

Bits Bytes And Nibbles

Assembly is a low-level programming language that's one step above a computer's native machine language. Although assembly language is commonly used for writing device drivers, emulators, and video games, many programmers find its somewhat unfriendly syntax intimidating to learn and use. Since 1996, Randall Hyde's *The Art of Assembly Language* has provided a comprehensive, plain-English, and patient introduction to 32-bit x86 assembly for non-assembly programmers. Hyde's primary teaching tool, High Level Assembler (or HLA), incorporates many of the features found in high-level languages (like C, C++, and Java) to help you quickly grasp basic assembly concepts. HLA lets you write true low-level code while enjoying the benefits of high-level language programming. As you read *The Art of Assembly Language*, you'll learn the low-level theory fundamental to computer science and turn that understanding into real, functional code. You'll learn how to:

- Edit, compile, and run HLA programs
- Declare and use constants, scalar variables, pointers, arrays, structures, unions, and namespaces
- Translate arithmetic expressions (integer and floating point)
- Convert high-level control structures

This much anticipated second edition of *The Art of Assembly Language* has been updated to reflect recent changes to HLA and to

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support Linux, Mac OS X, and FreeBSD. Whether you're new to programming or you have experience with high-level languages, The Art of Assembly Language, 2nd Edition is your essential guide to learning this complex, low-level language.

This Book Presents A Thorough Treatment Of Microprocessor Hardware And Software. The Various Concepts Have Been Explained In A Systematic And Integrated Manner So As To Develop A Clear And Comprehensive Understanding Of Microprocessor Technology. Beginning With The Fundamentals Of Digital Electronics, The Book Explains The Development And Evolution Of Various Microprocessor Generations. It Then Presents A Detailed Account Of Microprocessor Architecture, Followed By 8085 Instructions, Timing And Control And Programming. Memory Devices Are Then Thoroughly Explained, Followed By Data Transfer Schemes. The Books Then Discusses Various Contemporary Support Chips And Their Applications. Salient Features: * Numbering System, Review Of Decimal System, Binary Format, Data Organization, Shift And Rotates, Ascii Character Set Etc. Have Been Included In Chapter 1. * Detailed Discussion On Software Time Delay Has Been Incorporated In Chapter 6. * Memory Hierachy, Static And Dynamic Ram Cell Have Been Updated, Pin Outs Of Different Eproms Have Been Included In Chapter 7. * Electrical Characteristics Of Pit

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(8253/8254) And Programming Procedure For 8254 Have Been Included In Chapter 9. * Updating Of Data Bus Buffer, Irr And Isr, Command Word, Initialization Of Control Word, Table Summary For Initialization And Operation Of Control Word, Interfacing Etc. Have Been Done In Chapter 12. A Large Number Of Solved Examples Are Included Throughout The Text To Illustrate The Concepts And Techniques. Review And Objective Questions Are Also Included For Self Test. The Book Would Serve As An Excellent Text For Degree And Diploma Students Of Computer Science And Engineering And Electronics.

A complete preparation guide for the entry-level networking CCNA certification. If you're planning to advance your career by taking the all-important Cisco Certified Network Associate (CCNA), this is the study guide you need! Seven minibooks cover all the concepts and topics on which you'll be tested, covering the latest version of the exam. Each part of the exam is covered thoroughly in its own section, so you can readily find the information you want to study. Plenty of review questions help you prepare, and the companion CD-ROM includes the highly rated Dummies Test Engine so you can test your progress with questions based on exam content. The Cisco Certified Network Associate (CCNA) is the entry-level certification for network professionals. Seven minibooks in this guide cover Secure Device

