[Books] Code The Hidden Language Of Computer Hardware And Software Developer Best Practices

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Code-Charles Petzold 2000 A discussion of the history and future of coding theory celebrates the ingenuity of language systems and their uses from Braille and Morse code through binary codes to 32-bit operating systems.

Code- 1999

Code-Charles Petzold 2000-10-11 What do flashlights, the British invasion, black cats, and seesaws have to do with computers? In CODE, they show us the ingenious ways we manipulate language and invent new means of communicating with each other. And through CODE, we see how this ingenuity and our very human compulsion to communicate have driven the technological innovations of the past two centuries. Using everyday objects and familiar language systems such as Braille and Morse code, author Charles Petzold weaves an illuminating narrative for anyone who's ever wondered about the secret inner life of computers and other smart machines. It's a cleverly illustrated and eminently comprehensible story—and along the way, you'll discover you've gained a real context for understanding today's world of PCs, digital media, and the Internet. No matter what your level of technical savvy, CODE will charm you—and perhaps even awaken the technophile within.

Microsoft XNA Framework Edition-Charles Petzold 2010 Annotation This text focuses on the core concepts and techniques for creating apps with Microsoft Silverlight, with coverage of Microsoft Visual Studio .NET Framework managed code sandbox, the phone emulator, sensors and location.

The Annotated Turing-Charles Petzold 2008-06-16 Provides an expansion of Turing's original paper, a brief look at his life, and information on the Turing machine and computability topics.

Adobe InDesign CC Classroom in a Book (2014 release)-Kelly Kordes Anton 2014-07-14 The fastest, easiest, most comprehensive way to learn Adobe InDesign CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from

Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe InDesign CC Classroom in a Book contains 16 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the InDesign interface, this completely revised CC (2014 release) edition covers new features, including rows and columns in tables, dual PDF and IDML file packaging, fixed and reflow EPUBs, and major improvements in the way text and graphics are handled during EPUB export. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training

The Code of the City-Eran Ben-Joseph 2005 Traces the evolution of urban development codes and standards, examines their effect on city planning and design, and proposes alternatives that will encourage innovation.

But how Do it Know?-J. Clark Scott 2009-07-04 This book thoroughly explains how computers work. It starts by fully examining a NAND gate, then goes on to build every piece and part of a small, fully operational computer. The necessity and use of codes is presented in parallel with the apprioriate pieces of hardware. The book can be easily understood by anyone whether they have a technical

background or not. It could be used as a textbook.

The Secret Code-Thierry Gaudin 1985

Dreaming in Code-Scott Rosenberg 2008 A noted journalist chronicles three years in the lives of a team of maverick software developers, led by Lotus 1-2-3 creator Mitch Kapor, intent on creating a revolutionary personal information manager to challenge Microsoft Outlook. Reprint. 30,000 first printing.

Hidden Language Codes-R. Neville Johnston 2005-11-15 When R. Neville Johnston was shot three times in 1977, he died. But he came back knowing some things he hadn't known before. That the universe is made of up of vibrations for one. And that some of the most meaningful vibrations are the words we use in everyday thought and speech. Obviously it behooves us to choose our words with care so we can create the life we want. Hidden Language Codes is a book about thought. Where we go in life is directly related to our mastery and command of our thoughts and our language. In evolving, we naturally change the way we think. A method of accelerating this process is to change the very words we think with. This book is the key to learning words that will improve our lives and giving up the ones that hold us back. Learn to use power words-- words that serve us well--such as "acceptance," "faith," even "MacGyver," and the key power word, "love." Those words that do not serve us well include "greed," "blame," "hard," and the poster child for disempowerment/slave thinking "can't." Our language is full of unconscious triggers--the words we speak are making decisions for us, running us. As long as we continue to try, need, guess, want, whine, and victim our way through life, we sabotage our own goals and happiness. Never use these words again. Take charge of your thoughts and speech, and your life will follow suit.

