Forum 5 0 Alpha Minecraft Superheroes Unlimited Mod Wiki

bookdown: Authoring Books and Technical Documents with R Markdown presents a much easier way to write books and technical publications than traditional tools such as LaTeX and Word. The bookdown package inherits the simplicity of syntax and flexibility for data analysis from R Markdown, and extends R Markdown for technical writing, so that you can make better use of document elements such as figures, tables, equations, theorems, citations, and references. Similar to LaTeX, you can number and cross-reference these elements with bookdown. Your document can even include live examples so readers can interact with them while reading the book. The book can be rendered to multiple output formats, including LaTeX/PDF, HTML, EPUB, and Word, thus making it easy to put your documents online. The style and theme of these output formats can be customized. We used books and R primarily for examples in this book, but bookdown is not only for books or R. Most features introduced in this book also apply to other types of publications: journal papers, reports, dissertations, course handouts, study notes, and even novels. You do not have to use R, either. Other choices of computing languages include Python, C, C++, SQL, Bash, Stan, JavaScript, and so on, although R is best supported. You can also leave out computing, for example, to write a fiction. This book itself is an example of publishing with bookdown and R Markdown, and its source is fully available on GitHub.

Best-selling author Al Sweigart shows you how to easily build over 80 fun programs with minimal code and maximum creativity. If you've mastered basic Python syntax and you're ready to start writing programs, you'll find The Big Book of Small Python Projects both enlightening and fun. This collection of 81 Python projects will have you making digital art, games, animations, counting programs, and more right away. Once you see how the code works, you'll practice re-creating the programs and experiment by adding your own custom touches. These simple, text-based programs are 256 lines of code or less. And whether it's a vintage screensaver, a snail-racing game, a clickbait headline generator, or animated strands of DNA, each project is designed to be self-contained so you can easily share it online. You'll create: • Hangman, Blackjack, and other games to play against your friends or the computer • Simulations of a forest fire, a million dice rolls, and a Japanese abacus • Animations like a virtual fish tank, a rotating cube, and a bouncing DVD logo screensaver • A first-person 3D maze game • Encryption programs that use ciphers like ROT13 and Vigenère to conceal text If you're tired of standard step-by-step tutorials, you'll love the learn-by-doing approach of The Big Book of Small Python Projects. It's proof that good things come in small programs!

The incredible tale of a little game that shook the international gaming world--now with new material including a behind-the-scenes look at the sale to Microsoft. For this second edition, the story has been enriched with more Minecraft than ever--a new section describes Minecraft's sale to Microsoft, Notch's less than heartwarming last day in the office, and Mojang's final days of independence. His whole life, all Markus Persson wanted to do was create his own games. Create his own games and get rich. Then in 2009 a strange little project of his quickly grew into a worldwide phenomenon and, in just a few short years, turned its maker into an international icon. Minecraft: The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything is a Cinderella story for the Internet age—improbable success, fast money, and the power of digital technology to shake up a rock-solid industry. It's a story about being lost and finding your way, of breaking the rules and swimming against the current. It's about how the indie gaming scene rattled the foundations of corporate empires. But, above all, this is the story of how a creative genius chased down a crazy dream: the evolution of a shy amateur programmer into a video game god.

Learn valuable programming skills while building your own Minecraft adventure! If you love playing Minecraft and want to learn how to code and create your own mods, this book was designed just for you. Working within the game itself, you'll learn to set up and run your own local Minecraft server, interact with the game on PC, Mac and Raspberry Pi, and develop Python programming skills that apply way beyond Minecraft. You'll learn how to use coordinates, how to change the player's position, how to create and delete blocks and how to check when a block has been hit. The adventures aren't limited to the virtual – you'll also learn how to connect Minecraft to a BBC micro:bit so your Minecraft world can sense and control objects in the real world! The companion website gives you access to tutorial videos to make sure you understand the book, starter kits to make setup simple, completed code files, and badges to collect for your accomplishments. Written specifically for young people by professional Minecraft geeks, this fun, easy-to-follow guide helps you expand Minecraft for more exciting adventures, and put your personal stamp on the world you create. Your own Minecraft world will be unlike anyone else's on the planet, and you'll pick up programming skills that will serve you for years to come on other devices and projects. Among other things, you will: Write Minecraft programs in Python® on your Mac®, PC or Raspberry Pi® Build houses, structures, and make a 3D duplicating machine Build intelligent objects and program an alien invasion Build huge 2D and 3D structures like spheres and pyramids Build a custom game controller using a BBC micro:bitTM Plan and write a complete interactive arena game Adventures in Minecraft teaches you how to make your favourite game even better, while you learn to program by customizing your Minecraft journey.