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Manager, Virtual Private Networks, IPv6, 2960 Switches, Cisco Network Assistant, Advanced EIGRP and OSPF, and Introduction to Wireless Networks Covers the latest version of the exam, including the new voice, security and wireless components added in 2008 Packed with review questions to help you prepare Includes more security and troubleshooting information CD-ROM includes the popular Dummies Test Engine, an exclusive, fully customizable test-prep software package that features twice as many sample questions as the previous version CCNA Certification All-In-One For Dummies is the preparation guide you need to earn your CCNA certification. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

In system design (in particular, industrial control systems), there is, and has been, a continuous need to sense real-world analog quantities (such as temperature, pressure, or humidity), make computations with them, and then perform some action with the result. In today's systems, the computations need to be made at increased speeds and the accuracy with which the computations must be made, even as the speed increases, must be the same or higher as time progresses. The advent of the microcontroller, and its extensive use in all types of control applications, many of them battery powered, has led to new control system design

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approaches. Rather than computing using analog quantities, the analog quantities are sensed, conditioned, and converted to digital, processed digitally, and then converted back to an analog output, which is then used to perform the necessary output action. This practical textbook covers the latest techniques in microcontroller-based control system design. It is aimed at engineering students and engineers new to working with microcontrollers. It covers the fundamentals of: 1. Sensors and the electrical signals they output. 2. The design and application of the electronic circuits that receive and condition (change or modify) the sensor analog signals. 3. The design and application of the circuits that convert analog signals to digital and digital signals to analog. 4. The makeup and operation of a microcontroller and how to program it. 5. The application of electronic circuits for system power control. The book, written by an experienced microcontroller engineer and textbook author, is suitable for community college students, technical school students, technicians and engineers just being introduced to microcontroller system design. It is an introductory book, focusing on real-world implementation of a basic control system, with real-world circuit examples. Readers will find clearly written discussion coupled with lots of illustrations. They will also find worked-out examples that illustrate principles within each chapter and quizzes

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to aid understanding. Besides these specifics, a hands-on project, suitable for an electronics microcontroller laboratory course, using the popular and low-cost TI MSP430 microcontroller, is discussed in detail. The accompanying CD-ROM contains microcontrollers application notes, code for the software examples, and problem solutions. * Seasoned Texas Instruments designer provides a ground-up perspective on embedded control systems * Pedagogical style provides a self-learning approach with examples, quizzes and review features * CD-ROM contains source code and more! Updated to reflect recent industry developments, this edition features practical information on Rockwell Automation's SLC 500 family of PLCs and includes a no-nonsense introduction to RSLogix software and the new ControlLogix PLC. To assist readers in understanding key concepts, the art program has been modernized to include improved illustrations, current manufacturer-specific photos, and actual RSLogix software screens to visibly illustrate essential principles of PLC operation. New material has been added on ControlNet and DeviceNet, and a new chapter on program flow instructions includes updated references to the SLC 500, MicroLogix, and the PLC 5. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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The subject on Computer Concepts and Programming in C (or with the name Fundamentals of Computer and Programming in C) is one of the core courses in various undergraduate and postgraduate programmes of various institution and universities of India. This book is designed to serve as textbook for those programmes of study. While writing the book, special emphasis is given to keep the language very simple and lucid; level of presentation is kept simple and illustrative so that even an average reader can grasp the subject matter with quite ease.

This book provides a hands-on introductory course on concepts of C programming using a PIC® microcontroller and CCS C compiler. Through a project-based approach, this book provides an easy to understand method of learning the correct and efficient practices to program a PIC® microcontroller in C language. Principles of C programming are introduced gradually, building on skill sets and knowledge. Early chapters emphasize the understanding of C language through experience and exercises, while the latter half of the book covers the PIC® microcontroller, its peripherals, and how to use those peripherals from within C in great detail. This book demonstrates the programming methodology and tools used by most professionals in embedded design, and will enable you to apply your knowledge and programming skills for any real-

