

Home Hacking Projects For Geeks Hacks

Presents step-by-step instructions for a variety of projects to create ia high-tech home, including a pet monitor, a security system, a keyless entry, and a Linux-based home theater.

Explains how to create a professional-quality Internet radio broadcast, with sections on selecting the right

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software, creating quality sound, building a show, distributing a podcast, audio editing, videocasting, and more.

Original. (Intermediate)
Home Hacking Projects
for Geeks"O'Reilly
Media, Inc."

Snip, Burn, Solder,
Shred is packed with fun
craft and toy-making
projects for geeks on a
budget. Inside, you'll
find illustrated
instructions for 24
quirky playthings. Part
I: Kid Stuff contains
child-friendly projects

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like the Lock-N-Latch Treasure Chest and a PVC TeePee; Part II: The Electro-Skiffle Band is devoted to homemade musical instruments; and Part III: The Locomotivated showcases moving toys, like a muzzleloader that shoots marshmallows and a steam-powered milk-carton boat. Each project costs just \$10 or less to make and is suitable for anyone, regardless of experience level. As you build, you'll learn useful sewing and

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carpentry skills, and the appendix offers a primer on electronics and soldering. You (and your kids) will have hours of fun making projects like:

- A simple electric guitar
- An oversized joy buzzer that (safely) administers a 100-volt jolt
- Cool, mess-free, screen-printed T-shirts
- Kites made from FedEx envelopes
- Booming Thunderdrums made from salvaged x-ray film
- Classic board games like Go, Tafl, and Shut-the-

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Box Whether you're a mom or dad in search of a rainy day activity, a Scout leader looking to educate and entertain your troop, or just a DIY weekend warrior, the projects in Snip, Burn, Solder, Shred will inspire and amuse you. Now, roll up your sleeves and make!

Cooking for Geeks
Tips & Tools for
Finishing the Fight
The Big Book of Hacks
Cut the cord and
discover the world of
wireless hacks!

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10 Hardware Hacking Projects for Around Home Build Light-Up Costumes, Sci-Fi Gadgets, and Other Clever Inventions

Astronomy Hacks begins the space exploration by getting you set up with the right equipment for observing and admiring the stars in an urban setting. Along for the trip are first rate tips for making most of observations. The hacks show you how to: Dark-Adapt Your Notebook Computer. Choose the Best Binocular. Clean Your

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Eyepieces and Lenses Safely.
Upgrade Your Optical Finder.
Photograph the Stars with
Basic Equipment.

Presents ten PC-based
hacking projects, including a
home television server, an in-
counter kitchen PC, and a
wireless RS-232 link.

Here is the ultimate book on
the worldwide movement of
hackers, pranksters, and
activists that operates under
the non-name Anonymous,
by the writer the Huffington
Post says "knows all of
Anonymous' deepest,
darkest secrets." Half a
dozen years ago,

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anthropologist Gabriella Coleman set out to study the rise of this global phenomenon just as some of its members were turning to political protest and dangerous disruption (before Anonymous shot to fame as a key player in the battles over WikiLeaks, the Arab Spring, and Occupy Wall Street). She ended up becoming so closely connected to Anonymous that the tricky story of her inside-outside status as Anon confidante, interpreter, and erstwhile mouthpiece forms one of the themes of

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this witty and entirely engrossing book. The narrative brims with details unearthed from within a notoriously mysterious subculture, whose semi-legendary tricksters—such as Topiary, tflow, Anachaos, and Sabu—emerge as complex, diverse, politically and culturally sophisticated people. Propelled by years of chats and encounters with a multitude of hackers, including imprisoned activist Jeremy Hammond and the double agent who helped put him away, Hector Monsegur, Hacker, Hoaxer,

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Whistleblower, Spy is filled with insights into the meaning of digital activism and little understood facets of culture in the Internet age, including the history of "trolling," the ethics and metaphysics of hacking, and the origins and manifold meanings of "the lulz." The definitive guide to hacking the world of the Internet of Things (IoT) -- Internet connected devices such as medical devices, home assistants, smart home appliances and more. Drawing from the real-life exploits of five highly

