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Suitable for browsing and serious research alike, this best-selling reference contains essays on current issues, full coverage of U.S. political races and the Olympics, a capsule history of the world, an atlas, and photographs.

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

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Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Updated and revised, *The Essentials of Computer Organization and Architecture*, Third Edition is a comprehensive resource that addresses all of the necessary organization and architecture topics, yet is appropriate for the one-term course. Explore 600 years of calculating devices, from the abacus to the desk top computer, with valuable information for historians and collectors alike. With 500 color photographs, accurate captions, and a guide to current values, this will be an essential guide to collecting office machines.

Shows how to construct a power supply, microprocessor, peripheral devices and a CRT terminal and explains the design considerations of each project
*Bringing Science to Life*A Guide from the Saint Louis Science Center
Reedy Press

Chronicles the best and the worst of Apple Computer's remarkable story.

This book constitutes the refereed post-conference proceedings of the IFIP WG 9.7 International Workshop on the History of Computing, HC 2018, Held at the 24th IFIP World Computer Congress, WCC 2018, in Poznań, Poland, in September 2018. The 16 revised full papers were carefully reviewed and selected from 20 submissions. They reflect academic approaches to history along with the expertise of museum and other public history professionals as well as the experience of computing and information science practitioners. The

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papers are organized in the following sections: Eastern Europe, Poland, Soviet Union, CoCom and Comecon; analog computing, and public history.

If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, “How do they do that?”, then you’ve experienced the magic of 3D worlds generated by a computer. 3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and *The History of Visual Magic in Computers* is dedicated to all of them and tells a little of their story. It traces the earliest understanding of 3D and then foundational mathematics to explain and construct 3D; from mechanical computers up to today’s tablets. Several of the amazing computer graphics algorithms and tricks came of periods where eruptions of new ideas and techniques seem to occur all at once. Applications emerged as the fundamentals of how to draw lines and create realistic images were better understood, leading to hardware 3D controllers that drive the display all the way to stereovision and virtual reality.

This extensively illustrated and comprehensive book introduces both novice and professional photographers to the new and fascinating field of digital media. The history of computers from

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calculators to today's multimedia is followed carefully. The book shows the transition from analog imaging to digital imaging, with major improvements in clarity. The techniques used in today's multimedia exercises are fully described with focus on what can be created. The authors are proficient in bridging the gap between the new media and the world of arts and design. Basic concepts and associated techniques of image editing, digital illustration painting, 2D and 3D animation, digital layout, and web page design work. Hundreds of illustrations visually explain the more complex issues such as, reproducing photos and their histograms, and remapping values using the Levels control for correcting problems in image density and contrast. Information on vector illustration is available for Adobe, Illustrator, Macromedia, Freehand, and Corel Draw programs. For novice and professional photographers, artists, illustrators, 2D and 3D animators, and Website designers.

Big C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive

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interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Now including more than a thousand pages of facts, essays, maps, and photos, the 1992 Information Please Almanac will continue as the almanac of choice for a large and growing number of readers. Thoroughly revised and updated, this new edition will set the standard for comprehensiveness and, as always, for readability.

The computer unlike other inventions is universal; you can use a computer for many tasks: writing, composing music, designing buildings, creating movies, inhabiting virtual worlds, communicating... This popular science history isn't just about technology but introduces the pioneers: Babbage, Turing, Apple's Wozniak and Jobs, Bill Gates, Tim Berners-Lee, Mark Zuckerberg. This story is about people and the changes computers have caused. In the future ubiquitous computing, AI, quantum and molecular computing could even make us immortal. The computer has been a radical invention. In less than a single human life computers are

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transforming economies and societies like no human invention before.

Computer manufacturing is--after cars, energy production and illegal drugs--the largest industry in the world, and it's one of the last great success stories in American business.

Accidental Empires is the trenchant, vastly readable history of that industry, focusing as much on the astoundingly odd personalities at its core--Steve Jobs, Bill Gates, Mitch Kapor, etc. and the hacker culture they spawned as it does on the remarkable technology they created.

Cringely reveals the manias and foibles of these men (they are always men) with deadpan hilarity and cogently demonstrates how their neuroses have shaped the computer business.

But Cringely gives us much more than high-tech voyeurism and insider gossip. From the birth of the transistor to the mid-life crisis of the computer industry, he spins a sweeping, uniquely American saga of creativity and ego that is at once uproarious, shocking and inspiring.

As computers continue to become more common in the health care industry, computer literacy has become an integral part of the nursing profession. Selected Book of the Year by the American Journal of Nursing in its first edition, this book continues to provide an introduction to computer technology for nurses.

"Information Systems for Business and Beyond introduces the concept of information systems, their use in business, and the larger impact they are having on our world."--BC Campus website.

