a distance. Theoretical Principles of Distance Education seeks to lay solid foundations for the education of these students and for the structures within which they study. As a more industrialised form of education provision, distance education is well adapted to the use of new communication technologies, and brings to education many of the strengths and dangers of post-industrialism. The central focus of the study of distance education is the placing of the student at home or at work and the justification of the abandonment in this form of education of interpersonal, face-to-face communication, previously considered to be a cultural imperative for education in both east and west. This book explores the problems that distance education poses to the theorist, bringing together an international team of distance educators to address these issues for the first time in a systematic way. The team comprises theoreticians, administrators, experts in educational technology and adult education, experts in learning from video machines, from computers and other forms of technology. Contributions from Italy, and Scandinavia contrast with viewpoints provided by scholars from the US, Canada, Australia, and the UK.

Photoshop

The story begins in Jerusalem in 70 AD as Abraham the Temple scribe flees the destruction of his home. Two thousand years and a hundred generations later, another Abraham perishes, immolated in the fires of the Warsaw Ghetto.

Beginning iPhone 4 Development

A course text and self-study tool for advanced learners of English for academic purposes.

Borders iPod and iTunes Pocket Genius

How to design a world in which we rely less on stuff, and more on people. We're filling up the world with technology and devices, but we've lost sight of an important question: What is this stuff for? What value does it add to our lives? So asks author John Thackara in his new book, In the Bubble: Designing for a Complex World. These are tough questions for the pushers of technology to answer. Our economic system is centered on technology, so it would be no small matter if "tech" ceased to be an end-in-itself in our daily lives. Technology is not going to go away, but the time to discuss the end it will serve is before we deploy it, not after. We need to ask what purpose will be served by the broadband communications, smart materials, wearable computing, and connected appliances that we're unleashing upon the world. We need to ask what impact all this stuff will have on our daily lives. Who will look after it, and how? In the Bubble is about a world based less on stuff and more on people. Thackara describes a transformation that

is taking place now—not in a remote science fiction future; it's not about, as he puts it, "the schlock of the new" but about radical innovation already emerging in daily life. We are regaining respect for what people can do that technology can't. In the Bubble describes services designed to help people carry out daily activities in new ways. Many of these services involve technology—ranging from body implants to wide-bodied jets. But objects and systems play a supporting role in a people-centered world. The design focus is on services, not things. And new principles—above all, lightness—inform the way these services are designed and used. At the heart of In the Bubble is a belief, informed by a wealth of real-world examples, that ethics and responsibility can inform design decisions without impeding social and technical innovation.

Michel Henry et l'affect de l'art

Whether you're a digital or a film photographer, you can learn to leverage today's technologies to create masterful prints of your work, and this unique book is devoted exclusively to teaching you how. In it, renowned photographer, educator, and author Jeff Schewe presents targeted chapters on digital printing from Lightroom and Photoshop and shares his expert techniques for optimal output and fine-art reproduction. A companion to The Digital Negative: Raw Image Processing in Lightroom, Camera Raw, and Photoshop, this book teaches you how to take your already perfected images and optimize them for the highest quality final printing. Jeff teaches you

about printer types and principles of color management so you get the results you expect. He also shares his strategies on proofing, sharpening, resolution, black-and-white conversion, and workflow, as well as on identifying the attributes that define a perfect print. Learn techniques for optimizing your images for printing Discover how color management can work for you instead of against you Develop an eye for the perfected print

Green Gadgets For Dummies

From one of the most beloved and bestselling authors in the English language, a vivid, nostalgic and utterly hilarious memoir of growing up in the middle of the United States in the middle of the last century. A book that delivers on the promise that it is "laugh-out-loud funny." Some say that the first hints that Bill Bryson was not of Planet Earth came from his discovery, at the age of six, of a woollen jersey of rare fineness. Across the moth-holed chest was a golden thunderbolt. It may have looked like an old college football sweater, but young Bryson knew better. It was obviously the Sacred Jersey of Zap, and proved that he had been placed with this innocuous family in the middle of America to fly, become invisible, shoot guns out of people's hands from a distance, and wear his underpants over his jeans in the manner of Superman. Bill Bryson's first travel book opened with the immortal line, "I come from Des Moines. Somebody had to." In this hilarious new memoir, he travels back to explore the kid he once was and the weird and wonderful world of 1950s America. He

modestly claims that this is a book about not very much: about being small and getting much larger slowly. But for the rest of us, it is a laugh-out-loud book that will speak volumes – especially to anyone who has ever been young.

