

Cnet Do It Yourself Home Video Projects

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Python Web Development with Django - Jeff Forcier 2008-10-24

Using the simple, robust, Python-based Django framework, you can build powerful Web solutions with remarkably few lines of code. In Python Web Development with Django®, three experienced Django and Python developers cover all the techniques, tools, and concepts you need to make the most of Django 1.0, including all the major features of the new release. The authors teach Django through in-depth explanations, plus provide extensive sample code supported with images and line-by-line explanations. You'll discover how Django leverages Python's development speed and flexibility to help you solve a wide spectrum of Web development problems and learn Django best practices covered nowhere else. You'll build your first Django application in just minutes and deepen your real-world skills through start-to-finish application projects including Simple Web log (blog) Online photo gallery Simple content management system Ajax-powered live blogger Online source code sharing/syntax highlighting tool How to run your Django applications on the Google App Engine This complete guide starts by introducing Python, Django, and Web development concepts, then dives into the Django framework, providing a deep understanding of its major components (models, views, templates), and how they come together to form complete Web applications. After a discussion of four independent

working Django applications, coverage turns to advanced topics, such as caching, extending the template system, syndication, admin customization, and testing. Valuable reference appendices cover using the command-line, installing and configuring Django, development tools, exploring existing Django applications, the Google App Engine, and how to get more involved with the Django community. Introduction 1 Part I: Getting Started Chapter 1: Practical Python for Django 7 Chapter 2: Django for the Impatient: Building a Blog 57 Chapter 3: Starting Out 77 Part II: Django in Depth Chapter 4: Defining and Using Models 89 Chapter 5: URLs, HTTP Mechanisms, and Views 117 Chapter 6: Templates and Form Processing 135 Part III: Django Applications by Example Chapter 7: Photo Gallery 159 Chapter 8: Content Management System 181 Chapter 9: Liveblog 205 Chapter 10: Pastebin 221 Part IV: Advanced Django Techniques and Features Chapter 11: Advanced Django Programming 235 Chapter 12: Advanced Django Deployment 261 Part V: Appendices Appendix A: Command Line Basics 285 Appendix B: Installing and Running Django 295 Appendix C: Tools for Practical Django Development 313 Appendix D: Finding, Evaluating, and Using Django Applications 321 Appendix E: Django on the Google App Engine 325 Appendix F: Getting Involved in the Django Project 337 Index 339 Colophon 375

Ethical Innovation in Business and the Economy - Georges Enderle
2015-12-18

Innovation has become a buzzword that promises dramatic changes in almost every field of business. Absent from this attention is a serious discussion of the ethical sides of dramatic change. To address this, editors Georges Enderle and Patrick E. Murphy gather a team of experts to fully examine the ethics of innovation within business and the economy in this standout addition to the Studies in TransAtlantic Business Ethics series.

House of Leaves - Mark Z. Danielewski 2000-03-07

"A novelistic mosaic that simultaneously reads like a thriller and like a strange, dreamlike excursion into the subconscious." —The New York Times Years ago, when *House of Leaves* was first being passed around, it was nothing more than a badly bundled heap of paper, parts of which would occasionally surface on the Internet. No one could have anticipated the small but devoted following this terrifying story would soon command. Starting with an odd assortment of marginalized youth -- musicians, tattoo artists, programmers, strippers, environmentalists, and adrenaline junkies -- the book eventually made its way into the hands of older generations, who not only found themselves in those strangely arranged pages but also discovered a way back into the lives of their estranged children. Now this astonishing novel is made available in book form, complete with the original colored words, vertical footnotes, and second and third appendices. The story remains unchanged, focusing on a young family that moves into a small home on Ash Tree Lane where they discover something is terribly wrong: their house is bigger on the inside than it is on the outside. Of course, neither Pulitzer Prize-winning photojournalist Will Navidson nor his companion Karen Green was prepared to face the consequences of that impossibility, until the day their two little children wandered off and their voices eerily began to return another story -- of creature darkness, of an ever-growing abyss behind a closet door, and of that unholy growl which soon enough would tear through their walls and consume all their dreams.

