

Htc Desire 601 User Guide

The U.S. government supports programs to combat global HIV/AIDS through an initiative that is known as the President's Emergency Plan for AIDS Relief (PEPFAR). This initiative was originally authorized in the U.S. Leadership Against HIV/AIDS, Tuberculosis, and Malaria Act of 2003 and focused on an emergency response to the HIV/AIDS pandemic to deliver lifesaving care and treatment in low- and middle-income countries (LMICs) with the highest burdens of disease. It was subsequently reauthorized in the Tom Lantos and Henry J. Hyde U.S. Global Leadership Against HIV/AIDS, Tuberculosis, and Malaria Reauthorization Act of 2008 (the Lantos-Hyde Act). Evaluation of PEPFAR makes recommendations for improving the U.S. government's bilateral programs as part of the U.S. response to global HIV/AIDS. The overall aim of this evaluation is a forward-looking approach to track and anticipate the evolution of the U.S. response to global HIV to be positioned to inform the ability of the U.S. government to address key issues under consideration at the time of the report release.

Incorporates Worked-Out Real-World Problems Steam Generators and Waste Heat Boilers: For Process and Plant Engineers focuses on the thermal design and performance aspects of steam generators, HRSGs and fire tube, water tube waste heat boilers including air heaters, and condensing economizers. Over 120 real-life problems are fully worked out which will help plant engineers in evaluating new boilers or making modifications to existing boiler components without assistance from boiler suppliers. The book examines recent trends and developments in boiler design and technology and presents novel ideas for improving boiler efficiency and lowering gas pressure drop. It helps plant engineers understand and evaluate the performance of steam generators and waste heat boilers at any load. **Learn How to Independently Evaluate the Thermal Performance of Boilers and Their Components** This book begins with basic combustion and boiler efficiency calculations. It then moves on to estimation of furnace exit gas temperature (FEGT), furnace duty, view factors, heat flux, and boiler circulation calculations. It also describes trends in large steam generator designs such as multiple-module; elevated drum design types of boilers such as D, O, and A; and forced circulation steam generators. It illustrates various options to improve boiler efficiency and lower operating costs. The author addresses the importance of flue gas analysis, fire tube versus water tube boilers used in chemical plants, and refineries. In addition, he describes cogeneration systems; heat recovery in sulfur plants, hydrogen plants, and cement plants; and the effect of fouling factor on performance. The book also explains HRSG simulation process and illustrates calculations for complete performance evaluation of boilers and their components. Helps plant engineers make independent evaluations of thermal performance of boilers before purchasing them Provides numerous examples on boiler thermal performance calculations that help plant engineers develop programming codes with ease Follows the

metric and SI system, and British units are shown in parentheses wherever possible. Includes calculation procedures for the basic sizing and performance evaluation of a complete steam generator or waste heat boiler system and their components with appendices outlining simplified procedures for estimation of heat transfer coefficients. *Steam Generators and Waste Heat Boilers: For Process and Plant Engineers* serves as a source book for plant engineers, consultants, and boiler designers.

In June 2019, the Committee on the Judiciary initiated a bipartisan investigation into the state of competition online, spearheaded by the Subcommittee on Antitrust, Commercial and Administrative Law. As part of a top-to-bottom review of the market, the Subcommittee examined the dominance of Amazon, Apple, Facebook, and Google, and their business practices to determine how their power affects our economy and our democracy. Additionally, the Subcommittee performed a review of existing antitrust laws, competition policies, and current enforcement levels to assess whether they are adequate to address market power and anticompetitive conduct in digital markets. Over the course of our investigation, we collected extensive evidence from these companies as well as from third parties—totaling nearly 1.3 million documents. We held seven hearings to review the effects of market power online—including on the free and diverse press, innovation, and privacy—and a final hearing to examine potential solutions to concerns identified during the investigation and to inform this Report's recommendations. A year after initiating the investigation, we received testimony from the Chief Executive Officers of the investigated companies: Jeff Bezos, Tim Cook, Mark Zuckerberg, and Sundar Pichai. For nearly six hours, we pressed for answers about their business practices, including about evidence concerning the extent to which they have exploited, entrenched, and expanded their power over digital markets in anticompetitive and abusive ways. Their answers were often evasive and non-responsive, raising fresh questions about whether they believe they are beyond the reach of democratic oversight. Although these four corporations differ in important ways, studying their business practices has revealed common problems.