Code Simplicity-Max Kanat-Alexander 2012-03-23 Good software design is simple and easy to understand. Unfortunately, the average computer program today is so complex that no one could possibly comprehend how all the code works. This concise guide helps you understand the fundamentals of good design through scientific laws—principles you can apply to any programming language or project from here to eternity. Whether you're a junior programmer, senior software engineer, or non-technical manager, you'll learn how to create a sound plan for your software project, and make better decisions about the pattern and structure of your system. Discover why good software design has become the missing science Understand the ultimate purpose of software and the goals of good design Determine the value of your design now and in the future Examine real-world examples that demonstrate how a system changes over time Create designs that allow for the most change in the environment with the least change in the software Make easier changes in the future by keeping your code simpler now Gain better knowledge of your software's behavior with more accurate tests

Where Wizards Stay Up Late-Matthew Lyon 1999-08-19 Twenty five years ago, it didn't exist. Today, twenty million people worldwide are surfing the Net. Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers where regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, Where Wizards Stay Up Late captures the hard work, genius, and happy accidents of their daring, stunningly

successful venture.

Revealing the Hidden Social Code-Marie Howley 2005-06-29 The Social Stories(TM) approach is widely acknowledged as a key technique for teaching social and life skills to children with autistic spectrum disorders. This text, endorsed by the originator of Social Stories(TM), Carol Gray, offers clear and comprehensive guidance for professionals, parents and carers on how to write successful and targeted Social Stories(TM) that will help develop the autistic spectrum child's understanding of social interaction. The book outlines the kinds of social challenges that people with ASD may experience and highlights the importance of learning social skills in meaningful contexts. An extended review of the guidelines for writing Social Stories(TM) will help writers to structure and develop their stories. The authors explain the key elements and highlight the potential difficulties that a writer may encounter, while providing encouragement and guidance through the various stages of what is often a challenging process. They include examples from their own professional experience, and suggest ways in which the Social Stories(TM) approach may enhance other strategies. Helpful advice on presentation and implementation is provided. Revealing the Hidden Social Code is essential reading for any professional, parent, carer or teacher wanting to employ Social Stories(TM) to develop social understanding in people with ASDs.

Beautiful Code-Greg Wilson 2007-06-26 How do the experts solve difficult problems in software development? In this unique and insightful book, leading computer scientists offer case studies that reveal how they found unusual, carefully designed solutions to high-profile projects. You will be able to look over the shoulder of major coding and design experts to see problems through their eyes. This is not simply another design patterns book, or another software engineering treatise

on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules. This book contains 33 chapters contributed by Brian Kernighan, KarlFogel, Jon Bentley, Tim Bray, Elliotte Rusty Harold, Michael Feathers,Alberto Savoia, Charles Petzold, Douglas Crockford, Henry S. Warren,Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and PiotrLuszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, AndrewKuchling, Travis E. Oliphant, Ronald Mak, Rogerio Atem de Carvalho andRafael Monnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, SimonPeyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, AndrewPatzer, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman,Laura Wingerd and Christopher Seiwald, and Brian Hayes. Beautiful Code is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

The Language of Thieves-Martin Puchner 2021-01-07 Since the Middle Ages, vagrants and thieves in Central Europe have spoken Rotwelsch, a secret language influenced by Yiddish and written in rudimentary signs. When Martin Puchner inherited a family archive, it led him on a journey into this extraordinary language but also into his family's connections to the Nazi Party, for whom Rotwelsch held a particular significance. A riveting story of the mindset and milieu of Central Europe and of the way language can be used to evade oppression, The Language of Thieves is also a deeply moving reckoning with a family's buried past.

All of Programming-Andrew Hilton 2019-07-02 All of Programming provides a platform for instructors to design courses which properly place their focus on the core fundamentals of programming, or to let a motivated student learn these skills independently. A

student who masters the material in this book will not just be a competent C programmer, but also a competent programmer. We teach students how to solve programming problems with a 7-step approach centered on thinking about how to develop an algorithm. We also teach students to deeply understand how the code works by teaching students how to execute the code by hand. This is Edition 1 (the second edition, as C programmers count from 0). It fixes a variety of formatting issues that arose from epub conversion, most notably practice exercises are now available in flowing text mode.