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regarded IoT security researchers, Practical IoT Hacking teaches you how to test IoT systems, devices, and protocols to mitigate risk. The book begins by walking you through common threats and a threat modeling framework. You'll develop a security testing methodology, discover the art of passive reconnaissance, and assess security on all layers of an IoT system. Next, you'll perform VLAN hopping, crack MQTT authentication, abuse UPnP, develop an mDNS poisoner, and craft WS-

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Discovery attacks. You'll tackle both hardware hacking and radio hacking, with in-depth coverage of attacks against embedded IoT devices and RFID systems. You'll also learn how to:

- Write a DICOM service scanner as an NSE module
- Hack a microcontroller through the UART and SWD interfaces
- Reverse engineer firmware and analyze mobile companion apps
- Develop an NFC fuzzer using Proxmark3
- Hack a smart home by jamming wireless alarms, playing back IP

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camera feeds, and
controlling a smart treadmill
The tools and devices you'll
use are affordable and
readily available, so you can
easily practice what you
learn. Whether you're a
security researcher, IT team
member, or hacking
hobbyist, you'll find Practical
IoT Hacking indispensable in
your efforts to hack all the
things

REQUIREMENTS: Basic
knowledge of Linux
command line, TCP/IP, and
programming

Geeky Projects for the
Curious Programmer
The Definitive Guide to

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Attacking the Internet of
Things

Seriously Geeky Stuff to
Make with Your Kids

Have Fun while Voiding your
Warranty

Raspberry Pi and AVR
Projects

Dr. Dobb's Journal

A Voyage on Sunday

**Provides a variety of tips on home
theater installation, covering such
topics as video components,
speakers and wiring, cable
connections, calibration, remote
controls, and TiVo.**

**Presents step-by-step instructions
for repurposing a variety of
electronic appliances and**

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equipment, including computers, cell phones, and scanners, into other items.

A car PC or carputer is a car tricked-out with electronics for playing radio, music and DVD movies, connecting to the Internet, navigating and tracking with satellite, taking photos, and any electronic gadget a person wants in a car. All these devices are managed and controlled through a single screen or interface. The only place car PC enthusiasts can go for advice, tips and tools is a handful of hard-to-find Web sites--until now. Car PC Hacks is your guide into the car PC revolution. Packing MP3 players, handheld devices, computers and video-on-demand

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systems gives you a pile too heavy to carry. But add a car and put them together, you've got a powerful and mobile multimedia center requiring no lifting. The next time you give kids a lift, you won't hear, "Are we there yet?" Instead, expect "We're there already?" as they won't want to leave the car while playing video games from multiple consoles. Car PC Hacks is the first book available to introduce and entrench you into this hot new market. You can count on the book because it hails from O'Reilly, a trusted resource for technical books. Expect innovation, useful tools, and fun experiments that you've come to expect from O'Reilly's Hacks Series. Maybe

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you've hacked computers and gadgets, and now you're ready to take it to your car. If hacking is new and you would like to mix cars and computers, this book gets you started with its introduction to the basics of car electrical systems. Even when you're unclear on the difference between amps and watts, expect a clear explanation along with real-life examples to get on track. Whether you're venturing into car PC for the first time or an experienced hobbyist, hop in the book for a joy ride. Why do the lights in a house turn on when you flip a switch? How does a remote-controlled car move? And what makes lights on TVs and microwaves blink? The

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technology around you may seem like magic, but most of it wouldn't run without electricity. Electronics for Kids demystifies electricity with a collection of awesome hands-on projects. In Part 1, you'll learn how current, voltage, and circuits work by making a battery out of a lemon, turning a metal bolt into an electromagnet, and transforming a paper cup and some magnets into a spinning motor. In Part 2, you'll make even more cool stuff as you:

- Solder a blinking LED circuit with resistors, capacitors, and relays
- Turn a circuit into a touch sensor using your finger as a resistor
- Build an alarm clock triggered by the sunrise
- Create a musical instrument that makes sci-fi

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sounds Then, in Part 3, you'll learn about digital electronics—things like logic gates and memory circuits—as you make a secret code checker and an electronic coin flipper.

