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Head First Java A Brain-Friendly Guide "O'Reilly Media, Inc." *Learning a complex new language is no easy task especially when it s an object-oriented computer programming language like Java. You might think the problem is your brain. It seems to have a mind of its own, a mind that doesn't always want to take in the dry, technical stuff you're forced to study. The fact is your brain craves novelty. It's constantly searching, scanning, waiting for something unusual to happen. After all, that's the way it was built to help you stay alive. It takes all the routine, ordinary, dull stuff and filters it to the background so it won't interfere with your brain's real work-- recording things that matter. How does your brain know what matters? It's like the creators of the Head First approach say, suppose you're out for a hike and a tiger jumps in front of you, what happens in your brain? Neurons fire. Emotions crank up. Chemicals surge. That's how your brain knows. And that's how your brain will learn Java. Head First Java combines puzzles, strong visuals, mysteries, and soul-searching interviews with famous Java objects to engage you in many different ways. It's fast, it's fun, and it's effective. And, despite its playful appearance, Head First Java is serious stuff: a complete introduction to object-oriented programming and Java. You'll learn everything from the fundamentals to advanced topics, including threads, network sockets, and distributed programming with RMI. And the new. second edition focuses on Java 5.0, the latest version of the Java language and development platform. Because Java 5.0 is a major update to the platform, with deep, code-level changes, even more careful study and implementation is required. So learning the Head First way is more important than ever. If you've read a Head First book, you know what to expect--a visually rich format designed for the way your brain works. If you haven't, you're in for a treat. You'll see why people say it's unlike any other Java*

book you've ever read. By exploiting how your brain works, Head First Java compresses the time it takes to learn and retain--complex information. Its unique approach not only shows you what you need to know about Java syntax, it teaches you to think like a Java programmer. If you want to be bored, buy some other book. But if you want to understand Java, this book's for you. **A Dictionary of Film Studies Oxford University Press** *This volume covers all aspects of film studies, including critical terms, concepts, movements, national and international cinemas, film history, genres, organizations, practices, and key technical terms and concepts. It is an ideal reference for students and teachers of film studies and anyone with an interest in film studies and criticism.* **The Royal Tenenbaums Macmillan** *This is the screenplay for the acclaimed film, directed by Wes Anderson. There were three extraordinary children in the Tenenbaum family; Chas Tenenbaum (Ben Stiller) was a financial expert and started buying real estate in his early teens; Margot Tenenbaum (Gwyneth Paltrow) was an acclaimed playwright and won a Pulitzer Prize in the 9th grade; Richie Tenenbaum (Luke Wilson) was a champion tennis player ranked 2nd in the world by the age 17. They were brilliant. They were famous. They were unlucky enough to be the children of a man named Royal Tenenbaum (Gene Hackman). Now for the first time in 25 years, they're all living together under the same roof. After having largely gone their separate ways they're looking to mend fences—and themselves in the process.* **Brian Eno His Music And The Vertical Color Of Sound Da Capo Press** *Musician, composer, producer: Brian Eno is unique in contemporary music. Best known in recent years for producing U2's sensational albums, Eno began his career as a synthesizer player for Roxy Music. He has since released many solo albums, both rock and ambient, written music for film and television soundtracks, and collaborated with David Bowie, David Byrne, Robert Fripp, and classical and experimental composers. His pioneering ambient sound has been enormously influential, and without him today's rock would have a decidedly different sound. Drawing on Eno's own words to examine his influences and ideas, this book—featuring a new afterword and an updated discography and bibliography—will long remain provocative and definitive.* **Kama Sutra for Beginners A Practical Guide on KAMA SUTRA with Various SEX POSITIONS for Couples to Make WILD SEX with SECRET Strategies for Men and Women (Before and During Foreplay)** *Are you looking for new ways to enhance your sex life? Do you feel like you have simply been going through the motions lately and want to try something new? Have you considered the Kama Sutra as a way of exploring new positions? Sex is an important part of any relationship and is one of the cornerstones of having a successful one that lasts. But often sex can become a routine function that is less exciting with each passing month. And it is often the case because of a lack of adventure between partners when it comes to their lovemaking. This book, Kama Sutra for Beginners: A Practical Guide on KAMA SUTRA with Various SEX POSITIONS for Couples to Make WILD SEX with SECRET Strategies for Men and Women (Before and During Foreplay), is an enlightening read for anyone who wants to improve their sex life, with tips and advice on: Making sure that communication is a central part of your sex life Before and during foreplay The act of sex How to make yourself attractive Keeping things going once you've started And more... With this book you can change the way you not only conduct the act of sex, but also how you think about it and*

