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Create compelling 2D games with Learn cocos2d Game Development with iOS 5. This book shows you how to use the powerful cocos2d game engine to develop games for iPhone and iPad with tilemaps, virtual joypads, Game Center, and more. It teaches you: The process and best practices of mobile game development, including sprite batching, texture atlases, parallax scrolling, touch and accelerometer input. How to enhance your games using the Box2D and Chipmunk physics engines and other cocos2d-related tools and libraries. How to add UIKit views to cocos2d and how to add cocos2d to UIKit apps. The ins and outs of the Kobold2D development environment for cocos2d and its preconfigured libraries, including cocos3d and Lua. Best of all, Learn cocos2d Game Development with iOS 5 will have you making games right from the very start. It guides you step-by-step through the creation of sample games. These fun examples are modeled after popular App Store games and teach you key concepts of the cocos2d game engine and relevant tools like TexturePacker (texture atlas), PhysicsEditor (physics collision shapes), Particle Designer (particle effects), Glyph Designer (bitmap fonts), and others. This book offers a rock-solid introduction to creating games made entirely with cocos2d and little or no iOS 5 SDK and OpenGL code. It also details alternative implementations, identifies the best free and commercial tools for cocos2d game development, features coverage of the author's improved cocos2d game engine (Kobold2D), and even helps you enhance your game's marketability on the App Store. Carrying on Adrian Streater's tradition of exemplary Porsche 911 technical guides, this book contains everything a 997 owner needs to know, plus a lot more. From engines and transmissions to engine management software – no matter what model of 997, it's all covered here. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. This book constitutes the thoroughly refereed post-conference proceedings of the 4th International Joint Conference on Biomedical Engineering Systems and Technologies, BIOSTEC 2011, held in Rome, Italy, in January 2011. The 27 revised full papers presented together with one invited lecture were carefully reviewed and selected from a total of 538 submissions. The papers cover a wide range of topics and are organized in four general topical sections on biomedical electronics and devices; bioinformatics models, methods and algorithms; bio-inspired systems and signal processing; health informatics. She'll Risk Her Freedom to Find Freedom "A novel of satisfying depth and breadth, written in good, clean, forceful prose." -Chicago Tribune Desperate for independence and scornful of the hypocrisy of the upper class, Barbara Lavette returns to her family home in San Francisco following her first year of college determined to make her own way in the world. After abandoning her privileged life to disguise herself as a poor volunteer down on the wharf, Barbara journeys to France to report on the onset of Nazi terror and the coming of World War II. But when tragedy strikes deep at the heart of the life Barbara has built for herself in Europe, she is forced to return to San Francisco heartbroken and alone where she must face the family she ran away from. The second book in master storyteller Howard Fast's epic family saga, Second Generation vividly depicts the lives of the Lavette family as they struggle to persevere in America during the chaos of the Depression and World War II. Master the advanced concepts of game development for iOS to build impressive games About This Book Create a complete game with advanced techniques through the course of the book using in-depth, hands-on instructions Learn how to multi-task and improve performance optimization in your game playing experience The author, Miguel, has 11 years of iOS game development using xcode and has released over 10 games to the Apple AppStoreMaster player movement using touch controls as well as discuss motion controls Who This Book Is For This book is for those who have created an iOS game already and want to hone their skills. A reasonable level of knowledge and an understanding of the core elements and applications would be helpful. What You Will Learn Blast off and start developing fun games Optimize the assets for the best performance in the game app Master player movement using touch controls as well as discuss motion controls Perform bug Squashing by testing and debugging Design interesting various characters and enemies for your game Test your game on both, the simulator on the computer and on real devices Tweak and fine tune the code and graphics before the release of your app Uncover some awesome new gameplay by adding in multiplayer elements, to get more people playing together In Detail iOS is an operating system for Apple manufactured phones and tablets. Mobile gaming is one of the fastest-growing industries, and compatibility with iOS is now becoming the norm for game developers. SpriteKit is part of the native SDK from Apple, and enables developers to make simple entry into game development without unnecessary overhead and a long learning process. SpriteKit also provides other functionality that is useful for games, including basic sound playback support and physics simulation. In addition, Xcode provides built-in support for SpriteKit so that you can create complex special effects and texture atlases directly in Xcode. This combination of framework and tools makes SpriteKit a good choice for games and other

apps that require similar kinds of animation. Become a master in iOS game development through this fast and fun guide! In the beginning, we'll tell you everything you need to plan and design your game. You'll then start developing your game through step-by-step instructions using the various built-in technologies of Xcode. From there on, we discuss how to deploy your game to the iOS App Store, as well as monetizing it to make more revenue. You will also learn advanced techniques to improve your game playing experience, including better multi-tasking, improved performance optimization, battery management, and more. To end the book off, we'll show you how to update your game with different features, then port the update to the App Store. Style and approach This book provides an easy-to-understand and fun approach to game development, with step-by-step instructions and detailed explanation of each block of code. The topics covered range from easy to advanced, so buckle up for a fast-paced ride!