Learn Android Studio covers Android Studio and its rich tools ecosystem, including Git and Gradle: this book covers how Android Studio works seamlessly with Git, for source control, and Gradle, a build and test tool. In addition, this book demonstrates how to develop/collaborate with remote Git web-hosting services such as GitHub and Bitbucket. Four complete Android projects accompany this volume and are available for download from a public Git repository. With this book, you learn the latest and most productive tools in the Android tools ecosystem, and the best practices for Android app development. You will be able to take away the labs' code as templates or frameworks to reuse and customize for your own similar apps. Android Studio is an intuitive, feature-rich, and extremely forgiving Integrated Development Environment (IDE). This IDE is more productive and easier to use for your Android app creations.

than Eclipse. With this book you will quickly master Android Studio and maximize your Android development time. Source code on the remote web-hosting service is targeted to the latest Android Studio release, version 1.2.

Infamous for scandalising society on both sides of the Atlantic Alistair Crowley (1875-1947) was a brilliant man whose position as the major intellectual figure on the occult has often been eclipsed by his own notoriety. Portable Darkness is the first book to tackle the formidable task of collecting the best of his voluminous lifework. In bringing together Crowley's best writings, editor Scott Michaelsen makes Crowleyan philosophy both accessible and intelligible. Includes The Book of the Law, Hymn to Pan and many other classic works.

There are many Android programming guides that give you the basics. This book goes beyond simple apps into many areas of Android development that you simply will not find in competing books. Whether you want to add home screen app widgets to your arsenal, or create more complex maps, integrate multimedia features like the camera, integrate tightly with other applications, or integrate scripting languages, this book has you covered. Moreover, this book has over 50 pages of Honeycomb-specific material, from dynamic fragments, to integrating navigation into the action bar, to creating list-based app widgets. It also has a chapter on using NFC, the wireless technology behind Google Wallet and related services. This book is one in CommonsWare's growing series of Android related titles, including "The Busy Coder's Guide to Android Development," "Android Programming Tutorials," and the upcoming "Tuning Android Applications." Table of Contents WebView, Inside and Out Crafting Your Own Views More Fun With ListViews Creating Drawables Home Screen App Widgets Interactive Maps Creating Custom Dialogs and Preferences Advanced Fragments and the Action Bar Animating Widgets Using the Camera Playing Media Handling System Events Advanced Service Patterns Using System Settings and Services Content Provider Theory Content Provider Implementation Patterns The Contacts ContentProvider Searching with SearchManager Introspection and Integration Tapjacking Working with SMS More on the Manifest Device Configuration Push Notifications with C2DM NFC The Role of Scripting Languages The Scripting Layer for Android JVM Scripting Languages Reusable Components Testing Production

The fastest, easiest, most comprehensive way to learn Adobe After Effects CC Classroom in a Book, the best-selling series of hands-on software training workbooks, offers what no other book or training program does-an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that

Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

This open access book explores the concept of Industry 4.0, which presents a considerable challenge for the production and service sectors. While digitization initiatives are usually integrated into the central corporate strategy of larger companies, smaller firms often have problems putting Industry 4.0 paradigms into practice. Small and medium-sized enterprises (SMEs) possess neither the human nor financial resources to systematically investigate the potential and risks of introducing Industry 4.0. Addressing this obstacle, the international team of authors focuses on the development of smart manufacturing concepts, logistics solutions and managerial models specifically for SMEs. Aiming to provide methodological frameworks and pilot solutions for SMEs during their digital transformation, this innovative and timely book will be of great use to scholars researching technology management, digitization and small business, as well as practitioners within manufacturing companies.

This is a history of Eighteenth-Century Collections Online, a database of over 180,000 titles. Published by Gale in 2003 it has had an enormous impact on the study of the eighteenth century. Like many commercial digital archives, ECCO's continuing development obscures its precedents. This Element examines its prehistory as, first, a computer catalogue of eighteenth-century print, and then as a commercial microfilm collection, before moving to the digitisation and development of the interfaces to ECCO, as well as Gale's various partnerships and licensing deals. An essential aspect of this Element is how it explores the socio-cultural and technological debates around the access to old books from the 1930s to the present day: Stephen Gregg demonstrates how these contexts powerfully shape the way ECCO works to this day. The Element's aim is to make us better users and better readers of digital archives.