Take Control of ITunes 12

This is the first scholarly book to look at the role of the 'warrior' in modern war, arguing that warriors' actions, and indeed thoughts, are increasingly patrolled and that the modern battlefield is an unforgiving environment in which to discharge their vocation. As war becomes ever more instrumentalized, so its existential dimension is fast being hollowed out. Technology is threatening the agency of the warrior and this volume paints a picture of early twenty-first century warfare, helping to explain why so many aspiring warriors are becoming disenchanted with their profession. Written by a leading thinker on warfare, this book sets out to explain what makes an American Marine a 'warrior' and why suicide bombers, or Al Qaeda fighters, do not qualify for this title. This distinction is one of the central features of the current War on Terror – and one that justifies much more extensive discussion than it has so far received. The Warrior Ethos will be of great interest to all students of military history, strategy, military sociology and war studies.

Theoretical Principles of Distance Education

This new edition is part of a popular series that provides an in-depth, detailed approach to English grammar and vocabulary. It is a thorough and comprehensive series that ensures students confidence with language through the progressive levels.Clear explanations of structures and examples of use, with an answer keyExtensive written and oral practice Advanced grammar systematically revised and consolidated through a variety of exercises in the CAE and new Proficiency (CPE) exam styles Comp

Advanced Language Practice

With a generous dash of humor and fun, bestselling author Dan Gookin shows people how to select the right machine and tackle typical laptop challenges Laptop sales recently surpassed those of desktop machines-a trend that seems likely to continue A must for laptop newbies as well as road warriors who need to get the most out of their machines Covers synchronizing with the desktop, accessing the desktop remotely, coordinating e-mail pickup between two machines, wireless networking, managing power, and securing a laptop

iPod and iTunes Portable Genius

The colorist is responsible for the critical final stage of refinement of the film and broadcast image. Using all of the controls modern color correction software provides, colorists refine the mood, create style, add polish to scenes, and breathe life into the visuals. The craft of color correction can take considerable trial

and error to learn, while the art of color grading takes years to perfect. Alexis Van Hurkman draws on his wealth of industry experience to provide a thoroughly updated edition of what has become the standard guide to color correction. Using a friendly, clear teaching style and a slew of real-world examples and anecdotes, Alexis demonstrates how to achieve professional results for any project, using any number of dedicated grading applications, or even an editing program's built-in color correction tools. From the most basic methods for evaluating and correcting an overall image to the most advanced targeted corrections and creative stylizations, Color Correction Handbook, Second Edition, is your one-stop guide. Among many valuable concepts and techniques, you'll learn to: * Set up a professional color correction environment using the latest technologies and adhere to the most up-to-date standards * Work with log-encoded media and LUTs * Analyze shots quickly and correct errors of color and exposure * Create idealized adjustments for key features such as skin tone, skies, and product shots * Develop strategies for balancing clips in a scene to match one another for continuity, and grading greenscreen clips destined for visual effects * Master a variety of stylistic techniques used to set a scene's mood * Apply principles of color and contrast to add depth and visual interest * Browse valuable research about memory colors, audience preferences, and critical corrections for achieving appealing skin tones and controlled environments * Follow along with the downloadable files that accompany this book, including HD footage, cross-platform exercises, and project files.