Old Lyme, Lyme, and Hadlyme
A Novel
Adventures in Minecraft
Exploiting Online Games
Minecraft: The Crash
An Integrative Approach

Where the Connecticut River empties into Long Island Sound, a community that eventually became known as Lyme was settled in 1639. The community ran up the eastern riverbank to what is now East Haddam, along the Sound to Niantic, and into parts of Salem. In time, Lyme was divided into small towns and villages: Old Lyme, Lyme, Hadlyme, Hamburg, Sterling City, South Lyme, and the coastal communities. Old Lyme, Lyme, and Hadlyme is a compelling tribute to an area that is extraordinary in many ways: for its people, many of whom were attorneys, judges, legislators, and governors; for its commerce, which brought ships from up and down the East Coast and as far away as the West Indies; and for its beautiful homes, some of which survive today thanks to a strong preservation ethic.

NEW YORK TIMES BESTSELLER • This official Minecraft novel is an action-packed thriller! When a new virtual-reality version of the game brings her dreams—and doubts—to life, one player must face her fears. Bianca has never been good at following the plan. She's more of an act-now, deal-with-the-consequences-later kind of person. But consequences can't be put off forever, as Bianca learns when she and her best friend, Lonnie, are in a terrible car crash. Waking up in the hospital, almost paralyzed by her injuries, Bianca is faced with questions she's not equipped to answer. She chooses instead to try a new virtual-reality version of Minecraft that responds to her every wish, giving her control over a world at the very moment she thought she'd lost it. As she explores this new realm, she encounters a mute, glitching avatar she believes to be Lonnie. Bianca teams up with Esme and Anton, two kids who are also playing on the hospital server, to save her friend. But the road to recovery isn't without its own dangers. The kids are swarmed by mobs seemingly generated by their fears and insecurities, and now Bianca must deal with the uncertainties that have been plaguing her: Is Lonnie really in the game? And can Bianca help him return to reality? Collect all of the official Minecraft books: Minecraft: The Island Minecraft: The Crash Minecraft: The Lost Journals Minecraft: The Survivors' Book of Secrets Minecraft: Exploded Builds: Medieval Fortress Minecraft: Guide to Exploration Minecraft: Guide to Creative Minecraft: Guide to the Nether & the End Minecraft: Guide to Redstone Minecraft: Mobestiary Minecraft: Guide to Enchantments & Potions Minecraft: Guide to PVP Minigames Minecraft: Guide to Farming Minecraft: Let's Build! Theme Park Adventure Minecraft for Beginners

Your One-Stop Reference for VMware vSphere Automation If you manage vSphere in a Windows environment, automatingroutine tasks can save you time and increase efficiency. VMwarevSphere PowerCLI is a set of pre-built commands based on WindowsPowerShell that is designed to help you automate vSphere processesinvolving virtual machines, datacenters, storage, networks, andmore. This detailed guide—using a practical, task-basedapproach and real-world examples—shows you how to get themost out of PowerCLI's handy cmdlets. Learn how to: Automate vCenter Server and ESX/ESX(i) Server deployment andconfiguration Create and configure virtual machines and use vApps Secure, back up, and restore your virtual machines Monitor, audit, and report the status of your vSphereenvironment Use the PowerCLI SDK, PowerWF Studio, and vEcoShell Schedule and view automation Add a GUI front end to your scripts

An illustrated, comprehensive guide to surviving an attack by hordes of the predatory undead explains zombie physiology and behavior, the most effective weaponry and defense strategies, how to outfit one's home for a long siege, and how to survive in any territory or terrain. Original. 35,000 first printing.

the art of war

Who's Who in the East

Sylvanas (World of Warcraft)