approach it. With clearly laid out information, even a beginner to the Kama Sutra will soon grasp a much better understanding and take their sex life to new heights. Scroll up now and click Add to Cart for your copy! **The Cambridge Companion to Film Music Philosophy of the Arts An Introduction to Aesthetics Routledge** *A new edition of this bestselling introduction to aesthetics and the philosophy of art. Includes new sections on digital music and environmental aesthetics. All other chapters have been thoroughly revised and updated.* **Head First JavaScript Programming A Brain-Friendly Guide "O'Reilly Media, Inc."** *What will you learn from this book? This brain-friendly guide teaches you everything from JavaScript language fundamentals to advanced topics, including objects, functions, and the browser's document object model. You won't just be reading—you'll be playing games, solving puzzles, pondering mysteries, and interacting with JavaScript in ways you never imagined. And you'll write real code, lots of it, so you can start building your own web applications. Prepare to open your mind as you learn (and nail) key topics including: The inner details of JavaScript How JavaScript works with the browser The secrets of JavaScript types Using arrays The power of functions How to work with objects Making use of prototypes Understanding closures Writing and testing applications What's so special about this book? We think your time is too valuable to waste struggling with new concepts. Using the latest research in cognitive science and learning theory to craft a multi-sensory learning experience, Head First JavaScript Programming uses a visually rich format designed for the way your brain works, not a text-heavy approach that puts you to sleep. This book replaces Head First JavaScript, which is now out of print.* **Broken Idols of the English Reformation Cambridge University Press** *Why were so many religious images and objects broken and damaged in the course of the Reformation? Margaret Aston's magisterial new book charts the conflicting imperatives of destruction and rebuilding throughout the English Reformation from the desecration of images, rails and screens to bells, organs and stained glass windows. She explores the motivations of those who smashed images of the crucifixion in stained glass windows and who pulled down crosses and defaced symbols of the Trinity. She shows that destruction was part of a methodology of religious revolution designed to change people as well as places and to forge in the long term new generations of new believers. Beyond blanked walls and whited windows were beliefs and minds impregnated by new modes of religious learning. Idol-breaking with its emphasis on the treacheries of images fundamentally transformed not only Anglican ways of worship but also of seeing, hearing and remembering.* **The Cambridge Companion to Video Game Music Cambridge University Press** *A wide-ranging survey of video game music creation, practice, perception and analysis - clear, authoritative and up-to-date.* **Ships Monthly Introduction to Modernity Verso Books** *Originally published in 1962, when Lefebvre was beginning his career as a lecturer in sociology at the University of Strasbourg, it established his position in the vanguard of a movement which was to culminate in the events of May 1968. A classic analysis of the modern world using Marxist dialectic, it is a book which supersedes the conventional divisions between academic disciplines. With dazzling skill, Lefebvre moves from philosophy to sociology, from literature to history, to present a profound analysis of the social, political and cultural forces at work in France and the world in the aftermath of Stalin's death—an*

analysis in which the contours of our own "postmodernity" appear with startling clarity. **The Practice of Everyday Life Univ of California Press** *Repackage of a classic sociology text in which the author develops the idea of resistance to social and economic pressures.* **Level Up! The Guide to Great Video Game Design John Wiley & Sons** *Design and build cutting-edge video games with help from video game expert Scott Rogers! If you want to design and build cutting-edge video games but aren't sure where to start, then this is the book for you. Written by leading video game expert Scott Rogers, who has designed the hits Pac Man World, Maxim vs. Army of Zin, and SpongeBob Squarepants, this book is full of Rogers's wit and imaginative style that demonstrates everything you need to know about designing great video games. Features an approachable writing style that considers game designers from all levels of expertise and experience Covers the entire video game creation process, including developing marketable ideas, understanding what gamers want, working with player actions, and more Offers techniques for creating non-human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So, put your game face on and start creating memorable, creative, and unique video games with this book!