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Want to build native Mac OS X applications with a sleek, developer-friendly alternative to Objective-C? MacRuby is an ideal choice. This in-depth guide shows you how Apple's implementation of Ruby gives you access to all the features available to Objective-C programmers. You'll get clear, detailed explanations of MacRuby, including quick programming techniques such as prototyping. Perfect for programmers at any level, this book is packed with code samples and complete project examples. If you use Ruby, you can tap your skills to take advantage of Interface Builder, Cocoa libraries, the Objective-C runtime, and more. If you're a Cocoa developer, you'll learn how to improve your productivity with MacRuby. Get up to speed on MacRuby basics, including classes and methods Learn how to use MacRuby with Apple's Xcode developer

suite Delve into the primitive object classes and data types in Foundation Kit Build event-driven user interfaces with the AppKit framework Handle relational object persistence with the Core Data framework Use advanced MacRuby techniques, including concurrency and sandboxing Get examples for applications using Twitter and a location web service Embed MacRuby into existing Objective-C applications Winning at competitive games requires a results-oriented mindset that many players are simply not willing to adopt. This book walks players through the entire process: how to choose a game and learn basic proficiency, how to break through the mental barriers that hold most players back, and how to handle the issues that top players face. It also includes a complete analysis of Sun Tzu's book The Art of War and its applications to games of today. These foundational concepts apply to virtually all competitive games, and even have some application to "real life." Trade paperback. 142 pages. Writer Jody Houser (Mother Panic, Faith) and artist Gabriel Guzmán (Mass Effect, Star Wars) join forces for StarCraft, a new series further exploring the expansive universe of Blizzard's hit video game. Seen from the point of view of a young, inexperienced engineer, a group of terran space scavengers hope to pull off the job of their lifetimes, ignoring a recent United Earth Directorate treaty to pillage a derelict protoss ship. The scavengers' dangerous plan is compounded by the fact that the protoss ship is in a decaying orbit above a backwater planet. If their time doesn't run out and Dominion police forces don't bust them, will protoss or zerg factions in the outer rim find and execute them? Offers facts about the highest landmarks and mountains, the deepest depth of the seas, what countries are shaped like food, ocean inhabitants, and capital location changes. Wang Tong couldn't wait to live his college life - girls, parties, and the dorm life - everything he had ever dreamed of. But, instead of a letter of admission to the college, he had received a ticket to the planet Norton and a contract with the Confederation as a space settler. Soon after his arrival, the Zerg overran the planet and obliterated its defenses in a matter of moments. What awaited Tong on Norton was more than just an unbearable environment - its gravity alone was five-times stronger than earth - there were also swarms of bugs, constant hunger, thirst, and desolation... Venture

into the Tempest of The Battlefield, unlock the secrets within the mysterious space crystals, and meet the legendary Blade Warriors and the potent sword combat tactic: "Ultimate Tactics of the Blade: 256 Genome Nuclear Force". An honest and humble low-tier robot and a ghost with a mouth full of nonsense both teamed up with Wang Tong in a fight for survival against all odds. This document is intended as a guide to the use of EMMYXL, the expression-oriented line-by-line assembler developed by Hedges for the Stanford Emulation Lab. It is intended to be used along with the Principles of Operation for the Stanford EMMY (TN no. 65, Dec., 1975) and the EMMY/360 Assembler (TN no. 74, Dec. 1975). Various IBM OS/370 and VSII documents may also prove useful. (Author). 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! This book constitutes the refereed proceedings of the 7th Joint International Conference on Serious Games, JCSG 2021, as virtual event, in January 2022. The 17 full papers presented together with 3 short papers were carefully reviewed and selected from 28 submissions. JCSG 2021 is dedicated to serious games and its interdisciplinary characteristics combining game concepts and technologies required in the different application domains. An exciting new insider's guide to all the biggest and best competitive games and esports teams and players. The Official Collector's Edition Strategy Guide In the