*The Subtle Art of Not Giving a F*ck* - Mark Manson 2016-09-13

#1 New York Times Bestseller Over 10 million copies sold In this generation-defining self-help guide, a superstar blogger cuts through the crap to show us how to stop trying to be "positive" all the time so that we can truly become better, happier people. For decades, we've been told that positive thinking is the key to a happy, rich life. "F**k positivity," Mark Manson says. "Let's be honest, shit is f**ked and we have to live with it." In his wildly popular Internet blog, Manson doesn't sugarcoat or equivocate. He tells it like it is—a dose of raw, refreshing, honest truth that is sorely lacking today. *The Subtle Art of Not Giving a F**k* is his antidote to the coddling, let's-all-feel-good mindset that has infected American society and spoiled a generation, rewarding them with gold medals just for showing up. Manson makes the argument, backed both by academic research and well-timed poop jokes, that improving our lives hinges not on our ability to turn lemons into lemonade, but on learning to stomach lemons better. Human beings are flawed and limited—"not everybody can be extraordinary, there are winners and losers in society, and some of it is not fair or your fault." Manson advises us to get to know our limitations and accept them. Once we embrace our fears, faults, and uncertainties, once we stop running and avoiding and start confronting painful truths, we can begin to find the courage, perseverance, honesty, responsibility, curiosity, and forgiveness we seek. There are only so many things we can give a f**k about so we need to figure out which ones really matter, Manson makes clear. While money is nice, caring about what you do with your life is better, because true wealth is about experience. A much-needed grab-you-by-the-shoulders-and-look-you-in-the-eye moment of real-talk, filled with entertaining stories and profane, ruthless humor, *The Subtle Art of Not Giving a F**k* is a refreshing slap for a generation to help them lead contented, grounded lives.

Tap, Move, Shake - Todd Moore 2011-12-19

Provides information on turning an idea into an iPhone or iPad game, covering such topics as Xcode, graphics, game physics, sound, player menus, and the App store.

Damn Delicious - Rhee, Chungah 2016-09-06

The debut cookbook by the creator of the wildly popular blog *Damn*

Delicious proves that quick and easy doesn't have to mean boring. Blogger Chungah Rhee has attracted millions of devoted fans with recipes that are undeniable 'keepers'-each one so simple, so easy, and so flavor-packed, that you reach for them busy night after busy night. In *Damn Delicious*, she shares exclusive new recipes as well as her most beloved dishes, all designed to bring fun and excitement into everyday cooking. From five-ingredient Mini Deep Dish Pizzas to no-fuss Sheet Pan Steak & Veggies and 20-minute Spaghetti Carbonara, the recipes will help even the most inexperienced cooks spend less time in the kitchen and more time around the table. Packed with quickie breakfasts, 30-minute skillet sprints, and speedy takeout copycats, this cookbook is guaranteed to inspire readers to whip up fast, healthy, homemade meals that are truly 'damn delicious!'

Beautiful Minecraft - James Delaney 2016-11-01

With a bit of imagination and a heavy dose of artistic talent, Minecraft blocks can be used to build almost anything. But as you'll see, some artists are taking Minecraft building to a whole new level. *Beautiful Minecraft* is a compendium of stunning artwork built in Minecraft. Using millions of blocks and spending hundreds of hours, these artists have created floating steampunk cities, alien worlds, detailed classical sculptures, fantastical landscapes, architectural marvels, and more. The results are simply beautiful.

The Antitrust Paradox - Robert Bork 2021-02-22

The most important book on antitrust ever written. It shows how antitrust suits adversely affect the consumer by encouraging a costly form of protection for inefficient and uncompetitive small businesses.