* **European-Russian Space Cooperation From de Gaulle to ExoMars Springer Nature** *The story of European-Russian collaboration in space is little known and its importance all too often understated. Because France was the principal interlocutor between these nations, such cooperation did not receive the attention it deserved in English-language literature. This book rectifies that history, showing how Russia and Europe forged a successful partnership that has continued to the present day. Space writer Brian Harvey provides an in-depth picture of how this European-Russian relationship evolved and what factors—scientific, political and industrial—propelled it over the decades. The history begins in the cold war period with the first collaborative ventures between the Soviet Union and European countries, primarily France, followed later by Germany and other European countries. Next, the chapters turn to the missions when European astronauts flew to Russian space stations, the Soyuz rocket made a new home in European territory in the South American jungle and science missions were flown to study deep space. Their climax is the joint mission to explore Mars, called ExoMars, which has already sent a mission to Mars. Through this close examination of these European-Russian efforts, readers will appreciate an altogether new perspective on the history of space exploration, no longer defined by competition, but rather by collaboration and cooperation.* **La Vie Est À Nous! French Cinema of the Popular Front 1935-1938 Chasing the Chinese Dream Four Decades of Following China's War on Poverty Springer Nature** *This open access book explores the historical, cultural and philosophical contexts that have made anti-poverty the core of Chinese society since Liberation in 1949, and why poverty alleviation measures evolved from the simplistic aid of the 1950s to Xi Jinping's precision poverty alleviation and its goal of eliminating absolute poverty by 2020. The book also addresses the implications of China's experience for other developing nations tackling not only poverty but such issues as pandemics, rampant urbanization and desertification exacerbated by global warming. The first of three parts draws upon interviews of rural and urban Chinese from diverse backgrounds and local and national leaders. These interviews, conducted in even the remotest*

areas of the country, offer candid insights into the challenges that have forced China to continually evolve its programs to resolve even the most intractable cases of poverty. The second part explores the historic, cultural and philosophical roots of old China's meritocratic government and how its ancient Chinese ethics have led to modern Chinese socialism's stance that "poverty amidst plenty is immoral". Dr. Huang Chengwei, one of China's foremost anti-poverty experts, explains the challenges faced at each stage as China's anti-poverty measures evolved over 70 years to emphasize "enablement" over "aid" and to foster bottom-up initiative and entrepreneurialism, culminating in Xi Jinping's precision poverty alleviation. The book also addresses why national economic development alone cannot reduce poverty; poverty alleviation programs must be people-centered, with measurable and accountable practices that reach even to household level, which China has done with its "First Secretary" program. The third part explores the potential for adopting China's practices in other nations, including the potential for replicating China's successes in developing countries through such measures as the Belt and Road Initiative. This book also addresses prevalent misperceptions about China's growing global presence and why other developing nations must address historic, systemic causes of poverty and inequity before they can undertake sustainable poverty alleviation measures of their own. **The Multimedia and CD-ROM Directory Beyond Role and Play Tools, Toys and Theory for Harnessing the Imagination Ocean of Sound Aether Talk, Ambient Sound and Imaginary Worlds Serpent's Tail** *Sun Ra, Brian Eno, Lee Perry, Kate Bush, Kraftwerk, Aphex Twin, Ryuichi Sakamoto and Brian Wilson are interviewed in this extraordinary work of sonic history. It travels from the rainforests of Amazonas to virtual Las Vegas; from David Lynch's dream house high in the Hollywood Hills to the megalopolis of Tokyo. Ocean of Sound begins in 1889 at the Paris exposition when Debussy first heard Javanese music performed. An ethereal culture developed in response to the intangibility of 20th century communications. Author of Rap Attack 3 and Exotica, David Toop has in Ocean of Sound written an exhilarating, path-breaking account of ambient sound.* **Boot Ancient Curious and Famous Wills Beard Books** *An entertaining collection of wills, reflecting the times and the people who wrote them. This collection offers delightful reading for lawyers and laymen alike. As the author states: Wills reflect, as a mirror, the customs and habits of the times when written, as well as the characters of the writers. In the category of ancient wills, the reader will find the oldest written will, dated at 2550 B.C., as well as wills of such personages as Plato and Aristotle. Other categories in the collection include: wills in fiction and poetry; curious wills; testamentary and kindred miscellany; wills of famous foreigners, such as Napoleon and William Shakespeare; and wills of famous Americans, such as Benjamin Franklin and Thomas Jefferson.* **Camera Obscura, Camera Lucida Essays in Honor of Annette Michelson Peterson's** *In honor of Michelson's unique legacy* **Ludomusicology Approaches to Video Game Music Equinox Publishing (Indonesia)** *The last half-decade has seen the rapid and expansive development of video game music studies. As with any new area of study, this significant sub-discipline is still tackling fundamental questions concerning how video game music should be approached. In this volume, experts in game music provide their responses to these issues. This book suggests a variety of new approaches to the study of game music. In the course of*