collector's Edition Strategy Guide Collectible Paperfold Models - Exclusive pack of paper models printed on high-quality card stock, inspired by the new units in Heart of the Swarm using actual in-game skins. Premium Hard Cover - This sexy hard-cover features the Queen of Blades, with holographic foil and matte finish. Beginner's Guide - This new section communicates the fundamental skills needed to play StarCraft II through a step-by-step design and unique smart-media video instruction. Includes Single Player - Our objective-based walkthrough drives the most compelling single-player experience to date. Multiplayer - The most comprehensive StarCraft II multiplayer strategy section ever has been expanded and updated. Maps - Advanced strategies expose the best tactics for all the multiplayer launch maps. Race Compendium - Every unit, ability, and building from all three races are covered in detail, including launch stats and in-match synergies Augmented Reality Grab the free StarCraft II Aurasma app for iOS and Android and unlock the full potential of the Beginner's Guide. Aurasma uses advanced image recognition to blend the physical book with the interactive videos covering the Terran, Protoss, and Zerg. BOOK THREE IN THE RAGE WAR TRILOGY The Rage launch the ultimate assault on the Human Sphere. Their greatest weapons are the most fearsome creatures in the galaxy—the Xenomorphs. Their ultimate target is Earth. Having fled centuries before, the Rage return to take revenge and claim the planet for their own. Now through a deal struck with the unlikeliest of allies, the human race may rely on the Predators to ensure mankind ' s ultimate freedom. Yet even the combined might of the two races may not be enough. The fate of the Earth may rest with a single android—Liliya of the Rage. Presents a series of short stories from the world of StarCraft in graphic novel format involving an intergalactic war, alien races, and strange new worlds. This field-leading introduction to statistics text for students in the behavioral and social sciences continues to offer straightforward instruction, accuracy, built-in learning aids, and real-world examples. The goals of STATISTICS FOR THE BEHAVIORAL SCIENCES, 10th Edition are to teach the methods of statistics and convey the basic principles of objectivity and logic that are essential for science -- and valuable in everyday life.

Authors Frederick Gravetter and Larry Wallnau help students understand statistical procedures through a conceptual context that explains why the procedures were developed and when they should be used. Students have numerous opportunities to practice statistical techniques through learning checks, examples, step-by-step demonstrations, and problems. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Unleash your inner genius and become a master of mythology with this interactive trivia book from Jeopardy! champ and New York Times bestselling author Ken Jennings. With this Junior Genius Guide to Greek mythology, you ' ll become an expert and wow your friends and teachers with all the best ancient stories: how Prometheus outsmarted the gods, how Achilles ' s heel led to his death, and how we mere mortals always seem to get mixed up in so many misadventures. With great illustrations, cool trivia, and fun quizzes to test your knowledge, this guide will have you on your way to whiz-kid status in no time!

Wilson and Coleman provide clear and comprehensive instructions to all types of online games: science-fiction; strategy; action; classics; puzzles; fantasy; and role-playing. Find out what hardware and software is needed to play these games, and get tips for the most popular titles and where to find them. For many years Letterland has led children to skillful reading, accurate spelling and a love of literacy. Now this sequel Step-by-Step Letterland Guide provides fresh support for your children's second school year in their journey to full literacy. The first comprehensive guide to discovering and preventing attacks on the Android OS As the Android operating system continues to increase its share of the smartphone market, smartphone hacking remains a growing threat. Written by experts who rank among the world's foremost Android security researchers, this book presents vulnerability discovery, analysis, and exploitation tools for the good guys. Following a detailed explanation of how the Android OS works and its overall security architecture, the authors examine how vulnerabilities can be discovered and exploits developed for various system components, preparing you to defend against them. If you are a mobile device administrator, security researcher, Android app developer, or

consultant responsible for evaluating Android security, you will find this guide is essential to your toolbox. A crack team of leading Android security researchers explain Android security risks, security design and architecture, rooting, fuzz testing, and vulnerability analysis. Covers Android application building blocks and security as well as debugging and auditing Android apps. Prepares mobile device administrators, security researchers, Android app developers, and security consultants to defend Android systems against attack. Android Hacker's Handbook is the first comprehensive resource for IT professionals charged with smartphone security. "Travel back in time to the age of the pyramids with this interactive trivia book from "Jeopardy!" winner and "New York Times bestselling author" Ken Jennings. With great illustrations, cool trivia, and fun quizzes to test your knowledge, this guide will have you on your way to whiz-kid status in no time." -- Provided by publisher. A guide for beginners offers diagrams and instructions for creating and updating computer networks in the home and office, covering new technologies, troubleshooting, and security. Build scenarios and campaigns that are uniquely yours. Construct both single- and multiplayer maps. Use StarEdit's trigger system to spontaneously generate new units. Try capture-the-flag, maze, death match, or even RPG scenarios! Learn how to replace game sounds with any sound you want. Former marshal-turned-rebel Jim Raynor has broken away from the power-crazed Emperor Arcturus Mengsk. Enraged over Mengsk's betrayal of the powerful telepath, Sarah Kerrigan, to the ravenous Zerg, Raynor has lost all faith in his fellow humanity. Yet, in the aftermath of Mengsk's treachery, Raynor is plagued by strange visions of Char -- a deadly, volcanic world haunted by horrifying alien creatures. As the nightmares grow in intensity, Raynor begins to suspect that they may not be figments of his imagination -- but a desperate form of telepathic contact. Convinced that the woman he loves is still alive, Raynor launches a hasty mission to rescue Kerrigan from Char. But deep beneath the planet's smoldering surface, Raynor finds a strange chrysalis...and is forced to watch in horror as a terrible, all-too-familiar entity rises from it. Before him stands a creature of depthless malice and vengeance... Sarah Kerrigan: the Zerg Queen