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life application. Providing a step-by-step guide to the subject matter, this book will encourage you to alter, expand, and customize code for use in your own projects. A complete introduction to C programming using PIC microcontrollers, with a focus on real-world applications, programming methodology and tools Each chapter includes C code project examples, tables, graphs, charts, references, photographs, schematic diagrams, flow charts and compiler compatibility notes to channel your knowledge into real-world examples Online materials include presentation slides, extended tests, exercises, quizzes and answers, real-world case studies, videos and weblinks

The 8051 architecture developed by Intel has proved to be the most popular and enduring type of microcontroller, available from many manufacturers and widely used for industrial applications and embedded systems as well as being a versatile and economical option for design prototyping, educational use and other project work. In this book the authors introduce the fundamentals and capabilities of the 8051, then put them to use through practical exercises and project work. The result is a highly practical learning experience that will help a wide range of engineers and students to get through the steepest part of the learning curve and become proficient and productive designing with the 8051. The text is also supported by practical examples, summaries and knowledge-check questions. The latest developments in the 8051 family are also covered in this book, with chapters covering flash memory devices and 16-bit microcontrollers. Dave Calcutt, Fred Cowan and Hassan

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Parchizadeh are all experienced authors and lecturers at the University of Portsmouth, UK. Increase design productivity quickly with 8051 family microcontrollers Unlock the potential of the latest 8051 technology: flash memory devices and 16-bit chips Self-paced learning for electronic designers, technicians and students

The second book in The Hudud Trilogy. Lachlan MacIntyre has been imprisoned and the girls are recovering from their ordeal, but somebody is hacking cars to kill off those that gave testimony in the court case against MacIntyre. As the investigation takes place, the girls are provided with round the clock protection, but one girl is missing. Could her past life, on the run from war-torn Afghanistan, provide clues to where she is now?

The worldwide video game console market surpassed \$10 billion in 2003. Current sales of new consoles is consolidated around 3 major companies and their proprietary platforms: Nintendo, Sony and Microsoft. In addition, there is an enormous installed "retro gaming" base of Ataria and Sega console enthusiasts. This book, written by a team led by Joe Grand, author of "Hardware Hacking: Have Fun While Voiding Your Warranty", provides hard-core gamers with they keys to the kingdom: specific instructions on how to crack into their console and make it do things it was never designed to do. By definition, video console game players like to have fun. Most of them are addicted to the adrenaline rush associated with "winning", and even more so when the "winning" involves beating the system by discovering the multitude of "cheats" built into most video games. Now, they can have the ultimate adrenaline rush---actually messing around with the soul of the machine and configuring it to behave exactly as the command. This book builds on the motto of "Have Fun While Voiding Your Warranty" and will appeal to the community of hardware geeks who associate unscrewing the back of their

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video console with para-jumping into the perfect storm. Providing a reliable, field-tested guide to hacking all of the most popular video gaming consoles Written by some of the most knowledgeable and recognizable names in the hardware hacking community Game Console Hacking is the first book on the market to show game enthusiasts (self described hardware geeks) how to disassemble, reconfigure, customize and re-purpose their Atari, Sega, Nintendo, Playstation and Xbox systems

An explanation of the basic principles of data This book explains the basic principles of data as buildingblocks of electronic evidential matter, which are used in a cyberforensics investigations. The entire text is written with noreference to a particular operation system or environment, thus itis applicable to all work environments, cyber investigationscenarios, and technologies. The text is written in astep-by-step manner, beginning with the elementary buildingblocks of data progressing upwards to the representation andstorage of information. It includes practical examples andillustrations throughout to guide the reader.