Sleights of Mind-Sandra Blakeslee 2011-02-03 What can magic tell us about ourselves and our daily lives? If you subtly change the subject during an uncomfortable conversation, did you know you're using attentional 'misdirection', a core technique of magic? And if you've ever bought an expensive item you'd sworn never to buy, you were probably unaware that the salesperson was, like an accomplished magician, a master at creating the 'illusion of choice'. Leading neuroscientists Stephen Macknik and Susana Martinez-Conde meet with magicians from all over the world to explain how the magician's art sheds light on consciousness, memory, attention, and belief. As the founders of the new discipline of NeuroMagic, they combine cutting-edge scientific research with startling insights into the tricks of the magic trade. By understanding how magic manipulates the processes in our brains, we can better understand how we work - in fields from law and education to marketing, health and psychology - for good and for ill.

Algorithmic Puzzles-Anany Levitin 2011-10-14 Algorithmic puzzles are puzzles involving well-defined procedures for solving problems. This book will provide an enjoyable and accessible introduction to algorithmic puzzles that will

develop the reader's algorithmic thinking. The first part of this book is a tutorial on algorithm design strategies and analysis techniques. Algorithm design strategies — exhaustive search, backtracking, divide-and-conquer and a few others — are general approaches to designing step-by-step instructions for solving problems. Analysis techniques are methods for investigating such procedures to answer questions about the ultimate result of the procedure or how many steps are executed before the procedure stops. The discussion is an elementary level, with puzzle examples, and requires neither programming nor mathematics beyond a secondary school level. Thus, the tutorial provides a gentle and entertaining introduction to main ideas in high-level algorithmic problem solving. The second and main part of the book contains 150 puzzles, from centuries-old classics to newcomers often asked during job interviews at computing, engineering, and financial companies. The puzzles are divided into three groups by their difficulty levels. The first fifty puzzles in the Easier Puzzles section require only middle school mathematics. The sixty puzzle of average difficulty and forty harder puzzles require just high school mathematics plus a few topics such as binary numbers and simple recurrences, which are reviewed in the tutorial. All the puzzles are provided with hints, detailed solutions, and brief comments. The comments deal with the puzzle origins and design or analysis techniques used in the solution. The book should be of interest to puzzle lovers, students and teachers of algorithm courses, and persons expecting to be given puzzles during job interviews.

Speaking Code-Geoff Cox 2013 The aesthetic and political implications of working with code as procedure, expression, and action. Speaking Code begins by invoking the "Hello World" convention used by programmers when learning a new language, helping to establish the interplay of text and code that runs through the book. Interweaving the

voice of critical writing from the humanities with the tradition of computing and software development, in Speaking Code Geoff Cox formulates an argument that aims to undermine the distinctions between criticism and practice and to emphasize the aesthetic and political implications of software studies. Not reducible to its functional aspects, program code mirrors the instability inherent in the relationship of speech to language; it is only interpretable in the context of its distribution and network of operations. Code is understood as both script and performance, Cox argues, and is in this sense like spoken language--always ready for action. Speaking Code examines the expressive and performative aspects of programming; alternatives to mainstream development, from performances of the live-coding scene to the organizational forms of peer production; the democratic promise of social media and their actual role in suppressing political expression; and the market's emptying out of possibilities for free expression in the public realm. Cox defends language against its invasion by economics, arguing that speech continues to underscore the human condition, however paradoxical this may seem in an era of pervasive computing.

Write Great Code, Vol. 2-Randall Hyde 2006 Provides information on how computer systems operate, how compilers work, and writing source code.

Eseere-Janette Grant 2014-04-09 Safiya Al-Akhad, haunted by forces that terrorize her dreams and aching from loss, is skeptical when approached about entering the Order of the Elementals, but desperate enough to risk her life by accepting the invitation. Orphaned from attacks by the colonizing off-worlders and born as an empath with an ability called eseeri that allows her to feel the emotions and sense the thoughts of others, she wrestles with maintaining her equilibrium when witnessing

the pain and oppression around her. Eseere, Book One of the Sahyun Chronicles series, follows the challenges that Safiya faces as she copes with her loss and learns who she is. All the while, events unfold that thrust her into a web of political plotting among the clans and the off-worlders. As a result, she begins to discover some of what she is capable of as she struggles to come to grips with the plight of her people.