Until the late 1980s, information processing was associated with large mainframe computers and huge tape drives. During the 1990s, this trend shifted toward information processing with personal computers, or PCs. The trend toward miniaturization continues and in the future the majority of information processing systems will be small mobile computers, many of which will be embedded into larger products and interfaced to the physical environment. Hence, these kinds of systems are called embedded systems. Embedded systems together with their physical environment are called cyber-physical systems. Examples include systems such as transportation and fabrication equipment. It is expected that the total market volume of embedded systems will be significantly larger than that of traditional information processing systems such as PCs and mainframes. Embedded systems share a number of common characteristics. For example,

they must be dependable, efficient, meet real-time constraints and require customized user interfaces (instead of generic keyboard and mouse interfaces). Therefore, it makes sense to consider common principles of embedded system design. Embedded System Design starts with an introduction into the area and a survey of specification models and languages for embedded and cyber-physical systems. It provides a brief overview of hardware devices used for such systems and presents the essentials of system software for embedded systems, like real-time operating systems. The book also discusses evaluation and validation techniques for embedded systems. Furthermore, the book presents an overview of techniques for mapping applications to execution platforms. Due to the importance of resource efficiency, the book also contains a selected set of optimization techniques for embedded systems, including special compilation techniques. The book closes with a brief survey on testing. Embedded System Design can be used as a text book for courses on embedded systems and as a source which provides pointers to relevant material in the area for PhD students and teachers. It assumes a basic knowledge of information processing hardware and software. Courseware related to this book is available at <http://ls12-www.cs.tu-dortmund.de/~marwedel>.

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computer Science, Informatics, and Systems Sciences, and Engineering. It includes selected papers from the conference proceedings of the Ninth International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering (CISSE 2013). Coverage includes topics in: Industrial Electronics, Technology & Automation, Telecommunications and Networking, Systems, Computing Sciences and Software Engineering, Engineering Education, Instructional Technology, Assessment, and E-learning. • Provides the latest in a series of books growing out of the International Joint Conferences on Computer, Information, and Systems Sciences, and Engineering; • Includes chapters in the most advanced areas of Computing, Informatics, Systems Sciences, and Engineering; • Accessible to a wide range of readership, including professors, researchers, practitioners and students.

Also time tables of railroads in Central America. Air line schedules.

This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and

find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

A cross site scripting attack is a very specific type of attack on a web application. It is used by hackers to mimic real sites and fool people into providing personal data. XSS Attacks starts by defining the terms and laying out the ground work. It assumes that the reader is familiar with basic web programming (HTML) and JavaScript. First it discusses the concepts, methodology, and technology that makes XSS a valid concern. It then moves into the various types of XSS attacks, how they are implemented, used, and abused. After XSS is thoroughly explored, the next part provides examples of XSS malware and demonstrates real cases where XSS is a dangerous risk that exposes internet users to remote access, sensitive data theft, and monetary losses. Finally, the book closes by examining the ways developers can avoid XSS vulnerabilities in their web applications, and how users can avoid becoming a victim. The audience is web developers, security practitioners, and managers. XSS Vulnerabilities exist in 8 out of 10 Web sites The authors of this book are the undisputed industry leading authorities Contains independent, bleeding edge research, code listings and exploits that can not be found anywhere else

The revised and extended papers collected in this volume represent the cutting-edge of research at the nexus of electrical engineering and intelligent systems. They were selected from well over 1000 papers submitted to the high-profile international World Congress on Engineering held in London in July 2011. The chapters cover material across the full spectrum of work in the field, including computational intelligence, control engineering, network management, and wireless networks. Readers will also find substantive papers on signal processing, Internet computing, high performance computing, and industrial applications. The

Electrical Engineering and Intelligent Systems conference, as part of the 2011 World Congress on Engineering was organized under the auspices of the non-profit International Association of Engineers (IAENG). With more than 30 nations represented on the conference committees alone, the Congress features the best and brightest scientific minds from a multitude of disciplines related to engineering. These peer-reviewed papers demonstrate the huge strides currently being taken in this rapidly developing field and reflect the excitement of those at the frontiers of this research.

