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Cult 45

BookRix **Emerson Montgomery, a well-known political commentator, shares his personal views on Martin Wagner, the 45th President of the United States. He compares Wagner to other world leaders and notices similarities. Emerson adds anecdotes from his experience with the president as well as his family and colleagues.**

Embryo Culture

Making Babies in the Twenty-first Century

Sarah Crichton Books **"Injections + Appointments + Egg Retrieval + Embryo Transfer = Resources (Energy x Time x Emotion)" That's the equation that was projected onto the screen when Beth Kohl and her husband first showed up at the in vitro fertilization (IVF) clinic. "Good evening," the program's psychologist told the gathered infertile couples. "Before you begin your treatment, you should know that this program is emotionally and psychologically stressful." And how. In this marvelously unconventional account of her struggles to bear children, Kohl leads the reader on an oh-so-up-close tour of fertilization in America, and the ways in which science and miracle, technology and faith, converge to create life in the twentyfirst century. Along the way, Kohl wrestles with a new world of medical ethics: Should she "selectively reduce" the number of embryos successfully implanted in the womb in order to prevent a potentially complicated pregnancy? How much genetic testing of fertilized eggs is too much? What is she supposed to do with the seven embryos left over from the IVF process? When Andrew Solomon wrote The Noonday Demon, he opened the world of depression to readers as no writer had done before. And when Stephen L. Carter wrote Reflections of an Affirmative Action Baby, many readers were forced to completely rethink race and prejudice. Kohl's spirited and rich exploration of "embryo culture" will completely revise how we see modern motherhood.**

The Ultimate Lean and Green Cookbook 2021

500+ Lean & Green Meals and Fueling Snacks to Enjoy Every Week. The Most Complete Cookbook to Make Weight Loss and Fat Burning Easy for Lifelong Results

Rachel Kim **55% discount for bookstores! Do you want to lose weight and not compromise on the food you love? Your customers will never stop using this great cookbook!**

Robert Ludlum's (TM) The Utopia Experiment

Hachette UK **With U.S. intelligence agencies wracked by internal power struggles and paralyzed by bureaucracy, the president has been forced to establish his own clandestine group--Covert-One. It's activated only as a last resort, when the threat is on a global scale and time is running out.The Utopia Experiment When Dresner Industries unveils the Merge, a device that is destined to revolutionize the world and make the personal computer and smartphone obsolete, Covert-One operative Colonel Jon Smith is assigned to assess its military potential. He discovers that enhanced vision, real-time battlefield displays, unbreakable security, and near-perfect marksmanship are only the beginning of a technology that will change the face of warfare forever--and one that must be kept out of the hands of America's enemies at all costs. Meanwhile, in the mountains of Afghanistan, CIA operative Randi Russell encounters an entire village of murdered Afghans--all equipped with enhanced Merge technology that even the Agency didn't know existed. As Smith and Russell delve into the circumstances surrounding the Afghans' deaths, they're quickly blocked by someone who seems to have access to the highest levels of the military--a person that even the president knows nothing about. Is the Merge really as secure as its creator claims? And what secrets about its development is the Pentagon so desperate to hide? Smith and Russell are determined to learn the truth. But they may pay for it with their**

lives . . .

Sams Teach Yourself PHP, MySQL and Apache in 24 Hours

Sams Publishing **Explains how to create Web sites using the PHP scripting language, the MySQL database system, and the Apache Web server on a Windows or Linux system.**