Beginning iOS 6 Development

Beginning iPhone 4 Development is here! The authors of the bestselling Beginning iPhone 3 Development are back, with the same excellent material completely updated for iOS 4 and written from the ground up using the latest version of Apple's Xcode 3. All source code has been updated to use the latest Xcode templates and current APIs, and all-new screenshots show Xcode 3 in action. Beginning iPhone 4 Development is a complete course in iOS 4 apps development. You'll master techniques that work on iPhone, iPad, and iPod touch. We start with the basics, showing you how to download and install the tools you'll need, and how to create your first simple application. Next you'll learn to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn techniques to save and retrieve your data using SQLite, iPhone's built-in database management system and Core Data, the standard for persistence that Apple brought to iOS with the release of SDK 3. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. You'll also learn how to use the new

concurrency APIs included in iOS 4, and make robust multithreaded applications using Grand Central Dispatch. The iPhone 4 update to the best-selling and most recommended book for Cocoa touch developers Written in an accessible, easy-to-follow style Full of useful tips and techniques to help you become an iOS pro NOTE: For iPhone 4S or iOS 5 apps development, please instead check out the next edition of this book, Beginning iOS 5 Development - now available.

Haunting Experiences

From the New York Times bestselling author of Little Brother, Cory Doctorow, comes Pirate Cinema, a new tale of a brilliant hacker runaway who finds himself standing up to tyranny. Trent McCauley is sixteen, brilliant, and obsessed with one thing: making movies on his computer by reassembling footage from popular films he downloads from the net. In the dystopian near-future Britain where Trent is growing up, this is more illegal than ever; the punishment for being caught three times is that your entire household's access to the internet is cut off for a year, with no appeal. Trent's too clever for that too happen. Except it does, and it nearly destroys his family. Shamed and shattered, Trent runs away to London, where he slowly learns the ways of staying alive on the streets. This brings him in touch with a demimonde of artists and activists who are trying to fight a new bill that will criminalize even more harmless internet creativity, making felons of millions of British citizens at a stroke. Things look bad. Parliament is in power of a few wealthy media

conglomerates. But the powers-that-be haven't entirely reckoned with the power of a gripping movie to change people's minds. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

The Life and Times of the Thunderbolt Kid

Describes how to achieve the same effects that are seen in magazines, television, newspapers, and the Web using Adobe Photoshop.

MacBook Air Portable Genius

The team that brought you the bestselling Beginning iPhone 4 Development is back again for Beginning iOS 5 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 5 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample program in the book has been rebuilt from scratch using Xcode 4.2 and the latest iOS 5-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning

iOS 5 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 5 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 5 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

The Cool Stuff in Premiere Pro

Explore the latest Mac OS X features, tips, tricks, and secrets with a Mac insider Written by an

internationally recognized Macintosh expert and Apple aficionado, this book is aimed at intermediate level Mac users with behind-the-scenes knowledge and insider tips for users of all levels. You'll forego the hype and get straight down to business on how things work, what's new, and what's different about Mac OS X. Offering the inside scoop on what you really need to know, this book shows you how to best optimize the new Mac operating system to accommodate your needs. Cuts to the heart of Mac OS X and explains how it works, what's new, and what's different Explains how you can optimize Mac OS X to suit your needs Tells you what you need to know and reveals little-know tips, tricks, shortcuts, and advice from an internationally renowned Mac insider Focuses only on what you really want to know and doesn't waste your time with basic computer concepts that you already know It's no secret: Mac OS X Secrets is the ulimate insider's guide to Mac OS X.

The Digital Print

This international best-seller is filled with visual techniques for filmmakers and screenwriters who want to expand their stylistic knowledge.

iPod and iTunes Pocket Genius

Get a taste of the complete iPod and iTunes Portable Genius with this handy, info-packed, e-book starter that gives you plenty to get up and running. Want to import your existing media files to iTunes? Create an iTunes store wish list? Get involved with Apple's new

Ping social music network? Buy and download this Pocket Genius today and find colorful screenshots, savvy tips, and great shortcuts that save you time and help you enjoy your iPod and iTunes to the max.

