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For the engineering and scientific professional, A Physicist's Guide to Mathematica, Second Edition provides an updated reference guide based on the 2007 new 6.0 release, providing an organized and integrated desk reference with step-by-step instructions for the most commonly used features of the software as it applies to research in physics. For professors teaching physics and other science courses using the Mathematica software, A Physicist's Guide to Mathematica, Second Edition is the only fully compatible (new software release) Mathematica text that engages students by providing complete topic coverage, new applications, exercises and examples that enable the user to solve a wide range of physics problems. Does not require prior knowledge of Mathematica or computer programming Can be used as either a primary or supplemental text for upper-division physics majors Provides over 450 end-of-section exercises and end-of-chapter problems Serves as a reference suitable for chemists, physical scientists, and engineers Compatible with Mathematica Version 6, a recent major release Twelve-year-old best friends and relatives, Julia and Eliza are happy to spend the summer together while Julia's mother is serving in the National Guard in Iraq but when they meet a neighborhood boy, their close relationship begins to change. This new in paperback edition includes a new afterword written specifically for this volume. Morley Winograd and Michael D. Hais review the developments of the 2008 presidential election and demonstrate how the coming of age of a millennial generation and the expansion of a new communication technology produced another realignment, just as these twin forces of change have done throughout U.S. history. Arduino - A Quick-Start Beginner's Guide This book is designed as a guide for people new to the Arduino platform. It will help you understand the Arduino as a technology and platform, set it up on your computer, do your first experiments with hardware, and understand the role of

the Arduino in the evolution of the Internet of Things. Here Is A Preview Of What You'll Learn... What Is Arduino? The Different Arduino Models & Features Arduino Basics Arduino Commands Projects For Your Pets Wearable Arduino Projects How To Get The Most Out Of Your Arduino Much, Much More! Take Action Today and Learn Arduino In No Time! Click the "Buy now with 1-Click" to the right and get this guide immediately. An Object At Rest Quiet, down-to-earth Detroit handyman Derrick Chance has had enough loss for a lifetime and he has no intention of ever risking his heart again. Living alone in the old house his grandparents left him, with only his dog and a few close friends for companionship, he has written off the possibility of romance or even sex. He refuses to consider himself lonely, or wonder what he might be missing. His life is organized, predictable, and, best of all, risk-free. Until the day he installs shelves for accountant Gavin Hayes. With his contradictory combination of confidence and self-doubt, Gavin draws Derrick in with an intensity he's never known. As undeniable as gravity, Derrick finds himself falling for Gavin in defiance of all his usual slow and methodical ways. But Gavin carries wounds of his own. Fresh from an emotionally abusive relationship that ended with a dangerous betrayal, his future is far from certain. Can Derrick choose passion over safety, and let himself believe that Gavin is worth the risk? From New York Times and USA Today bestselling author Larissa Ione comes a new story in her Demonica Underworld series... Even in the fathomless depths of the underworld and the bleak chambers of a damaged heart, the bonds of love can heal...or destroy. He holds the ability to annihilate souls in the palm of his hand. He commands the respect of the most dangerous of demons and the most powerful of angels. He can seduce and dominate any female he wants with a mere look. But for all Azagoth's power, he's bound by shackles of his own making, and only an angel with a secret holds the key to his release. She's an angel with the extraordinary ability to travel through time and space. An angel with a tormented past she can't escape. And when Lilliana is sent to Azagoth's underworld realm, she finds that her past isn't all she can't escape. For the irresistibly sexy fallen angel known as Azagoth is also known as the Grim Reaper, and when he claims a soul, it's forever... **Every 1001 Dark Nights novella is a standalone story. For new readers, it's an introduction to an author's world. And for fans, it's a bonus book in the author's series. We hope you'll enjoy each one as much as we do.** The mission of this book is to address advances in quantitative methods that are not covered in other texts, such as item response theory, the family of multilevel models (including cross-classified and growth), and mixture modeling. Arduino programming for the absolute beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and