C Programming in One Hour a Day, Sams Teach Yourself

Sams Teac Your C One Hour D_7

Sams Publishing **Sams Teach Yourself C Programming in One Hour a Day, Seventh Edition is the newest version of the worldwide best-seller Sams Teach Yourself C in 21 Days. Fully revised for the new C11 standard and libraries, it now emphasizes platform-independent C programming using free, open-source C compilers. This edition strengthens its focus on C programming fundamentals, and adds new material on popular C-based object-oriented programming languages such as Objective-C. Filled with carefully explained code, clear syntax examples, and well-crafted exercises, this is the broadest and deepest introductory C tutorial available. It's ideal for anyone who's serious about truly mastering C – including thousands of developers who want to leverage its speed and performance in modern mobile and gaming apps. Friendly and accessible, it delivers step-by-step, hands-on experience that starts with simple tasks and gradually builds to professional-quality techniques. Each lesson is designed to be completed in hour or less, introducing and clearly explaining essential concepts, providing practical examples, and encouraging you to build simple programs on your own. Coverage includes: Understanding C program components and structure Mastering essential C syntax and program control Using core language features, including numeric arrays, pointers, characters, strings, structures, and variable scope Interacting with the screen, printer, and keyboard Using functions and exploring the C Function Library Working with memory and the compiler Contents at a Glance PART I: FUNDAMENTALS OF C 1 Getting Started with C 2 The Components of a C Program 3 Storing Information: Variables and Constants 4 The Pieces of a C Program: Statements, Expressions, and Operators 5 Packaging Code in Functions 6 Basic Program Control 7 Fundamentals of Reading and Writing Information PART II: PUTTING C TO WORK 8 Using Numeric Arrays 9 Understanding Pointers 10 Working with Characters and Strings 11 Implementing Structures, Unions, and TypeDefs 12 Understanding Variable Scope 13 Advanced Program Control 14 Working with the Screen, Printer, and Keyboard PART III: ADVANCED C 15 Pointers to Pointers and Arrays of Pointers 16 Pointers to Functions and Linked Lists 17 Using Disk Files 18 Manipulating Strings 19 Getting More from Functions 20 Exploring the C Function Library 21 Working with Memory 22 Advanced Compiler Use PART IV: APPENDIXES A ASCII Chart B C/C++ Reserved Words C Common C Functions D Answers**

Sams Teach Yourself Google TV App Development in 24 Hours

Sams Publishing **In just 24 sessions of one hour or less, Sams Teach Yourself Google TV App Development in 24 Hours will help you master app development with the radically improved new version of Google TV running Android 3.2 and Android second-screen apps using 4.2. Using its straightforward, step-by-step approach, you'll gain the hands-on skills you need to build all three types of Google TV apps: Web, Android, and second-screen apps. You'll learn today's Google TV development best practices. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Google TV development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Carmen Delessio is an expert Android and application developer who has worked as a programmer, technical architect, and CTO at large and small organizations. He began his online development career at Prodigy working on early Internet applications. He has written for Androidguys.com, Mashable, and ScreenItUp.com. His apps can be found at Bffmedia.com. Learn how to… n Develop for TV watchers and the "10-foot user experience" n Create highly interactive and responsive TV apps n Use Google TV's optimized HTML templates and layouts n Integrate HTML5 and jQuery into your Google TV apps n Design effective user interaction, dialogs, navigation, and video sitemaps n Organize Google TV apps intuitively with Tabs and the ActionBar n Use Fragments to simplify your development process n Store structured data locally in SQLite for instant user access n Create and use ContentProviders n Use the Channel Listing Provider for apps with TV listings and changing channels n Build second-screen apps to connect Google TV with a second device n Use the Anymote protocol to handle messaging between TVs and remote devices n Bring it all together to build a complete Google TV app, from start to finish**

Sampling of Heterogeneous and Dynamic Material Systems

Theories of Heterogeneity, Sampling and Homogenizing

Elsevier **Although sampling errors inevitably lead to analytical errors, the importance of sampling is often overlooked. The main purpose of this book is to enable the reader to identify every possible source of sampling error in order to derive practical rules to (a) completely suppress avoidable errors, and (b) minimise and estimate the effect of unavoidable errors. In short, the degree of representativeness of the sample can be known by applying these rules. The scope covers the derivation of theories of probabilistic sampling and of bed-blending from a complete theory of heterogeneity which is based on an original, very thorough, qualitative and quantitative analysis of the concepts of homogeneity and heterogeneity. All sampling errors result from the existence of one form or another of heterogeneity. Sampling theory is derived from the theory of heterogeneity by application of a probabilistic operator to a material whose heterogeneity has been characterized either by a simple scalar (a variance: zero-dimensional batches) or by a function (a variogram: one-dimensional batches). A theory of bed-blending (one-dimensional homogenizing) is then easily derived from the sampling theory. The book should be of interest to all analysts and to those dealing with quality, process control and monitoring, either for technical or for commercial purposes, and mineral processing. Although this book is primarily aimed at graduates, large portions of it are suitable for teaching sampling theory to undergraduates as it contains many practical examples provided by the author's 30-year experience as an international consultant. The book also contains useful source material for short courses in Industry.**