David Barnett's 1977 shooting death outside Cooper, Kentucky, has haunted the small town's former star athlete, Sheriff Tanner "Touch" Thomas, for decades. When he knocks David's cold case file off a pile of paperwork on his desk, Touch bends over to retrieve it and sees handwritten notes peeking out of the file that spark him to revisit the death. Yet without a single piece of physical evidence materializing in at least thirty years, it appears the sheriff has his job cut out for him. As Touch begins to unravel the tangled web of details around Barnett's shooting, he discovers links to a long-running drug ring in Cooper tied to the Dixie Mafia. After he decides to partner with the FBI to bust the drug ring, the choice both helps Touch and places him in extreme danger. Now the sheriff must blend his compassion and affection for his small town with his action hero-like abilities in order to take down Cooper's biggest drug dealers and hopefully solve the town's longest running cold case in the process. In this compelling mystery, a Kentucky sheriff reopens a decades-old murder case that prompts a determined mission to bring down a local drug ring. Touch in Child Counseling and Play Therapy explores the professional and legal boundaries around physical contact in therapy and offers best-practice guidelines from a variety of perspectives. Chapters address issues around appropriate and sensitive therapist-initiated touch, therapeutic approaches that use touch as an intervention in child treatment, and both positive and challenging forms of touch that are initiated by children. In these pages, professionals and students alike will find valuable information on ways to address potential ethical dilemmas, including defining boundaries, working with parents and guardians, documentation, consent forms, cultural considerations, countertransference, and much more. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Everything you need to know to design, code, and build amazing apps Xcode 4 is Apple's newest version of the popular development suite for creating bleeding-edge OS X and iOS apps. Written by an experienced developer and Apple-focused journalist, this book not only covers developing for OS X but also for the entire family of iOS devices, including the iPhone, iPad, and iPod touch. You'll explore the newest tools for compiling, debugging, and finding and fixing common code errors so that you can look forward to improved, smooth-running code that is developed more efficiently than ever. Takes you step-by-step through the process of developing OS X and iOS applications using Xcode 4 Examines the benefits of Xcode 4, Apple's updated, free, object oriented programming environment Helps you tame the complex Xcode environment so you can develop amazing apps This book gets you up to speed on all the remarkable new features and redesigned user interface of Xcode 4 so you can get started creating phenomenal apps today. War memory and commemoration have had increasingly high profiles in public and academic debates in recent years. This volume examines some of the social changes that have led to this development, among them the passing of the two world wars from survivor into cultural memory. Focusing on the politics of war memory and commemoration, the book illuminates the struggle to install particular memories at the center of a cultural world, and offers an extensive argument about how the politics of commemoration practices should be understood. Commemorating War analyzes a range of forms of remembrance, from public commemorations orchestrated by nation-states to personal testimonies of war survivors; and from cultural memories of war represented in films, plays and novels to investigations of wartime atrocities in courts of human rights. It presents a wide range of international case studies, encompassing lesser-known national histories and wars beyond the well-trodden terrain of Vietnam and the two world wars in Europe. Emerging from this book is an important critique of both "state-centered" approaches to war memory and those that regard commemoration primarily as a human response to loss and grief. Offering a wealth of empirical research material, this book will be important for cultural and oral historians, sociologists, researchers in international relations and human rights, and anybody with an interest in the cultural construction of memory in contemporary society. The iOS Game Programming Collection consists of two bestselling eBooks: Learning iOS Game Programming: A Hands-On Guide to Building Your First iPhone Game Learning Cocos2D: A Hands-on Guide to Building iOS Games with Cocos2D, Box2D, and Chipmunk Since the launch of the App Store, games have been the hottest category of apps for the iPhone, iPod touch, and iPad. That means your best chance of tapping into the iPhone/iPad "Gold Rush" is to put out a killer game that everyone wants to play (and talk about). While many people think