Finally, you'll use everything you've learned to make the LED Reaction Game—test your reaction time as you try to catch a blinking light! With its clear explanations and assortment of hands-on projects, Electronics for Kids will have you building your own circuits in no time.

Awesomely Geeky Projects and Activities for Dads and Kids to Share

Geek Dad

Intelligent and Adaptive Educational-Learning Systems

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The Many Faces of Anonymous
Tal, hållit i et sällskap, der personer
af alla stånd varit närvarande.

Stockholm, tryckt hos Anders
Jacobsson Nordström, 1793

Achievements and Trends

Gaming Hacks

10 LED Projects for Geeks is a collection of interactive and customizable projects that all have the humble LED in common, but don't write them off as basic! You'll learn how to make challenging and imaginative gadgets like a magic wand that controls lights using hand gestures, a pen-sized controller for music synthesizers, a light strip that dances to the

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beat of music, and even an LED sash that flashes scrolling text you send from your phone. Every project includes photos, step-by-step directions, colorful circuit diagrams, and the complete code to bring the project to life. As you work your way through the book, you'll pick up adaptable skills that will take your making abilities to the next level. You'll learn how to:

- Design versatile circuits for your own needs*
- Build and print a custom printed circuit board*
- Create flexible circuits which you can use to make any wearable you dream up*
- Turn analog signal into digital data your*

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microcontroller can read - Use gesture recognition and wireless interaction for your own Internet of Things projects - Experiment with copper tape and create circuits with paper and foil - Build "smart" gadgets that make decisions with sensors If you want to experiment with LEDs and circuits, learn some new skills, and make cool things along the way, 10 LED Projects for Geeks is your first step.

DIVEthnographic study of the programmers, engineers, and hackers who have shaped the internet since the 1970s and the battles that have been waged amongst them over the

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development of open source software./div

Authored by two of the leading authorities in the field, this guide offers readers the knowledge and skills needed to achieve proficiency with embedded software.

Designing Embedded Hardware steers a course between those books dedicated to writing code for particular microprocessors, and those that stress the philosophy of embedded system design without providing any practical information. Having designed 40 embedded computer systems of his own, author John Catsoulis

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brings a wealth of real-world experience to show readers how to design and create entirely new embedded devices and computerized gadgets, as well as how to customize and extend off-the-shelf systems.

*And Other Discarded Electronics
Tips & Tools for Your Mobile
Office*

Hardware Hacking

Hack This

Astronomy Hacks

*Hacker, Hoaxer, Whistleblower,
Spy*

*Real Science, Great Hacks, and
Good Food*

Baseball Hacks isn't your typical
baseball book--it's a book about how

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to watch, research, and understand baseball. It's an instruction manual for the free baseball databases. It's a cookbook for baseball research. Every part of this book is designed to teach baseball fans how to do something. In short, it's a how-to book--one that will increase your enjoyment and knowledge of the game. So much of the way baseball is played today hinges upon interpreting statistical data. Players are acquired based on their performance in statistical categories that ownership deems most important. Managers make in-game decisions based not on instincts, but on probability - how a particular batter might fare against left-handed pitching, for instance. The goal of this unique book is to show fans all the baseball-related stuff that they can do for free (or close to free). Just as open source

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projects have made great software freely available, collaborative projects such as Retrosheet and Baseball DataBank have made great data freely available. You can use these data sources to research your favorite players, win your fantasy league, or appreciate the game of baseball even more than you do now. Baseball Hacks shows how easy it is to get data, process it, and use it to truly understand baseball. The book lists a number of sources for current and historical baseball data, and explains how to load it into a database for analysis. It then introduces several powerful statistical tools for understanding data and forecasting results. For the uninitiated baseball fan, author Joseph Adler walks readers through the core statistical categories for hitters (batting average,

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on-base percentage, etc.), pitchers (earned run average, strikeout-to-walk ratio, etc.), and fielders (putouts, errors, etc.). He then extrapolates upon these numbers to examine more advanced data groups like career averages, team stats, season-by-season comparisons, and more.