The Tetris Effect - Dan Ackerman 2016-09-06

The definitive story of a game so great, even the Cold War couldn't stop it. Tetris is perhaps the most instantly recognizable, popular video game ever made. But how did an obscure Soviet programmer, working on frail, antiquated computers, create a product which has now earned nearly 1 billion in sales? How did a makeshift game turn into a worldwide sensation, which has been displayed at the Museum of Modern Art, inspired a big-budget sci-fi movie, and been played in outer space? A

quiet but brilliant young man, Alexey Pajitnov had long nurtured a love for the obscure puzzle game pentominoes, and became obsessed with turning it into a computer game. Little did he know that the project that he labored on alone, hour after hour, would soon become the most addictive game ever made. In this fast-paced business story, reporter Dan Ackerman reveals how Tetris became one of the world's first viral hits, passed from player to player, eventually breaking through the Iron Curtain into the West. British, American, and Japanese moguls waged a bitter fight over the rights, sending their fixers racing around the globe to secure backroom deals, while a secretive Soviet organization named ELORG chased down the game's growing global profits. *The Tetris Effect* is an homage to both creator and creation, and a must-read for anyone who's ever played the game—which is to say everyone.

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies - Erik Brynjolfsson 2014-01-20

A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

CNET Do-It-Yourself Laptop Projects - Justin Jaffe 2006-12-20

Trick out your laptop Take your laptop to the limit with the fun and practical projects packed inside this easy-to-use guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how to do all sorts of resourceful things with your laptop, like use it as a car stereo, broadcast a podcast, navigate a road trip, and more. Inside, you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. With *CNET Do-It-Yourself Laptop Projects*, you'll discover that you can get more out of your laptop than ever before. Build a wireless network Transfer vinyl or cassette tapes to CD Make free phone calls at home and on the road Watch TV on your laptop and record your favorite shows Set up a centralized home security system Squeeze more life out of your battery Upgrade your memory, hard drive, and processor And much

more
[Popular Science](#) - 2008

Kiplinger's Personal Finance Magazine - 2007

Renovation - Michael W. Litchfield 1997

"This outstanding guide is the last word in renovation. In nearly 600 pages of text, accompanied by 1,000 illustrations, all systems used in the home are covered in detail, and with sensitivity for a nontechnical reader. If you are renovating a home or even thinking about it, this is the place to start....Essential."—Library Journal. "The opening chapter—is alone worth the cost of the book."—Atlanta Journal Constitution.

Reality Is Broken - Jane McGonigal 2011-01-20

"McGonigal is a clear, methodical writer, and her ideas are well argued. Assertions are backed by countless psychological studies." —The Boston Globe "Powerful and provocative . . . McGonigal makes a persuasive case that games have a lot to teach us about how to make our lives, and the world, better." —San Jose Mercury News "Jane McGonigal's insights have the elegant, compact, deadly simplicity of plutonium, and the same explosive force." —Cory Doctorow, author of *Little Brother* A visionary game designer reveals how we can harness the power of games to boost global happiness. With 174 million gamers in the United States alone, we now live in a world where every generation will be a gamer generation. But why, Jane McGonigal asks, should games be used for escapist entertainment alone? In this groundbreaking book, she shows how we can leverage the power of games to fix what is wrong with the real world—from social problems like depression and obesity to global issues like poverty and climate change—and introduces us to cutting-edge games that are already changing the business, education, and nonprofit worlds. Written for gamers and non-gamers alike, *Reality Is Broken* shows that the future will belong to those who can understand, design, and play games. Jane McGonigal is also the author of *SuperBetter: A Revolutionary Approach to Getting Stronger, Happier, Braver and More Resilient*.

NIV, Zondervan Study Bible, Imitation Leather, Tan/Brown, Indexed - Andrew David Naselli 2016-08-09

The NIV Zondervan Study Bible in a indexed Chocolate/Caramel Italian Duo-Tone format, featuring Dr. D. A. Carson as general editor, is built on the truth of Scripture and centered on the gospel message. It s a comprehensive undertaking of crafted study notes and tools to present a biblical theology of God s special revelation in the Scriptures."