games are hard to build, they actually can be quite easy, and this collection is your perfect beginner's guide. Learning iOS Game Programming walks you through every step as you build a 2D tile map game, Sir Lamorak's Quest: The Spell of Release (which is free in the App Store). You can download and play the game you're going to build while you learn about the code. You learn the key characteristics of a successful iPhone game and important terminology and tools you will use. Learning Cocos2D walks you through the process of building Space Viking (which is free on the App Store), a 2D scrolling game that leverages Cocos2D, Box2D, and Chipmunk. As you build Space Viking, you'll learn everything you need to know about Cocos2D so you can create the next killer iOS game. This collection helps you Plan high-level game design, components, and difficulty levels Use game loops to make sure the right events happen at the right time Render images, create sprite sheets, and build animations Use tile maps to build large game worlds from small reusable images Create fire, explosions, smoke, sparks, and other organic effects Deliver great sound via OpenAL and the iPhone's media player Provide game control via iPhone's touch and accelerometer features Craft an effective, intuitive game interface Build game objects and entities and making them work properly Detect collisions and ensuring the right response to them Polish, test, debug, and performance-tune your game Install and configure Cocos2D so it works with Xcode 4 Build a complete 2D action adventure game with Cocos2D Build your game's main menu screen for accessing levels Use Cocos2D's Scheduler to make sure the right events happen at the right times Use tile maps to build scrolling game levels from reusable images Add audio and sound effects with CocosDenshion--Cocos2D's sound engine Add gravity, realistic collisions, and ragdoll effects with Box2D and Chipmunk physics engines Add amazing effects to your games with particle systems Leverage Game Center in your game for achievements and leader boards Squeeze the most performance from your games Having the ability to measure and explore the geographic space that surrounds us provides endless opportunities for us to utilize and interact with the world. As a broad field of study, geospatial research has applications in a variety of fields including military science, environmental science, civil engineering, and space exploration. Geospatial Research: Concepts, Methodologies, Tools, and Applications is a multi-volume publication highlighting critical topics related to geospatial analysis, geographic information systems, and geospatial technologies. Exploring multidisciplinary applications of geographic information systems and technologies in addition to the latest trends and developments in the field, this publication is ideal for academic and government library inclusion, as well as for reference by data scientists, engineers, government agencies, researchers, and graduate-level students in GIS programs. Explains usage of the Kindle Touch including reading on the device, finding content, saving documents, and troubleshooting. This video atlas covers a broad range of spinal surgical procedures. The volume includes a collection of high quality 3-to-8 minute videos of some of the most critical spine operations performed by internationally renowned expert surgeons. Key features of the book contents include: o Downloadable high quality video content with subtitles suitable for viewing on any display (A brief preview of the book content can be viewed at <https://www.youtube.com/watch?v=SxMi4UFj7HA>) o Detailed descriptions of surgical indications, preoperative planning, patient positioning, surgical technique, complications, postoperative care and outcomes for each procedure o Full color images and illustrations highlighting different key stages of each surgical technique The video format allows skill development of its intended audience by conveying temporal and spatial details which often go unnoticed in photograph format. This volume will be of immense interest to both the novice and the experienced spinal surgeon as they can benefit from the visual guides presented in the book. It also serves as an ideal teaching tool for spine surgery units in medical schools. "This exciting, user-friendly textbook provides a colourful and engaging introduction to online marketing. It is suitable for students, studying internet marketing, e-marketing, e-commerce, or e-business, as part of specialised marketing programmes or mainstream business management programmes." -- From the back cover Create applications for all major smartphone platforms Creating applications for the myriad versions and varieties of mobile phone platforms on the market can be daunting to even the most seasoned developer. This authoritative guide is written in such a way that it takes your existing skills and experience and uses that background