Sams Teach Yourself Core Data for Mac and IOS in 24 Hours

Sams Publishing **In just 24 sessions of one hour or less, start using Core Data to build powerful data-driven apps for iOS devices and Mac OS X computers! Using this book's straightforward, step-by-step approach, you'll discover how Apple's built-in data persistence framework can help you meet any data-related requirement, from casual to enterprise-class. Beginning with the absolute basics, you'll learn how to create data models, build interfaces, interact with users, work with data sources and table views, and even get started with iCloud. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common Core Data development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Start writing database apps fast, with Xcode 4's powerful tools and templates Master the Objective-C features and patterns Core Data relies upon Understand Core Data's goals, components, and behavior Model data graphically with Xcode 4's Data Model Editor Leverage the full power of Managed Objects Use controllers to integrate your data model with your code Fetch, use, and store data from any source Develop interfaces and features more quickly with Interface Builder Add navigation and control features that integrate seamlessly with Core Data Interact with users via popovers, segmented controls, action sheets, and tab bars Create table views that users can edit Let Xcode 4 and Core Data validate your data for you Use Predicates to precisely select the right data Get ready for iCloud features to sync and move data among your iCloud-enabled devices Jesse Feiler is a leading expert on Apple database development. Feiler has worked with databases since the 1980s, writing about technologies that have since evolved into Core Data. His database clients have included Federal Reserve Bank of New York, Young & Rubicam, and many small and nonprofit organizations. His recent books include Data-Driven iOS Apps for iPad and iPhone with FileMaker Pro, Bento by FileMaker, and FileMaker Go, and FileMaker Pro in Depth. Category: Mac Programming Covers: Core Data User Level: Beginning-to-Intermediate Register your book at informit.com/title/9780672335778 for access to all code examples from the book, as well as updates, and corrections as they become available.**

Sams Teach Yourself Microsoft Office PowerPoint 2003 in 24 Hours

Sams Publishing **A guide to the business presentation software explains how to combine text, animation, video, photographs, sound effects, and narration into a professional-looking presentation.**

Sams Teach Yourself Perl in 21 Days

Sams Publishing **'Sams Teach Yourself Perl in 21 Days' covers the basics in the first few chapters, and then moves on to practical uses of Perl and in-depth discussions of more advanced topics. Perl is a popular programming language typically used in Unix systems.**

Sams Teach Yourself iPad Application Development in 24 Hours

Sams Publishing **The clear, easy-to-understand tutorial for developers who want to write software for today's hottest new device: Apple's iPad! Figures and code appear as they do in Xcode Covers iOS 3.2 and up In just 24 sessions of one hour or less, learn how to build powerful applications for today's hottest tablet device: the iPad! Using this book's straightforward, step-by-step approach, you'll master every skill and technology you need, from setting up your Xcode development environment to utilizing the full iPad screen real estate for touchable interfaces, integrating maps and media, to improving the reliability and performance of your software. Each lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success! Step-by-step instructions carefully walk you through the most common iPad development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Printed in full color Learn the features of the Xcode development suite Prepare your system and iPad for efficient development Get started fast with Apple's Objective-C and Cocoa Touch Understand the Model-View-Controller (MVC) development paradigm Implement advanced application interfaces with interactive widgets and web-connected interfaces Enhance the user experience with popovers and other iPad-only UI features Build interfaces that adjust to the iPad's orientation Read and write data, and navigate it with table views Implement media playback and recording capabilities Integrate your software with the iPad's email, photos, iPod, and address book applications Create map and location-based services Sense motion with the iPad accelerometer input Discover the tools for building universal iPad/iPhone/iPod touch applications Distribute your applications through the App Store**

Sams Teach Yourself Object Oriented Programming in 21 Days

Sams Publishing **The overriding purpose of this title is to make programmers marketable. The software industry will leave behind any developer who does not have object-oriented development skills, and this book helps the developer to quickly get up to speed with objects.**