Whether you're a mathematician, scientist, or season-ticket holder to your favorite team, *Baseball Hacks* is sure to have something for you.

Advance praise for *Baseball Hacks*:

"*Baseball Hacks* is the best book ever written for understanding and

practicing baseball analytics. A must-read for baseball professionals and enthusiasts alike." -- Ari Kaplan,

database consultant to the Montreal Expos, San Diego Padres, and

Baltimore Orioles "The game was born in the 19th century, but the passion for

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its analysis continues to grow into the 21st. In *Baseball Hacks*, Joe Adler not only demonstrates that the latest data-mining technologies have useful application to the study of baseball statistics, he also teaches the reader how to do the analysis himself, arming the dedicated baseball fan with tools to take his understanding of the game to a higher level." -- Mark E. Johnson, Ph.D., Founder, SportMetrika, Inc. and Baseball Analyst for the 2004 St. Louis Cardinals

A collection of unusual projects for computer hardware geeks of all ages explains how to create such projects as a personal Lojack system, Web-enabled coffee machine, cubicle intrusion detection systems, and a laptop battery extender.

The BlackBerry has become an invaluable tool for those of us who

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need to stay connected and in the loop. But most people take advantage of only a few features that this marvelous communications device offers. What if you could do much more with your BlackBerry than just web surfing and email? BlackBerry Hacks will enhance your mobile computing with great tips and tricks. You'll learn that the BlackBerry is capable of things you never thought possible, and you'll learn how to make it an even better email and web workhorse: Get the most out of the built-in applications Take control of email with filters, searches, and more Rev up your mobile gaming--whether you're an arcade addict or poker pro Browse the web, chat over IM, and keep up with news and weblogs Work with office documents, spell check your messages, and send faxes

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Become more secure, lock down your BlackBerry and stash secure information somewhere safe Manage and monitor the BlackBerry Enterprise Server (BES) and Mobile Data System (MDS) Create web sites that look great on a BlackBerry Develop and deploy BlackBerry applications Whether you need to schedule a meeting from a trade show floor, confirm your child's next play date at the park, or just find the show times and secure movie tickets while at dinner, this book helps you use the remarkable BlackBerry to stay in touch and in-the-know--no matter where you are or where you go. Presents instructions for creating and enhancing a variety of projects, including a sandwich-making robot, a Twitter-monitoring Christmas tree, and a bronze-melting blast furnace.

Python Playground

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Geek House

Big Ideas from the Computer Age

Wireless Hacking: Projects for Wi-Fi
Enthusiasts

Programming Embedded Systems

Real-World Python

Smart Home Automation with Linux
and Raspberry Pi

Python is a powerful programming language that's easy to learn and fun to play with. But once you've gotten a handle on the basics, what do you do next? Python Playground is a collection of imaginative programming projects that will inspire you to use Python to make art and music, build simulations of real-world phenomena, and interact with hardware like the Arduino and Raspberry Pi. You'll learn to use common Python tools and libraries like numpy, matplotlib, and pygame to do

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things like: –Generate Spirograph-like patterns using parametric equations and the turtle module –Create music on your computer by simulating frequency overtones –Translate graphical images into ASCII art –Write an autostereogram program that produces 3D images hidden beneath random patterns –Make realistic animations with OpenGL shaders by exploring particle systems, transparency, and billboard techniques –Construct 3D visualizations using data from CT and MRI scans –Build a laser show that responds to music by hooking up your computer to an Arduino Programming shouldn't be a chore. Have some solid, geeky fun with Python Playground. The projects in this book are compatible with both Python 2 and 3.