as a solid foundation for developing applications that cross over between platforms, thereby freeing you from having to learn a new platform from scratch each time. Concise explanations walk you through the tools and patterns for developing for all the mobile platforms while detailed steps walk you through setting up your development environment for each platform. Covers all the major options from native development to web application development Discusses major third party platform development acceleration tools, such as Appcelerator and PhoneGap Zeroes in on topics such as developing applications for Android, IOS, Windows Phone 7, and Blackberry Professional Mobile Cross Platform Development shows you how to best exploit the growth in mobile platforms, with a minimum of hassle. Meet the next generation of Marked Hearts: FIRST- We bonded over books and joined forces against my sister's torments as often as possible. We were close until we got a little too curious with each other one summer night and she ended up going to live with her dad in Michigan. Because, coincidentally, the girl who gave me my name, was also my first. PALMER- There's only so much a man can take. Each day, I can feel my self-control slipping. One more accidental touch and I'm gonna break. One more goofy smile and I won't be able to hold back anymore. One more drum beat and I'm done. ROE- I am a survivor. I didn't do anything noble. I didn't fight the good fight and come out on top. It was chance. I'm not ungrateful for the life I have. I know exactly what I have to live for. The problem is... I don't feel alive. WREN- They say you never forget your first kiss. Well, I did. Somewhere in the mix of random guys and hookups, the memory of a soft kiss on a hot summer afternoon slipped away from me. That was until the night he walked into my dad's bar looking for a job. \*The 2nd Generation: Box Set contains four Caffrey family standalone novels each told in first person point of view.\* ??????The characters are compelling & I love them all. ??????Read, Laugh, Cry and Laugh some more... You will not be disappointed. ??????LOVE LOVE LOVE! "This book focuses on human-computer interaction related to the innovation and research in the design, evaluation, and use of innovative handheld, mobile, and wearable technologies in order to broaden the overall body of knowledge regarding such issue"--Provided by publisher. This is the first systematic and extensive book on exotic options. The book covers essentially all popular exotic options currently trading in the Over-the-Counter (OTC) market, from digitals, quantos, spread options, lookback options, Asian options, vanilla barrier options, to various types of exotic barrier options and other options. Each type of exotic options is largely written in a separate chapter, beginning with the basic concepts of the products and then moving on to how to price them in closed-form solutions. Many pricing formulae and analyses which have not previously appeared in the literature are included and illustrated with detailed examples. It will be of great interest to traders, marketers, analysts, risk managers, professors, graduate students, and anyone who is interested in what is going on in the rapidly changing financial market. Contents:From Vanilla Options to Exotic OptionsOption Pricing MethodologyVanilla OptionsAmerican

OptionsAsian OptionsApproximating Arithmetic Asian Options with Corresponding Geometric Asian OptionsFlexible Arithmetic Asian OptionsForward-Start OptionsOne-Clique OptionsVanilla Barrier OptionsExotic Barrier OptionsLookback OptionsExchange OptionsOptions Paying the Best/Worst and CashStandard Digital Options and Correlation Digital OptionsQuotient OptionsProduct Options and Foreign Domestic OptionsForeign Equity OptionsEquity-Linked Foreign Exchange OptionsQuanto OptionsRainbow OptionsSpread OptionsSpread Over the RainbowsDual-Strike OptionsOut-Performance OptionsAlternative OptionsBasket OptionsPricing Correlation Options with Uncertain Correlation CoefficientsPackage or Hybrid OptionsNonlinear Payoff OptionsCompound OptionsChooser OptionsContingent Premium OptionsOther Exotic OptionsHedging Exotic OptionsFurther DevelopmentPayoff Functions for Various OptionsTable of Cumulative Function Values of the Standard Normal Distribution