Sample Surveys: Inference and Analysis

Morgan Kaufmann **Handbook of Statistics_29B contains the most comprehensive account of sample surveys theory and practice to date. It is a second volume on sample surveys, with the goal of updating and extending the sampling volume published as volume 6 of the Handbook of Statistics in 1988. The present handbook is divided into two volumes (29A and 29B), with a total of 41 chapters, covering current developments in almost every aspect of sample surveys, with references to important contributions and available software. It can serve as a self contained guide to researchers and practitioners, with appropriate balance between theory and real life applications. Each of the two volumes is divided into three parts, with each part preceded by an introduction, summarizing the main developments in the areas covered in that part. Volume 1 deals with methods of sample selection and data processing, with the later including editing and imputation, handling of outliers and measurement errors, and methods of disclosure control. The volume contains also a large variety of applications in specialized areas such as household and business surveys, marketing research, opinion polls and censuses. Volume 2 is concerned with inference, distinguishing between design-based and model-based methods and focusing on specific problems such as small area estimation, analysis of longitudinal data, categorical data analysis and inference on distribution functions. The volume contains also chapters dealing with case-control studies, asymptotic properties of estimators and decision theoretic aspects. Comprehensive account of recent developments in sample survey theory and practice Covers a wide variety of diverse applications Comprehensive bibliography**

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Sams Publishing **Explains what XML Web services are, where to apply Web services technology, the infrastructure behind .NET and XML Web services, and the programming model used to create Web services.**

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Sams Publishing **Covers Windows Phone 7.5 In just 24 sessions of one hour or less, you'll learn how to develop mobile applications for Windows Phone 7! Using this book's straightforward, step-by-step approach, you'll learn the fundamentals of Windows Phone 7 app development, how to leverage Silverlight or the XNA Framework, and how to get your apps into the Windows Marketplace. One step at a time, you'll master new features ranging from the new sensors to using launchers and choosers. Each lesson builds on what you've already learned, helping you get the job**

done fast—and get it done right! Step-by-step instructions carefully walk you through the most common Windows Phone 7 app development tasks. Quizzes and exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to perform tasks. Watch Out! cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Choose an application framework Use the sensors Develop touch-friendly apps Utilize push notifications Consume web data services Integrate with Windows Phone hubs Use the Bing Map control Get better performance out of your apps Work with data Localize your apps Use launchers and choosers Market and sell your apps

Sams Teach Yourself Game Programming with DirectX in 21 Days

Sams Publishing **Teaches how to write games using Direct3D, discussing such topics as how to create and manage Direct3D objects, how to program animation sequences, how to add sound effects, and how to program a role-playing game.**

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Sams Publishing **Examines the new features of the operating system, covering such topics as Windows XP upgrading and installation, configuring services, menu navigation, Internet options, and networking.**

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Sams Publishing **Lessons for beginners cover entering and exiting applications, controlling hardware settings, file management, resource sharing, printing, working with graphics, and using Windows 2000 Professional's accessories.**

Sams Teach Yourself Beginning Databases in 24 Hours

Sams Publishing **Discusses how to choose the correct database, how to design a database, how to organize data, how to query and update data, how to create reports, and how to build applications that use databases.**

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Sams Teach Yourself Google AdWords in 10 Minutes

Pearson Education **Sams Teach Yourself Google AdWords in 10 Minutes gives you straightforward, practical answers when you need fast results. By working through its 10-minute lessons, you'll learn everything you need to use Google AdWords to find more customers, sell more of your products and services, and earn higher profits at lower cost! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information Plain English definitions explain new terms 10 minutes is all you need to learn how to… Identify goals, target markets, and demographics Create your AdWords account and publish your first test ads Write great ads and continually improve your copy Schedule ads for the right times of day, days of the week, holidays, and seasons Master AdWords' tools for managing accounts, bids, keywords, and ads Choose, fine-tune, and optimize keywords Use AdWords to complement organic search engine optimization (SEO) campaigns Use geotargeting and other advanced techniques Profit from AdWords' suggestions–and know when to ignore them Utilize AdWords reporting to improve your ads' profitability Control spending, manage cash flow, and reduce costs without impacting results Troubleshoot your AdWords campaigns**