Kids can take their first steps toward becoming expert computer programmers with this fully updated guide to coding for beginners. Scratch and Python programming soon become child's play, thanks to vibrant visuals, simple steps, and easy explanations. Whether you're an absolute beginner wanting to try your hand at basic programming or already a computer whizz looking to develop further, this one is for you. It starts from Scratch, showing how the programming language works and explaining universal coding concepts. Soon you'll be following numbered steps to create exciting games for you and your friends to play. Next you'll pass on to Python, building on the basics learned in Scratch to develop and adapt new games in more detail. With more than 250,000 copies sold worldwide, Computer Coding for Kids is the

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number one resource for clever kids keen to crack coding. Sistemas y códigos numéricos - Circuitos digitales - Principios de diseño lógico combinacional - Prácticas de diseño lógico combinacional - Ejemplos de diseño de circuitos combinacionales - Principios de diseño lógico secuencial - Prácticas de diseño lógico secuencial - Ejemplos de diseño de circuitos secuenciales - Memorias, dispositivos CPLD y FPGA - Temas adicionales del mundo real.

Summary Programming the TI-83 Plus/TI-84 Plus is an example-filled, hands-on tutorial that introduces students, teachers, and professional users to programming with the TI-83 Plus and TI-84 Plus graphing calculators. This fun and easy-to-read book immediately immerses you in your first programs and guides you concept-by-concept, example-by-example. You'll learn to think like a programmer as you use the TI-BASIC language to design and write your own utilities, games, and math programs. About the Technology The TI-83 Plus and TI-84 Plus are more than just powerful graphing calculatorst—they are the perfect place to start learning to program. The TI-BASIC language is built in, so you have everything you need to create your own math and science programs, utilities—even games. About the Book Programming the TI-83 Plus/TI-84 Plus teaches universal programming concepts and makes it easy for students, teachers, and professionals to write programs for the world's most popular graphing calculators. This friendly tutorial guides you concept-by-concept, immediately immersing you in your first programs. It introduces TI-BASIC and z80 assembly, teaches you tricks to slim down and speed up your programs, and gives you a solid conceptual base to explore other programming languages. This book is written for beginners—no programming background is assumed. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all

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code from the book. What's Inside Works with all models of the TI-83, TI-83+, and TI-84+ Learn to think like a programmer Learn concepts you can apply to any language Advanced concepts such as hybrid BASIC and ASM Table of Contents PART 1 GETTING STARTED WITH PROGRAMMING Diving into calculator programming Communication: basic input and output Conditionals and Boolean logic Control structures Theory interlude: problem solving and debugging PART 2 BECOMING A TI-BASIC MASTER Advanced input and events Pixels and the graphscreen Graphs, shapes, and points Manipulating numbers and data types PART 3 ADVANCED CONCEPTS; WHAT'S NEXT Optimizing TI-BASIC programs Using hybrid TI-BASIC libraries Introducing z80 assembly Now what? Expanding your programming horizons

From Charles M. Kozierok, the creator of the highly regarded www.pcguides.com, comes *The TCP/IP Guide*. This completely up-to-date, encyclopedic reference on the TCP/IP protocol suite will appeal to newcomers and the seasoned professional alike. Kozierok details the core protocols that make TCP/IP internetworks function and the most important classic TCP/IP applications, integrating IPv6 coverage throughout. Over 350 illustrations and hundreds of tables help to explain the finer points of this complex topic. The book's personal, user-friendly writing style lets readers of all levels understand the dozens of protocols and technologies that run the Internet, with full coverage of PPP, ARP, IP, IPv6, IP NAT, IPSec, Mobile IP, ICMP, RIP, BGP, TCP, UDP, DNS, DHCP, SNMP, FTP, SMTP, NNTP, HTTP, Telnet, and much more. *The TCP/IP Guide* is a must-have addition to the libraries of internetworking students, educators, networking professionals, and those working toward certification. A new assembly language programming book from a well-loved master. *Art of 64-bit Assembly Language* capitalizes on