Readership: Professionals in the financial industry, interested general readers, and academics. Keywords:Reviews: "He has put together a comprehensive book on exotic option pricing, showing this to be possible without the measure theory twaddle. It takes the reader through the entire spectrum of products in an organized way and provides most necessary formulas as well as the intuition of their derivation ... There is no other place where one can find all the pricing tools gathered together, which allows one to price an option without sneezing from the dust of stacks of journal articles ... The author does a good job when he limits his role to providing a complete pricing encyclopedia ... This is the most complete conventional option pricing book currently available." Nassim Taleb Derivatives Strategy \*\*\*This is the updated and corrected edition ofThe iOS 5 Developer's Cookbook.\*\*\* The iOS 5 Developer's Cookbook, Third Edition Covers iOS 5, Xcode 4.2, Objective-C 2.0's ARC, LLVM, and more! In this book, bestselling author and iOS development guru Erica Sadun brings together all the information you need to quickly start building successful iOS apps for iPhone, iPad, and iPod touch. Sadun has thoroughly revised this book to focus on powerful new iOS 5 features, the latest version of Objective-C, and the Xcode 4 development tools. The iOS 5 Developer's Cookbook, Third Edition is packed with ready-made code solutions for the iOS 5 development challenges you're most likely to face, eliminating trial-and-error and helping you build reliable apps from the very beginning. Sadun teaches each new concept and technique through robust code that is easy to reuse and extend. This isn't just cut-and-paste: Using her examples, Sadun fully explains both the "how" and "why" of effective iOS 5 development. Sadun's tested recipes address virtually every major area of iOS development, from user interface design to view controllers, gestures and touch, to networking and security. Every chapter groups related tasks together, so you can jump straight to your solution, without having to identify the right class or framework first. Coverage includes: Mastering the iOS 5 SDK, Objective-C essentials, and the iOS development lifecycle Designing and customizing interfaces with Interface Builder and Objective-C Organizing apps with view controllers, views, and animations featuring the latest Page View controllers and custom containers Making the most of touch and gestures—including custom gesture recognizers Building and using controls from the ground up Working with Core Image and Core Text Implementing fully featured Table View edits, reordering, and custom cells Creating managed database stores; then adding, deleting, querying, and displaying data Alerting users with dialogs, progress bars, local and push notifications, popovers, and pings Requesting and using feedback Connecting to networks and services, handling authentication, and managing downloads Deploying apps to devices, testers, and the App Store I was born and raised in Oakland, CA and attended Oakland Public Schools, K-12. Oakland life is a complex movie- full of depth and scenes that are high and low, ever evolving and impactful to all who witness the plot unfold again and again. For many of us, we live in Oakland but at the same time we are surviving Oakland. Our most powerful weapons are not guns or basketballs. No. Our most powerful weapon is our voice. Our leaping, twirling, voices of maniacal poise. A collective voice that over and over again rings undeniable and raw, truthful and compass-ionate. Reading through these pages I felt a sense of real pride and renewed hope. For these young people are a continuum of a great natural force in Oakland and an example to the peers who share common narratives around the world. —Ise Lyfe HBO DEF Poet Commissioner of Arts and Cultural Affairs for the City of Oakland, CA This book depicts the painful psalms of children in a Society gone astray. These are our children and they will construct the world of tomorrow. If that future world is not to our liking and alien to us, it is what we deserve unless we take action to change what is happening around us. This book 'Write to Live' exposes us to what some children endure as a 'rite of life.' —Guy Johnson, author of Standing at the Scratch Line and Echoes of a Distant Summer This book uses a controversial criminal immigration court procedure along the México-U.S. border called Operation Streamline as a rich setting to understand the identity management strategies employed by lawyers and judges. How do individuals negotiate situations in which their work-role identity is put in competition with their other social identities such as race/ethnicity, citizenship/generational status, and gender? By developing a new and integrative conceptualization of competing identity management, this book highlights the connection between micro-level identities and macro-level systems of structural racism, nationalism, and patriarchy. Through ethnographic observations and interviews, readers gain insight into the identity management strategies used by both Latino/a and non-Latino/a legal professionals of various citizenship/generational statuses and genders as they explain their participation in a program that represents many of the systemic inequalities that exist in the current U.S. criminal justice and immigration regimes. The book will appeal to scholars of sociology, social psychology, critical criminology, racial/ethnic studies, and migration studies. Additionally, with clear descriptions of terminology and