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**Denny Atkin**

Sony CLIE For Dummies Denny Atkin, 2004-06-28 Shows users how to make the most of Sony's popular Palm OS PDA, the CLIE. Sony holds the second largest share of the U.S. PDA market-12.1 percent. Guides new and intermediate users through all the latest CLIE features and functions, from using Graffiti and working with Microsoft Office and PDF files to scheduling appointments, checking e-mail, and beaming data. Covers cool multimedia features such as taking digital photos, producing slide shows, recording and watching movies, transferring music, and creating reminders using the built-in voice recorder. Written in a friendly, accessible style by PDA guru Denny Atkin, Editorial Director of Handheld Computing magazine.

*Affect and Emotion in Human-Computer Interaction* Christian Peter, Russell Beale, 2008-08-25 Affect and emotion play an important role in our everyday lives: They are present whatever we do, wherever we are, and wherever we go, without us being aware of them for much of the time. When it comes to interaction, be it with humans, technology, or humans via technology, we suddenly become more aware of emotion, either by seeing the other's emotional expression, or by not getting an emotional response while anticipating one. Given this, it seems only sensible to explore affect and emotion in human-computer interaction, to investigate the underlying principles, to study the role they play, to develop methods to quantify them, and to finally build applications that make use of them. This is the research field for which, over ten years ago, Rosalind Picard coined the phrase affective computing. The present book provides an account of the latest work on a variety of aspects related to affect and emotion in human-technology interaction. It covers theoretical issues, user experience and design aspects as well as sensing issues, and reports on a number of affective applications that have been developed in recent years.

Perception and Machine Intelligence Malay K. Kundu, Sushmita Mitra, Debasis Mazumdar, Sankar K. Pal, 2012-01-12 This book constitutes the proceedings of the First Indo-Japanese conference on Perception and Machine Intelligence, PerMI'12, held in Kolkata, India, in January 2012. The 41 papers, presented together with 1 keynote paper and 3 plenary papers, were carefully reviewed and selected for inclusion in the book. The papers are organized in topical sections named perception; human-computer interaction; e-nose and e-tongue; machine intelligence and application; image and video processing; and speech and signal processing.

**Penetration Testing and Network Defense** Andrew Whitaker, Daniel P. Newman, 2006 The practical guide to simulating, detecting, and responding to network attacks. Create step-by-step testing plans. Learn to perform social engineering and host reconnaissance. Evaluate session hijacking methods. Exploit web server vulnerabilities. Detect attempts to breach database security. Use password crackers to obtain access information. Circumvent Intrusion Prevention Systems (IPS) and firewall protections and disrupt the service of routers and switches. Scan and penetrate wireless networks. Understand the inner workings of Trojan Horses, viruses, and other backdoor applications. Test UNIX, Microsoft, and Novell servers for vulnerabilities. Learn the root cause of buffer overflows and how to prevent them. Perform and prevent Denial of Service attacks. Penetration testing is a growing field but there has yet to be a definitive resource that instructs ethical hackers on how to perform a penetration test with the ethics and responsibilities of testing in mind. *Penetration Testing and Network Defense* offers detailed steps on how to emulate an outside attacker in order to assess the security of a network. Unlike other books on hacking, this book is specifically geared towards penetration testing. It includes important information about liability issues and ethics as well as procedures and documentation. Using popular open-source and commercial applications, the book shows you how to perform a penetration test on an organization's network, from creating a test

plan to performing social engineering and host reconnaissance to performing simulated attacks on both wired and wireless networks. Penetration Testing and Network Defense also goes a step further than other books on hacking, as it demonstrates how to detect an attack on a live network. By detailing the method of an attack and how to spot an attack on your network, this book better prepares you to guard against hackers. You will learn how to configure, record, and thwart these attacks and how to harden a system to protect it against future internal and external attacks. Full of real-world examples and step-by-step procedures, this book is both an enjoyable read and full of practical advice that will help you assess network security and develop a plan for locking down sensitive data and company resources. This book goes to great lengths to explain the various testing approaches that are used today and gives excellent insight into how a responsible penetration testing specialist executes his trade. -Bruce Murphy, Vice President, World Wide Security Services, Cisco Systems(R)

**The SAGE Encyclopedia of Surveillance, Security, and Privacy** Bruce A. Arrigo, 2016-06-15 Although surveillance hit the headlines with revelations by Edward Snowden that the National Security Agency had been tracking phone calls worldwide, surveillance of citizens by their governments actually has been conducted for centuries. Only now, with the advent of modern technologies, it has exponentially evolved so that today you can barely step out your door without being watched or recorded in some way. In addition to the political and security surveillance unveiled by the Snowden revelations, think about corporate surveillance: each swipe of your ID card to enter your office is recorded, not to mention your Internet activity. Or economic surveillance: what you buy online or with a credit card is recorded and your trip to the supermarket is videotaped. Drive through a tollbooth, and your license plate is recorded. Simply walk down a street and your image could be recorded again and again and again. Where does this begin and end? In all levels of social structure, from the personal to the political to the economic to the judicial, The SAGE Encyclopedia of Surveillance, Security, and Privacy uncovers and explains how surveillance has come to be an integral part of how our contemporary society operates worldwide and how it impacts our security and privacy. Key Features: Approximately 450 signed entries from contributors around the globe Further readings and cross-references conclude each article to guide students further as they explore a topic A Reader's Guide organizes entries by broad thematic areas