even eTextiles. *Adventures in Arduino* gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming and interaction design. Discover how and where to begin Arduino programming. Develop the skills and confidence to tackle other projects. Make the most of Arduino with basic programming concepts. Work with hardware and software to create interactive electronic devices. There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. *Adventures in Arduino* gets you started on the right foot, but the path is totally up to you. In a hard-hitting novel about fitting in—or not—Anthony “Ant” Jones gets transported from his East Cleveland hood to an almost all-white prep school and has to figure out where he belongs...before he loses himself entirely. *Black Boy White School* is a memorable debut that will appeal to fans of Walter Dean Myers and Sherman Alexie. Anthony has never been outside his rough neighborhood when he receives a scholarship to Belton Academy, an elite prep school in Maine. But at Belton things are far from perfect. Everyone calls him “Tony,” assumes he’s from Brooklyn, expects him to play basketball, and yet acts shocked when he fights back. As Anthony tries to adapt to a world that will never fully accept him, he’s in for a rude awakening: Home is becoming a place where he no longer belongs. In debut author Brian F. Walker’s honest and dynamic novel about staying true to yourself, Anthony might find a way to survive at Belton, but what will it cost him? This international bestseller is a startlingly assured first novel of deception, ambiguity, and shattering revelations. A British surgeon risks everything to return to the remote Canadian wilderness to fight accusations from a ruthless woman whose twins he may or may not have fathered. *Fatal Attraction* meets *Smilla's Sense of Snow* in a richly suspenseful and atmospheric debut novel in which a man makes one mistake but pays dearly for another. Presents and analyzes the results of a study of the sexual fantasies of over 23,000 men and women of all ages, discussing stories of specific individuals, the role of fantasy in waking life, and the functions of these fantasies. In this book, Anthony G. Reddie creates a dynamic conversation between black theologies in the US and in the UK, comparing and highlighting divergences in the respective movements. Interact with the world and rapidly prototype IoT applications using Python. About This Book. Rapidly prototype even complex IoT applications with Python and put them to practical use. Enhance your IoT skills with the most up-to-date applicability in the field of wearable tech, smart environments, and home automation. Interact with hardware, sensors, and actuators and control your DIY IoT projects through Python. Who This Book Is For. The book is ideal for Python developers who want to explore the tools in the Python ecosystem in order to build their own IoT applications and work on IoT-related projects. It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board. What You Will Learn. Prototype and develop IoT solutions from scratch with Python as the programming language. Develop IoT projects with Intel Galileo Gen 2 board along with Python. Work with the different components included in the boards using Python and the MRAA library. Interact with sensors, actuators, and shields. Work with UART and local storage. Interact with any electronic device that supports the I2C bus. Allow mobile devices to

interact with the board Work with real-time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of Things (IoT) is revolutionizing the way devices/things interact with each other. And when you have IoT with Python on your side, you'll be able to build interactive objects and design them. This book lets you stay at the forefront of cutting-edge research on IoT. We'll open up the possibilities using tools that enable you to interact with the world, such as Intel Galileo Gen 2, sensors, and other hardware. You will learn how to read, write, and convert digital values to generate analog output by programming Pulse Width Modulation (PWM) in Python. You will get familiar with the complex communication system included in the board, so you can interact with any shield, actuator, or sensor. Later on, you will not only see how to work with data received from the sensors, but also perform actions by sending them to a specific shield. You'll be able to connect your IoT device to the entire world, by integrating WiFi, Bluetooth, and Internet settings. With everything ready, you will see how to work in real time on your IoT device using the MQTT protocol in python. By the end of the book, you will be able to develop IoT prototypes with Python, libraries, and tools. Style and approach This book takes a tutorial-like approach with mission critical chapters. The initial chapters are introductions that set the premise for useful examples covered in later chapters. Information Technology: Made Simple covers the full range of information technology topics, including more traditional subjects such as programming languages, data processing, and systems analysis. The book discusses information revolution, including topics about microchips, information processing operations, analog and digital systems, information processing system, and systems analysis. The text also describes computers, computer hardware, microprocessors, and microcomputers. The peripheral devices connected to the central processing unit; the main types of system software; application software; and graphics and multimedia are also considered. The book tackles equipment, software, and procedures involved in computer communications; available telecommunications services; and data and transaction processing. The text also presents topics about computer-integrated manufacturing; the technology of information processing and its business applications; and the impact of this technology on society in general. Students taking computer and information technology courses will find the book useful. A practical guide to programming for data acquisition and measurement - must-have info in just the right amount of depth for engineers who are not programming specialists. This book offers a complete guide to the programming and interfacing techniques involved in data collection and the subsequent measurement and control systems using an IBM compatible PC. It is an essential guide for electronic engineers and technicians involved in measurement and instrumentation, DA&C programmers and students aiming to gain a working knowledge of the industrial applications of computer interfacing. A basic working knowledge of programming in a high-level language is assumed, but analytical mathematics is kept to a minimum. Sample listings are given in C and can be downloaded from the Newnes website. Practical guidance on PC-based acquisition Written for electronic engineers and software engineers in industry, not academics or computer scientists A textbook with strong foundations in industry Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules

that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via email, text message, or push notifications Build a physical device that indicates the current price of Bitcoin Build a simple home automation system that can be controlled from the cloud Create your own cloud platform to control ESP8266 devices In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with electronics, software, sensors, and connectivity, enabling data exchange. ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects. ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker, and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstrations of the projects. After many speculations and wild guesses, the iPhone 11, which is the newest entry to the Apple iPhone family, is officially available. HURRAY! The device was introduced together with the iPhone 11 Pro and iPhone 11 Max to replace Apple's phased-out iPhone XR, XS and XS Max models. These latest iPhone devices came configured with the iOS software that was released in September 2019. The iPhone 11 looks stunning in videos but look even better physically. Have you recently acquired an iPhone 11? Are you searching for a detailed user guide to help you configure your new iPhone phone and understand it? Are you searching for a manual to uncover all of your latest device's great features? Are you curious to know what to do after unboxing it and undergoing the initial setup phase? Okay, this book is for you! The contents of this book are in clear and concise words, with a detailed approach to help you understand your device as quickly as possible. A look at this guide will teach you the following: How to Activate and Configure Your iPhone How to Add Password: Set Up Screen Lock How to Change the Auto-Lock (Screen Timeout) Time How to Insert Sim Card Properly How to Configure and Use Face ID to Unlock Your iPhone How to Turn

"Tap to Wake" and "Raise to Wake" On and Off How to Block and Unblock a Number How to Make a Phone Call How to Setup Call forwarding How to Make Conference Call How to Navigate Your iPhone with Voice Control How to Find Your iPhone if Misplaced or Stolen ...and many more topics. Get this book to provide answers to all your questions about your new device. Hit the Buy Now button to get this book and enjoy doing more with your iPhone. An introduction to the key features of iPod, iTunes, and the iTunes music store explains how to customize one's device by setting preferences, create and use playlists, copy files, burn an audio CD, preview music tracks, and search for and download songs. Design and build fantastic projects and devices using the Arduino platform About This Book Explore the different sensors that can be used to improve the functionality of the Arduino projects Program networking modules in conjunction with Arduino to make smarter and more communicable devices A practical guide that shows you how to utilize Arduino to create practical, useful projects Who This Book Is For This book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an opensource physical computing platform based on a simple microcontroller board, and a development environment for writing software for the board. The opensource Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other opensource software. With the growing interest in home-made, weekend projects among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications. The complexity of the book slowly increases as you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices. Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the concepts are first explained and then implemented to help you develop the projects. "Harlequin HQN contemporary

romance"--Spine. *A Guide to Responsible Undersea Exploration (RUE)* was written to help educate divers who may happen upon what they believe to be undiscovered treasure or artifacts. It is not just university-trained archeologists that make discoveries; it is everyday people like you that may happen across wondrous events that were hitherto lost in time. The proper documentation of your find gives it meaning and historical context. This book tells you how. The author arms you with the tools and knowledge to proceed into areas of the unknown where true explorers may find themselves. For those who find themselves in a battle for public records, *Access with Attitude: An Advocate's Guide to Freedom of Information in Ohio* is an indispensable weapon. First Amendment lawyer David Marburger and investigative journalist Karl Iidsvoog have written a simply worded, practical guide on how to take full advantage of Ohio's so-called Sunshine Laws. Journalists, law firms, labor unions, private investigators, genealogists, realty companies, banks, insurers—anyone who regularly needs access to publicly held information—will find this comprehensive and contentious guide to be invaluable. Marburger, who drafted many of the provisions that Ohio adopted in its open records law, and coauthor Iidsvoog have been fighting for broader access to public records their entire careers. They offer field-tested tips on how to avoid "no," and advise readers on legal strategies if their requests for information go unmet. Step by step, they show how to avoid delays and make the law work. Whether you're a citizen, a nonprofit organization, journalist, or attorney going after public records, *Access with Attitude* is an essential resource. In this book, one of the world's leading Linux experts brings together all the knowledge you need to master Fedora or Red Hat Enterprises Linux and succeed with it in the real world. McLean explores Hayworth's participation in the creation of her star persona, particularly through her work as a dancer—a subject ignored by most film scholars. With the many models of worship available, choosing a style to worship God can be a bit overwhelming. Is it better to go with traditional or contemporary models? Christians may find themselves asking how early believers worshiped and whether they can provide insight into how we should praise God today. Rooted in historical models and patristic church studies, *Ancient-Future Worship* examines how early Christian worship models can be applied to the postmodern church. Pastors and church leaders, as well as younger evangelical and emerging church groups, will find this last book in the respected *Ancient-Future* series an invaluable resource for authentic worship. This book brings together aspects of statistics and machine learning to provide a comprehensive guide to evaluating, interpreting and understanding biometric data. It naturally leads to topics including data mining and prediction to be examined in detail. The book places an emphasis on the various performance measures available for biometric systems, what they mean, and when they should and should not be applied. The evaluation techniques are presented rigorously, however they are always accompanied by intuitive explanations. This is important for the increased acceptance of biometrics among non-technical decision makers, and ultimately the general public. Focuses on the analysis, optimization and controllability of time-discrete dynamical systems and games under the aspect of stability, controllability and (for games) cooperative and non-cooperative treatment. The investigation of stability is based on Lyapunov's method which is generalized to non-autonomous systems. Optimization and controllability of dynamical systems is treated, among others, with the aid of mapping theorems such as implicit function theorem and