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the long-lived success of Hyde's seminal *The Art of Assembly Language*. Randall Hyde's *The Art of Assembly Language* has been the go-to book for learning assembly language for decades. Hyde's latest work, *Art of 64-bit Assembly Language* is the 64-bit version of this popular text. This book guides you through the maze of assembly language programming by showing how to write assembly code that mimics operations in High-Level Languages. This leverages your HLL knowledge to rapidly understand x86-64 assembly language. This new work uses the Microsoft Macro Assembler (MASM), the most popular x86-64 assembler today. Hyde covers the standard integer set, as well as the x87 FPU, SIMD parallel instructions, SIMD scalar instructions (including high-performance floating-point instructions), and MASM's very powerful macro facilities. You'll learn in detail: how to implement high-level language data and control structures in assembly language; how to write parallel algorithms using the SIMD (single-instruction, multiple-data) instructions on the x86-64; and how to write stand alone assembly programs and assembly code to link with HLL code. You'll also learn how to optimize certain algorithms in assembly to produce faster code.

Microprocessor Programming and Applications for Scientists and Engineers

Publishing in September 2014, Edexcel GCSE Computer Science has been written by Steve Cushing, a well-respected and widely published author for secondary Computing and a former examiner. With Edexcel GCSE Computer Science: Students will have the assurance that all topics in the course are covered comprehensively, with particular support to help them understand the principles of computer science and computational thinking in preparation for the written exam Teachers and students can make use of strategies and advice throughout when choosing appropriate programming

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languages for both the written and practical units User-friendly and accessible practical examples will help to unpick theoretical topics

Although we live in an era in which we are surrounded by an ever-deepening fog of data, few of us truly understand how the data are created, where data are stored, or how to retrieve or destroy data—if that is indeed possible. This book is for all of you, whatever your need or interest. *Electronically Stored Information: The Complete Guide to Management, Understanding, Acquisition, Storage, Search, and Retrieval, Second Edition* explains the reasons you need to know about electronic data. It also gets into great detail about the how, what, when, and where of what is known in legal circles as electronically stored information (ESI). With easy-to-understand explanations and guidelines, this book provides the practical understanding you need to effectively manage the complex world of ESI. Whether you are an attorney, judge, paralegal, business manager or owner, or just one of the ever-growing population of computer users, you will benefit from the information presented in this book.

This is a book about numbers and how those numbers are represented in and operated on by computers. It is crucial that developers understand this area because the numerical operations allowed by computers, and the limitations of those operations, especially in the area of floating point math, affect virtually everything people try to do with computers. This book aims to fill this gap by exploring, in sufficient but not overwhelming detail, just what it is that computers do with numbers. Divided into two parts, the first deals with standard representations of integers and floating point numbers, while the second examines several other number representations. Details are explained thoroughly, with clarity and specificity. Each chapter ends with a summary, recommendations, carefully selected references, and exercises to review the key

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points. Topics covered include interval arithmetic, fixed-point numbers, big integers and rational arithmetic. This new edition has three new chapters: Pitfalls of Floating-Point Numbers (and How to Avoid Them), Arbitrary Precision Floating Point, and Other Number Systems. This book is for anyone who develops software including software engineers, scientists, computer science students, engineering students and anyone who programs for fun.

A complete textbook and reference for engineers to learn the fundamentals of computer programming with modern C++ Introduction to Programming with C++ for Engineers is an original presentation teaching the fundamentals of computer programming and modern C++ to engineers and engineering students. Professor Cyganek, a highly regarded expert in his field, walks users through basics of data structures and algorithms with the help of a core subset of C++ and the Standard Library, progressing to the object-oriented domain and advanced C++ features, computer arithmetic, memory management and essentials of parallel programming, showing with real world examples how to complete tasks. He also guides users through the software development process, good programming practices, not shunning from explaining low-level features and the programming tools. Being a textbook, with the summarizing tables and diagrams the book becomes a highly useful reference for C++ programmers at all levels. Introduction to Programming with C++ for Engineers teaches how to program by: Guiding users from simple techniques with modern C++ and the Standard Library, to more advanced object-oriented design methods and language features Providing meaningful examples that facilitate understanding of the programming techniques and the C++ language constructions Fostering good programming practices which create better professional programmers Minimizing text descriptions, opting instead for

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comprehensive figures, tables, diagrams, and other explanatory material Granting access to a complementary website that contains example code and useful links to resources that further improve the reader's coding ability Including test and exam question for the reader's review at the end of each chapter Engineering students, students of other sciences who rely on computer programming, and professionals in various fields will find this book invaluable when learning to program with C++.