Fall; or, Dodge in Hell - Neal Stephenson 2019-06-04

New York Times Bestseller A New York Times Notable Book The #1 New York Times bestselling author of *Seveneves*, *Anathem*, *Reamde*, and *Cryptonomicon* returns with a wildly inventive and entertaining science fiction thriller—*Paradise Lost* by way of Philip K. Dick—that unfolds in the near future, in parallel worlds. In his youth, Richard “Dodge” Forthrust founded Corporation 9592, a gaming company that made him a multibillionaire. Now in his middle years, Dodge appreciates his comfortable, unencumbered life, managing his myriad business interests, and spending time with his beloved niece Zula and her young daughter, Sophia. One beautiful autumn day, while he undergoes a routine medical procedure, something goes irrevocably wrong. Dodge is pronounced brain dead and put on life support, leaving his stunned family and close friends with difficult decisions. Long ago, when a much younger Dodge drew up his will, he directed that his body be given to a cryonics company now owned by enigmatic tech entrepreneur Elmo Shepherd. Legally bound to follow the directive despite their misgivings, Dodge’s family has his brain scanned and its data structures uploaded and stored in the cloud, until it can eventually be revived. In the coming years, technology allows Dodge’s brain to be turned back on. It is an achievement that is nothing less than the disruption of death itself. An eternal afterlife—the Bitworld—is created, in which humans continue to exist as digital souls. But this brave new immortal world is not the Utopia it might first seem . . . *Fall, or Dodge in Hell* is pure, unadulterated fun: a grand drama of analog and digital, man and machine, angels and demons, gods and followers, the finite and the eternal. In this exhilarating epic, Neal Stephenson raises profound existential questions

and touches on the revolutionary breakthroughs that are transforming our future. Combining the technological, philosophical, and spiritual in one grand myth, he delivers a mind-blowing speculative literary saga for the modern age.

Adobe Encore DVD - Douglas Dixon 2004

A well-crafted, full-color book for a growing market, this title explores Adobe's DVD creation program, Encore. It's a complete tutorial for Adobe CS developers, particularly those who use Premiere and AfterEffect, as well as for professional filmmakers who wish to transfer their projects to DVDs.

Kiplinger's Personal Finance - 2007-05

The most trustworthy source of information available today on savings and investments, taxes, money management, home ownership and many other personal finance topics.

CNET Do-It-Yourself Mac Projects - Joli Ballew 2006-12-26

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. Discover the hidden magic of your Mac Maximize the power of your Mac with the useful and entertaining projects packed inside this easy-to-follow guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how to do all kinds of cool things with your Mac, like convert VHS movies into digital format, control your Mac with your voice, set up a PC-friendly Mac network, and more. Inside, you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. With CNET Do-It-Yourself Mac Projects, you'll discover that your Mac has much more to offer than you ever imagined. Set up videoconferencing via your webcam Create a live radio broadcast, a podcast, or a vodcast Connect to a Windows PC remotely Send and receive SMS messages to and from cell phones Turn your Mac into a jukebox and stream music wirelessly Create a multimedia DVD Convert any video content to iPod video format And much more

Burning Down the House - Eliot Van Buskirk 2003

An entertaining, beginner's guide to creating a variety of musical projects on the computer presents a series of step-by-step tutorials and projects that cover all major computer audio techniques, including ripping and burning CDs, remixing, sound manipulation, and distributing. Original. (Beginner)

Knife Music - David Carnoy 2013-08-27

Six months after saving the life of teenage accident victim Kristen Kroiter, emergency room surgeon Ted Cogan is shocked when he is questioned by police in the wake of her baffling suicide, which causes the womanizing Cogan to be wrongly accused of rape.