True Professionalism-David H. Maister 2012-12-11 Are some technically competent professionals who work hard and long hours 'true professionals' or are they just cruisers? In this deeply illuminating call to arms, David Maister, the world's premier consultant to professional service firms, vigorously challenges individuals to examine closely the meaning of their work and reach beyond their grasp. The pursuit of the highest standards, Maister argues, is the primary road to commercial success. He presents a visionary reconception of

professionalism that encompasses a lifelong dedication to self-improvement, a personal commitment to excellence, and a true spirit of service to clients. Looking first at the individual professional, Maister dares those good corporate citizens who 'do their duty' to discover what they truly love to do. Turning to the institution, Maister focuses on what he calls the 'instability' of professional service firms today, and offers advice on how to invest in skill building. David Maister's message is a recipe for success and for professional satisfaction making TRUE PROFESSIONALISM a worthy successor to his previous writings.

Angels & Demons-Dan Brown 2006-05-23 The murder of a world-famous physicist raises fears that the Illuminati are operating again after centuries of silence, and religion professor Robert Langdon is called in to assist with the case.

Programming Windows-

Charles Petzold 1998-11-11 "Look it up in Petzold" remains the decisive last word in answering questions about Windows development. And in PROGRAMMING WINDOWS, FIFTH EDITION, the esteemed Windows Pioneer Award winner revises his classic text with authoritative coverage of the latest versions of the Windows operating system—once again drilling down to the essential API heart of Win32 programming. Topics include: The basics—input, output, dialog boxes An introduction to Unicode Graphics—drawing, text and fonts, bitmaps and metafiles The kernel and the printer Sound and music Dynamic-link libraries Multitasking and multithreading The Multiple-Document Interface Programming for the Internet and intranets Packed as always with definitive examples, this newest Petzold delivers the ultimate sourcebook and tutorial for Windows programmers at all levels working with Microsoft Windows 95, Windows 98, or Microsoft Windows NT. No aspiring or experienced developer can afford to be without it. An electronic version of this book is available on the companion CD. For customers who purchase an ebook version of this title, instructions for downloading the CD files can be found in the ebook.

The Code Book: The Secrets Behind Codebreaking-Simon Singh 2002-05-14 "As gripping as a good thriller." --The Washington Post Unpack the science of secrecy and discover the methods behind cryptography--the encoding and decoding of information--in this clear and easy-to-understand young adult adaptation of the national bestseller that's perfect for this age of WikiLeaks, the Sony hack, and other events that reveal the extent to which our technology is never quite as secure as we want to believe. Coders and codebreakers alike will be fascinated by history's most mesmerizing stories of intrigue and cunning--from Julius Caesar and his Caeser cipher to the Allies' use of the Enigma machine to decode

German messages during World War II. Accessible, compelling, and timely, The Code Book is sure to make readers see the past--and the future--in a whole new way. "Singh's power of explaining complex ideas is as dazzling as ever." --The Guardian

The Hidden Code of God-Matthew McNeil Asher 2018-08-19 This is a personal story, based on logic rather than emotion. It's a story that should help all of us destroy the bad emotions that lurk inside. One day, while mowing the lawn, I had an epiphany. This flash of truth just came naturally like a flash of light, and from that first flash, I felt as though I had been given the formula of humanity.