*Encyclopedia of Humor Studies* Salvatore Attardo, 2014-02-25 The Encyclopedia of Humor: A Social History explores the concept of humor in history and modern society in the United States and internationally. This work's scope encompasses the humor of children, adults, and even nonhuman primates throughout the ages, from crude jokes and simple slapstick to sophisticated word play and ironic parody and satire. As an academic social history, it includes the perspectives of a wide range of disciplines, including sociology, child development, social psychology, life style history, communication, and entertainment media. Readers will develop an understanding of the importance of humor as it has developed globally throughout history and appreciate its effects on child and adult development, especially in the areas of health, creativity, social development, and imagination. This two-volume set is available in both print and electronic formats. Features & Benefits: The General Editor also serves as Editor-in-Chief of HUMOR: International Journal of Humor Research for The International Society for Humor Studies. The book's 335 articles are organized in A-to-Z fashion in two volumes (approximately 1,000 pages). This work is enhanced by an introduction by the General Editor, a Foreword, a list of the articles and contributors, and a Reader's Guide that groups related entries thematically. A Chronology of Humor, a Resource Guide, and a detailed Index are included. Each entry concludes with References/Further Readings and cross references to related entries.

The Index, Reader's Guide themes, and cross references between and among related entries combine to provide robust search-and-browse features in the electronic version. This two-volume, A-to-Z set provides a general, non-technical resource for students and researchers in such diverse fields as communication and media studies, sociology and anthropology, social and cognitive psychology, history, literature and linguistics, and popular culture and folklore.

Game Physics Cookbook Gabor Szauer, 2017-03-24 Discover over 100 easy-to-follow recipes to help you implement efficient game physics and collision detection in your games About This Book Get a comprehensive coverage of techniques to create high performance collision detection in games Learn the core mathematics concepts and physics involved in depicting collision detection for your games Get a hands-on experience of building a rigid body physics engine Who This Book Is For This book is for beginner to intermediate game developers. You don't need to have a formal education in games—you can be a hobbyist or indie developer who started making games with Unity 3D. What You Will Learn Implement fundamental maths so you can develop solid game physics Use matrices to encode linear transformations Know how to check geometric primitives for collisions Build a Physics engine that can create realistic rigid body behavior Understand advanced techniques, including the Separating Axis Theorem Create physically accurate collision reactions Explore spatial partitioning as an acceleration structure for collisions Resolve rigid body collisions between primitive shapes In Detail Physics is really important for game programmers who want to add realism and functionality to their games. Collision detection in particular is a problem that affects all game developers, regardless of the platform, engine, or toolkit they use. This book will teach you the concepts and formulas behind collision detection. You will also be taught how to build a simple physics engine, where Rigid Body physics is the main focus, and learn about intersection algorithms for primitive shapes. You'll begin by building a strong foundation in mathematics that will be used throughout the book. We'll guide you through implementing 2D and 3D primitives and show you how to perform effective collision tests for them. We then pivot to one of the harder areas of game development—collision detection and resolution. Further on, you will learn what a Physics engine is, how to set up a game window, and how to implement rendering. We'll explore advanced physics topics such as constraint solving. You'll also find out how to implement a rudimentary physics engine, which you can use to build an Angry Birds type of game or a more advanced game. By the end of the book, you will have implemented all primitive and some advanced collision tests, and you will be able to read on geometry and linear Algebra formulas to take forward to your own games! Style and approach Gain the necessary skills needed to build a Physics engine for your games through practical recipes, in an easy-to-read manner. Every topic explained in the book has clear, easy to understand code accompanying it.

How to Pass OSCP Series: Windows Privilege Escalation Step-By-Step Guide Alan Wang, 2020-11-13 This book is the first of a series of How To Pass OSCP books and focus on techniques used in Windows Privilege Escalation. This is a step-by-step guide that walks you through the whole process of how to escalate privilege in Windows environment using many common techniques. We start by gathering as much information about the target as possible either manually or using automated scripts. Next, we search for misconfigured services or scheduled tasks, insufficient file permission on binaries or services, vulnerable kernel, vulnerable software running with high privileges, sensitive information stored on local files, credential saved in the memory, registry settings that always elevate privileges before executing a binary, hard-coded credential contained in the application configuration files, and many more. Table of Contents Introduction Section One: Windows Configuration Chapter 1: AlwaysInstallElevated Section Two: Domain Controller

Chapter 2: Zerologon Section Three: Windows Service Chapter 3: Service - Insecure File Permission Chapter 4: Service - Unquoted Path Chapter 5: Service - Bin Path Chapter 6: Service - Registry Chapter 7: Service - DLL Hijacking Section Four: Scheduled Tasks Chapter 8: Scheduled Tasks Section Five: Windows Registry Chapter 9: Autorun Chapter 10: Startup Applications Section Six: Windows Kernel Chapter 11: Kernel - EternalBlue Chapter 12: Kernel - MS15-051 Chapter 13: Kernel - MS14-058 Section Seven: Potato Exploits Chapter 14: Juicy Potato Chapter 15: Rogue Potato Section Eight: Password Mining Chapter 16: Password Mining - Memory Chapter 17: Password Mining - Registry Chapter 18: Password Mining - SiteList Chapter 19: Password Mining - Unattended Chapter 20: Password Mining - Web.config Section Nine: UAC Bypass Chapter 21: User Account Control Bypass For more information, please visit <http://www.howtopassoscp.com/>.