Short Sims - Clark Aldrich 2020-03-20

Short Sims: A Game Changer explores the design concepts, dialogue, and formatting of interactive simulations. Interactivity is the key to effective educational media in schools, corporations, the military, and government. However, challenges like ineffective linear content or expenses can derail the product. This book provides a proven methodology to guide anyone through the steps of quickly creating highly engaging and responsive content. The process combines decades of research and implementations with leading organizations (Bill & Melinda Gates Foundation, Harvard Business School Publishing, Visa, State Department) with new tools that have just emerged. Key Features This book provides numerous code examples to illustrate how to put the techniques into practice. It includes expanded introductions to mathematics fundamental to computer graphics and game development. Graphics and physics are covered in introductory overviews. Author Bio Clark Aldrich is an education technology thought leader—the author of six books and developer of patent and award-winning projects. He currently builds custom Short Sims for organizations using a revolutionary methodology he has pioneered, or helps them build their own, through www.shortsims.com. He is also the host of an audio series called Education X Media (www.edbymedia.com) about evolving pedagogy in academics, corporations, and the military. He has been called a "guru" by Fortune Magazine and a "maverick" by CNN. Aldrich

and his work have been featured in hundreds of other sources, including CBS, ABC, The New York Times, USA Today, the Associated Press, Wall Street Journal, NPR, CNET, Business 2.0, BusinessWeek, and U.S. News and World Report. He has written monthly columns for Training Magazine and Online Learning Magazine. Previously, he was the founder and former director of research for Gartner's e-learning coverage. Earlier in his career, he worked on special projects for Xerox' executive team. He also served for many years as the Governor's representative on the education task force Joint Committee on Educational Technology, volunteered on several non-profit organizations aimed at child advocacy, and has served on numerous boards. He earned from Brown University a degree in cognitive science (during which he also taught at a leading environmental education foundation). He grew up in Concord, Massachusetts, and is the ninth great-grandson of Governors John Winthrop and Thomas Dudley, first and second governors of the Massachusetts Bay Colony, and Captain Walter Neale, the first colonial governor of lower New Hampshire.

Kiplinger's Personal Finance - 2007-05

25 Home Automation Projects for the Evil Genius - Jerri L. Ledford 2007
TURN YOUR HOME SWEET HOME INTO AN AUTOMATED, EVIL GENIUS PARADISE! Your home may be your castle-but can it cook your dinner? Well, with the help of 25 Home Automation Projects for the Evil Genius, you can teach it to do just that, along with dozens of other affordable, enjoyable things that will transform your humble abode into a wickedly automated living environment. But fear not-you don't need an engineering degree to complete the projects in this book. That's because technology maven Jerri L. Ledford skillfully provides you with a firm understanding of the basic wiring, networking, and equipment demands for home automation. She then leads you step by step through each application, offering clearly worded and heavily diagramed guidance that will truly satisfy your inner Evil Genius. With the help of just a few household tools, you'll be able to bring info-age automation to: Indoor and outdoor lighting Security and surveillance Climate regulation

Entertainment systems Personal reminders Plant care Remote monitoring of kids and pets Keyless entry Wireless TV And many more! Plus, you'll gain access to discounts from a variety of home automation product manufacturers, to make your projects even more economical. With 25 Home Automation Projects for the Evil Genius, easy living is now automatic!

Rhino Who Swallowed a Storm - LeVar Burton 2014-10-07

Actor and longtime educational advocate LeVar Burton has had more than 30 years' experience speaking directly to children about grown-up situations, and *The Rhino Who Swallowed a Storm* is a story that helps ease the fears and worries of a young child. Mica Mouse lost her house in a terrible storm, and now she trembles when the weather turns rough. She's not so different from other children who've experienced something very disturbing in their life or heard about tragic or frightening events in the news. Mica's father tells her the story of a brave blue rhinoceros who learns how to get through rough times with friendship, helpers, love, and by "feeling your feelings." LeVar Burton has poured a lifetime of experience storytelling to children into *The Rhino Who Swallowed a Storm*, and the result is more than a book—it's a manual for finding the light in the midst of dark times.