*inverse mapping theorem. Dynamical games are treated as cooperative and non-cooperative games and are used in order to deal with the problem of carbon dioxide reduction under economic aspects. The theoretical results are demonstrated by various applications. If you want to build programming and electronics projects that interact with the environment, this book will offer you dozens of recipes to guide you through all the major applications of the Arduino platform. It is intended for programming or electronics enthusiasts who want to combine the best of both worlds to build interactive projects. A programmable logic controllers (PLC) is a real-time system optimized for use in severe conditions such as high/low temperatures or an environment with excessive electrical noise. This control technology is designed to have multiple interfaces (I/Os) to connect and control multiple mechatronic devices such as sensors and actuators. Programmable Logic Controllers, Fifth Edition, continues to be a straight forward, easy-to-read book that presents the principles of PLCs while not tying itself to one vendor or another. Extensive examples and chapter ending problems utilize several popular PLCs currently on the market highlighting understanding of fundamentals that can be used no matter the specific technology. Ladder programming is highlighted throughout with detailed coverage of design characteristics, development of functional blocks, instruction lists, and structured text. Methods for fault diagnosis, testing and debugging are also discussed. This edition has been enhanced with new material on I/Os, logic, and protocols and networking. For the UK audience only: This book is fully aligned with BTEC Higher National requirements. *New material on combinational logic, sequential logic, I/Os, and protocols and networking *More worked examples throughout with more chapter-ending problems *As always, the book is vendor agnostic allowing for general concepts and fundamentals to be taught and applied to several controllers*

Main description This book is a standard tutorial, which walks you through the gamification development process, to help you incorporate game elements in an eLearning environment. This book is for jQuery and PHP developers who wish to gamify their educational websites. Arduino is an open source electronics prototyping platform for building a multitude of smart devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing devices supported by numerous hardware resources such as shields in no time at all. Whether you're a seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino. Master programming Arduino with this hands-on guide Arduino Sketches is a practical guide to programming the increasingly popular microcontroller that brings gadgets to life. Accessible to tech-lovers at any level, this book provides expert instruction on Arduino programming and hands-on practice to test your skills. You'll find coverage of the various Arduino boards, detailed explanations of each standard library, and guidance on creating libraries from scratch – plus practical examples that demonstrate the everyday use of the skills you're learning. Work on increasingly advanced programming projects, and gain more control as you learn about hardware-specific libraries and how to build your own. Take full advantage of the