**The Amateur Astronomer** Patrick Moore, 2006-07-31 This 2000 Edition of Sir Patrick Moore's classic book has been completely revised in the light of changes in technology. Not only do these changes include commercially available astronomical telescopes and software, but also what we know and understand about the universe. There are many new photographs and illustrations. Packs a great deal of valuable information into appendices which make up almost half the book. These are hugely comprehensive and provide hints and tips, as well as data (year 2000 onwards) for pretty well every aspect of amateur astronomy. This is probably the only book in which all this information is collected in one place.

**The Power of Interest for Motivation and Engagement** K Ann Renninger, Suzanne Hidi, 2015-11-19 The Power of Interest for Motivation and Engagement describes the benefits of interest for people of all ages. Using case material as illustrations, the volume explains that interest can be supported to develop, and that the development of a person's interest is always motivating and results in meaningful engagement. This volume is written for people who would like to know more about the power of their interests and how they could develop them: students who want to be engaged, educators and parents wondering about how to facilitate motivation, business people focusing on ways in which they could engage their employees and associates, policy-makers whose recognition of the power of interest may lead to changes resulting in a new focus supporting interest development for schools, out of school activity, industry, and business, and researchers studying learning and motivation. It draws on research in cognitive, developmental, educational, and social psychology, as well as in the learning sciences, and neuroscience to demonstrate that there is power for everyone in leveraging interest for motivation and engagement.

*Literacy, Media, Technology* Becky Parry, Cathy Burnett, Guy Merchant, 2016-12-01 Literacy, Media, Technology considers the continued significance of popular culture forms such as postcards, film, television, games, virtual worlds and social media for educators. Following multiple pathways through technological innovation, the contributors reflect on the way in which digital and portable devices lead to new and emerging forms of reading, participating and creating. Rejecting linear conceptualisations of progression, they explore how time is not linear as technological advances are experienced in multiple ways linked to different personal, social, political and economic trajectories. The contributors describe a range of practices from formal and informal education spaces and interrogate some of the continuities and discontinuities associated with literacy, media and technology at a time when rapidly evolving communicative practices often meet intransigence in educational systems. The chapters adopt diverse forms: historical perspectives, personal story and reflection, project reports, document analysis, critical reviews of resources, ethnographic accounts, and analyses of meaning-making within and beyond educational institutions. Together, they provide multiple insights into

the diverse and fluid relationships between literacy, media, technology, and everyday life, and the many ways in which these relationships are significant to educational research and practice.

*Heart-life in Song* Frances Harrison Marr,1883

Professors in the Gig Economy Kim Tolley,2018-05 Machine generated contents note: Preface, by Kim Tolley Acknowledgements 1. From Golden Era to Gig Economy, by A.J. Angulo 2. Understanding the Need for Unions, by Adrianna Kezar and Thomas DePaola 3. A Long History of Activism and Organizing, by Timothy R. Cain 4. Union Organizing and the Law, by Gregory Saltzman 5. A Just Employment Approach to Adjunct Unionization, by Joseph McCartin and Nicholas Wertsch 6. Unionizing Adjunct and Tenure-Track Faculty at Notre Dame de Namur, by Kim Tolley, Marianne Delaporte, and Lorenzo Giachetti 7. Unions, Shared Governance, and Historically Black Colleges and Universities, by Elizabeth K. Davenport 8. Forming a Union, by Shawn Gilmore 9. Wall to Wall, by Luke Elliot-Negri 10. California State University East Bay, by Kim Geron and Gretchen M. Reevy Conclusion, by Kim Tolley and Kristen Edwards Contributors Appendix Index.

**PC Hacks** Jim Aspinwall,2005 Presents information on getting the most out of a PC's hardware and software, covering such topics as upgrading the BIOS, configuring the hard drive, installing more RAM, improving CPU performance, and adding COM ports.

*The Little Mac Book* Robin Williams,2001 The bestselling Macintosh book for beginners and intermediate users is now completely updated to reflect Apple's new hardware offerings and Mac OS 9.1. Beginning users are guided through the Mac OS and around computers in general, and are provided information on features such as iMovie, iTunes, and iDVD.

**Tree Shaker** Bill Keller,2008 Without deifying its subject, this biography looks at the life of Nelson Mandela, placing his awe-inspiring political accomplishments into historical context for young readers.

**America and Cosmic Man** Wyndham Lewis,2013-10 This is a new release of the original 1949 edition.

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