Computer Architecture/Software Engineering

By his early thirties, Paul Allen was a world-famous billionaire--and that was just the beginning. In 2007 and 2008, Time named Paul Allen, the cofounder of Microsoft, one of the hundred most influential people in the world. Since he made his fortune, his impact has been felt in

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science, technology, business, medicine, sports, music, and philanthropy. His passion, curiosity, and intellectual rigor-combined with the resources to launch and support new initiatives-have literally changed the world. In 2009 Allen discovered that he had lymphoma, lending urgency to his desire to share his story for the first time. In this classic memoir, Allen explains how he solved problems, what he learned from his many endeavors-both the triumphs and the failures-and his compelling vision for the future. He reflects candidly on an extraordinary life. The book also features previously untold stories about everything from the true origins of Microsoft to Allen's role in the dawn of private space travel (with SpaceShipOne) and in discoveries at the frontiers of brain science. With honesty, humor, and insight, Allen tells the story of a life of ideas made real.

A detailed handbook for experienced developers explains how to get the most out of Microsoft's Visual Studio .NET, offering helpful guidelines on how to use its integrated development environment, start-up templates, and other features and tools to create a variety of applications, including Web services. Original. (Advanced)

Science explains everything! Science is fun! An extension of an action-packed visit to the Saint Louis Science Center, *Bringing Science to Life* will entertain and educate kids of all ages. Patricia Corrigan fills its pages with activities, games, hands-on experiments, word definitions, fun facts, short profiles of actual scientists and their jobs, and many other elements. Corrigan connects the world of science not only to the Saint Louis Science Center, but also to the movers and shakers of science throughout the region.

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late

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1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Revised and updated, this almanac features facts, essays, maps, and photographs dealing with geography, astronomy, business, travel, military and veterans' affairs, world statistics, health and first aid, taxes, and history. Simultaneous. 400,000 first printing.

Thomas J Watson Sr's motto for IBM was THINK, and for more than a century, that one little word worked overtime. In *Making the World Work Better: The Ideas That Shaped a Century and a Company*, journalists Kevin Maney, Steve Hamm, and Jeffrey M. O'Brien mark the Centennial of IBM's founding by examining how IBM has distinctly contributed to the evolution of technology and the modern corporation over the past 100 years. The authors offer a fresh analysis through interviews of many key

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figures, chronicling the Nobel Prize-winning work of the company's research laboratories and uncovering rich archival material, including hundreds of vintage photographs and drawings. The book recounts the company's missteps, as well as its successes. It captures moments of high drama – from the bet-the-business gamble on the legendary System/360 in the 1960s to the turnaround from the company's near-death experience in the early 1990s. The authors have shaped a narrative of discoveries, struggles, individual insights and lasting impact on technology, business and society. Taken together, their essays reveal a distinctive mindset and organizational culture, animated by a deeply held commitment to the hard work of progress. IBM engineers and scientists invented many of the building blocks of modern information technology, including the memory chip, the disk drive, the scanning tunneling microscope (essential to nanotechnology) and even new fields of mathematics. IBM brought the punch-card tabulator, the mainframe and the personal computer into the mainstream of business and modern life. IBM was the first large American company to pay all employees salaries rather than hourly wages, an early champion of hiring women and minorities and a pioneer of new approaches to doing business--with its model of the globally integrated enterprise. And it has had a lasting impact on the course of society from enabling the US Social Security System, to the space program, to airline reservations, modern banking and retail, to many of the ways our world today works. The lessons for all businesses – indeed, all institutions – are

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powerful: To survive and succeed over a long period, you have to anticipate change and to be willing and able to continually transform. But while change happens, progress is deliberate. IBM – deliberately led by a pioneering culture and grounded in a set of core ideas – came into being, grew, thrived, nearly died, transformed itself... and is now charting a new path forward for its second century toward a perhaps surprising future on a planetary scale.

The late Seventies to the early Nineties was a completely unique period in the history of computing. Long before Microsoft and Intel ruled the PC world, a disparate variety of home computers, from an unlikely array of suppliers, were engaging in a battle that would shape the industry for years to come. Products from established electronics giants clashed with machines which often appeared to have been (or actually were) assembled in a backyard shed by an eccentric inventor. University professors were competing head to head with students in their parents' garages. Compatibility? Forget it! Each of these computers was its own machine and had no intention of talking to anything else. The same could be said of their owners, in fact, who passionately defended their machines with a belief that verged on the religious. This book tells the story behind 40 classic home computers of an infamous decade, from the dreams and inspiration, through passionate inventors and corporate power struggles, to their final inevitable demise. It takes a detailed look at every important computer from the start of the home computer revolution with the MITS Altair, to the NeXT cube, perhaps the last

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serious challenger in the personal computer marketplace. In the thirteen years between the launch of those systems, there has never been a more frenetic period of technical advance, refinement, and marketing, and this book covers all the important steps made on both sides of the Atlantic. Whether it's the miniaturization of the Sinclair machines, the gaming prowess of the Amiga, or the fermenting war between Apple Computer, "Big Blue," and "the cloners," we've got it covered. Digital Retro is an essential read for anyone who owned a home computer in the Eighties.