The Island

Minecraft Modding For Kids For Dummies

A Biographical Dictionary of Leading Men and Women of the Eastern United States

The impact of ICT on the teaching of classical languages, literature and culture has not until now been extensively described and evaluated. Nevertheless, educational technology has made a huge difference to the ways in which Classics is taught at junior, senior and college level. The book brings together twenty major approaches to the use of technology in the classroom and presents them for a wide, international audience. It thus forms a record of current and developing practice, promotes further discussion and use among practitioners (teachers, learners and trainers) and offers suggestions for changes in pedagogical practices in the teaching of Classics for the better. The many examples of practice from both UK and US perspectives are applicable to countries throughout the world where Classics is being taught. The more traditional curricula of high-school education in the UK and Europe are drawing more and more on edutech, whereas educational jurisdictions in the US are increasingly expecting high-school students to use ICT in all lessons, with some actively dissuading schools from using traditional printed textbooks. This book presents school teachers with a vital resource as they adapt to this use of educational technology in Classics teaching. This is no less pertinent at university level, in the UK and US, where pedagogy tends to follow traditionalist paradigms: this book offers lecturers frameworks for understanding and assimilating the models of teaching and learning which are prevalent in schools and experienced by their students.

An instant #1 New York Times Bestseller and a USA Today and Indie Bestseller! The Stormlight Archive saga continues in Rhythm of War, the eagerly awaited sequel to Brandon Sanderson's #1 New York Times bestselling Oathbringer, from an epic fantasy writer at the top of his game. After forming a coalition of human resistance against the enemy invasion, Dalinar Kholin and his Knights Radiant have spent a year fighting a protracted, brutal war. Neither side has gained an advantage, and the threat of a betrayal by Dalinar's crafty ally Taravangian looms over every strategic move. Now, as new technological discoveries by Navani Kholin's scholars begin to change the face of the war, the enemy prepares a bold and dangerous operation. The arms race that follows will challenge the very core of the Radiant ideals, and potentially reveal the secrets of the ancient tower that was once the heart of their strength. At the same time that Kaladin Stormblessed must come to grips with his changing role within the Knights Radiant, his Windrunners face their own problem: As more and more deadly enemy Fused awaken to wage war, no more honorspren are willing to bond with humans to increase the number of Radiants. Adolin and Shallan must lead the coalition's envoy to the honorspren stronghold of Lasting Integrity and either convince the spren to join the cause against the evil god Odium, or personally face the storm of failure. Other Tor books by Brandon Sanderson The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer Rhythm of War The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law Shadows of Self Bands of Mourning

Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other books by Brandon Sanderson The Reckoners Steelheart Firefight Calamity At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Synthesizes and re-examines the evolution of the human pelvis, which sits at the interface between locomotion and childbirth.

The exciting new book on the exciting new Blender 2.5! If you want to design 3D animation, here's your chance to jump in with both feet, free software, and a friendly guide at your side! Blender For Dummies, 2nd Edition is the perfect introduction to the popular, open-source, Blender 3D animation software, specifically the revolutionary new Blender 2.5. Find out what all the buzz is about with this easy-access guide. Even if you?re just beginning, you'll learn all the Blender 2.5 ropes, get the latest tips, and soon start creating 3D animation that dazzles. Walks you through what you need to know to start creating eye-catching 3D animations with Blender 2.5, the latest update to the top open-source 3D animation program Shows you how to get the very most out of Blender 2.5's new multi-window unblocking interface, new event system, and other exciting new features Covers how to create 3D objects with meshes, curves, surfaces, and 3D text; add color, texture, shades, reflections and transparency; set your objects in motion with animations and rigging; render your objects and animations; and create scenes with lighting and cameras If you want to start creating your own 3D animations with Blender, Blender For Dummies, 2nd Edition is where you need to start!

An Official Minecraft Novel
A Jury Weighs the Death Penalty
My iMac (Yosemite Edition)
CircuitPython Development Workshop
Minecraft
Counting Strategies