developing ways of conceptualizing and analyzing game music it explicitly considers other critical issues including the distinction between game play and music play, how notions of diegesis are complicated by video game interactivity, the importance of cinema aesthetics in game music, the technicalities of game music production and the relationships between game music and art music traditions. This collection is accessible, yet theoretically substantial and complex. It draws upon a diverse array of perspectives and presents new research which will have a significant impact upon the way that game music is studied. The volume represents a major development in game musicology and will be indispensable for both academic researchers and students of game music. **Books and Characters, French & English London : Chatto & Windus Introduction to Computing and Programming in Python Plus My Programming Lab -- Access Card Package Prentice Hall** *Introduction to Computing and Programming in Python, 3e, uses multimedia applications to motivate introductory computer science majors or non-majors. The book's hands-on approach shows how programs can be used to build multimedia computer science applications that include sound, graphics, music, pictures, and movies. The students learn a key set of computer science tools and topics, as well as programming skills; such as how to design and use algorithms, and practical software engineering methods. The book also includes optional coverage of HCI, as well as rudimentary data structures and databases using the user-friendly Python language for implementation. Authors Guzdial and Ericson also demonstrate how to communicate compatibly through networks and do concurrent programming. 0133591522 / 9780133591521 Introduction to Computing and Programming in Python & MyProgrammingLab with eText Package Package consists of 0132923513 / 9780132923514 Introduction to Computing and Programming in Python 0133590747 / 9780133590746 MyProgrammingLab with eText -- Access Code Card -- for Introduction to Computing and Programming in Python* **Keys to Play Music as a Ludic Medium from Apollo to Nintendo Univ of California Press** *A free ebook version of this title is available through Luminos, University of California Press's Open Access publishing program for monographs. Visit www.luminosoa.org to learn more. How do keyboards make music playable? Drawing on theories of media, systems, and cultural techniques, Keys to Play spans Greek myth and contemporary Japanese digital games to chart a genealogy of musical play and its animation via improvisation, performance, and recreation. As a paradigmatic digital interface, the keyboard forms a field of play on which the book's diverse objects of inquiry—from clavichords to PCs and eighteenth-century musical dice games to the latest rhythm-action titles—enter into analogical relations. Remapping the keyboard's topography by way of Mozart and Super Mario, who head an expansive cast of historical and virtual actors, Keys to Play invites readers to unlock ludic dimensions of music that are at once old and new.* **Dictionary of the British English Spelling System Open Book Publishers** *This book will tell all you need to know about British English spelling. It's a reference work intended for anyone interested in the English language, especially those who teach it, whatever the age or mother tongue of their students. It will be particularly useful to those wishing to produce well-designed materials for teaching initial literacy via phonics, for teaching English as a foreign or second language, and for teacher training. English spelling is notoriously complicated and difficult to learn; it is*

correctly described as much less regular and predictable than any other alphabetic orthography. However, there is more regularity in the English spelling system than is generally appreciated. This book provides, for the first time, a thorough account of the whole complex system. It does so by describing how phonemes relate to graphemes and vice versa. It enables searches for particular words, so that one can easily find, not the meanings or pronunciations of words, but the other words with which those with unusual phoneme-grapheme/grapheme-phoneme correspondences keep company. Other unique features of this book include teacher-friendly lists of correspondences and various regularities not described by previous authorities, for example the strong tendency for the letter-name vowel phonemes (the names of the letters) to be spelt with those single letters in non-final syllables. **Heritage, Screen and Literary Tourism Channel View Publications** *This book examines the main issues and concepts relating to heritage, screen and literary tourism (HSLT) and provides a comprehensive understanding and evaluation of these three forms of tourism in the context of global tourism development. It analyses the demand and supply of HSLT within the frameworks provided by service-dominant logic and value creation to enable a critical perspective on how HSLT tourist experiences are created, produced and shaped. The volume explores the challenges which relate to the role of the consumer in the co-creation of the tourist experience, and the implications this has for the development, marketing, interpretation, consumption, planning and management of HSLT. It will appeal to researchers and students of heritage tourism, film and literary tourism, media-driven tourism, tourism planning and destination development and management.