Introduction; CPU Design and Functions; Programming; Memory Mapping; Inputs and Outputs; Noise Reduction; Data Communications; Grounding Solutions; Installation Techniques; Conclusion; Appendix A: 68HC11 : Instruction Set; Appendix B: HC11 -- EVM Users Information; Appendix C: ASM11 -- Users Information; Appendix D: Procomm Users Information; Appendix E: PAT -- Software Users Information; Appendix F: Sample Programs; Appendix G: Practicals.

The sixth book of the Computer Genie series is here. The Computer Genie step-6 will take the child on the journey in the world of Computers. The child will learn not only how to use a computer but also how to be effective with it. As we all know, information technology is the future, and here is the perfect way how a child can get into the future. In this book, the child will learn how some computer software, devices, programming, and other things like that works. Along with all this, they will learn how to work with different versions of windows, so that if the windows change, the child will not get confused about what to do. Besides, the children will also learn how they can make themselves safe while using the software as we have taught ethical hacking in

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the book, they will also learn about mailing, coding, and software components. These things are not taught to students in other books but here, they should learn the important things like this. Everything we teach in the book is represented with graphical illustrations that are shown to make the child engaged while learning. There are engaging puzzles and quizzes in the book that will help the child to learn actively and be creative at the same time, so that is how we can make the child love with education. Don't miss this amazing book if you want your child's creativity and education both elevated.

This book constitutes the proceedings of the 17th International Conference on Compiler Construction, CC 2008. It covers analysis and transformations, compiling for parallel architectures, runtime techniques and tools, analyses, and atomicity and transactions.

Take the next step toward Perl mastery with advanced concepts that make coding easier, maintenance simpler, and execution faster. Mastering Perl isn't a collection of clever tricks, but a way of thinking about Perl programming for solving debugging, configuration, and many other real-world problems you'll encounter as a working programmer. The third in O'Reilly's series of landmark Perl tutorials (after Learning Perl and Intermediate Perl), this fully updated edition pulls everything together and helps you bend Perl to your will. Explore advanced regular expressions features Avoid common problems when writing secure programs Profile and benchmark Perl programs to see where they need work Wrangle Perl code to make it more presentable and readable Understand how Perl keeps track of package

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variables Define subroutines on the fly Jury-rig modules to fix code without editing the original source Use bit operations and bit vectors to store large data efficiently Learn how to detect errors that Perl doesn't report Dive into logging, data persistence, and the magic of tied variables

INTRODUCTION TO THE CONTROLLOGIX

PROGRAMMABLE AUTOMATION CONTROLLER

USING RSLOGIX 5000 SOFTWARE: WITH LABS, 4E

enables readers to master ControlLogix software with ease. Using its signature hands-on lab exercises that demonstrate Programmable Logic Controllers, this versatile guide walks readers step-by-step through RSLogix 5000 software from hardware configuration, to programming basic instructions and features, to RSLinx communications. Plus, this edition features manufacturer-specific illustrations and RSLogix screenshots to teach key concepts. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

This book is aimed at giving novice coders an understanding of the methods and techniques used in professional games development. Designed to help develop and strengthen problem solving and basic C/C++ skills, it also will help to develop familiarity targeting and using fixed/restricted hardware, which are key skills in console development. It allows the reader to increase their confidence as game programmers by walking them through increasingly involved game concepts, while maintaining the understanding that despite the increased complexity, the core methods

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remain consistent with the advancement of the technology; the technology only enhances the gaming experience. It also demonstrates underlying principles of game coding in practical step by step ways to increase exposure and confidence in game coding concepts. Key Features: Increases the confidence of new coders by demonstrating how to get things done. Introduces evolving projects to reinforce concepts, both directly and indirectly that the reader will use to produce and then enhance the project. Provides tutorials on Graphics API's that can be easily understood by a novice.