"Imagine trying to play defense in football without ever studying offense. You would not know when a run was coming, how to defend pass patterns, nor when to blitz. In computer systems, as in football, a defender must be able to think like an attacker. I say it in my class every semester, you don't want to be the last person to attack your own system--you should be the first. "The world is quickly going online. While I caution against online voting, it is clear that online gaming is taking the Internet by storm. In our new age where virtual items carry real dollar value, and fortunes are won and lost over items that do not really exist, the new threats to the intrepid gamer are all too real. To protect against these hazards, you must understand them, and this groundbreaking book is the only comprehensive source of information on how to exploit computer games. Every White Hat should read it. It's their only hope of staying only one step behind the bad guys." --Aviel D. Rubin, Ph.D. Professor, Computer Science Technical Director, Information Security Institute Johns Hopkins University "Everyone's talking about virtual worlds. But no one's talking about virtual-world security. Greg Hoglund and Gary McGraw are the perfect pair to show just how vulnerable these online games can be." --Cade Metz Senior Editor PC Magazine "If we're going to improve our security practices, frank discussions like the ones in this book are the only way forward. Or as the authors of this book might say, when you're facing off against Heinous Demons of Insecurity, you need experienced companions, not to mention a Vorpal Sword of Security Knowledge." --Edward W. Felten, Ph.D. Professor of Computer Science and Public Affairs Director, Center for Information Technology Policy Princeton University "Historically, games have been used by warfighters to develop new capabilities and to hone existing skills--especially in the Air Force. The authors turn this simple concept on itself, making games themselves the subject and target of the 'hacking game,' and along the way creating a masterly publication that is as meaningful to the gamer as it is to the serious security system professional. "Massively distributed systems will define the software field of play for at least the next quarter century. Understanding how they work is important, but understanding how they can be manipulated is essential for the security professional. This book provides the cornerstone for that knowledge." --Daniel McGarvey Chief, Information Protection Directorate United States Air Force "Like a lot of kids, Gary and I came to computing (and later to computer security) through games. At first, we were fascinated with playing games on our Apple][s, but then became bored with the few games we could afford. We tried copying each other's games, but ran up against copy-protection schemes. So we set out to understand those schemes and how they could be defeated. Pretty quickly, we realized that it was a lot more fun to disassemble and work around the protections in a game than it was to play it. "With the thriving economies of today's online games, people not only have the classic hacker's motivation to understand and bypass the security of games, but also the criminal motivation of cold, hard cash. That's a combination that's hard to stop. The first step, taken by this book, is revealing the techniques that are being used today." --Greg Morrisett, Ph.D. Allen B. Cutting Professor of Computer Science School of Engineering and Applied Sciences Harvard University "If you're playing online games today and you don't understand security, you're at a real disadvantage. If you're designing the massive distributed systems of tomorrow and you don't learn from games, you're just plain sunk." --Brian Chess, Ph.D. Founder/Chief Scientist, Fortify Software Coauthor of Secure Programming with Static Analysis "This book offers up a fascinating tour of the battle for software security on a whole new front: attacking an online game. Newcomers will find it incredibly eye opening and even veterans of the field will enjoy some of the same old programming mistakes given brilliant new light in a way that only massively-multiplayer-supermega-blow-em-up games can deliver. w00t!" --Pravir Chandra Principal Consultant, Cigital Coauthor of Network Security with OpenSSL If you are a gamer, a game developer, a software security professional, or an interested bystander, this book exposes the inner workings of online-game security for all to see. From the authors of the best-selling Exploiting Software, Exploiting Online Games takes a frank look at controversial security issues surrounding MMORPGs, such as World of Warcraft and Second Life. This no-holds-barred book comes fully loaded with code examples, debuggers, bots, and hacks. This book covers Why online games are a harbinger of software security issues to come How millions of gamers have created billion-dollar virtual economies How game companies

invade personal privacy Why some gamers cheat Techniques for breaking online game security How to build a bot to play a game for you Methods for total conversion and advanced mods Written by the world's foremost software security experts, this book takes a close look at security problems associated with advanced, massively distributed software. With hundreds of thousands of interacting users, today's online games are a bellwether of modern software. The kinds of attack and defense techniques described in Exploiting Online Games are tomorrow's security techniques on display today.

Companion piece to the WoW Diary

A Story in Three Parts, a Character in Six. Think people can be disingenuous? Of course they can and in the future they try on new personas like hats. Unfortunately, Hieronymus Jones overdoes it with the TPGs (temporary personality grafts), leaving his original personality utterly destroyed. That would be okay, since he's kinda boring, until an experimental cure gives him not one, but six new permanent personalities. Rather than fight over territory, each inhabits a different part of his body, and soon finds they can break apart at will! There's: Bogey, the hard-boiled right arm; Kik-li, the Kung-Fu master right leg; Jake, the self-involved torso; Buckley, the too-smart head; Don, the romantic left arm and; Tootsie, the femme fatale left leg! Together, they fight corruption and crime as the strangest superhero team ever! THIS ISSUE: "An Arm and a Leg", no one is legit! The Counter-Parts team is approached for help by rebel leader Bernardo, whose own personality is actually a TPG. Meanwhile, Sherman Derkle, Jr. son of Sherman Derkle, Sr., CEO of the evil corporation producing TPGs, secretly aids the rebels to bring down his own father. From the mind of bestselling author Stefan Petrucha (MARVEL's Captain America, Daredevil) A Caliber Comics release.