Kill Decision - Daniel Suarez 2012-07-19

A scientist and a soldier must join forces when combat drones zero in on targets on American soil in this gripping technological thriller from New York Times bestselling author Daniel Suarez. Linda McKinney studies the social behavior of insects—which leaves her entirely unprepared for the day her research is conscripted to help run an unmanned and automated drone army. Odin is the secretive Special Ops soldier with a unique insight into a faceless enemy who has begun to attack the American homeland with drones programmed to seek, identify, and execute targets without human intervention. Together, McKinney and Odin must slow this advance long enough for the world to recognize its destructive power. But as enigmatic forces press the advantage, and death rains down from above, it may already be too late to save mankind from destruction.

PC Toys - Barry Press 2004

Come on out and play You can only surf the Net so long. You can only play so much video poker. So if you're a PC addict who's ready for some new fun, this book is your toybox. Each of the 14 projects inside includes a parts list, suggestions for finding the needed equipment, clues to the cost, helpful Web links, and complete directions. What's that? You have a few ideas of your own? Check out the suggestions in the final chapter, and start inventing your own PC toys. The Toys Each with a complete materials list and detailed, illustrated instructions * TiVo-like video recorder * MP3 or CD jukebox * Coffeepot controller * Telescope tracking station * Workout monitor * Home surveillance with Internet remote access * Fridge and freezer monitor * Fish tank monitor * Auto diagnostic center * In-car navigation system * Weather station * Robots * Networked video games * Model train controller CD-ROM includes * Trial version of Pinnacle Studio * Visual GPS, freeware, and SocketWatch, shareware version * Demo versions of GoldWave and Nero Burning ROM * Unreal Tournament 2003 demo

The Complete Film Production Handbook - Eve Light Honthaner
2013-09-23

This book is for working film/TV professionals and students alike. If you're a line producer, production manager, production supervisor, assistant director or production coordinator--the book has everything you'll need (including all the forms, contracts, releases and checklists) to set up and run a production--from finding a production office to turning over delivery elements. Even if you know what you're doing, you will be thrilled to find everything you need in one place. If you're not already working in film production, but think you'd like to be, read the book -- and then decide. If you choose to pursue this career path, you'll know what to expect, you'll be prepared, and you'll be ten steps ahead of everyone else just starting out. New topics and information in the fourth edition include: * Low-budget independent films, including documentaries and shorts * Information specific to television production and commercials * The industry's commitment to go green and how to do it * Coverage of new travel and shipping regulations * Updated

information on scheduling, budgeting, deal memos, music clearances, communications, digital production, and new forms throughout

Effective Help Desk Specialist Skills - Darril Gibson 2014-10-27

All of today's help desk support skills, in one easy-to-understand book The perfect beginner's guide: No help desk or support experience necessary Covers both "soft" personal skills and "hard" technical skills Explains the changing role of help desk professionals in the modern support center Today, everyone depends on technology--and practically everyone needs help to use it well. Organizations deliver that assistance through help desks. This guide brings together all the knowledge you need to succeed in any help desk or technical support role, prepare for promotion, and succeed with the support-related parts of other IT jobs. Leading technology instructor Darril Gibson tours the modern help desk, explains what modern support professionals really do, and fully covers both of the skill sets you'll need: technical and personal. In clear and simple language, he discusses everything from troubleshooting specific problems to working with difficult users. You'll even learn how to manage a help desk, so it works better and delivers more value.

Coverage includes: • How the modern help desk has evolved • Understanding your users' needs, goals, and attitudes • Walking through the typical help desk call • Communicating well: listening actively and asking better questions • Improving interactions and handling difficult situations • Developing positive attitudes, and "owning" the problem • Managing your time and stress • Supporting computers, networks, smartphones, and tablets • Finding the technical product knowledge you need • Protecting the security of your users, information, and devices • Defining, diagnosing, and solving problems, step by step • Writing it up: from incident reports to documentation • Working in teams to meet the goals of the business • Using ITIL to improve the services you provide • Calculating help desk costs, benefits, value, and performance • Taking control of your support career Powerful features make it easier to learn about help desk careers! • Clear introductions describe the big ideas and show how they fit with what you've already learned • Specific chapter objectives tell you exactly what you need to learn • Key Terms lists help

you identify important terms and a complete Glossary helps you understand them • Author's Notes and On The Side features help you go deeper into the topic if you want to • Chapter Review tools and activities help you make sure you've learned the material Exclusive Mind Mapping activities! • Organize important ideas visually—in your mind, in your words • Learn more, remember more • Understand how different ideas fit together