Film Directing Shot by Shot

A guide to color management using Adobe Photoshop.

Posttraumatic Growth

Provides information on troubleshooting and optimizing Mac OS X 10.4, covering such topics as file systems, application environments, command-line interface, networking, printing, and startup.

The Darker Side of Western Modernity

Fun, hip and straightforward books give Apple users useful information in a handy, compact format that is easy to navigate and includes all the essentials. Original.

Pirate Cinema

A collection of important recent work on thecounterfactual analysis of causation.

Internet Starter Kit for Macintosh

Designed by Apple in California

In this volume of 15 articles, contributors from a wide range of disciplines present their analyses of Disney movies and Disney music, which are mainstays of popular culture. The power of the Disney brand has heightened the need for academics to question whether Disney's films and music function as a tool of the Western elite that shapes the views of those less empowered. Given its global reach, how the Walt Disney Company handles the role of race, gender, and sexuality in social structural inequality merits serious reflection according to a number of the articles in the volume. On the other hand, other authors argue that Disney productions can help individuals cope with difficult situations or embrace progressive thinking. The different approaches to the assessment of Disney films as cultural artifacts also vary according to the theoretical perspectives guiding the interpretation of both overt and latent symbolic meaning in the movies. The authors of the 15 articles encourage readers to engage with the material, showcasing a variety of views about the good, the bad, and the best way forward.

Laptops For Dummies

Ghosts and other supernatural phenomena are widely represented throughout modern culture. They can be found in any number of entertainment, commercial, and other contexts, but popular media or commodified representations of ghosts can be quite different from the beliefs people hold about them, based on tradition or direct experience. Personal belief and cultural tradition on the one hand, and

popular and commercial representation on the other, nevertheless continually feed each other. They frequently share space in how people think about the supernatural. In Haunting Experiences, three well-known folklorists seek to broaden the discussion of ghost lore by examining it from a variety of angles in various modern contexts. Diane E. Goldstein, Sylvia Ann Grider, and Jeannie Banks Thomas take ghosts seriously, as they draw on contemporary scholarship that emphasizes both the basis of belief in experience (rather than mere fantasy) and the usefulness of ghost stories. They look closely at the narrative role of such lore in matters such as socialization and gender. And they unravel the complex mix of mass media, commodification, and popular culture that today puts old spirits into new contexts.

Born A Crime

Beginning iOS 5 Development

DIVA new and more concrete understanding of the inseparability of colonialism and modernity that also explores how the rhetoric of modernity disguises the logic of coloniality and how this rhetoric has been instrumental in establishing capitalism as the econ/div

Mac OS X Support Essentials

The Internet is rapidly changing. Every day new programs are added and information is updated. With that in mind, Engst has written a guide that is

beneficial to Macintosh users of the Internet, providing comprehensive coverage of a broad range of Internet topics. Also includes an introduction and history of the Internet. The disk contains software needed to get connected to the Internet.

Folklore and the Internet

Get savvy advice and hip tips on making the most of your iPod and iTunes The Portable Genius series is all about getting the most from your Apple-inspired digital lifestyle. You'll find important basics about setting up your iPod and iTunes plus troubleshooting tips, advice on customizing the iPod experience, and ways to take advantage of the coolest iPod and iTunes features. Hip and handy, this edition covers the latest version of iTunes and the iOS as well as tips and tricks that can also apply to your iPad and iPhone. Watch for the "Genius" icons and find smart, innovative ways to get more from your iPod and iTunes. Shows beginners how to set up and use the iPod and iTunes Offers plenty of intermediate-to-advanced information about troubleshooting, using scripts to maximize iTunes, managing content on AppleTV, and more Easy to navigate, with "Genius" icons that mark smart or innovative ways to accomplish various tasks Small and portable, packed with tips and techniques for the most-used features of iTunes and the App Store iPod and iTunes Portable Genius, 3rd Edition saves you time and hassle by covering the things you most want to know.