"Gloriously dark and romantic." —Roshani Chokshi, New York Times bestselling author of The Star-Touched Queen "An alluring and seductive fairy tale." —Justina Ireland, New York Times bestselling author of Dread Nation "Horrifying, heartbreaking, and heartwarming, a lush fairy tale rooted in a moral quandary." —Kirkus Reviews (starred review) "An eerie, consuming tale of sacrifice and faith. Haunting and unique." —Booklist "Evocative." —BCCB Once, a witch made a pact with a devil. The legend says they loved each other, but can the story be trusted at all? Find out in this lush, atmospheric fantasy novel that entwines love, lies, and sacrifice. Long ago, a village made a bargain with the devil: to ensure their prosperity, when the Slaughter Moon rises, the village must sacrifice a young man into the depths of the Devil's Forest. Only this year, the Slaughter Moon has risen early. Bound by duty, secrets, and the love they share for one another, Mairwen, a spirited witch; Rhun, the expected saint; and Arthur, a restless outcast, will each have a role to play as the devil demands a body to fill the bargain. But the devil these friends find is not the one they expect, and the lies they uncover will turn their town—and their hearts—inside out.

Using the TI-84 Plus
I Go Exploring
81 Easy Practice Programs
The Visual Guide to Minecraft
Minecraft, Second Edition
Book Four of The Stormlight Archive

An official tie-in to the globally popular video game traces the story of a new hero stranded in the world of Minecraft who must survive a harsh environment while unraveling the secrets of a mysterious island.

This unique approach to combinatorics is centered around unconventional, essay-type combinatorial examples, followed by a number of carefully selected, challenging problems and extensive discussions of their solutions. Topics encompass permutations and combinations, binomial coefficients and their applications, bijections, inclusions and exclusions, and generating functions. Each chapter features fully-worked problems, including many from Olympiads and other competitions, as well as a number of problems original to the authors; at the end of each chapter are further exercises to reinforce understanding, encourage creativity, and build a repertory of problem-solving techniques. The authors' previous text, "102 Combinatorial Problems," makes a fine companion volume to the present work, which is ideal for Olympiad participants and coaches, advanced high school students, undergraduates, and college instructors. The book's unusual problems and examples will interest seasoned mathematicians as well. "A Path to Combinatorics for Undergraduates" is a lively introduction not only to combinatorics, but to mathematical ingenuity, rigor, and the joy of solving puzzles.

Mom tucks Chase in. But when he can't sleep he sets out on imaginary adventures with his stuffed dog faithfully at his side. Told in rhyme and colorfully illustrated from front to back.

Now celebrating the 42nd anniversary of The Hitchhiker's Guide to the Galaxy, soon to be a Hulu original series! "A madcap adventure . . . Adams's writing teeters on the fringe of inspired lunacy." —United Press International Back on Earth with nothing more to show for his long, strange trip through time and space than a ratty towel and a plastic shopping bag, Arthur Dent is ready to believe that the past eight years were all just a figment of his stressed-out imagination. But a gift-wrapped fishbowl with a cryptic inscription, the mysterious disappearance of Earth's dolphins, and the discovery of his battered copy of The Hitchhiker's Guide to the Galaxy all conspire to give Arthur the sneaking suspicion that something otherworldly is indeed going on. God only knows what it all means. Fortunately, He left behind a Final Message of explanation. But since it's light-years away from Earth, on a star surrounded by souvenir booths, finding out what it is will mean hitching a ride to the far reaches of space aboard a UFO with a giant robot. What else is new? "The most ridiculously exaggerated situation comedy known to created beings . . . Adams is irresistible." —The Boston Globe

The Labor Market for Health Workers in Africa
A Journal of Computer Game Development
Blender For Dummies
Strange Grace
A New Look at the Crisis
The Zombie Survival Guide