Real World OCaml-Yaron Minsky 2013-11-04 This fast-moving tutorial introduces you to OCaml, an industrial-strength programming language designed for expressiveness, safety, and speed. Through the book's many examples, you'll quickly learn how OCaml stands out as a tool for writing fast, succinct, and readable systems code. Real World OCaml takes you through the concepts of the language at a brisk pace, and then helps you explore the tools and techniques that make OCaml an effective and practical tool. In the book's third section, you'll delve deep into the details of the compiler toolchain and OCaml's simple and efficient runtime system. Learn the foundations of the language, such as higher-order functions, algebraic data types, and modules Explore advanced features such as functors, first-class modules, and objects Leverage Core, a comprehensive general-purpose standard library for OCaml Design effective and reusable libraries, making the most of OCaml's approach to abstraction and modularity Tackle practical programming problems from command-line parsing to asynchronous network programming Examine profiling and interactive debugging techniques with tools such as GNU gdb

The Hidden Code-Patricia J.

Hoover 2019

Michael Abrash's Graphics Programming Black Book-Michael Abrash 1997 No one has done more to conquer the performance limitations of the PC than Michael Abrash, a software engineer for Microsoft. His complete works are contained in this massive volume, including everything he has written about performance coding and real-time graphics. The CD-ROM contains the entire text in Adobe Acrobat 3.0 format, allowing fast searches for specific facts.

The Giving Tree-Shel Silverstein 2014-02-18 As The Giving Tree turns fifty, this timeless classic is available for the first time ever in ebook format. This digital edition allows young readers and lifelong fans to continue the legacy and love of a household classic that will now reach an even wider audience. Never before have Shel Silverstein's children's books appeared in a format other than hardcover. Since it was first published fifty years ago, Shel Silverstein's poignant picture book for readers of all ages has offered a touching interpretation of the gift of giving and a serene acceptance of another's capacity to love in return. Shel Silverstein's incomparable career as a bestselling children's book author and illustrator began with Lafcadio, the Lion Who Shot Back. He is also the creator of picture books including A Giraffe and a Half, Who Wants a Cheap Rhinoceros?, The Missing Piece, The Missing Piece Meets the Big O, and the perennial favorite The Giving Tree, and of classic poetry collections such as Where the Sidewalk Ends, A Light in the Attic, Falling Up, Every Thing On It, Don't Bump the Glump!, and Runny Babbit. And don't miss these other Shel Silverstein ebooks, Where the Sidewalk Ends, and A Light in the Attic!

The Hidden Language of Baseball-Paul Dickson 2009-05-26 Baseball is set apart from other sports by many things, but few are

more distinctive than the intricate systems of coded language that govern action on the field and give baseball its unique appeal. During a nine-inning game, more than 1,000 silent instructions are given-from catcher to pitcher, coach to batter, fielder to fielder, umpire to umpire-and without this speechless communication the game would simply not be the same. Baseball historian Paul Dickson examines for the first time the rich legacy of baseball's hidden language, offering fans everywhere a smorgasbord of history and anecdote. Whether detailing the origins of the hit-and-run, the true story behind the home run that gave "Home Run" Baker his nickname, Bob Feller's sign-stealing telescope, Casey Stengel's improbable method of signaling his bullpen, the impact of sign stealing on the Giants' miraculous comeback in 1951, or the pitches Andy Pettitte tipped off that altered the momentum of the 2001 World Series, Dickson's research is as thorough as his stories are entertaining. A roster of baseball's greatest names and games, past and present, echoes throughout, making The Hidden Language of Baseball a unique window on the history of our national pastime.

Begin to Code with Python-Rob Miles 2017-11-21 Become a Python programmer–and have fun doing it! Start writing software that solves real problems, even if you have absolutely no programming experience! This friendly, easy, full-color book puts you in total control of your own learning, empowering you to build unique and useful programs. Microsoft has completely reinvented the beginning programmer's tutorial, reflecting deep research into how today's beginners learn, and why other books fall short. Begin to Code with Python is packed with innovations, from its "Snaps" prebuilt operations to its "Make Something Happen" projects. Whether you're a total beginner or you've tried before, this guide will put the power, excitement, and fun of programming where it belongs: in your hands! Easy, friendly, and you're in control!