of Blades. Jody Houser (Stranger Things, Star Wars) is joined by veteran animation and Blizzard Entertainment comics writer Andrew R. Robinson (Overwatch Anthology, World of Warcraft) as they co-plot StarCraft: Soldiers, with art by Miguel Sepulveda (Lone Wolf 2100, Green Lantern). Newly graduated Lieutenant Shivani Singh wants to defend the Dominion on the front lines, but it will take more than good grades and confidence to survive on the edge of zerg space. After a routine patrol goes awry, Singh launches an investigation to root out threats to the fragile peace between the Dominion and the zerg Swarm. Collects StarCraft Series 2, comics #1-#4. In this extraordinary fantasy epic, the #1 New York Times bestselling author of the Dresden Files leads readers into a world where the fate of the realm rests on the shoulders of a boy with no power to call his own... For a thousand years, the people of Alera have united against the aggressive and threatening races that inhabit the world, using their unique bond with the furies—elementals of earth, air, fire, water, wood, and metal. But in the remote Calderon Valley, the boy Tavi struggles with his lack of furycrafting. At fifteen, he has no wind fury to help him fly, no fire fury to light his lamps. Yet as the Alerans' most savage enemy—the Marat horde—return to the Valley, Tavi's courage and resourcefulness will be a power greater than any fury, one that could turn the tides of war... "The classic of modern science fiction"--Front cover. Cut back on waste, reduce your carbon footprint, and live more sustainably with these 100 (almost) zero-waste tips In a perfect world, we would all be able to fit a year's worth of waste in a mason jar. But for most of us, doing so can be immensely intimidating or simply not feasible. But even if you can't be perfectly zero waste, you can still have a profound impact on our environment, climate, and health by making some simple changes to your lifestyle and habits. Author Melanie Mannarino shares 100 simple tips for being less wasteful in a variety of contexts: -At Home, with advice not only for the kitchen and food, but also for cleaning and home organization -Travel, from commuting to vacations -Fashion, including finding sustainable brands and caring for your clothing -Community, helping you identify ways to make a broader impact beyond your home Beyond limiting your personal waste, learn about how you can reduce your

“unseen” waste by making more eco-friendly choices, such as purchasing clothes with more sustainable fabrics and adopting a “Meatless Monday” regimen to help decrease your carbon footprint. If you’re someone who wants to reduce waste in your daily life and make a positive impact on the planet without making drastic changes in your habits, then look no further. This highly accessible and practical guide will have you living a greener, more sustainable life that is (almost) zero waste in no time! The CQ Press Guide to U.S. Elections is a comprehensive, two-volume reference providing information on the U.S. electoral process, in-depth analysis on specific political eras and issues, and everything in between. Thoroughly revised and infused with new data, analysis, and discussion of issues relating to elections through 2014, the Guide will include chapters on: Analysis of the campaigns for presidency, from the primaries through the general election Data on the candidates, winners/losers, and election returns Details on congressional and gubernatorial contests supplemented with vast historical data. Key Features include: Tables, boxes and figures interspersed throughout each chapter Data on campaigns, election methods, and results Complete lists of House and Senate leaders Links to election-related websites A guide to party abbreviations

**NEW YORK TIMES BEST SELLER!** Also known as MDZS, the blockbuster danmei/Boys’ Love novels from China that inspired comics, animation, and the live-action series *The Untamed*--which amassed billions of views, including on Netflix! This historical fantasy tale of two powerful men who find each other through life and death is now in English, for the very first time. Wei Wuxian was once one of the most outstanding men of his generation, a talented and clever young cultivator who harnessed martial arts, knowledge, and spirituality into powerful abilities. But when the horrors of war led him to seek a new power through demonic cultivation, the world's respect for his skills turned to fear, and his eventual death was celebrated throughout the land. Years later, he awakens in the body of an aggrieved young man who sacrifices his soul so that Wei Wuxian can exact revenge on his behalf. Though granted a second life, Wei Wuxian is not free from his first, nor the mysteries that appear before him now. Yet this time, he'll face it all with the