Demystifies hardware used to gain new effects without blinding the user to the technical wizardry going on under the system. Gives a sense of achievement to the reader and pushes them toward improvement.

Guidance Software's EnCase product is the premier computer forensics tool on the market, used in law enforcement labs for digital evidence collection; in commercial settings for incident response and information assurance; and by the FBI and Department of Defense to detect domestic and international threats. This guide prepares readers for both the CBT and practical phases of the exam that validates mastery of EnCase. Written by two law enforcement professionals who are computer forensics specialists and EnCase trainers. Includes the EnCase Legal Journal, essential for forensics investigators who need to be sure they are operating within the law and able to give expert testimony. The CD includes tools to help readers prepare for Phase II of the certification, which requires candidates to examine computer evidence, as well as a

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searchable PDF of the text

The book introduces the principles of hardware design and describes the tools and techniques required to begin hacking. The DVD contains hack instructions for over 20 game consoles and hardware devices from Nintendo, Apple, Sony, Microsoft, Palm and more. The presentation of these 20 projects on DVD media provides users with benefits and options not available on the printed page. All images are hi-res color that can be enlarged or printed, the text is easily searched, and the user can copy the contents to their hard disk and add comments directly into the PDF files. The DVD media also lends itself well to group projects (it includes a 10 user license). The 160-page book includes chapters on hacking tools and electrical engineering basics, along with chapters on the background, design and functionality of each hardware device. * Packed full of high resolution colour images that reveal the smallest details of each step in a hack * Includes in depth coverage of the tools of the hacking trade and the basics of electrical engineering * DVD includes a "Using the Tools" video starring Joe "kingpin" Grand

A resource on position sensor technology, including background, operational theory, design and applications This book explains the theory and applications of the technologies used in the measurement of linear and angular/rotary position sensors. The first three chapters provide readers with the necessary background information on sensors. These chapters review: the working definitions and conventions used in sensing technology; the specifications of linear position transducers and sensors and how they affect performance; and sensor output types and communication protocols. The remaining chapters discuss each separate sensor technology in detail. These include resistive sensors, cable extension transducers, capacitive sensors, inductive

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sensors, LVDT and RVDT sensors, distributed impedance sensors, Hall Effect sensors, magnetoresistive sensors, magnetostrictive sensors, linear and rotary encoders, and optical triangulation position sensors. Discusses sensor specification, theory of operation, sensor design, and application criteria Reviews the background history of the linear and angular/rotary position sensors as well as the underlying engineering techniques Includes end-of-chapter exercises Position Sensors is written for electrical, mechanical, and material engineers as well as engineering students who are interested in understanding sensor technologies.

TECHNICAL MATHEMATICS provides a thorough review of pre calculus topics ranging from algebra and geometry to trigonometry and analytic geometry, with a strong emphasis on their applications in specific occupations. Students preparing for technical, engineering technology or scientific careers will benefit from the text's breadth of coverage and practical focus, as well as integrated calculator and spreadsheet examples that teach them to solve problems the way professionals do on the job. Written in an easy-to-understand manner, this comprehensive text complements core content with numerous application-oriented exercises and examples to help students apply their knowledge of mathematics and technology to situations they may encounter in their future work. The Fourth Edition of this proven text includes abundant new material, including a new chapter on computer number systems, integrated coverage of spreadsheets, and new and updated examples and exercises throughout the text. In addition, the text's companion CourseMate and Instructors Web site now feature even more teaching and learning resources for faculty and students, including a powerful new online homework solution as well as 12 bonus chapters of calculus material. Important Notice:

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