Decades of research have demonstrated that normal aging is accompanied by cognitive change. Much of this change has been conceptualized as a decline in function. However, age-related changes are not universal, and decrements in older adult performance may be moderated by experience, genetics, and environmental factors. Cognitive aging research to date has also largely emphasized biological changes in the brain, with less evaluation of the range of external contributors to behavioral manifestations of age-related decrements in performance. This handbook provides a comprehensive overview of cutting-edge cognitive aging research through the lens of a life course perspective that takes into account both behavioral and neural changes. Focusing on the fundamental principles that characterize a life course approach - genetics, early life experiences, motivation, emotion, social contexts, and lifestyle interventions - this handbook is an essential resource for researchers in cognition, aging, and gerontology.

This book features the latest research in the area of immersive technologies, presented at the 5th International Augmented and Virtual Reality Conference, held in Munich, Germany in 2019. Bridging the gap between academia and industry, it presents the state of the art in augmented reality (AR) and virtual reality (VR) technologies and their applications in various industries such as marketing, education, healthcare, tourism, events, fashion, entertainment, retail and the gaming industry. The volume is a collection of research papers by prominent AR and VR scholars from around the globe. Covering the most significant topics in the field of augmented and virtual reality and providing the latest findings, it is of interest to academics and practitioners alike.

This textbook takes a unified view of the fundamentals of wireless communication and explains cutting-edge concepts in a simple and intuitive way. An abundant supply of exercises make it ideal for graduate courses in electrical and computer engineering and it will also be of great interest to practising engineers.

This book features a collection of high-quality research papers presented at the International Conference on Tourism, Technology & Systems (ICOTTS 2020), held at the University of Cartagena, in Cartagena de Indias, Colombia, from 29th to 31st October 2020. The book is divided into two volumes, and it covers the areas of technology in tourism and the tourist experience, generations and technology in tourism, digital marketing applied to tourism and travel, mobile technologies applied to sustainable tourism, information technologies in tourism, digital transformation of tourism business, e-tourism and tourism 2.0, big data and management for travel and tourism, geotagging and tourist mobility, smart destinations, robotics in tourism, and information systems and technologies.

Significant changes have taken place in the policy landscape surrounding cannabis legalization, production, and use. During the past 20 years, 25 states and the District of Columbia have legalized cannabis and/or cannabidiol (a component of cannabis) for medical conditions or retail sales at the state level and 4 states have legalized both the medical and recreational use of cannabis. These landmark changes in policy have impacted cannabis use patterns and perceived levels of risk. However, despite this changing landscape, evidence regarding the short- and long-term health effects of cannabis use remains elusive. While a myriad of studies have examined cannabis use in all its various forms, often these research conclusions are not appropriately synthesized, translated for, or communicated to policy

makers, health care providers, state health officials, or other stakeholders who have been charged with influencing and enacting policies, procedures, and laws related to cannabis use. Unlike other controlled substances such as alcohol or tobacco, no accepted standards for safe use or appropriate dose are available to help guide individuals as they make choices regarding the issues of if, when, where, and how to use cannabis safely and, in regard to therapeutic uses, effectively. Shifting public sentiment, conflicting and impeded scientific research, and legislative battles have fueled the debate about what, if any, harms or benefits can be attributed to the use of cannabis or its derivatives, and this lack of aggregated knowledge has broad public health implications. The Health Effects of Cannabis and Cannabinoids provides a comprehensive review of scientific evidence related to the health effects and potential therapeutic benefits of cannabis. This report provides a research agenda—outlining gaps in current knowledge and opportunities for providing additional insight into these issues—that summarizes and prioritizes pressing research needs.

Surveys are used extensively in psychology, sociology and business, as well as many other areas, but they are becoming increasingly difficult to conduct. Some segments of the population are hard to sample, some are hard to find, others are hard to persuade to participate in surveys, and still others are hard to interview. This book offers the first systematic look at the populations and settings that make surveys hard to conduct and at the methods researchers use to meet these challenges. It covers a wide range of populations (immigrants, persons with intellectual difficulties, and political extremists) and settings (war zones, homeless shelters) that offer special problems or present unusual challenges for surveys. The team of international contributors also addresses sampling strategies including methods such as respondent-driven sampling and examines data collection strategies including advertising and other methods for engaging otherwise difficult populations.

