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IPhone 11 User Guide - Brian McShore 2019-10-21
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.
Adventures in Arduino - Becky Stewart 2015-05-04
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.
Raspberry Pi LED Blueprints - Agus Kurniawan 2015-09-24
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.
Information Technology - Roger Carter 2013-10-22
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.

Arduino Sketches - James A. Langbridge 2015-01-07

Master programming Arduino with this hands-on guide Arduino Sketches is a practical guide to programming theincreasingly popular microcontroller that brings gadgets to life.Accessible to tech-lovers at any level, this book provides expertinstruction on Arduino programming and hands-on practice to testyour skills. You'll find coverage of the various Arduino boards,detailed explanations of each standard library, and guidance oncreating libraries from scratch - plus practical examplesthat demonstrate the everyday use of the skills you're learning.Work on increasingly advanced programming projects, and gain morecontrol as you learn about hardware-specific libraries and how tobuild your own. Take full advantage of the Arduino API, and learnthe tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processorand sockets that allow you to quickly attach peripherals withouttools or solders. It's easy to build, easy to program, and requiresno specialized hardware. For the hobbyist, it's a dream come true- especially as the popularity of this open-source projectinspires even the major tech companies to develop compatibleproducts. Arduino Sketches is a practical, comprehensiveguide to getting the most out of your Arduino setup. You'll learnto: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee Find, import, and update user libraries, and learn to createyour own Master the Arduino Due, Esplora, Yun, and Robot boards forenhanced communication, signal-sending, and peripherals Play audio files, send keystrokes to a computer, control LEDand cursor movement, and more This book presents the Arduino fundamentals in a way that helpsyou apply future additions to the Arduino language, providing agreat foundation in this rapidly-growing project. If you're lookingto explore Arduino programming, Arduino Sketches is thetoolbox you need to get started.

Arduino by Example - Adith Jagadish Boloor 2015-09-14

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.

Internet of Things with Python - Gaston C. Hillar 2016-05-20

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.

CDT 2019 - American Dental Association 2018-08-29

CDT 2019: Dental Procedure Codes, developed and published by the American Dental Association, is the most up-to-date coding resource and only HIPAA-recognized code set for dentistry. The new 2019 edition includes 15 new codes, 5 revised codes, and 4 deleted codes. Changes include delivery of non-opioid drugs for pain management, measuring and documenting glucose levels just prior to a procedure, use of translation services, and more. This resource is critical for keeping current and submitting accurate dental insurance claims for reimbursement. Organized into twelve categories of service with two-color text and spiralbinding for easy reference. Purchase of the book includes access to the ADA's coding hotline.

Internet of Things with ESP8266 - Marco Schwartz 2016-07-29

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.

The Hound of the Baskervilles (with Illustrations by Sidney Paget) - Arthur Conan Doyle 2011-02

Terror stalks the Devonshire moors as a long-forgotten horror reawakens to haunt the last remaining heir of Baskerville Manor. Widely considered to be Conan Doyle's finest work, The Hound of the Baskervilles features the famous detective Sherlock Holmes and his faithful colleague Dr. Watson as they grapple with a mysterious power from the unseen world. This modern edition by Finisterra Books features original illustrations by Sidney Paget as first published in The Strand Magazine.

The MX Book of New Sherlock Holmes Stories - Part VII - David Marcum 2017-10-24

Part VII - Eliminate the Impossible: 1880-1891 features contributions by: Mark Mower, Jan Edwards, Daniel D. Victor, James Lovegrove, Gayle Lange Puhl, Thomas Fortenberry, Mike Hogan, Thomas A. Turley, Adrian Middleton, James Moffett, Hugh Ashton, Geri Schear, S. Subramanian, John Hall, Jayantika Ganguly, S.F. Bennett, Steven Philip Jones, Jim French, John Linwood Grant, Mike Chinn, Robert V. Stapleton, Charles Veley and Anna Elliott, and Shane Simmons, with a poem by Jacquelynn Bost Morris, and forewords by David Marcum, Lee Child, Rand Lee, Michael Cox, and Melissa Farnham. In 2015, The MX Book of New Sherlock Holmes Stories burst upon the scene, featuring adventures set within the correct time period, and written by many of today's leading Sherlockian authors from around the world. Those first three volumes were overwhelmingly received, and there were soon calls for additional collections. Since then, their popularity has only continued to grow, with six volumes already released, and now two more, Eliminate the Impossible, featuring tales of Holmes's encounters with seemingly impossible events - ghosts and hauntings, curses and mythical beasts, and more. In "The Sussex Vampire", Holmes tells Watson: "This agency stands flat-footed upon the ground, and there it must remain. The world is big enough for us. No ghosts need apply." In each of the stories presented in this massive two-volume collection, Holmes approaches the varied problems with one of his favorite maxims firmly in place: "... when you have eliminated the impossible whatever remains, however improbable, must be the truth..." But what, exactly, is the truth? 2017 is the 130th anniversary of the publication of A Study in Scarlet, the first recorded adventure of Sherlock Holmes and Dr. John H. Watson. What an amazing journey it's been! In addition to the pitifully few sixty tales originally presented in The Canon, published between 1887 and 1927, there have been literally thousands of additional Holmes adventures in the form of books, short stories, radio and television episodes, movies, manuscripts, comics, and fan fiction. And yet, for those who are true friends and admirers of the Master Detective of Baker Street, where it is always 1895 (or a few decades on either side of that!) these stories are not enough. Give us more! The forty-eight stories in these two companion volumes represent some of the finest new Holmesian storytelling to be found, and honor the man described by Watson as "the best and wisest... whom I have ever known." All royalties from this collection are being donated by the writers for the benefit of the preservation of Undershaw, one of the former homes of Sir Arthur Conan Doyle.