theories referenced, students can learn not only about Operation Streamline as a specific criminal immigration proceeding that exemplifies structural inequalities, but also about how those inequalities are reproduced—often reluctantly—by the legal professionals involved. The book provides a complete overview of the SIMATIC automation system and the TIA Portal with the engineering tool STEP 7. "Automating with SIMATIC" addresses all those who - want to get an overview of the components of the system and their features, - wish to familiarize themselves with the topic of programmable logic controllers, or - intend to acquire basic knowledge about configuration, programming and interaction of the SIMATIC components. At first, the book introduces the hardware of SIMATIC S7-1200, S7-300, S7-400 and S7-1500, including the ET 200 peripheral modules. This is followed by describing the work with STEP 7 in the programming languages LAD, FBD, STL, SCL and S7-Graph, and offline testing with S7-PLCSIM. The next section describes the structure of the user program, which is followed by the illustration of the data communication between the controllers of the automation system as well as with the peripheral devices by use of the bus systems Profinet and Profibus. The book closes with a survey of the devices for operator control and process monitoring and their configuration software. "A comprehensive guide to building, packaging, and distribution"--Cover. Learn to build extraordinary apps for iPhone, iPad, and iPod touch iOS is the hottest development platform around, and iOS 6 adds a new and deeper dimension to explore. This guide offers serious information for serious programmers who know the basics and are ready to dive into the advanced features of iOS. You'll learn to create killer apps for the iPad, iPhone, and iPod touch, including how to maximize performance and make more money from your apps with in-app purchases. Topics covered include security, multitasking, running on multiple platforms, blocks and functional programming, advanced text layout, and much more. App development for iPhones and iPads is a lucrative and exciting venture; books on this topic are steady bestsellers This advanced guide helps experienced developers take full advantage of the latest platform upgrade, iOS 6 Provides in-depth background on maximizing your apps with Apple's iPhone SDK 6.0, including the major new APIs and building applications for the new iPad Covers keeping control of multitasking, increasing income with in-app purchases, key value observing with Cocoa, running on multiple platforms, advanced text layout, building a Core foundation, and more iOS 6 Programming: Pushing the Limits gives experienced mobile developers a wealth of knowledge for creating outstanding iPhone and iPad apps on the latest platform. The Most Complete, Up-to-Date Multimedia Guide Thoroughly updated to cover the latest technologies, including mobile multimedia, this full-color resource prepares you for a successful multimedia career by teaching you the fundamental concepts and required skills. Multimedia: Making It Work, Ninth Edition explains how to integrate text, images, sound, animation, and video into compelling projects. Multimedia project planning, costs, design, production, talent acquisition, testing, and delivery are also discussed. Chapter-ending quizzes reinforce key concepts and hands-on lab projects allow you to apply your new skills. Learn how to: Master the essential elements of multimedia, including text, images, sound, animation, and video Incorporate bitmap, vector, and 3-D images Record and edit digital audio and use MIDI Create computer-generated animations Shoot and edit digital video Select the best hardware, software, and authoring tools for your project Determine the scope and cost of a multimedia project n Design, produce, and test your project Acquire the best content and talent for your budget Design dynamic Web content Create apps for mobile devices, including tablets, readers, and smartphones Deliver multimedia over the Internet, in an app store, and on CD-ROM and DVD Each chapter includes: Learning objectives Full-color illustrations and screenshots Helpful notes, tips, and warnings Chapter summaries and key term lists End-of-chapter quizzes and lab projects This book is intended for students enrolled in an instructor-led course and does not provide correct answers for the end-of-chapter quizzes or access to the instructor's resource materials. If you are an instructor, please contact your McGraw-Hill Education sales representative for details. I've known her my whole life. Okay, not really, I was three when she was born but who remembers being that young? Joie's like my little sister, at least, that's how I've treated her. She needed someone to look out for her. Her family's a mess. It doesn't seem to bother her but it bothers me. Just like when her first boyfriend broke up with her because she wouldn't put