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NATHANAEL HADASSAH

Identifies key principles that are driving force of creativity. This book helps to learn how: a slow hunch can be more valuable than a Eureka moment; the connected 'hive mind' is smarter than the lone thinker; where you think matters just as much as what you're thinking; and, the best ideas come from building on the ideas and inventions of others.

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

The Mom Test is a quick, practical guide that will save you time, money, and heartbreak. They say you shouldn't ask your mom whether your business is a good idea, because she loves you and will lie to you. This is technically true, but it misses the point. You shouldn't ask anyone if your business is a good idea. It's a bad question and everyone will lie to you at least a little. As a matter of fact, it's not their responsibility to tell you the truth. It's your responsibility to find it and it's worth doing right. Talking to customers is one of the foundational skills of both Customer Development and Lean Startup. We all know we're supposed to do it, but nobody seems willing to admit that it's easy to screw up and hard to do right. This book is going to show you how customer conversations go wrong and how you can do better.

Silicon Graphics, Inc., has developed two important software standards for graphics programmers. OpenGL is a powerful software interface for graphics hardware that allows graphics programmers to produce high-quality color images of 3D objects. The functions in the OpenGL library enable programmers to build geometric models, view models interactively in 3D space, control color and lighting, manipulate pixels, and perform such tasks as alpha blending, anti-aliasing, creating atmospheric effects, and texture mapping. Open Inventor is an object-oriented 3D toolkit built on OpenGL that provides a 3D scene database, a built-in event model for user interaction, and the ability to print objects and exchange data with other graphics formats. The OpenGL Technical Library provides tutorial and reference books for OpenGL and Open Inventor. The library enables programmers to gain a practical understanding of these important software standards and shows how to unlock their full potential. 0201624958B04062001

A new classic, cited by leaders and media around the globe as a highly recommended read for anyone interested in innovation. In *The Innovator's DNA*, authors Jeffrey Dyer, Hal Gregersen, and best-selling author Clayton Christensen (*The Innovator's Dilemma*, *The Innovator's Solution*, *How Will You Measure Your Life?*) build on what we know about disruptive innovation to show how individuals can develop the skills necessary to move progressively from idea to impact. By identifying behaviors of the world's best innovators—from leaders at Amazon and Apple to those at Google, Skype, and Virgin Group—the authors outline five discovery skills that distinguish innovative entrepreneurs and executives from ordinary managers: Associating, Questioning, Observing, Networking, and Experimenting. Once you master these competencies (the authors provide a self-assessment for rating your own innovator's DNA), the authors explain how to generate ideas, collaborate to implement them, and build innovation skills throughout the organization to result in a competitive edge. This innovation advantage will translate into a premium in your company's stock price—an innovation premium—which is possible only by building the code for innovation right into your organization's people, processes, and guiding philosophies. Practical and provocative, *The Innovator's DNA* is an essential resource for individuals and teams who want to strengthen their innovative prowess.

For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Yes, you can create your own apps for Android devices—and it's easy to do. This extraordinary book introduces you to App Inventor 2, a powerful visual tool that lets anyone build apps. Learn App Inventor basics hands-on with step-by-step instructions for building more than a dozen fun projects, including a text answering machine app, a quiz app, and an app for finding your parked car! The second half of the book features an Inventor's Manual to help you understand the fundamentals of app building and computer science. App Inventor 2 makes an excellent textbook for beginners and experienced developers alike. Use programming blocks to build apps—like working on a puzzle Create custom multi-media quizzes and study guides Design games and other apps with 2D graphics and animation Make a custom tour of your city, school, or workplace Control a LEGO® MINDSTORMS® NXT robot with your phone Build location-aware apps by working with your phone's sensors Explore apps that incorporate information from the Web

Features quick-reference icons on usage, spelling, and pronunciations, new illustrations, new sixty-four page reference guide, and up-to-date coverage of American English

A hands-on, application-based introduction to machine learning and artificial intelligence (AI). Create compelling AI-powered games and applications using the Scratch programming language. AI Made Easy with 13 Projects Machine learning (also known as ML) is one of the building blocks of AI, or artificial intelligence. AI is based on the idea that computers can learn on their own, with your help. Ma-

chine Learning for Kids will introduce you to machine learning, painlessly. With this book and its free, Scratch-based companion website, you'll see how easy it is to add machine learning to your own projects. You don't even need to know how to code! Step by easy step, you'll discover how machine learning systems can be taught to recognize text, images, numbers, and sounds, and how to train your models to improve them. You'll turn your models into 13 fun computer games and apps, including: • A Rock, Paper, Scissors game that recognizes your hand shapes • A computer character that reacts to insults and compliments • An interactive virtual assistant (like Siri or Alexa) • A movie recommendation app • An AI version of Pac-Man There's no experience required and step-by-step instructions make sure that anyone can follow along! No Experience Necessary! Ages 12+