Electromagnetic Compatibility of Multimedia Equipment - Standards Australia Limited 2020

"Applies to multimedia equipment (MME) having a rated r.m.s. AC or DC supply voltage not exceeding 600 V. This publication covers two classes of MME (Class A and Class B). The objectives of this publication are to establish requirements which provide an adequate level of protection of the radio spectrum, allowing radio services to operate as intended in the frequency range 9 kHz to 400 GHz, and to specify procedures to ensure the reproducibility of measurement and the repeatability of results." - standards.govt.nz

How to update your PC BIOS in 3 easy steps - Wim Bervoets 2015-04-30

In this guide we will show you how to update your BIOS in a secure and safe manner! Common reasons for applying a BIOS update are: Better stabillity of your PCImproved recognization of peripherals. (like hard disks, video cards, memory sticks)Support for newer CPUs which were not yet available at the time you bought your motherboard / PC Improve the performance ofhard diskmemorySSDCPUBetter Overclocking support (eg. more stable, more features)Improved support for new operating systems (Windows 7, Windows 8, Linux, …)Improved support for battery savings (eg. on laptops)

Programmable Logic Controllers - William Bolton 2009-09-10

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

The Concept of the Messiah in the Scriptures of Judaism and Christianity - Shirley

Lucass 2011-09-15
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Arduino Development Cookbook - Cornel Amariei 2015-04-23
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 First Book of Ragtime - David Dutkanicz 2012-10-16
These rollicking, easy-to-play ragtime favorites include "Maple Leaf Rag," "The Entertainer," "Tiger Rag," and other melodies by such favorites as Scott Joplin, James Scott, Joseph Lamb, and Eubie Blake. All songs available as downloadable MP3s.
The Other Woman - Amanda Brookfield 2020-10-13
'No one gets to the heart of human relationships quite so perceptively as Brookfield.' The Mirror On a normal day, in a normal house, on a normal street, wife and mother Fran has had enough. She packs a case, leaves a note for her bullying husband Pete, and one for her beloved twenty-year-old son Harry, and heads to the airport - and freedom. In another house, on another street, Helena is desperately baiting her husband Jack into a fight. These days it feels like the only way to get Jack to take notice of her. Passionate, volatile, increasingly fragile, Helena is fast running out of hope. What Helena and Fran don't know, is that soon their lives are going to collide in ways neither expect nor understand. And if Fran and Helena are going to change their own futures, then first they will have to change each other's. Amanda Brookfield is back with a triumphant, crackling story about love, marriage, lies and fate, and how our destinies can be changed by the smallest decisions. Perfect for fans of Sheila O'Flanagan, Jane Fallon and Jane Green. Praise for Amanda Brookfield 'Unputdownable. Perceptive. Poignant. I loved it.' bestselling author Patricia Scanlan on Before I Knew You 'If Joanna Trollope is the queen of the Aga Saga, then Amanda Brookfield must be a strong contender for princess.' Oxford Times
Persians and Other Plays - Aeschylus, 2009-01-08
Classical Greek dramatic poetry and drama.
The Complete Aeschylus : Volume II: Persians and Other Plays - Aeschylus 2009-02-17
Based on the conviction that only translators who write poetry themselves can properly re-create the celebrated and timeless tragedies of Aeschylus, Sophocles, and Euripides, the Greek Tragedy in New Translations series offers new translations that go beyond the literal meaning of the Greek in order to evoke the poetry of the originals. The volume brings together four major works by one of the great classical dramatists: Prometheus Bound, translated by James Scully and C. John Herrington, a haunting depiction of the most famous of Olympian punishments; The Suppliants, translated by Peter Burian, an extraordinary drama of flight and rescue arising from women's resistance to marriage; Persians, translated by Janet Lembke and C. John Herington, a masterful telling of the Persian Wars from the view of the defeated; and Seven Against Thebes, translated by Anthony Hecht and Helen Bacon, a richly symbolic play about the feuding sons of Oedipus. These four tragedies were originally available as single volumes. This new volume retains the informative introductions and explanatory notes of the original editions and adds a single combined glossary and Greek line numbers.
Maddy's Song - Margaret Dickson 1985
Portrays the troubled life of Maddy Dow, the eldest child of an outwardly respectable family and the primary victim of her abusive father's physical savagery
Fast, Scalable And Secure Web Hosting For Web Developers - Wim Bervoets 2016-05-24
Create Fast, Scalable and Secure web hosting with FastWebHostingSecrets.com This book is intended for web developers, internet marketers, startup companies and DIY people that want to create a lightning fast and scalable website using the latest technologies like Nginx, PHP7, Java and Wordpress using their own server.
Arduino Electronics Blueprints - Don Wilcher 2015-07-24
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.