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Pearson Education **Sams Teach Yourself Tumblr® in 10 Minutes offers straightforward, practical answers when you need fast results. By working through 10-minute lessons, you'll learn everything you need to use Tumblr to create a blog for sharing tweets, links, text, media, email, anything! Each compact lesson zeroes in on essential techniques, with fast, step-by-step instructions that help you do it right the first time! Tips point out shortcuts and solutions Cautions help you avoid common pitfalls Notes provide additional information 10 minutes is all you need to learn how to… Create and run a personal blog incredibly easily! Personalize your tumblog with themes and a custom domain name Post text, links, photos, media, and more Add comments to your tumblog Save and share your tweets from Twitter on Tumblr Feed your tumblog content to your Facebook page Post from your cellphone, iPhone, or iPad Find tumblogs you like, and quote or repost their content Extend tumblogs with Goodies and Third-Party Apps**

Sams Teach Yourself TCP/IP in 24 Hours

Pearson Education **In just 24 lessons of one hour or less, you will uncover the inner workings of TCP/IP. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of TCP/IP from the ground up. Practical discussions provide an inside look at TCP/IP components and protocols. Step-by-step instructions walk you through many common tasks. Q&As at the end of each hour help you test your knowledge. Notes and tips point out shortcuts and solutions and help you steer clear of potential problems. If you're looking for a smart, concise introduction to the protocols that power the Internet, start your clock and look inside. Sams Teach Yourself TCP/IP in 24 Hours is your guide to the secrets of TCP/IP. Learn about... Protocols at each layer of the TCP/IP stack Routers and gateways IP addressing Subnetting TCP/IP networks Name resolution techniques TCP/IP utilities such as ping and traceroute TCP/IP over wireless networks IP version 6 The World Wide Web and how it works TCP/IP mail protocols such as POP3, IMAP4, and SMTP Casting, streaming, and automation Web services Detecting and stopping network attacks Part I: TCP/IP Basics Hour 1 What Is TCP/IP? 7 Hour 2 How TCP/IP Works 21 Part II: The TCP/IP Protocol System Hour 3 The Network Access Layer 35 Hour 4 The Internet Layer 47 Hour 5 Subnetting and CIDR 69 Hour 6 The Transport Layer 83 Hour 7 The Application Layer 107 Part III: Networking with TCP/IP Hour 8 Routing 121 Hour 9 Getting Connected 143 Hour 10 Firewalls 175 Hour 11 Name Resolution 185 Hour 12 Automatic Configuration 215 Hour 13 IPv6--The Next Generation 229 Part IV: TCP/IP Utilities Hour 14 TCP/IP Utilities 243 Hour 15 Monitoring and Remote Access 275 Part V: TCP/IP and the Internet Hour 16 The Internet: A Closer Look 297 Hour 17 HTTP, HTML, and the World Wide Web 305 Hour 18 Email 321 Hour 19 Streaming and Casting 339 Part VI: Advanced Topics Hour 20 Web Services 353 Hour 21 The New Web 363 Hour 22 Network Intrusion 375 Hour 23 TCP/IP Security 391 Hour 24 Implementing a TCP/IP Network--Seven Days in the Life of a Sys Admin 413 Index**

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interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do somethi.

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Sams Teach Yourself C in 21 Days

Sams Publishing **This complete learning edition includes a CD with all code examples and an ANSI-compliant C compiler. The C programming language is the grandfather of most modern structured programming languages such as Java, C++, and Pascal.**

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Sams Teach Yourself Routing in 24 Hours

Sams Publishing **Sams Teach Yourself Routing in 24 Hours presents routing fundamentals in 24 easy to follow lessons that build upon the previous lessons. Each of these lessons can stand alone as a tutorial on a particular routing concept, thereby adding greater value to the book. In addition to these "easy to follow" lessons, this book is full of useful notes, tips, and cautions from the author's extensive experience that will prove invaluable to anyone who wants to learn routing as quickly as possible. The reader will also benefit from the exercises (each one based on an actual experience the author has encountered) at the end of each chapter.**

Sams Teach Yourself Movable Type in 24 Hours

Sams Publishing **Provides lessons on using Movable Type to build, administer, and maintain a Web site.**

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