THE NEW YORK TIMES BESTSELLER Transform your life using the Bullet Journal Method, the revolutionary organisational system and worldwide phenomenon. The Bullet Journal Method will undoubtedly transform your life, in more ways than you can imagine' Hal Elrod, author of *The Miracle Morning* In his long-awaited first book, Ryder Carroll, the creator of the enormously popular Bullet Journal organisational system, explains how to use his method to: * TRACK YOUR PAST: using nothing more than a pen and paper, create a clear, comprehensive, and organised record of your thoughts and goals. * ORDER YOUR PRESENT: find daily calm by prioritising and minimising your workload and tackling your to-do list in a more mindful and productive way. * PLAN YOUR FUTURE: establish and appraise your short-term and long-term goals, plan more complex projects simply and effectively, and live your life with meaning and purpose. Like many of us, Ryder Carroll tried everything to get organised - countless apps, systems, planners, you name it. Nothing really worked. Then he invented his own simple system that required only pen and paper, which he found both effective and calming. He shared his method with a few friends, and before long he had a worldwide viral movement. The system combines elements of a wishlist, a to-do list, and a diary. It helps you identify what matters and set goals accordingly. By breaking long-term goals into small actionable steps, users map out an approachable path towards continual improvement, allowing them to stay focused despite the crush of incoming demands. But this is much more than a time management book. It's also a manifesto for what Ryder calls "intentional living": making sure that your beliefs and actions align. Even if you already use a Bullet Journal, this book gives you new exercises to become more calm and focused, new insights on how to prioritise well, and a new awareness of the power of analogue tools in a digital world. *** This book has been printed with three different colour designs, black, Nordic blue and emerald. We are unable to accept requests for a specific cover. The different covers will be assigned to orders at random. ***

If you want to gain proficiency and expertise with SolidWorks surface modeling, this is the resource for you. You'll learn how to apply concepts, utilize tools, and combine techniques and strategies in hands-on tutorials. This Bible covers the range from sketching splines and shelling to modeling blends and decorative features. Complete with professional tips and real-world examples, this inclusive guide enables you to coax more out of SolidWorks surfacing tools.

From the author of the definitive New York Times bestselling history of the Beatles comes the authoritative account of the group Jack Black and many others call the greatest rock band of all time, arguably the most successful, and certainly one of the most notorious. Rock stars. Whatever those words mean to you, chances are, they owe a debt to Led Zeppelin. No one before or since has lived the dream quite like Jimmy Page, Robert Plant, John Paul Jones, and John Bonham. In *Led Zeppelin*, Bob Spitz takes their full measure, for good and sometimes for ill, separating the myth from the reality with the connoisseurship and storytelling flair that are his trademarks. From the opening notes of their first album, the band announced itself as something different, a collision of grand artistic ambition and brute primal force, of delicate English folk music and hard-driving African-American blues. That record sold over 10 million copies, and it was the merest beginning; *Led Zeppelin's* albums have sold over 300 million certified copies worldwide, and the dust has never settled. Taken together, *Led Zeppelin's* discography has spent an almost incomprehensible ten-plus years on the album charts. The band is notoriously guarded, and previous books shine more heat than light. But Bob Spitz's authority is undeniable and irresistible. His feel for the atmosphere, the context—the music, the business, the recording studios, the touring life, the radio stations, the fans, the whole ecosystem of popular music—is unparalleled. His account of the melding of Page and Jones, the virtuosic London sophisticates, with Plant and Bonham, the wild men from the Midlands, into a band out of the ashes of the Yardbirds, in a scene dominated by the Beatles and the Stones but changing fast, is in itself a revelation. Spitz takes the music seriously, and brings the band's artistic journey to full and vivid life. The music is only part of the legend, however: *Led Zeppelin* is also the story of how the 60's became the 70's, of how playing in clubs became playing in stadiums and flying your own jet, of how innocence became decadence. *Led Zeppelin* may not have invented the groupie, and they weren't the first rock band to let loose on the road, but they took it to an entirely new level, as with everything else. Not all the legends are true, but in Bob Spitz's careful accounting, what is true is astonishing, and sometimes disturbing. *Led Zeppelin* gave no quarter, and neither has Bob Spitz. *Led Zeppelin* is the full and honest reckoning the band has long awaited, and richly deserves.