[CNET Do-It-Yourself Home Networking Projects](#) - Jim Aspinwall
2008-01-03

Set up a high-speed home network Network the computers and peripheral devices in your home or small office with the fun and practical projects packed inside this hands-on guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how to create a wired or wireless network so you can share files, printers, and other resources. You'll also learn to set up a server and secure and expand your network. Inside, you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. CNET Do-It-Yourself Home Networking Projects takes you from beginning through advanced tasks with ease! Control other PCs remotely Share network storage without a server Set up a webcam server Enable and share a cellular data connection Watch live TV from anywhere via a Sling Media bridge Integrate IM and VoIP applications into your network Run your own PC weather station Connect TiVo to your home network

We Want to Do More Than Survive - Bettina L. Love 2019-02-19
Winner of the 2020 Society of Professors of Education Outstanding Book Award Drawing on personal stories, research, and historical events, an esteemed educator offers a vision of educational justice inspired by the rebellious spirit and methods of abolitionists. Drawing on her life's work of teaching and researching in urban schools, Bettina Love persuasively argues that educators must teach students about racial violence, oppression, and how to make sustainable change in their communities through radical civic initiatives and movements. She argues that the US

educational system is maintained by and profits from the suffering of children of color. Instead of trying to repair a flawed system, educational reformers offer survival tactics in the forms of test-taking skills, acronyms, grit labs, and character education, which Love calls the educational survival complex. To dismantle the educational survival complex and to achieve educational freedom—not merely reform—teachers, parents, and community leaders must approach education with the imagination, determination, boldness, and urgency of an abolitionist. Following in the tradition of activists like Ella Baker, Bayard Rustin, and Fannie Lou Hamer, *We Want to Do More Than Survive* introduces an alternative to traditional modes of educational reform and expands our ideas of civic engagement and intersectional justice.

Operating Systems DeMYSTiFieD - Ann McIver McHoes 2012-01-20
Learn what happens behind the scenes of operating systems Find out how operating systems work, including Windows, Mac OS X, and Linux. *Operating Systems Demystified* describes the features common to most of today's popular operating systems and how they handle complex tasks. Written in a step-by-step format, this practical guide begins with an overview of what operating systems are and how they are designed. The book then offers in-depth coverage of the boot process; CPU management; deadlocks; memory, disk, and file management; network operating systems; and the essentials of system security. Detailed examples and concise explanations make it easy to understand even the technical material, and end-of-chapter quizzes and a final exam help reinforce key concepts. It's a no-brainer! You'll learn about: Fundamentals of operating system design Differences between menu- and command-driven user interfaces CPU scheduling and deadlocks Management of RAM and virtual memory Device management for hard drives, CDs, DVDs, and Blu-ray drives Networking basics, including wireless LANs and virtual private networks Key concepts of computer and data security Simple enough for a beginner, but challenging enough for an advanced student, *Operating Systems Demystified* helps you learn the essential elements of OS design and everyday use.

World of Geekcraft - Susan Beal 2011-03-25

Geek meets craft in this fun collection of 25 kooky projects for geeks of any affiliation, from D&D dice earrings, Star Trek pillows, and Super Mario cross-stitch to Star Wars terrariums, a Morse code quilt, and much more! Organized by difficulty from "Not a Jedi Yet" to "Warp Speed," World of Geekcraft covers a range of popular crafting techniques including beading, quilting, appliqué, embroidery, and needle felting. Best of all, it's easy to get started with step-by-step instructions and handy templates included in the back of the book. With lots of photos and plenty of geekery throughout, this one-of-a-kind book shows that geek and craft go together like...pixels and cross-stitch!