out. Joie didn't care but I did. That punk still runs the other way when he sees me. Most of my high school career was spent keeping her away from knuckleheads who only wanted to have fun with her, boys that thought she was hot because she was good on drums, and pretty much any guy that looked her way. She was too good for them, still is. She's too good for me; I know this. Here's the thing though, I want her. I can't stop thinking about her. And what makes it worse is I know she wants me. It would be easy. I don't exactly have a history of being the good boyfriend or any kind of boyfriend. I'm not into that. Easy come, easy go. But this is Joie and that makes things complicated. I don't do complicated. Easy is my thing, always has been. There's only so much a man can take though. Each day, I can feel my self-control slipping. One more accidental touch and I'm gonna break. One more goofy smile and I won't be able to hold back any more. One more drum beat and I'm done. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. She may never reach her royal wedding if she can't resist the rugged mercenary assigned to protect her. Disgraced ex-knight Royce Saint-Michel was banished from his homeland because of an impulsive act that cost him all he held dear. Now, he has the chance to reclaim his birthright--if he agrees to protect a princess on a journey that may prove deadly to them both. Royce must escort the lovely Princess Ciara across a war-torn land to her royal wedding... and ensure that she arrives untouched. The two set off alone on a treacherous journey through snowy mountain passes, but forbidden desire soon proves even more dangerous than the assassins on their trail. With the fate of two kingdoms hanging in the balance, will Royce and Ciara do as honor and duty demand... or surrender to the longing in their hearts? Learn iPhone and iPad cocos2D Game Development provides a rock-solid introduction to the cocos2d iPhone game engine and related tools. It focuses on the process of creating several games made entirely with cocos2d and little-to-no iPhone SDK and OpenGL code. By creating 2-3 sample games over the course of the book, you'll learn key concepts of the cocos2d game engine and relevant tools like Zwoptex (TextureAtlas), ParticleDesigner (Particle Effects), and others. The example games are modeled after popular App Store games so that they are relevant, recognizable, and immediately fun and inspiring. The games increase in complexity and highlight common recurring cocos2d beginner questions. As you move along, you'll learn about possible stumbling blocks and how to navigate them successfully. As you move from beginning to advanced, you'll encounter

general game programming wisdom, tips for performance improvement, as well as pointers to alternative implementations and further reading. It is assumed that the reader has previous programming knowledge but not necessarily with Objective-C. Related topics such as Xcode, Objective-C, the iPhone SDK, and OpenGL are only discussed where absolutely necessary. PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. The iPhone 12 finally got official and was unveiled at the company's virtual event in October along with the new iPhone 12 mini, iPhone 12 Pro, and iPhone 12 Pro Max. The entire iPhone lineup is 5G enabled so you can enjoy extremely fast download and browsing speeds. All four phones have a new design, including new colors, and there are many changes to the rear camera, power supply in each phone, and other features. You will find it very beneficial to have this User Guide handy as you explore your Love for Apple! Why not click the Buy Now Button! It will be worth your while as you learn about..... How To Set Up Your iPhone 12 The Use of The Quick Start To Transfer Data and To Set Up The iPhone 12 Transferring Data Directly From The Other iPhone Using Device-To-Device Migration Adding Your Cards For Payment Managing Your Subscriptions Using Accessibility Options To Set Up A New iPhone 12 Using Voice Control On Your iPad, iPod Touch, Or iPhone Customizing Voice Control Settings Classic Voice Control On Your iPhone Face Id Setup Unlocking iPhone With Face Recognition Making Personal Purchases With Face Id Signing In With Your Personal Id Using Touch Id On iPhone And iPad Unlocking Or Shopping With Your iPhone Using Touch Id Transferring Of Data From Previous iOS Devices What to do if You Forget Your Apple Watch Password How To Use A Quick Start Direct Data Transfer Between iPhone s Or Ipads How To Use Device To Device Movement Moving Data From Your iPhone Using A Connection Data Transfer From The Previous iOS Device To The New iPhone, iPad, Or iPod Touch Android To iPhone, iPod Touch iPad Move Manually Moving Content From Your Android Device To iPhone, iPad Or iPod Quick Accessibility for iPhone, iPad And iPod Touch Using 5g With Your iPhone 12 What To Do If There Is No 5g Icon In The Status Bar Signing In With Your Apple Id How