With a life in the balance, a jury convicts a man of murder and now has to decide whether he should be put to death. Twelve people now face a momentous choice. Bringing drama to life, A Life and Death Decision gives unique insight into how a jury deliberates. We feel the passions, anger, and despair as the jurors grapple with legal, moral, and personal dilemmas. The jurors' voices are compelling. From the idealist to the "holdout," the individual stories—of how and why they voted for life or death—drive the narrative. The reader is right there siding with one or another juror in this riveting read. From movies to novels to television, juries fascinate. Focusing on a single case, Sundby sheds light on broader issues, including the roles of race, class, and gender in the justice system. With death penalty cases consistently in the news, this is an important window on how real jurors deliberate about a pressing national issue.

Mission: Pursuit! Alpha Force are a unique group of five individuals, each with special skills, each ready to go anywhere in the world to help others in need. Undercover, they head for the Sahara Desert, resolved to gather evidence of young landmine victims. But they are catapulted into a desperate race across the desert when they discover a terrible evil - a gang of child-slavers operating in the area . . . High-octane thrills from a master of adventure, bestselling author, TV presenter and an ex-SAS hero CHRIS RYAN. Includes Chris Ryan's top SAS tips on Safety and Survival in and around water.

More information to be announced soon on this forthcoming title from Penguin USA

Join more than 100 million players in the online world of Minecraft Are you a Minecraft fanatic looking to mod your games? Hours of fun await! Minecraft Modding For Kids For Dummies teaches you how to mod in easy-to-do parts. Offering loads of helpful explanations and cool projects along the way, this friendly guide will have you advancing levels, keeping score, respawning players, building portals, creating an archery range—and much more—faster than you can say redstone! There's no denying that modding is cool. After all, it allows you to alter your Minecraft gaming world to constantly keep things new and fun. While it isn't incredibly difficult to learn to mod, it does take some practice. Luckily, Minecraft Modding For Kids For Dummies is here to help you build basic coding skills to make modding your games as easy as 1-2-3! The book is in full color and lies flat so you can look while you play Includes lifetime access to LearnToMod software with 3 months free access to a private Minecraft server Features larger print to make the text feel less daunting Offers next steps you can take if you want to learn even more about modding and coding If you're one of the millions of kids who play Minecraft every day, this hands-on guide gets you up and running fast with modding your favorite game!

Counter-Parts #2

Keep Mars Weird

The Evolutionary Biology of the Human Pelvis

Shadowplay

Automate the Boring Stuff with Python, 2nd Edition

A Path to Combinatorics for Undergraduates

It's an exciting time to get involved with MicroPython, the re-implementation of Python 3 for microcontrollers and embedded systems. This practical guide delivers the knowledge you need to roll up your sleeves and create exceptional embedded projects with this lean and efficient programming language. If you're familiar with Python as a programmer, educator, or maker, you're ready to learn—and have fun along the way. Author Nicholas Tollervey takes you on a journey from first steps to advanced projects. You'll explore the types of devices that run MicroPython, and examine how the language uses and interacts with hardware to process input, connect to the outside world, communicate wirelessly, make sounds and music, and drive robotics projects. Work with MicroPython on four typical devices: PyBoard, the micro:bit, Adafruit's Circuit Playground Express, and ESP8266/ESP32 boards Explore a framework that helps you generate, evaluate, and evolve embedded projects that solve real problems Dive into practical MicroPython examples: visual feedback, input and sensing, GPIO, networking, sound and music, and robotics Learn how idiomatic MicroPython helps you express a lot with the minimum of resources Take the next step by getting involved with the Python community

Provides readers with tips, techniques, and strategies for playing Minecraft, including how to construct a shelter, furnish buildings, manage farms, craft and enchant items, and create redstone projects.

Jaclyn and Michael Hayes are a real-life Romeo and Juliet. Star-crossed since the moment they met - until one fateful day in the Tibetan mountains when their lives are torn asunder! Jaclyn's apparent death begins a maddening spiral which leads to a deal with the Devil himself for Michael... and he undergoes the unholiest of transformations in an effort to reunite with his lost true love. But Jaclyn's newfound destiny as a "Demonslayer" makes them mortal enemies - can true love survive?