CNET Do-It-Yourself Home Video Projects - Troy Dreier 2007-09-10

Inside CNET Do-It-Yourself Home Video Projects you'll find 24 self-contained projects, step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of clear photos and screenshots. Part I: Filming 1: Make a Video Birth Announcement and Record Your Kids Growing Up 2: Create a Family Newscast 3: Create a Video Valentine 4: Create a Vacation Movie Your Guests Will Really Enjoy 5: Record a Party 6: Make a Music Video 7: Shoot Your Own Script 8: Create a Video Family Album Part II: Editing 9: Create a Dramatic Slideshow 10: Add Terrific Titles and Creative Credits 11: Giants Attack: Create a Monster Movie 12: Create a Dream Sequence 13: Shooting Sports Events 14: Create an Interactive DVD Game 15: Create a Time-Lapse Video 16: Create Fantastic Audio for Your Movie 17: Create a Stop-Motion Movie 18: Create a Video Holiday Letter 19: Create Hollywood-Style DVD Menus Part III: Multimedia 20: Connect Your TV and PC to Make a Digital Movie Theater 21: Save Your Favorite TV Shows 22: Share Your Videos 23: Create a Video Podcast 24: Create an Archive That Will Last for Years

CNET Do-It-Yourself PC Upgrade Projects - Guy Hart-Davis 2008-04-16
Supercharge and customize your PC Now you can get the most out of your PC with the fun and practical projects packed inside this easy-to-follow guide. Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, this book shows you how

to exploit the media, communications, networking, and security features of your PC. You'll also find out how to add powerful hardware and software, improve performance, and expand your computer's capabilities. Inside, you'll find 24 self-contained projects, clear step-by-step instructions, a list of tools needed at the beginning of each project, and hundreds of helpful photos and screenshots. With CNET Do-It-Yourself PC Upgrade Projects, you'll be able to take your PC to peak performance--and beyond. Transform your PC into a video phone Add two or more extra monitors so you can see all your work at once Set up your PC as a recording studio Create a permanent wireless network or a temporary one Back up your data safely--and restore it Digitize your paper documents for safekeeping Secure your secrets in a virtual locker And much more

CNET Do-It-Yourself iPod Projects - Guy Hart-Davis 2006-12-07

Provides easy-to-follow instructions on how to perform twenty-four cool things with an iPod, including use it as a voice recorder, read email, install a different operating system, enhance audio quality, and more.

Taunton's Wiring Complete - Michael W. Litchfield 2009-05

Get your wiring project done right the first time with site-tested advice from the pros. The most comprehensive reference for homeowners are available, Wiring Complete is filled with trade secrets only a pro would know, as well as detailed instructions and over 800 photos and drawings that show every step.

CNET Do-It-Yourself Camera and Music Phone Projects - Ari Hakkarainen 2006-11

Dial up the entertainment on your mobile phone Here's your chance to take the sound and vision of your mobile phone to new heights-with 24 easy-to-execute projects you may have never dreamed possible. Ever think you could listen to music and podcasts on your cell phone? You can! Ever think you could take digital photographs of superior quality with your phone? Well, of course you can, and CNET Do-It-Yourself Camera and Music Phone Projects will show you how to do it all.

Produced in conjunction with CNET.com, the place you go for the latest in tech and consumer electronics, and written by high-tech expert Ari

Hakkarainen, this book leads you step by step through each project. If you've ever wanted to take photos with your mobile phone that would make professional shutterbugs jealous, or amp up the musical capabilities of your handheld, this indispensable how-to is just the book you need! Take higher quality photos Record home movies on your mobile phone Share your photos with family and friends without incurring network charges Download and listen to music and podcasts Save money by learning how to download free music and ringtones on

your phone Record your own ringtones Watch TV on your phone And much more!

Making Things Happen - Scott Berkun 2008-03-25

Offers a collection of essays on philosophies and strategies for defining, leading, and managing projects. This book explains to technical and non-technical readers alike what it takes to get through a large software or web development project. It does not cite specific methods, but focuses on philosophy and strategy.