How do markets evolve? Why are some innovations picked up straightaway whilst others take years to be commercialized? Are there first-mover advantages? Why do we behave with 'irrational exuberance' in the early evolution of markets as was the case with the dot.com boom? Paul Geroski is a leading economist who has taught economics to business school students, managers, and executives at the London Business School. In this book he explains in a refreshingly clear style how markets develop. In particular he stresses how the early evolution of markets can significantly shape their later development and structure. His purpose is to show how a good grasp of economics can improve managers' business and investment decisions. Whilst using the development of the Internet as a case in point, Geroski also refers to other sectors and products, for example cars, television, mobile phones, and personal computers. This short book is an ideal introduction for managers, MBA students, and the general reader wanting to understand how markets evolve.

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From their haunts in the shadowy corner of a bar, front and center at a convenience store, or reigning over a massive mall installation bursting with light, sound, and action, arcade games have been thrilling and addicting quarter-bearers of all ages ever since Pong first lit up its paddles. Whether you wanted a few minutes' quick-twitch exhilaration or the taste of three-initial immortality that came with topping the high score screen, you could get it from the diverse range of space shooters, dot-eating extravaganzas, quirky beat-'em-ups, and more that have helped define pop culture for more than four decades. In *Attract Mode: The Rise and Fall of Coin-Op Arcade Games*, author Jamie Lendino celebrates both the biggest blockbusters (Pac-Man, Star Wars: The Arcade Game) and the forgotten gems (Phoenix, Star Castle) of the Golden Age of coin-op gaming, and pulls back the curtain on the personalities and the groundbreaking technologies that brought them to glitzy, color-drenched life in the U.S., Japan, and all over the world. You'll start your journey exploring the electromechanical attractions and pinball games of the early 20th century. Next, you'll meet the earliest innovators, who used college computers and untested electronics to outline the possibilities of the emerging form, and discover the surprising history behind the towering megahits from Nintendo, Sega, and others that still inform gaming today. Then you'll witness the devastating crash that almost ended it all—and the rebirth no one expected. Whether you prefer the white-knuckle gameplay of *Robotron: 2084*, the barrel-jumping whimsy of *Donkey Kong*, or the stunning graphics and animation of *Dragon's Lair*, *Attract Mode*

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will transport you back to the heyday of arcade games and let you relive—or experience for the first time—the unique magic that transformed entertainment forever.

The essential preview guide to getting started with Raspberry Pi® computing and programming Originally conceived of as a fun, easy way for kids (and curious adults) to learn computer programming, the Raspberry Pi quickly evolved into a remarkably robust, credit-card-size computer that can be used for everything from playing HD videos and hacking around with hardware to learning to program! Co-authored by one of the creators of the Raspberry Pi, this special preview eBook fills you in on everything you need to know to get up and running on your Raspberry Pi in no time, including how to:

- Connect to a keyboard, mouse, monitor and other peripherals
- Install software
- Master basic Linux system administration
- Configure your Raspberry Pi
- Connect to wired or wireless networks
- Diagnose and troubleshoot common problems
- Use the GPIO port to flash an LED or read a button

Meet the Raspberry Pi provides a sneak peek preview of how to make the most out of the world's first truly compact computer. Ideal for PC owners looking for an accessible, easy-to-follow reference, this beginner's guide to PC hardware offers expert advice on every component--processors, motherboards, memory, BIOS, CD-ROM and DVD drives, video cards, and much more. You'll also get details on external devices, including monitors, printers, keyboards, and modems. The book covers both Intel and non-Intel CPUs and USB and AGP ports. Use your Raspberry Pi to get smart about computing fundamentals In the 1980s, the

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tech revolution was kickstarted by a flood of relatively inexpensive, highly programmable computers like the Commodore. Now, a second revolution in computing is beginning with the Raspberry Pi. Learning Computer Architecture with the Raspberry Pi is the premier guide to understanding the components of the most exciting tech product available. Thanks to this book, every Raspberry Pi owner can understand how the computer works and how to access all of its hardware and software capabilities. Now, students, hackers, and casual users alike can discover how computers work with Learning Computer Architecture with the Raspberry Pi. This book explains what each and every hardware component does, how they relate to one another, and how they correspond to the components of other computing systems. You'll also learn how programming works and how the operating system relates to the Raspberry Pi's physical components. Co-authored by Eben Upton, one of the creators of the Raspberry Pi, this is a companion volume to the Raspberry Pi User Guide An affordable solution for learning about computer system design considerations and experimenting with low-level programming Understandable descriptions of the functions of memory storage, Ethernet, cameras, processors, and more Gain knowledge of computer design and operation in general by exploring the basic structure of the Raspberry Pi The Raspberry Pi was created to bring forth a new generation of computer scientists, developers, and architects who understand the inner workings of the computers that have become essential to our daily lives. Learning Computer Architecture with the

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Raspberry Pi is your gateway to the world of computer system design. Revised and updated, this almanac features facts, essays, maps, and photographs dealing with geography, astronomy, business, travel, military and veterans' affairs, world statistics, health and first aid, taxes, and history.

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