To Use iCloud On iPhone Basic Gestures For Interacting With Your iPhone Gestures For iPhone Models With Face Recognition Screenshots Capturing On iPhone Taking A Screen Recording Using Siri In Your Car Finding A Family Member's Lost Device On iPhone Connecting The iPhone To Carplay Force Restarting Of The iPhone With Face Id, iPhone SE - 2nd Generation, iPhone 8 Or iPhone 8 Plus Backing Up The iPhone With iCloud Backing Up The iPhone With Your Mac Backing Up Your iPhone With Your Windows PC Pairing The Magic Keyboard With The iPhone Playing Audio From iPhone To Wireless Device Playing Audio On Many Airplay 2-Enabled Devices Signing Up For Apple Arcade Translate Voice And Text On iPhone Translating Of A Speech Checking Stock On iPhone Adding Widths To The iPhone Home Screen Using Magsafe Charger With iPhone 12 Models iPhone Cases Cleaning Your iPhone How Can You Create Your Medical Id How To Arrange Contact Persons In An Emergency Emergency Calling From A Locked iPhone Stopping Location Sharing Turning Off The Automatic Search Creating And Sharing Your Healthcare Id On iPhone Changing Your Medical Id Why we need a daily dose of touch: an investigation of the effects of touch on our physical and mental well-being. Although the therapeutic benefits of touch have become increasingly clear, American society, claims Tiffany Field, is dangerously touch-deprived. Many schools have "no touch" policies; the isolating effects of Internet-driven work and life can leave us hungry for tactile experience. In this book Field explains why we may need a daily dose of touch. The first sensory input in life comes from the sense of touch while a baby is still in the womb, and touch continues to be the primary means of learning about the world throughout infancy and well into childhood. Touch is critical, too, for adults' physical and mental health. Field describes studies showing that touch therapy can benefit everyone, from premature infants to children with asthma to patients with conditions that range from cancer to eating disorders. This second edition of Touch, revised and updated with the latest research, reports on new studies that show the role of touch in early development, in communication (including the reading of others' emotions), in personal relationships, and even in sports. It describes the physiological and biological effects of touch, including areas of the brain affected by touch, and the effects of massage therapy on prematurity, attentiveness, depression, pain, and immune functions. Touch has been shown to have positive effects on growth, brain waves, breathing, and heart rate, and to decrease stress and anxiety. As Field makes clear, we enforce our society's touch taboo at our peril. The challenge for producing "invisible" electronic circuitry and opto-electronic devices is that the transistor materials must be transparent to visible light yet have good carrier mobilities. This requires a special class of materials having "contra-indicated properties" because from the band structure point of view, the combination of transparency and conductivity is contradictory. Structured to strike a balance between introductory and advanced topics, this monograph juxtaposes fundamental science and technology / application issues, and essential materials characteristics versus device architecture and practical applications. The first section is devoted to fundamental materials compositions and their properties, including transparent conducting oxides, transparent oxide semiconductors, p-type wide-band-gap semiconductors, and single-wall carbon nanotubes. The second section deals with transparent electronic devices including thin-film transistors, photovoltaic cells, integrated electronic circuits, displays, sensors, solar cells, and electro-optic devices. Describing scientific fundamentals and recent breakthroughs such as the first "invisible" transistor, Transparent Electronics: From Synthesis to Applications brings together world renowned experts from both academia, national laboratories, and industry. Beyond the undergraduate and graduate levels, education has traditionally ceased when students enter the workforce as professionals in their respective fields. However, recent trends in education have found that adult students beyond the traditional university age often benefit greatly from returning to further their education. Adult and Continuing Education: Concepts, Methodologies, Tools, and Applications investigates some of the most promising trends in furthering education and professional development in a variety of settings and industries. With an extensive array of chapters on topics ranging from non-traditional students to online and distance education for adult learners, this multi-volume reference book will provide students, educators, and industry professionals with the tools necessary to make the most of their return to the classroom.

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