Arduino API, and learn the tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processor and sockets that allow you to quickly attach peripherals without tools or solders. It's easy to build, easy to program, and requires no specialized hardware. For the hobbyist, it's a dream come true—especially as the popularity of this open-source project inspires even the major tech companies to develop compatible products. Arduino Sketches is a practical, comprehensive guide to getting the most out of your Arduino setup. You'll learn to: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee Find, import, and update user libraries, and learn to create your own Master the Arduino Due, Esplora, Yun, and Robot boards for enhanced communication, signal-sending, and peripherals Play audio files, send keystrokes to a computer, control LED and cursor movement, and more This book presents the Arduino fundamentals in a way that helps you apply future additions to the Arduino language, providing a great foundation in this rapidly-growing project. If you're looking to explore Arduino programming, Arduino Sketches is the toolbox you need to get started. The 1999 Hemingway centennial marks the perfect time for the reevaluation of his position as America's premier modernist writer. These essays, all written specially for this collection, plumb unexplored historical details of Hemingway's life to illuminate new and often unexpected dimensions of the force of his literary accomplishment. Discussing biographical details of his personal and professional life along with the subtleties of his character, the text includes a number of fascinating photos and images. Design, build, and test LED-based projects using the Raspberry Pi About This Book Implement real LED-based projects for Raspberry Pi Learn to interface various LED modules such as LEDs, 7-segment, 4-digits 7 segment, and dot matrix to Raspberry Pi Get hands-on experience by exploring real-time LEDs with this project-based book Who This Book Is For This book is for those who want to learn how to build Raspberry Pi projects utilising LEDs, 7 segment, 4-digits 7 segment, and dot matrix modules. You also will learn to implement those modules in real applications, including interfacing with wireless modules and the Android mobile app. However, you don't need to have any previous experience with the Raspberry Pi or Android platforms. What You Will Learn Control LEDs, 7 segments, and 4-digits 7 segment from a Raspberry Pi Expand Raspberry Pi's GPIO Build a countdown timer Build a digital clock display Display numbers and characters on dot matrix displays Build a traffic light controller Build a remote home light control with a Bluetooth low energy module and Android Build mobile Internet-controlled lamps with a wireless module and Android In Detail Blinking LED is a popular application when getting started in embedded development. By customizing and utilising LED-based modules into the Raspberry Pi board, exciting projects can be obtained. A countdown timer, a digital clock, a traffic light controller, and a remote light controller are a list of LED-based inspired project samples for Raspberry Pi. An LED is a simple actuator device that displays lighting and can be controlled easily from a Raspberry Pi. This book will provide you with the ability to control LEDs from Raspberry Pi, starting from describing an idea through designing and implementing several projects based on LEDs, such as, 7-segments, 4-digits 7 segment, and dot matrix displays. Beginning with step-by-step instructions on installation and configuration, this book can either be read from cover to cover or treated as an essential reference companion to your Raspberry Pi. Samples for the project application are provided such as a countdown timer, a digital clock, a traffic

light controller, a remote light controller, and an LED-based Internet of Things, so you get more practice in the art of Raspberry Pi development. Raspberry Pi LED Blueprints is an essential reference guide full of practical solutions to help you build LED-based applications. Style and approach This book follows a step-by-step approach to LED-based development for Raspberry Pi, explained in a conversational and easy-to-follow style. Each topic is explained sequentially in the process of building an application, and detailed explanations of the basic and advanced features are included. The 18th-century meets the sharp blade of forensic science... It is not just the living who are prey to London's criminals and cutpurses. Corpses, too, are fair game - dug up from fresh graves and sold to men of science for dissection. Dr. Thomas Silkstone's unscrupulous rival, Dr. John Hunter, has learned of the imminent death of eight-foot-tall Charles Byrne, known as the 'Irish Giant', and is obsessed with obtaining the body for his research. When Dr. Hunter is implicated in the horrific murder of a young castrato, Thomas must determine how far the increasingly erratic surgeon will go in the name of knowledge. For as Thomas knows, the blackest hearts sometimes go undetected until it's too late... Praise for Tessa Harris: 'A densely plotted yarn about a crafty 18th-century poisoner wreaking havoc on the Oxfordshire estate of a noble family . . . we await - indeed, demand - the sequel' New York Times Book Review 'Harris' research is meticulous. The results are a historical CSI with a romance and excellent mystery' Romantic Times 'Populated with real historical characters and admirably researched, Harris's novel features a complex and engrossing plot' Library Journal 'The author will have you flipping the pages at each unexpected turn in the plot. The novel is an absorbing read with a shocking twist at the end' Historical Novel Society 'Well-rounded characters, cleverly concealed evidence, and an assured prose style point to a long run for this historical series' Publishers Weekly Starred Review 'The exceptionally strong historical background in this 1780s London-set novel makes it impossible to put down. With each book, the mysteries have become stronger . . . Silkstone is an admirable character and he captures readers' emotional interest' RT Book Reviews The Dr Thomas Silkstone Mysteries: The Anatomist's Apprentice The Dead Shall Not Rest The Devil's Breath The Lazarus Curse Shadow of the Raven Secrets in the Stones Set during the early years of the reign of the Mad Emperor Caligula, this first installment of the Leopard King Saga introduces us to Tullus, a gifted Roman Centurion who resigns his elite position in the Praetorian Guard to join a troupe of circus performers and learn more about his hidden magical talents. Along with his new partner, a magical Leopardess named Celestra, he re-invents himself as The Leopard King, the most famous entertainer in all the Roman Empire. But when Tullus' friend and Circus Ringmaster, Paullus Gabinius, is killed, Tullus and Celestra find themselves immersed in political intrigue and up against Paullus' killers. Their struggle to avenge Paullus will also cause them to cross paths with corrupt Roman politicians, who know Paullus' deadly secret-which has the power to destroy the Roman Empire.