righteous and esteemed Lan Wangji at his side, another powerful cultivator whose unwavering dedication and shared memories of their past will help shine a light on the dark truths that surround them. This Chinese xianxia fantasy novel series built around the romanticized love between two men (danmei) has been translated into numerous languages and spawned a multimedia franchise that has taken the globe by storm, including the massively popular live-action series *The Untamed* available now on Netflix, YouTube, and more. The Seven Seas English-language edition will include exclusive, all-new cover art from Jin Fang (jinzillaa), interior illustrations from Marina Privalova (BaoshanKaro), and a translation by Suika (yummysuika) with editor Pengie (pengiesama). An action-packed novel that ushers in a new age of adventure in the critically acclaimed *StarCraft* series from Blizzard Entertainment. The #1 New York Times bestselling author of *Thrawn* pens the latest chapter in the stunning *StarCraft* saga, building on the game's rich legacy to create an unforgettable new story. After nearly a decade of brutal warfare, three mighty factions—the enigmatic protoss, the savage zerg, and the terrans, humanity's descendants in the sector—have entered a cease-fire, but the peace is tenuous at best. When the sudden restoration of an incinerated planet is brought to light, tensions erupt. Neutrality swings back to hostility, and old enemies are accused of developing biological weapons to reignite the bitter conflict. An expedition of terran and protoss soldiers and researchers is deployed to investigate the mysterious zerg planet and its inhabitants' intentions. But the lush alien landscape is host to other denizens, creatures shrouded in shadow, and should they be unleashed, they will change the fate of the entire galaxy. This *StarCraft II* strategy guide features: a single-player Campaign Walkthrough covering all possible mission branches, including bonus objectives throughout the campaign; exclusive maps; a dedicated Battle.Net guide explaining how to find and manage friends, chat with other players, and use the "matchmaking" system to find multiplayer matches at appropriate skill levels; and a massive multiplayer strategy that covers RTS basics, All Terran, Protoss, and Zerg Units. Vols. for 1975- include publications cataloged by the Research Libraries of the New York Public Library with additional

entries from the Library of Congress MARC tapes. \*\*\*LONGLISTED FOR THE WILLIAM HILL SPORTS BOOK AWARD 2020 'You need this. Trust me, buy it now.' - Weekly GG 'a triumph... a must-read for newcomers and veterans alike' – Forbes Award-winning broadcaster Paul 'Redeye' Chaloner brings us the definitive book on esports, the fastest growing entertainment phenomenon in the world today. From slapping coins down on arcade cabinets to the lights of Madison Square Garden, competitive video gaming has come a long way. Today, esports is a billion-dollar industry, the best players becoming stars in their own right, battling for eight-figure prizes in front of a global audience of tens of millions. From Call of Duty to Counter-Strike, FIFA to Fortnite, a generation of players have turned multiplayer video games from a pastime into a profession. But there are questions. How did we get here? What exactly is competitive gaming – is it a sport? How much money do the top stars make? Do you really have to retire at 23? And just what the hell is Dota? This is esports (and How to Spell it) addresses all of this and more, as award-winning broadcaster Paul 'Redeye' Chaloner takes you inside the unstoppable rise of pro gaming to reveal the bitter rivalries, scandals and untold history of esports, from origins to sold-out arenas. With his trademark wit – and unrivalled access – Paul delivers the definitive book on the fastest-growing entertainment phenomenon in the world today. 'Paul Chaloner is a living legend in the esports space.' - Jason Lake, founder and CEO of the esports team Complexity Gaming 'Terrific stories and insights from the inside.' - T.L. Taylor, professor of Comparative Media Studies

Blizzard Entertainment 's StarCraft saga has captivated millions of players worldwide since its initial release in 1998. A genre-defining military strategy and sci-fi adventure, gamers are drawn to StarCraft 's iconic central characters, Sarah Kerrigan and Jim Raynor, and its thrilling storyline chronicling the battle between the scrappy Terrans, mystifying Protoss and terrifying Zerg swarm. Published in anticipation of the latest expansion, Legacy of the Void, StarCraft Field Manual draws on more than a decade 's worth of lore to create an all-encompassing collector 's item for fans, filling in every detail of the game 's extensive tech, races and units. A visually distinctive, in-world overview of the entire StarCraft

franchise, this unique book unveils new details about the wide range of combat forces and technology employed by each of the three primary races within the game universe. A definitive field-guide, original illustrations pair with an engaging narrative that showcases all of the vital statistics, origins, lore and other interesting facts that have emerged in each expansion. This beautiful hardback edition is an ideal gift for StarCraft fans.

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