Now in its fifth edition, the hugely popular Digital Marketing Excellence: Planning, Optimizing and Integrating Online Marketing is fully updated, keeping you in line with the changes in this dynamic and exciting field and helping you create effective and up-to-date customer-centric digital marketing plans. A practical guide to creating and executing digital marketing plans, it combines established approaches to marketing planning with the creative use of new digital models and digital tools. It is designed to support both marketers and digital marketers, and students of business or marketing who want a thorough yet practical grounding in digital marketing. Written by two highly experienced digital marketing consultants, the book shows you how to: Draw up an outline digital marketing plan Evaluate and apply digital marketing principles and models Integrate online and offline communications Implement customer-driven digital marketing Reduce costly trial and error Measure and enhance your digital marketing Learn best practices for reaching and engaging your audiences using the key digital marketing platforms like Apple, Facebook, Google and Twitter. This new edition seamlessly integrates the latest changes in social media technology, including expanded coverage of mobile technology, demonstrating how these new ways to reach customers can be integrated into your marketing plans. It also includes new sections on data analytics, clearly demonstrating how marketers can leverage data to their advantage. Offering a highly structured and accessible guide to a critical and far-reaching subject, Digital Marketing Excellence, Fifth Edition, provides a vital reference point for all students and managers involved in marketing strategy and implementation.

This book is published under a CC BY-NC 4.0 license. The editors present essential methods and tools to support a holistic approach to the challenge of system upgrades and innovation in the context of high-value products and services. The approach presented here is based on three main pillars: an adaptation mechanism based on a broad understanding of system dependencies; efficient use of system knowledge through involvement of actors throughout the process; and technological solutions to enable efficient actor communication and information

handling. The book provides readers with a better understanding of the factors that influence decisions, and put forward solutions to facilitate the rapid adaptation to changes in the business environment and customer needs through intelligent upgrade interventions. Further, it examines a number of sample cases from various contexts including car manufacturing, utilities, shipping and the furniture industry. The book offers a valuable resource for both academics and practitioners interested in the upgrading of capital-intensive products and services. "The work performed in the project "Use-It-Wisely (UiW)" significantly contributes towards a collaborative way of working. Moreover, it offers comprehensive system modelling to identify business opportunities and develop technical solutions within industrial value networks. The developed UiW-framework fills a void and offers a great opportunity. The naval construction sector of small passenger vessels, for instance, is one industry that can benefit." Nikitas Nikitakos, Professor at University of the Aegean, Department of Shipping, Trade, and Transport, Greece. "Long-life assets are crucial for both the future competitiveness and sustainability of society. Make wrong choices now and you are locked into a wrong system for a long time. Make the right choices now and society can prosper. This book gives important information about how manufacturers can make right choices." Arnold Tukker, Scientific director, Institute of Environmental Sciences (CML), Leiden University, and senior scientist, TNO.

At the last Annual Representative Meeting of the British Medical Association a motion was passed that "certain additional cannabinoids should be legalized for wider medicinal use." This report supports this landmark statement by reviewing the scientific evidence for the therapeutic use of cannabinoids and sets the agenda for change. It will be welcomed by those who believe that cannabinoids can be used in medical treatment. The report discusses in a clear and readable form the use and adverse effects of the drug for nausea, multiple sclerosis, pain, epilepsy, glaucoma, and asthma.

Use this guide to get help with consumer purchases, problems and complaints. Find consumer contacts at hundreds of companies and trade associations; local, state, and federal government agencies; national consumer organizations; and more.

An in-depth exploration of the inner-workings of Android: In Volume I, we take the perspective of the Power User as we delve into the foundations of Android, filesystems, partitions, boot process, native daemons and services.

INTERACT Conferences are an important platform for researchers and practitioners in the field of human-computer interaction (HCI). This volume contains the Adjunct Proceedings to the 17th INTERACT Conference (2019). They consist of a series of selected papers from workshops, the Student Design Consortium and the Doctoral Consortium.