* **The Practice of Diplomacy Its Evolution, Theory and Administration Routledge** *In the post Cold War, the role of diplomacy has visibly expanded in much more unstable international conditions. This is partly because more complex relationships between a larger number of power centers have emerged including non-governmental organizations as well as states. These developments are adding to the machinery of diplomacy expanding the number of topics of negotiation and modifying the established character of diplomacy in significant ways. This book explores the historical development of diplomacy from the earliest times and shows how it has grown and adapted its methods to the needs of previous international environments. It follows these developments from the late twentieth century and concludes that while diplomacy techniques have adapted in response to very new needs and technological advances in communication, the activity itself remains inevitable and has never been more important.--Publisher description.* **NewMedia Titles Companion to Historiography Routledge** *The Companion to Historiography is an original analysis of the moods and trends in historical writing throughout its phases of development and explores the assumptions and procedures that have formed the creation of historical perspectives. Contributed by a distinguished panel of academics, each essay conveys in direct, jargon-free language a genuinely international, wide-angled view of the ideas, traditions and institutions that lie behind the contemporary urgency of world history.* 󰀀󰀀󰀀󰀀󰀀 **The Cambridge Dictionary of Modern World History TCI The Business of Entertainment Technology & Design Acting in an Uncertain World An Essay on Technical Democracy MIT Press** *A call for a new form of democracy in which "hybrid forums" composed of experts and laypeople address such sociotechnical controversies as*

hazardous waste, genetically modified organisms, and nanotechnology. Controversies over such issues as nuclear waste, genetically modified organisms, asbestos, tobacco, gene therapy, avian flu, and cell phone towers arise almost daily as rapid scientific and technological advances create uncertainty and bring about unforeseen concerns. The authors of Acting in an Uncertain World argue that political institutions must be expanded and improved to manage these controversies, to transform them into productive conversations, and to bring about "technical democracy." They show how "hybrid forums"—in which experts, non-experts, ordinary citizens, and politicians come together—reveal the limits of traditional delegative democracies, in which decisions are made by quasi-professional politicians and techno-scientific information is the domain of specialists in laboratories. The division between professionals and laypeople, the authors claim, is simply outmoded. The authors argue that laboratory research should be complemented by everyday experimentation pursued in the real world, and they describe various modes of cooperation between the two. They explore a range of concrete examples of hybrid forums that have dealt with sociotechnical controversies including nuclear waste disposal in France, industrial waste and birth defects in Japan, a childhood leukemia cluster in Woburn, Massachusetts, and mad cow disease in the United Kingdom. The authors discuss the implications for political decision making in general and describe a "dialogic" democracy that enriches traditional representative democracy. To invent new procedures for consultation and representation, they suggest, is to contribute to an endless process that is necessary for the ongoing democratization of democracy.
Shadow of the Xel'naga Simon and Schuster *Far in the future, 60,000 light-years from Earth, a loose confederacy of Terran exiles are locked in battle with the enigmatic Protoss and the ruthless Zerg Swarm. Each species struggles to ensure its own survival among the stars in a war that will herald the beginning of mankind's greatest chapter -- or foretell its violent, bloody end. Bhekar Ro: a bleak, backwater world on the fringe of the Terran Dominion, where every day is a struggle to survive for its handful of human colonists. It is a veritable wasteland -- one speck of dust among many in the vast, dark sea of space. But when the most violent storm in recent memory unearths an unfathomable alien artifact, Bhekar Ro becomes the greatest prize in the Terran Sector -- the Holy Grail of the Zerg, the Protoss, and Humanity alike -- as forces from the three great powers converge to claim the lost secrets of the most powerful species the universe has ever known. shadow of the xel'naga An original tale of space warfare novels set in the world of the bestselling computer game!* **The May 1968 Events in France Reproductions and Interpretations Springer** *The multiple impact of the May 1968 events in France is here reviewed and analysed, initially through a narrative account of the events themselves and then through a systematic survey of the various manners in which they have been interpreted and reproduced in France. This covers successively political, social/sociological, and cultural texts - first-hand accounts along with works by political activists and academic social scientists - before moving to a consideration of fictional works (novels and feature films) dealing with or set during the events.* **The New Yorker Computer Science An Overview Addison-Wesley Longman** *Computer Science: An Overview uses broad coverage and clear exposition to present a complete picture of the dynamic computer science field. Accessible to students from all*

backgrounds, Glenn Brookshear uses a language-independent context to encourage the development of a practical, realistic understanding of the field. An overview of each of the important areas of Computer Science (e.g. Networking, OS, Computer Architecture, Algorithms) provides students with a general level of proficiency for future courses. The Eleventh Edition features two new contributing authors (David Smith — Indiana University of PA; Dennis Brylow — Marquette University), new, modern examples, and updated coverage based on current technology.