The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to: • Search for text in a file or across multiple files • Create, update, move, and rename files and folders • Search the Web and download online content • Update and format data in Excel spreadsheets of any size • Split, merge, watermark, and encrypt PDFs • Send email responses and text notifications • Fill out online forms Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition.

A Life and Death Decision

Practical Programming for Total Beginners

Automating VSphere Administration

The WoW Diary (junk)

Complete Book of Irish & Celtic 5-String Banjo

The Unlikely Tale of Markus "Notch" Persson and the Game that Changed Everything

An important anthology of Irish and Celtic solos for the 5-string banjo featuring a comprehensive, scholarly treatise on the history, techniques, and etiquette of playing the banjo in the Celtic tradition. Includes segments on tuning, pick preferences, and tablature reading followed by 101 jigs, slides, polkas, slip jigs, reels, hornpipes, strathspeys, O'Carolan tunes, plus a special section of North American Celtic tunes. A generous collection of photos of Irish folk musicians, street scenes, and archaeological sites further enhances this fabulous book. All of the solos included here are written in 5-string banjo tablature only with a few tunes set in unusual banjo tunings: the appendices provide a sizable glossary and a wealth of information regarding soloists and groups playing Celtic music, Irish festivals, music publications, on-line computer resources, cultural organizations, and more. If you are serious about playing Celtic music on the 5-string banjo, or if you don't play the banjo but simply want to expand your knowledge of the Celtic music tradition-you owe yourself this book. the first-ever CD collection of Irish and Celtic music for 5-string banjo provides 68 lovely melodies and demonstrates revolutionary techniques for playing highly ornamented tunes and rolling back-up. Recorded in stereo with virtuosos Gabriel Donohue (steel- and nylon-string guitar and piano) and Robbie Walsh (bodhran- frame drum played with a stick), the five-string banjo is out front and plays through each melody in real-life tempo with authentic Celtic chordal and rhythmic backing. the recording features the music of all Six Celtic Nations and includes jigs, reels, hornpipes, slides, polkas, marches, country dances, larides, andros, slipjigs, strathspeys, airs and O'Carolan tunes. 35 songs in the book are not on the CD.

Summary This easy-to-follow book includes terrific tutorials and plenty of exercises and examples that let you learn by doing. It starts

by giving you a hands-on orientation to the TI-84 Plus calculator. Then, you'll start exploring key features while you tackle problems just like the ones you'll see in your math and science classes. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About this Book With so many features and functions, the TI-84 Plus graphing calculator can be a little intimidating. But fear not if you have this book in your hand! In it you'll find terrific tutorials ranging from mastering basic skills to advanced graphing and calculation techniques, along with countless examples and exercises that let you learn by doing. Using the TI-84 Plus, Second Edition starts by making you comfortable with the screens, buttons, and special vocabulary you'll use every time you fire up the TI-84 Plus. Then, you'll master key features and techniques while you tackle problems just like the ones you'll see in your math and science classes. You'll even get tips for using the TI-84 Plus on the SAT and ACT math sections! No advanced knowledge of math or science is required. What's Inside Learn hands-on with real examples and exercises Find specific answers fast Compliant with all models of the TI-83 Plus and TI-84 Plus Full coverage of the color-screen TI-84 Plus CE and TI-84 Plus C Silver Edition Christopher Mitchell, PhD. is a research scientist studying distributed systems, the founder of the programming and calculator support site cemetech.net, and the author of Manning's Programming the TI-83 Plus/ TI-84 Plus. Table of Contents PART 1 BASICS AND ALGEBRA ON THE TI-84 PLUS What can your calculator do? Get started with your calculator Basic graphing Variables, matrices, and lists PART 2 PRECALCULUS AND CALCULUS Expanding your graphing skills Precalculus and your calculator Calculus on the TI-83 Plus/TI-84 Plus PART 3 STATISTICS, PROBABILITY, AND FINANCE Calculating and plotting statistics Working with probability and distributions Financial tools PART 4 GOING FURTHER WITH THE TI-83 PLUS/TI-84 PLUS Turbocharging math with programming The TI-84 Plus CE and TI-84 Plus C Silver Edition Now what?