Make the Most of IBM's Breakthrough Cell Processor in Any Gaming, Graphics, or Scientific Application IBM's Cell processor delivers truly stunning computational power: enough to satisfy even the most demanding gamers and graphics developers. That's why Sony chose the Cell to drive its breakthrough PlayStation 3 and why Cell processors are at the heart of today's most powerful supercomputers. But many developers have struggled to create high-performance Cell applications: the practical, coherent information they need simply hasn't existed. Programming the Cell Processor solves that problem once and for all. Whether you're a game developer, graphics programmer, or engineer, Matthew Scarpino shows you how to create applications that leverage all the Cell's extraordinary power. Scarpino covers everything from the Cell's advanced architecture to its powerful tools and libraries, presenting realistic code examples that help you gain an increasingly deep and intuitive understanding of Cell development. Scarpino illuminates each of the Cell's most important technical innovations, introduces the commands needed to access its power, and walks you through the entire development process, including compiling, linking, debugging, and simulating code. He also offers start-to-finish case studies for three especially important Cell applications: games,

graphics, and scientific computing. The Cell platform offers unprecedented potential, and this book will help you make the most of it.

This book constitutes the refereed post-conference proceedings of the 7th International Conference on Mobile Communication and Healthcare, MobiHealth 2017, held in Vienna, Austria, in November 2017. The 34 revised full papers were reviewed and selected from more than 50 submissions and are organized in topical sections covering data analysis, systems, work-in-process, pervasive and wearable health monitoring, advances in healthcare services, design for healthcare, advances in soft wearable technology for mobile-health, sensors and circuits.

Make your Web pages stand out above the noise with JavaScript and the expert instruction in this much-anticipated update to the bestselling JavaScript Bible. With renowned JavaScript expert Danny Goodman at your side, you'll get a thorough grounding in JavaScript basics, see how it fits with current Web browsers, and find all the soup-to-nuts detail you'll need. Whether you're a veteran programmer or just starting out, this is the JavaScript book Web developers turn to again and again. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

This is Volume 42 of the Educational Media and Technology Yearbook. For the past 40 years, our Yearbook has contributed to the field of Educational Technology in presenting contemporary topics, ideas, and developments regarding diverse technology tools for educational purposes. Our Yearbook has inspired researchers, practitioners, and teachers to consider how to develop technological designs and develop curricula and instruction integrating technology to enhance student learning, teach diverse populations across levels with effective technology integration, and apply technology in interactive ways to motivate students to engage in course content. In addition, Volume 42 features the Virtual Reality (VR) and Augmented Reality (AR) research and educational use cases, organized and coordinated by Vivienne and David. This section provides evidence that the affordances of AR, VR, and mixed reality, defined as an immersive multi-platform experience reality (XR), have begun to make indelible changes in teaching and learning in the United States. XR's recent developments stimulated the editors to propose a special edition to mark the interoperability of immersive technology to push the boundaries of human curiosity, creativity, and problem solving. After years of incremental development, XR has reached a critical level of investment, infrastructure, and emerging production. The chapters included in this section illustrate how XR can push user inquiry, engagement, learning, and interactivity to new levels within physical and digital contexts.

This exciting collection tours virtual reality in both its current therapeutic forms and its potential to transform a wide range of medical and mental health-related fields. Extensive findings track the contributions of VR devices, systems, and methods to accurate assessment, evidence-based and client-centered treatment methods, and—as described in a stimulating discussion of virtual patient technologies—innovative clinical training. Immersive digital technologies are shown enhancing opportunities for patients to react to situations, therapists to process patients' physiological responses, and scientists to have greater control over test conditions and access to results. Expert coverage details leading-edge applications of VR across a broad spectrum of psychological and neurocognitive conditions, including: Treating anxiety disorders and PTSD. Treating developmental and learning disorders, including Autism Spectrum Disorder, Assessment of and rehabilitation from stroke and traumatic brain injuries. Assessment and treatment of substance abuse. Assessment of deviant sexual interests. Treating obsessive-compulsive and related disorders. Augmenting learning skills for blind persons. Readable and relevant, *Virtual Reality for Psychological and Neurocognitive Interventions* is an essential idea book for neuropsychologists, rehabilitation specialists (including physical, speech, vocational, and occupational therapists), and neurologists.