ORPHAN, CLOCK KEEPER, AND THIEF, twelve-year-old Hugo lives in the walls of a busy Paris train station, where his survival depends on secrets and anonymity. But when his world suddenly interlock with an eccentric girl and her grandfather, Hugo's undercover life, and his most precious secret, are put in jeopardy. A cryptic drawing, a treasured notebook, a stolen key, a mechanical man, and a hidden message from Hugo's dead father form the backbone of this intricate, tender, and spellbinding mystery.

"Microsoft's last Windows version, the April 2018 Update, is a glorious Santa sack full of new features and refinements. What's still not included, though, is a single page of printed instructions. Fortunately, David Pogue is back to help you make sense of it all—with humor, authority, and 500 illustrations."—Page 4 of cover.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Wi>Android Apps with App Inventor provides hands-on walkthroughs that cover every area of App Inventor development, including the Google and MIT versions of App Inventor. Kloss begins with the absolute basics of program structure, syntax, flow, and function, and then demonstrates simple ways to solve today's most common mobile development problems. Along the way, you'll build a dozen real Android apps, from games and geotrackers to navigation systems and news tickers. By the time

you're done, you'll be comfortable implementing advanced apps and mashups integrating realtime multimedia data from all kinds of Web services with the communication and sensor-based features of your smartphone. Topics covered include Installing and configuring App Inventor Building modern, attractive mobile user interfaces Controlling Android media hardware, including the camera Saving data locally with TinyDB, or in the cloud with TinyWebDB Streamlining and automating phone, text, and email communications Tracking orientation, acceleration, and geolocation Integrating text-to-speech and speech-to-text in your apps Controlling other apps and Web services with ActivityStarter Building mobile mashups by exchanging data with Web APIs Testing your apps for diverse hardware with the Android Emulator Example apps, including multimedia center, online vocabulary trainer, finger painting, squash game, compass, geocacher, navigator, stock market ticker, and many more This book will empower you to explore, experiment, build your skills and confidence, and start writing professional-quality Android apps—for yourself, and for everyone else! Companion files for this title can be found at informit.com/title/9780321812704

Create Android mobile apps, no programming required! Even with limited programming experience, you can easily learn to create apps for the Android platform with this complete guide to App Inventor for Android. App Inventor for Android is a visual language that relies on simple programming blocks that users can drag and drop to create apps. This handy book gives you a series of fully worked-out apps, complete with their programming blocks, which you can customize for your own use or use as a starting point for creating the next killer app. And it's all without writing a single line of code. Don't miss the book's special section on Apps Inventor Design Patterns, which explains computer terms in simple terms and is an invaluable basic reference. Teaches programmers and non-programmers alike how to use App Inventor for Android to create Android apps Provides a series of fully worked-out apps that you can customize, download, and use on your Android phone or use as a starting point for building the next great app Includes a valuable reference section on App Inventor Design Patterns and general computer science concepts Shows you how to create apps that take advantage

of the Android smartphone's handy features, such as GPS, messaging, contacts, and more With App Inventor for Android and this complete guide, you'll soon be creating apps that incorporate all of the Android smartphone's fun features, such as the accelerometer, GPS, messaging, and more.

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

"Inventions and Patents" is the first of WIPO's Learn from the past, create the future series of publications aimed at young students. This series was launched in recognition of the importance of children and young adults as the creators of our future.

The world's leading expert on habit formation shows how you can have a happier, healthier life: by starting small. Myth: Change is hard. Reality: Change can be easy if you know the simple steps of Behavior Design. Myth: It's all about willpower. Reality: Willpower is fickle and finite, and exactly the wrong way to create habits. Myth: You have to make a plan and stick to it. Reality: You transform your life by starting small and being flexible. BJ FOGG is here to change your life--and revolutionize how we think about human behavior. Based on twenty years of research and Fogg's experience coaching more than 40,000 people, Tiny Habits cracks the code of habit formation. With breakthrough discoveries in every chapter, you'll learn the simplest proven ways to transform your life. Fogg shows you how to feel good about your successes instead of bad about your failures. Already the habit guru to companies around the world, Fogg brings his proven method to a global audience for the first time. Whether you want to lose weight, de-stress, sleep better, or be more productive each day, Tiny Habits makes it easy to achieve.

Popular Science gives our readers the information and tools to improve their technology and their world. The core belief that Popular Science and our readers share: The future is going to be better, and science and technology are the driving forces that will help make it better.