One Dragon Egg Holds the Key to the Future. When Kale, a slave girl, finds a dragon egg, she is given the unexpected opportunity to become a servant to Paladin. But on her way to The Hall, where she was to be trained, Kale runs into danger. Rescued by a small band of Paladin's servants, Kale is turned from her destination. Feeling afraid and unprepared, Kale embarks on a perilous quest to find the meech dragon egg stolen by the foul Wizard Risto. But their journey is threatened when a key member of the party is captured, leaving the remaining companions to find the Wizard Fenworth, attempt an impossible rescue, and recover the egg--whose true value they have not begun to suspect. Weaving together memorable characters, daring adventure, and a core of eternal truth, Dragonspell--the first book in the Dragon Keepers Chronicles--is a finely crafted and welcome addition to the corpus of fantasy fiction.

CircuitPython is a development framework for embedded system based MicroPython. This book helps you to get started with CircuitPython development. This book uses Adafruit ItsyBitsy M0 Express board for development testing board. The following is a list of highlight topics in this book: * Preparing Development Environment * Setting Up CircuitPython * GPIO Programming * PWM and Analog Input * Working with I2C * Working with UART * Working with SPI * Working with DHT Module

DragonSpell

Rhythm of War

Programming with MicroPython

Embedded Programming with Microcontrollers and Python

Book 4

Complete Protection from the Living Dead

NATIONAL BESTSELLER • The epic, definitive story of Sylvanas Windrunner, one of World of Warcraft's most enduring and iconic characters, as chronicled by bestselling author Christie Golden. Ranger-General. Banshee Queen. Warchief. Sylvanas Windrunner has borne many titles. To some, she is a hero—to others, a villain. But whether in pursuit of justice, vengeance, or something more, Sylvanas has always sought to control her own destiny. The power to achieve her goals has never been closer, as Sylvanas works alongside the Jailer to liberate all Azeroth from the prison of fate. Her final task? Secure the fealty of their prisoner—King Anduin Wrynn. To succeed, Sylvanas will be forced to reflect on the harrowing path that brought her to the Jailer's side and to reveal her truest self to her greatest rival. Here, Sylvanas's complete story is laid bare: the breaking of the Windrunner family and her rise to Ranger- General; her own death at the hands of Arthas and her renewed purpose in founding the Forsaken; the moment she first beheld the Maw and understood the true consequences of what lay beyond the veil of death. But as her moment of victory draws near, Sylvanas Windrunner will make a choice that may ultimately come to define her. A choice that's hers to make.

Sub-Saharan Africa has only 12 percent of the global population, yet this region accounts for 50 percent of child deaths, more than 60 percent of maternal deaths, 85 percent of malaria cases, and close to 67 percent of people living with HIV. Sub-Saharan Africa, however, has the lowest number of health workers in the world-significantly fewer than in South Asia, which is at a comparable level of economic development. The Labor Market for Health Workers in Africa uses the analytical tools of labor markets to examine the human resource crisis in health from an economic perspective. Africa's labor markets are complex, with resources coming from governments, donors, the private sector, and households. Low numbers of health workers and poor understanding of labor market dynamics are major impediments to improving health service delivery. Yet some countries in the region have developed innovative solutions with new approaches to creating a robust health workforce that can respond to the continent's health challenges. As Africa grows economically, the invaluable lessons in this book can help build tomorrow's African health systems.

800x600 Step-by-step instructions with callouts to iMac images that show you exactly what to do. Help when you run into hardware or operating system problems or limitations. Tips and Notes to help you get the most from your iMac. Full-color, step-by-step tasks walk you through getting and keeping your iMac working just the way you want. The tasks include: Managing, arranging, and tagging your files Staying informed and productive with Notification Center Creating and navigating virtual workspaces in Mission Control Opening and organizing apps with Launchpad Accessing network devices and resources Activating and using iCloud services Communicating online with email, instant messaging, and video Keeping appointments with Calendar and Reminders Planning trips and checking traffic with Maps Keeping up-to-date with friends and family via Twitter and Facebook Downloading and enjoying music, movies, books, and more Sharing purchases with your family Challenging your friends to games with Game Center Working seamlessly with iOS Devices with Handoff and AirDrop Protecting and securing your system and data Expanding your system with peripheral devices Troubleshooting common system problems

A report of the Nuffield Council on Bioethics working party investigating the ethical issues of research involving animals.

Check on the Chickens

bookdown

Cheating Massively Distributed Systems

Demonslayer

The Big Book of Small Python Projects

Teaching Classics with Technology