Learn how to... Get, install, and use powerful free tools to create modern Python programs Learn key concepts from 170 sample programs, and use them to jumpstart your own Discover exactly what happens when a program runs Approach program development with a professional perspective Learn the core elements of the Python language Build more complex software with classes, methods, and objects Organize programs so they're easy to build and improve Capture and respond to user input Store and manipulate many types of real-world data Define custom data types to solve specific problems Create interactive games that are fun to play Build modern web and cloud-based applications Use pre-built libraries to quickly create powerful software Get code samples, including complete apps, at: https://aka.ms/BegintoCodePython/downloads About This Book For absolute beginners who've never written a line of code For anyone who's been frustrated with other beginning programming books or courses For people who've started out with other languages and now want to learn Python Works with Windows PC, Apple Mac, Linux PC, or Raspberry Pi Includes mapping of MTA exam objectives that are covered in this book, as well as an appendix with further explanation of some of the topics on the exam

The Hummingbird's Daughter-Luis Alberto Urrea 2021-01-07 'Extraordinary . . . deeply felt and beautifully told' Observer It is 1889. Civil war is brewing in Mexico, and sixteen-year-old Teresita has just woken from the strangest dream - a dream that she has died. Only it was not a dream. This passionate and rebellious young woman has arisen from death with a power to heal - but it will take all her faith to endure the trials that await her and her family now that she has become the Saint of Cabora. The Hummingbird's Daughter is the story of a girl and a country grappling with their destiny. Two decades in the writing, the result is an epic, dazzling novel of love and loss, joy and sacrifice.

The Complexity of Identity and Interaction in Language Education-Nathanael Rudolph 2020 This book brings together critical approaches to identity and experience, with attention to the complexity of identity and interaction in and beyond the classroom, within language education. The chapters, written by professionals from a diverse array of backgrounds and contexts, have a particular focus on teacher education and classroom practice.

The Self-Taught Programmer-Cory Althoff 2017-01-24 "This book is not just about learning to program; although you will learn to code. If you want to program professionally, it is not enough to learn to code; that is why, in addition to helping you learn to program, I also cover the rest of the things you need to know to program professionally that classes and books don't teach you. "The Self-taught Programmer" is a roadmap, a guide to take you from writing your first Python program, to

passing your first technical interview."--Amazon.

How to Think Like a Coder-Jim Christian 2017-10-05 A back-to-basics guide on coding for absolute beginners, whether adults or children – no prior experience required! Coding is set to change the way we work and the skills we will need in the future. For those who know nothing about coding, getting to grips with the basics is daunting. Too many of the beginner books launch straight into programming techniques but what is really needed is an understanding of the key concepts of coding. Programming then becomes much easier to grasp. This accessible, fun book goes right back to the very basics, teaching central concepts such as loops, data types, pseudocode and calculations without having to learn a single line of code! Using a set of dice, a deck of cards or a pack of dominoes to enjoy fun and straightforward exercises, you will practise key skills such as critical thinking, creativity, logic and problem-solving and begin to

think like a coder without even turning on your computer. Once you are equipped with this basic toolkit, Think Like a Coder discusses the basic programmes that are available for beginners, keeping a focus on simple activities that draw analogies with the outside world to make learning easy and fun. Suitable for absolute beginners, adults and children. Designed to be a thorough yet lighthearted introduction for the complete beginner, Think Like a Coder is an essential addition to any keen programmer's bookshelf.

Computer Science Distilled-Wladston Ferreira Filho 2017-01-17 A foolproof walkthrough of must-know computer science concepts. A fast guide for those who don't need the academic formality, it goes straight to what differentiates pros from amateurs. First introducing discrete mathematics, then exposing the most common

algorithm and data structure design elements, and finally the working principles of computers and programming languages, the book is indicated to all programmers.

Alter Ego-Robbie Cooper 2007 Alter Ego explores the personal and social identities being shaped in the metaverse at the beginning of the 21st century. Portraits of online gamers and virtual-world participants from America, Asia and Europe are paired with images of their avatars, with profiles of real-world and virtual characters. This book is both an entertainment and a serious look at a phenomenon that is shaping the future of human interaction.

The RC666 Bible Code-Mark 7 Publishing 2007-01-01