Happier at Home

Cover -- Half-title -- Title -- Copyright -- Dedication -- Contents -- Preface -- 1 Youth and Media -- 2 Then and Now -- 3 Themes and Theoretical Perspectives -- 4 Infants, Toddlers, and Preschoolers -- 5 Children -- 6 Adolescents -- 7 Media and Violence -- 8 Media and Emotions -- 9 Advertising and Commercialism -- 10 Media and Sex -- 11 Media and Education -- 12 Digital Games -- 13 Social Media -- 14 Media and Parenting -- 15 The End -- Notes -- Acknowledgments -- Index -- A -- B -- C -- D -- E -- F -- G -- H -- I -- J -- K -- L -- M -- N -- O -- P -- Q -- R -- S -- T -- U -- V -- W -- X -- Y -- Z

Grammar Advantage

Mac Secrets

The team that brought you the bestselling Beginning iPhone Development is back again for Beginning iOS 6 Development, bringing this definitive guide up-to-date with Apple's latest and greatest iOS 6 SDK, as well as with the latest version of Xcode. There's coverage of brand new technologies, with chapters on storyboards and iCloud, for example, as well as significant updates to existing chapters to bring them in line with all the changes that came with the iOS 6 SDK. You'll have everything you need to create your very own apps for the latest iOS devices, including the iPhone 4S, iPad 2, and the latest iPod touch. Every single sample app in the book has been rebuilt from scratch using latest Xcode and the latest 64-bit iOS 6-specific project templates and designed to take advantage of the latest Xcode features. Assuming only a minimal

working knowledge of Objective-C, and written in a friendly, easy-to-follow style, Beginning iOS 6 Development offers a complete soup-to-nuts course in iPhone, iPad, and iPod touch programming. The book starts with the basics, walking through the process of downloading and installing Xcode and the iOS 6 SDK, and then guides you though the creation of your first simple application. From there, you'll learn how to integrate all the interface elements Apple touch users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The confusing art of table building will be demystified, and you'll learn how to save your data using the iPhone file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! You'll learn to draw using Quartz 2D and OpenGL ES, add multitouch gestural support (pinches and swipes) to your applications, and work with the camera, photo library, accelerometer, and built-in GPS. You'll discover the fine points of application preferences and learn how to localize your apps for multiple languages. The iOS 6 update to the bestselling and most recommended book for Cocoa touch developers Packed full of tricks, techniques, and enthusiasm for the new SDK from a developer perspective Written in an accessible, easy-to-follow style

Causation and Counterfactuals

In the spirit of her blockbuster #1 New York Times bestseller The Happiness Project, Gretchen Rubin embarks on a new project to make home a happier place. One Sunday afternoon, as she unloaded the dishwasher, Gretchen Rubin felt hit by a wave of homesickness. Homesick—why? She was standing right in her own kitchen. She felt homesick, she realized, with love for home itself. "Of all the elements of a happy life," she thought, "my home is the most important." In a flash, she decided to undertake a new happiness project, and this time, to focus on home. And what did she want from her home? A place that calmed her, and energized her. A place that, by making her feel safe, would free her to take risks. Also, while Rubin wanted to be happier at home, she wanted to appreciate how much happiness was there already. So, starting in September (the new January), Rubin dedicated a school year—September through May—to making her home a place of greater simplicity, comfort, and love. In The Happiness Project, she worked out general theories of happiness. Here she goes deeper on factors that matter for home, such as possessions, marriage, time, and parenthood. How can she control the cubicle in her pocket? How might she spotlight her family's treasured possessions? And it really was time to replace that dud toaster. Each month, Rubin tackles a different theme as she experiments with concrete, manageable resolutions—and this time, she coaxes her family to try some resolutions, as well. With her signature blend of memoir, science, philosophy, and experimentation, Rubin's passion for her subject jumps off the page, and reading just a few chapters of this book will inspire readers to find more happiness

in their own lives.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION