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A shocking examination of the extreme national security apparatus built in response to the terrorist attacks of September 11th After 9/11, the United States government embarked on an unprecedented effort to protect America. The result has been calamitous: Eleven years of unparalleled spending and growth have produced a system to keep America safe that may in fact be putting us in even greater danger--but we don't know because it's all top secret. In this acclaimed bestseller, award-winning journalists Dana Priest and William M. Arkin lift the curtain on this clandestine universe. From the agencies and private companies keeping track of American citizens, to the military commanders building America's first "top secret city," to a hidden army within the U.S. military more secret than the CIA, this new national security octopus has become a self-sustaining "fourth branch" of government. Top Secret America is a tour de force of investigative journalism that reveals government run amok and a war on terrorism gone wrong.

The oceans cover 70% of the terrestrial surface, and exert a pervasive influence on the Earth's environment but their nature is poorly recognized. Knowing the ocean's role deeply and understanding the complex, physical, biological, chemical and geological systems operating within it represent a major challenge to scientists today. Seafloor observatories offer scientists new opportunities to study multiple, interrelated natural phenomena over time scales ranging from seconds to decades, from episodic to global and long-term processes. Seafloor Observatories poses the important and apparently simple question, "How can continuous and reliable monitoring at the seafloor by means of Seafloor Observatories extend exploration and improve knowledge of our planet?" The book leads the reader through: the present scientific challenges to be addressed with seafloor observatories the technical solutions for their architecture an excursus on worldwide ongoing projects and programmes some relevant scientific multidisciplinary results and a presentation of new and interesting long-term perspectives for the coming years. Current results will yield significant improvements and exert a strong impact not only on our present knowledge of our planet but also on human evolution.

Identifies the principles of good design, explains how many everyday appliances and machines fall short, and discusses design trends of the future

This anthology discusses the converging operational issues of air base defense and counterinsurgency. It explores the diverse challenges associated with defending air assets and joint personnel in a counterinsurgency environment. The authors are primarily Air Force officers from security forces, intelligence, and the office of special investigations, but works are included from a US Air Force pilot and a Canadian air force officer. The authors examine lessons from Vietnam, Iraq, Afghanistan, and other conflicts as they relate to securing air bases and sustaining air operations in a high-threat counterinsurgency environment. The essays review the capabilities, doctrine, tactics, and training needed in base defense operations and recommend ways in which to build a strong, synchronized ground defense partnership with joint and combined forces. The authors offer recommendations on the development of combat leaders with the depth of knowledge, tactical and operational skill sets, and counterinsurgency mind set necessary to be effective in the modern asymmetric battlefield.

Master the craft of game design so you can create that elusive combination of challenge, competition, and interaction that players seek. This design workshop begins with an examination of the fundamental elements of game design; then puts you to work in prototyping, playtesting and redesigning your own games with exercises that teach essential design skills. Workshop exercises require no background in programming or artwork, releasing you from the intricacies of electronic game production, so you can develop a working understanding of the essentials of game design.

Discover all the amazing things you can do with Arduino Arduino is a programmable circuit board that is being used by everyone from scientists, programmers, and hardware hackers to artists, designers, hobbyists, and engineers in order to add interactivity to objects and projects and experiment with programming and electronics. This easy-to-understand book is an ideal place to start if you are interested in learning more about Arduino's vast capabilities. Featuring an array of cool projects, this Arduino beginner guide walks you through every step of each of the featured projects so that you can acquire a clear understanding of the different aspects of the Arduino board. Introduces Arduino basics to provide you with a solid foundation of understanding before you tackle your first project Features a variety of fun projects that show you how to do everything from automating your garden's watering system to constructing a keypad entry system, installing a tweeting cat flap, building a robot car, and much more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers of all ages Arduino Projects For Dummies is your guide to turning everyday electronics and plain old projects into incredible innovations. Get Connected! To find out more about Brock Craft and his recent Arduino creations, visit www.facebook.com/ArduinoProjectsForDummies

Official U.S. edition with full color illustrations throughout. NEW YORK TIMES BESTSELLER Yuval Noah Harari, author of the critically-acclaimed New York Times bestseller and international phenomenon Sapiens, returns with an equally original, compelling, and provocative book, turning his focus toward humanity's future, and our quest to upgrade humans into gods. Over the past century humankind has managed to do the impossible and rein in famine, plague, and war. This may seem hard to accept, but, as Harari explains in his trademark style—thorough, yet riveting—famine, plague and war have been transformed from incomprehensible and uncontrollable forces of nature into manageable challenges. For the first time ever, more people die from eating too much than from eating too little; more people die from old age than from infectious diseases; and more people commit suicide than are killed by soldiers, terrorists and criminals put together. The average American is a thousand times more likely to die from binging at McDonalds than from being blown up by Al Qaeda. What then will replace famine, plague, and war at the top of the human agenda? As the self-made gods of planet earth, what destinies will we set ourselves, and which quests will we undertake? Homo Deus explores the projects, dreams and nightmares that will shape the twenty-first century—from overcoming death to creating artificial life. It asks the fundamental questions: Where do we go from here? And how will we protect this fragile world from our own destructive powers? This is the next stage of evolution. This is Homo Deus. With the same insight and clarity that made Sapiens an international hit and a New York Times bestseller, Harari maps out our future.

This book examines two main topics, namely, Wireless Networking and Mobile Data Management. It is designed around a course the author began teaching to senior undergraduate and master's students at the Department of Computer Science & Engineering of the Indian Institute of Technology Kanpur. The first part of the book, consisting of eight chapters, including the introduction, focuses exclusively on wireless networking aspects. It begins with cellular communication systems, which provided the foundation of wireless networking principles. Three subsequent chapters are devoted to the Global System for Mobile communication (GSM), Wireless Local Area Network (WLAN), Bluetooth, infrared (IR), ZigBee and 6LoWPAN protocols. There is also a chapter on routings in ad hoc networks, an area that is currently being intensively researched due to its potential applications in areas of vehicular network, traffic management, tactical and military systems. Furthermore, the book discusses mobile operating systems and wireless network application level protocols such as Wireless Application Protocols (WAP), Mobile IP and Mosh. The second part highlights mobile data management. It addresses the issues like location management, the importance of replication and caching in mobile environments, the concept of broadcast disk and indexing in air, storage systems for sharing data in mobile environments, and building smart environments. Given that the design of algorithms is the key to applications in data management; this part begins with a chapter on the type of paradigm shift that has been introduced in the design of algorithms, especially due to asymmetry in mobile

environments. Lastly, the closing chapter of the book explores smart environments, showing the readers how wireless technology and mobile data management can be combined to provide optimum comfort for human life. Though the book has been structured as a monograph, it can be used both as a textbook and as a reference material for researchers and developers working in the area.

[Good Strategy, Bad Strategy](#)

[Practical Arduino](#)

[Supply Chain Management](#)

[Structures of Participation in Digital Culture](#)

[Raspberry Pi Projects](#)

[First Friends 1: Teacher's Book](#)

[A Theory of the Drone](#)

[Defending Air Bases in an Age of Insurgency](#)

[A Brief History of Tomorrow](#)

[The Paris Effect](#)

[Hacking Google Maps and Google Earth](#)

[Russian Social Media Influence](#)

[How to Choose a Camera, Lens, Tripod, Flash & More](#)

Light symbolises the highest good, it enables all visual art, and today it lies at the heart of billion-dollar industries. The control of light forms the foundation of contemporary vision. Digital Light brings together artists, curators, technologists and media archaeologists to study the historical evolution of digital light-based technologies. Digital Light provides a critical account of the capacities and limitations of contemporary digital light-based technologies and techniques by tracing their genealogies and comparing them with their predecessor media. As digital light remediates multiple historical forms (photography, print, film, video, projection, paint), the collection draws from all of these histories, connecting them to the digital present and placing them in dialogue with one another. Light is at once universal and deeply historical. The invention of mechanical media (including photography and cinematography) allied with changing print technologies (half-tone, lithography) helped structure the emerging electronic media of television and video, which in turn shaped the bitmap processing and raster display of digital visual media. Digital light is, as Stephen Jones points out in his contribution, an oxymoron: light is photons, particulate and discrete, and therefore always digital. But photons are also waveforms, subject to manipulation in myriad ways. From Fourier transforms to chip design, colour management to the translation of vector graphics into arithmetic displays, light is constantly disciplined to human purposes. In the form of fibre optics, light is now the infrastructure of all our media; in urban plazas and handheld devices, screens have become ubiquitous, and also standardised. This collection addresses how this occurred, what it means, and how artists, curators and engineers confront and challenge the constraints of increasingly normalised digital visual media. While various art pieces and other content are considered throughout the collection, the focus is specifically on what such pieces suggest about the intersection of technique and technology.

Including accounts by prominent artists and professionals, the collection emphasises the centrality of use and experimentation in the shaping of technological platforms. Indeed, a recurring theme is how techniques of previous media become technologies, inscribed in both digital software and hardware. Contributions include considerations of image-oriented software and file formats; screen technologies; projection and urban screen surfaces; histories of computer graphics, 2D and 3D image editing software, photography and cinematic art; and transformations of light-based art resulting from the distributed architectures of the internet and the logic of the database. Digital Light brings together high profile figures in diverse but increasingly convergent fields, from academy award-winner and co-founder of Pixar, Alvy Ray Smith to feminist philosopher Cathryn Vasseleu. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors.

The Parisian research scholar and author of Manhunts offers a philosophical perspective on the role of drone technology in today's changing military environments and the implications of drone capabilities in enabling democratic choices. 12,500 first printing.

Supply Chain Management (SCM) has been widely researched in numerous application domains during the last decade. Despite the popularity of SCM research and applications, considerable confusion remains as to its meaning. There are several attempts made by researchers and practitioners to appropriately define SCM. Amidst fierce competition in all industries, SCM has gradually been embraced as a proven managerial approach to achieving sustainable profits and growth. This book "Supply Chain Management - Applications and Simulations" is comprised of twelve chapters and has been divided into four sections. Section I contains the introductory chapter that represents theory and evolution of Supply Chain Management. This chapter

highlights chronological prospective of SCM in terms of time frame in different areas of manufacturing and service industries. Section II comprised five chapters those are related to strategic and tactical issues in SCM. Section III encompasses four chapters that are relevant to project and technology issues in Supply Chain. Section IV consists of two chapters which are pertinent to risk managements in supply chain.

In a new approach to philosophical anthropology, Bruno Latour offers answers to questions raised in *We Have Never Been Modern: If not modern, what have we been, and what values should we inherit?* An Inquiry into Modes of Existence offers a new basis for diplomatic encounters with other societies at a time of ecological crisis.

Presents a vivid account of a history-making storm that hit the New England coast in October 1991 and the lives it changed, weaving together the history of the fishing industry, the science of storms, and personal accounts. Tour.

If you're a beginner photographer, this book can save you hundreds of dollars. If you're a seasoned pro, it can save you thousands. With access to over 16 HOURS of online video, this book helps you choose the best equipment for your budget and style of photography. In this book, award-winning author and photographer Tony Northrup explains explains what all your camera, flash, lens, and tripod features do, as well as which are worth paying for and which you can simply skip. Tony provides information specific to your style of photography, whether you're a casual photographer or you're serious about portraits, landscapes, sports, wildlife, weddings, or even macro. For the casual reader, Tony provides quick recommendations to allow you to get the best gear for your budget, without spending days researching. If you love camera gear, you'll be able to dive into 200 pages of detailed information covering Nikon, Canon, Sony, Micro Four-Thirds, Olympus, Samsung, Leica, Mamiya, Hasselblad, Fuji, Pentax, Tamron, Sigma, Yongnuo, PocketWizard, Phottix, Pixel King, and many other manufacturers. Camera technology changes fast, and this book keeps up. Tony updates this book several times per year, and buying the book gives you a lifetime subscription to the updated content. You'll always have an up-to-date reference on camera gear right at your fingertips. Here are just some of the topics covered in the book: What should my first camera be? Which lens should I buy? Should I buy Canon, Nikon, or Sony? Is a mirrorless camera or a DSLR better for me? Do I need a full frame camera? Is it safe to buy generic lenses and flashes? What's the best landscape photography gear? Which portrait lens and flash should I buy? What gear do I need to photograph a wedding? How can I get great wildlife shots on a budget? Which sports photography equipment should I purchase? Should I buy zooms or primes? Is image stabilization worth the extra cost? Which type of tripod should I buy? Which wireless flash system is the best for my budget? How can I save money by buying used? What kind of computer should I get for photo editing? What studio lighting equipment should I buy? When you buy this book, you'll be able to immediately read the book online. You'll also be able to download it in PDF, .mobi, and .epub formats--every popular format for your computer, tablet, smartphone, or eReader!

#1 Amazon Best Seller in Women's Fiction Friendship, loss, and an enchanting trip to Paris... Amy and Kat had a plan: A secret trip to Paris. Even Amy's husband wouldn't know about it. But when Amy loses Kat to cancer, she knows the plan has disappeared forever. Or has it? Guided by Kat's bold voice and dissatisfaction with her own calorie-counting life in Phoenix, Amy takes the plunge and sneaks off to Paris without telling a soul. Once there, however, she finds that her problems have come right along with her. Through adventures laced with luscious food and a glimpse into an unexpected side of Paris, Amy learns that often in life, love, and friendship, nothing is exactly as it seems. Will she choose her new life in Paris or revive the one she left behind?

"Discover a Paris that few casual tourists see" (Paris Voice) in this highly praised "can't-put-down... absorbing adventure" (Kirkus Reviews) Now optioned for film and TV by Papazian-Hirsch Entertainment! Book club discussion guide included. Interview with the Author What inspired you to write *The Paris Effect*? This is easy. I am a member of two book groups. We love talking about stories and characters, why we liked or didn't like a novel, what books and reading mean to us. I've done a lot of pondering about what makes a satisfying reading experience. Simply put, I wanted to write a novel that my book groups would enjoy reading and talking about. I love books about Paris! Do you think I will like this book? Yes, I believe so! But this isn't your typical book about Paris. At first it may seem like chick lit (a secret trip to the romantic city of Paris!) or a travel memoir (Amy ventures abroad without telling her husband and ends up on a voyage of self-discovery), though I'd say at its core it's women's fiction: Amy deals with the loss of her best friend and the downward (and sideways) spiral that ensues. She questions herself and her choices. She ultimately has to make some tough decisions. It's an emotional ride. What kind of story is *The Paris Effect*? Reviewers call it an engrossing adventure that's both funny and touching. Literary types would probably say it's a coming of age story because the main character, Amy (who loves all things French, and is diet-obsessed and believes French women don't get fat), takes the first big risk of her life by running away to France, soon learning the truth of the expression, "Wherever you go, there you are." I call it a tale of self-discovery that for the reader doubles as a virtual mini-vacation to Paris, giving a unique glimpse of Paris life. Many books have been written with Paris as the setting. What sets yours apart? Who doesn't like a Paris love story? For many of us, Paris is the ultimate romantic dream destination. And don't get me wrong-Paris is truly as romantic as it's cracked up to be! But it's also a multilingual, multinational metropolis of street hustlers, diesel fumes, and

pickpockets. Amy encounters all of these and more, including some wonderfully kind strangers. She gets to know a Paris that few casual tourists ever see. And so will you. Thanks for reading!

'One of the best books yet written on data and algorithms. . .deserves a place on the bestseller charts.' (The Times) You are accused of a crime. Who would you rather determined your fate - a human or an algorithm? An algorithm is more consistent and less prone to error of judgement. Yet a human can look you in the eye before passing sentence. Welcome to the age of the algorithm, the story of a not-too-distant future where machines rule supreme, making important decisions - in healthcare, transport, finance, security, what we watch, where we go even who we send to prison. So how much should we rely on them? What kind of future do we want? Hannah Fry takes us on a tour of the good, the bad and the downright ugly of the algorithms that surround us. In Hello World she lifts the lid on their inner workings, demonstrates their power, exposes their limitations, and examines whether they really are an improvement on the humans they are replacing. A BBC RADIO 4- BOOK OF THE WEEK SHORTLISTED FOR THE 2018 BAILLIE GIFFORD PRIZE AND 2018 ROYAL SOCIETY SCIENCE BOOK PRIZE

[Defining Second Generation Open Source Intelligence \(Osint\) for the Defense Enterprise](#)

[A Guided Tour of an Armored Cavalry Regiment](#)

[A Guide for the Penetration Tester](#)

[An Inquiry Into Modes of Existence](#)

[Tony Northrup's Photography Buying Guide](#)

[Programming Robots with ROS](#)

[Low Tech Hacking](#)

[How to Be Human in the Age of the Machine](#)

[Homo Deus](#)

[Applications and Simulations](#)

[Windows 10 Step by Step](#)

[The Power to Predict Who Will Click, Buy, Lie, or Die](#)

[Mechanisms and Mechanical Devices Sourcebook, Fourth Edition](#)

The quick way to learn Windows 10 This is learning made easy. Get more done quickly with Windows 10. Jump in wherever you need answers--brisk lessons and colorful screenshots show you exactly what to do, step by step. Discover fun and functional Windows 10 features! Work with the new, improved Start menu and Start screen Learn about different sign-in methods Put the Cortana personal assistant to work for you Manage your online reading list and annotate articles with the new browser, Microsoft Edge Help safeguard your computer, your information, and your privacy Manage connections to networks, devices, and storage resources

Create your own Arduino-based designs, gain in-depth knowledge of the architecture of Arduino, and learn the user-friendly Arduino language all in the context of practical projects that you can build yourself at home. Get hands-on experience using a variety of projects and recipes for everything from home automation to test equipment. Arduino has taken off as an incredibly popular building block among ubicomp (ubiquitous computing) enthusiasts, robotics hobbyists, and DIY home automation developers. Authors Jonathan Oxer and Hugh Blemings provide detailed instructions for building a wide range of both practical and fun Arduino-related projects, covering areas such as hobbies, automotive, communications, home automation, and instrumentation. Take Arduino beyond "blink" to a wide variety of projects from simple to challenging Hands-on recipes for everything from home automation to interfacing with your car engine management system Explanations of techniques and references to handy resources for ubiquitous computing projects Supplementary material includes a circuit schematic reference, introductions to a range of electronic engineering principles and general hints & tips. These combine with the projects themselves to make Practical Arduino: Cool Projects for Open Source Hardware an invaluable reference for Arduino users of all levels. You'll learn a wide variety of techniques that can be applied to your own projects.

"Mesmerizing & fascinating..." -The Seattle Post-Intelligencer "The Freakonomics of big data." -Stein Kretsinger, founding executive of Advertising.com Award-winning | Used by over 30 universities | Translated into 9 languages An introduction for everyone. In this rich, fascinating - surprisingly accessible - introduction, leading expert Eric Siegel reveals how predictive analytics (aka machine learning) works, and how it affects everyone every day. Rather than a "how to" for hands-on techies, the book serves lay readers and experts alike by covering new case studies and the latest state-of-the-art techniques. Prediction is booming. It reinvents industries and runs the world. Companies, governments, law enforcement, hospitals, and universities are seizing upon the power. These institutions predict whether you're going to click, buy, lie, or die. Why? For good reason: predicting human behavior combats risk, boosts sales, fortifies healthcare, streamlines manufacturing, conquers spam, optimizes social networks, toughens crime fighting, and wins elections. How? Prediction is powered by the world's most potent, flourishing unnatural resource: data. Accumulated in large part as the by-product of

routine tasks, data is the unsalted, flavorless residue deposited en masse as organizations churn away. Surprise! This heap of refuse is a gold mine. Big data embodies an extraordinary wealth of experience from which to learn. Predictive analytics (aka machine learning) unleashes the power of data. With this technology, the computer literally learns from data how to predict the future behavior of individuals. Perfect prediction is not possible, but putting odds on the future drives millions of decisions more effectively, determining whom to call, mail, investigate, incarcerate, set up on a date, or medicate. In this lucid, captivating introduction – now in its Revised and Updated edition – former Columbia University professor and Predictive Analytics World founder Eric Siegel reveals the power and perils of prediction: What type of mortgage risk Chase Bank predicted before the recession. Predicting which people will drop out of school, cancel a subscription, or get divorced before they even know it themselves. Why early retirement predicts a shorter life expectancy and vegetarians miss fewer flights. Five reasons why organizations predict death – including one health insurance company. How U.S. Bank and Obama for America calculated the way to most strongly persuade each individual. Why the NSA wants all your data: machine learning supercomputers to fight terrorism. How IBM's Watson computer used predictive modeling to answer questions and beat the human champs on TV's Jeopardy! How companies ascertain untold, private truths – how Target figures out you're pregnant and Hewlett-Packard deduces you're about to quit your job. How judges and parole boards rely on crime-predicting computers to decide how long convicts remain in prison. 182 examples from Airbnb, the BBC, Citibank, ConEd, Facebook, Ford, Google, the IRS, LinkedIn, Match.com, MTV, Netflix, PayPal, Pfizer, Spotify, Uber, UPS, Wikipedia, and more. How does predictive analytics work? This jam-packed book satisfies by demystifying the intriguing science under the hood. For future hands-on practitioners pursuing a career in the field, it sets a strong foundation, delivers the prerequisite knowledge, and whets your appetite for more. A truly omnipresent science, predictive analytics constantly affects our daily lives. Whether you are a consumer of it – or consumed by it – get a handle on the power of Predictive Analytics.

This monograph is a preliminary accounting of the role of the U.S. Marine Corps' senior command in the Persian Gulf conflict from 8 August 1990 to 16 April 1991. It is one of a series covering the operations of the 1st Marine Division; the 2d Marine Division; the 3d Marine Aircraft Wing; Combat Service Support Element, comprised of 1st and 2d Force Service Support Groups units; Marines afloat in Desert Shield and Desert Storm; and humanitarian relief operations in northern Iraq and Turkey.

An original, endlessly thought-provoking, and controversial look at the nature of consciousness and identity argues that the key to understanding selves and consciousness is the "strange loop," a special kind of abstract feedback loop inhabiting our brains.

Why do we play games and why do we play them on computers? The contributors of »Games and Rules« take a closer look at the core of each game and the motivational system that is the game mechanics. Games are control circuits that organize the game world with their (joint) players and establish motivations in a dedicated space, a »Magic Circle«, whereas game mechanics are constructs of rules designed for interactions that provide gameplay. Those rules form the base for all the excitement and frustration we experience in games. This anthology contains individual essays by experts and authors with backgrounds in Game Design and Game Studies, who lead the discourse to get to the bottom of game mechanics in video games and the real world – among them Miguel Sicart and Carlo Fabricatore.

This report describes the evolution of open source intelligence, defines open source information and the intelligence cycle, and parallels with other intelligence disciplines, along with methods used and challenges of using off-the-shelf technology.

Argues that a manager's central responsibility is to create and implement strategies, challenges popular motivational practices, and shares anecdotes discussing how to enable action-oriented plans for real-world results.

[Armored Cav](#)

[Predictive Analytics](#)

[Cool Projects for Open Source Hardware](#)

[Best Practices for Development](#)

[A Reader, Second Edition](#)

[Homeland](#)

[Arduino Projects For Dummies](#)

[The Car Hacker's Handbook](#)

[Critical Digital Studies](#)

[A True Story of Men Against the Sea](#)

[The Perfect Storm](#)

[Game Design Workshop](#)

[Game Mechanics for the »Magic Circle«](#)

Going behind the scenes of an armored cavalry regiment, an insider's view includes photographs, illustrations, and diagrams of tanks, helicopters, and artillery systems, interviews with high-ranking officers, and future roles the armored cavalry might play. Original.

Media Studies.

Provides information on using Google Maps and Google Earth to do such tasks as making maps that include statistical data, creating a realtor's presentation, calculating distances for routes, and highlighting

archaeological information.

An indispensable resource for instructors and students in digital studies programs, Critical Digital Studies is a comprehensive, creative, and fascinating look at a digital culture that is struggling to be born, survive, and flourish."--Publisher description.

RAND Arroyo Center was asked by U.S. Army Cyber Command's G35 office to develop and document an Army strategy for providing cyber support to corps and below. This report proposes a strategy for tactical Army cyber operations, enumerating overarching goals, objectives, and associated activities. Instructive case studies are provided that support implementation of the strategy.

Intended for machinery, mechanism, and device designers; engineers, technicians; and inventors and students, this fourth edition includes a glossary of machine design and kinematics terms; material on robotics; and information on nanotechnology and mechanisms applications.

First Friends (American English) has a strong and clear structure that makes it easy for teachers to teach and learners to learn in a fun, friendly and familiar way. With the help of mascots, games, songs and stories young learners will soon be confident in their use of everyday English and grasp of the Roman alphabet. This flexible package offers DVD, iTools, picture cards and the choice of combined student and workbook packs and teacher's books in languages other than English, so you can use what suits you and your students best.

In Cory Doctorow's wildly successful *Little Brother*, young Marcus Yallow was arbitrarily detained and brutalized by the government in the wake of a terrorist attack on San Francisco—an experience that led him to become a leader of the whole movement of technologically clued-in teenagers, fighting back against the tyrannical security state. A few years later, California's economy collapses, but Marcus's hacktivist past lands him a job as webmaster for a crusading politician who promises reform. Soon his former nemesis Masha emerges from the political underground to gift him with a thumbdrive containing a Wikileaks-style cable-dump of hard evidence of corporate and governmental perfidy. It's incendiary stuff—and if Masha goes missing, Marcus is supposed to release it to the world. Then Marcus sees Masha being kidnapped by the same government agents who detained and tortured Marcus years earlier. Marcus can leak the archive Masha gave him—but he can't admit to being the leaker, because that will cost his employer the election. He's surrounded by friends who remember what he did a few years ago and regard him as a hacker hero. He can't even attend a demonstration without being dragged onstage and handed a mike. He's not at all sure that just dumping the archive onto the Internet, before he's gone through its millions of words, is the right thing to do. Meanwhile, people are beginning to shadow him, people who look like they're used to inflicting pain until they get the answers they want. Fast-moving, passionate, and as current as next week, *Homeland* is every bit the equal of *Little Brother*—a paean to activism, to courage, to the drive to make the world a better place. At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

[I Am a Strange Loop](#)

[Tactical Cyber](#)

[Wireless Networking and Mobile Data Management](#)

[Understanding Russian Propaganda in Eastern Europe](#)

[The Difference and Why It Matters](#)

[With the I Marine Expeditionary Force in Desert Shield and Desert Storm](#)

[Smart Objects and Technologies for Social Good](#)

[Building a Strategy for Cyber Support to Corps and Below](#)

[The Design of Everyday Things](#)

[Street Smarts for Security Professionals](#)

[A New Vision of the Earth from the Abyss](#)

[A Playcentric Approach to Creating Innovative Games](#)

[Hello World](#)

A guide to low tech computer hacking covers such topics as social engineering, locks, penetration testing, and information security.

Russia employs a sophisticated social media campaign against former Soviet states that includes news tweets, nonattributed comments on web pages, troll and bot social media accounts, and fake hashtag and Twitter campaigns. Nowhere is this threat more tangible than in Ukraine. Researchers analyzed social media data and conducted interviews with regional and security experts to understand the critical ingredients to countering this campaign.

Want to develop novel robot applications, but don't know how to write a mapping or object-recognition system? You're not alone, but you're certainly not without help. By combining real-world examples with valuable knowledge from the Robot Operating System (ROS) community, this practical book provides a set of motivating recipes for solving specific robotics use cases. Ideal for enthusiasts, from students in robotics clubs to professional robotics scientists and engineers, each recipe describes a complete solution using ROS open source libraries and tools. You'll learn how to complete tasks described in the recipes, as well as how to configure and recombine components for other tasks. If you're familiar with Python, you're ready to go. Learn fundamentals, including key ROS concepts, tools, and patterns Program robots that perform an increasingly complex set of behaviors, using the powerful packages in ROS See how to easily add perception and navigation abilities to your robots Integrate your own sensors, actuators, software libraries, and even a whole robot into the ROS ecosystem Learn tips and tricks for using ROS tools and community resources, debugging robot behavior, and using C++ in ROS

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi!

Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe

game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it.

Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to: -Build an accurate threat model for your vehicle -Reverse engineer the CAN bus to fake engine signals -Exploit vulnerabilities in diagnostic and data-logging systems -Hack the ECU and other firmware and embedded systems -Feed exploits through infotainment and vehicle-to-vehicle communication systems -Override factory settings with performance-tuning techniques -Build physical and virtual test benches to try out exploits safely If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

This is a two-level beginners' course for young children that integrates the teaching of phonics, reading, writing, and numeracy. The Hitchhiker's Guide to Python takes the journeyman Pythonista to true expertise. More than any other language, Python was created with the philosophy of simplicity and parsimony. Now 25 years old, Python has become the primary or secondary language (after SQL) for many business users. With popularity comes diversity-and possibly dilution. This guide, collaboratively written by over a hundred members of the Python community, describes best practices currently used by package and application developers. Unlike other books for this audience, The Hitchhiker's Guide is light on reusable code and heavier on design philosophy, directing the reader to excellent sources that already exist. This book constitutes the proceedings of the Second EAI international Conference on Smart Objects and Technologies for Social Good, GOODTECHS 2016, held in Venice, Italy, November 30 - December 1, 2016. The 38 revised full papers were carefully reviewed and selected from 73 submissions. The papers reflect the design, implementation, deployment, operation and evaluation of smart objects and technologies for social good. A social good can be understood as a service that benefits a large number of people in a most possible way. Some classic examples are healthcare, safety, environment, democracy, and human rights, or even art, entertainment, and communication.

[The Hitchhiker's Guide to Python](#)

[U.S. Marines in the Persian Gulf, 1990-1991](#)

[SEAFLOOR OBSERVATORIES](#)

[Games and Rules](#)

[First Friends, Level 1](#)

[Second International Conference, GOODTECHS 2016, Venice, Italy, November 30 - December 1, 2016, Proceedings](#)

[The Rise of the New American Security State](#)

[Top Secret America](#)

[A Practical Introduction to the Robot Operating System](#)

[Digital Light](#)