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The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

Even if you've finished Halo 2 in Legendary Mode, you're not done with this game. Not by a long shot. You know there's a lot more you can squeeze out of Halo 2, and with the clever hacks we have in store, you'll turn the game into a whole new experience. Halo 2 Hacks is the creation of consummate gamer and Microsoft insider Stephen Cawood, an original member of the Halo 2 beta test

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team. He's got it all, whether you're into single or multiplayer games, a level 25 or above, or even a complete n00b. If you are a beginner, you may not yet appreciate that Halo 2 for Xbox is the biggest game to hit the galaxy. Ten million copies have already sold, including 2.4 million on the first day it hit the shelf. So you're in good company, even if you've never played its predecessor, Halo: Combat Evolved. Pick up this book and you'll be able to fully appreciate the Halo 2 universe. Halo 2 Hacks is packed with a horde of great hacks for weapons, levels, vehicles, game play and mods. You'll learn how to perform expert tricks, exploit glitches and find Halo 2 Easter Eggs - including the famous skulls. And discover all the nooks and crannies you

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didn't even suspect were there. Each hack has a thermometer icon to indicate its relative complexity, whether it's a beginner, moderate, or expert hack. Each one stands on its own, so you can either read the book from cover to cover, or jump around until you see a hack you want to try. This title was created with the help of numerous gamers from the Halo community. Whether it was a trick, a glitch or a mod, Cawood went straight to the source and gathered all of the necessary information to help you complete the hack. The mod section of the book features contributions from Grenadiac, MrMurder, Iron_Forge, GTJuggler, The Swamp Fox, and many more. Halo 2 Hacks also features a foreword by Ducain (the admin for

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HighImpactHalo.org), Louis Wu (the admin for Halo.Bungie.org) and Grenadiac (the admin for HaloMods.com). For all the brave souls who want to learn how to trick Halo 2 into running the hacks and mods of their choice, Halo 2 Hacks is a must read. Roughly half of this title is dedicated to creating your own Halo 2 mods. If you're a fan of tricking, glitching or modding, then this is the book for you. But only for gamers who think they're worthy of the distinction. In this reboot of the popular 2012 title, readers will find a collection of the most up-to-date and thrilling DIY tech projects around -- straight from the experts at Popular Science magazine. Updated with new and more modern projects, the Big Book of Hacks the

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perfect book for aspiring makers, curious young techies and old-school enthusiasts alike ... especially any who love using a soldering iron! Charge up that drill, fire up your soldering iron, and get ready to hack! Starting with a robust introduction to basic yet essential maker skills and followed by four comprehensive chapters of hack projects, this book has everything you'll need.

Augmenting the Pi's ARM with the
Atmel ATmega, ICs, and Sensors

Home Theater Hacks

Coding Freedom

Podcasting Hacks

The Cultural Significance of Free
Software

Play with Simple Circuits and
Experiment with Electricity!

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Baseball Hacks

Smart Home Automation with Linux and Raspberry Pi shows you how to automate your lights, curtains, music, and more, and control everything via a laptop or mobile phone. You'll learn how to use Linux, including Linux on Raspberry Pi, to control appliances and everything from kettles to curtains, including how to hack game consoles and even incorporate LEGO Mindstorms into your smart home schemes. You ' ll discover the practicalities on wiring a house in terms of both and power and networking, along with the selection and placement of servers. There are also explanations on handling

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communication to (and from) your computer with speech, SMS, email, and web. Finally, you ' ll see how your automated appliances can collaborate to become a smart home. Smart Home Automation with Linux was already an excellent resource for home automation, and in this second edition, Steven Goodwin will show you how a house can be fully controlled by its occupants, all using open source software and even open source hardware like Raspberry Pi and Arduino.

As an incredibly cheap, credit-card sized computer, the Raspberry Pi is breaking down barriers by encouraging people of all ages to

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experiment with code and build new systems and objects; and this book provides readers with inspiring and insightful examples to explore and build upon. Written for intermediate to seasoned Raspberry Pi users, this book explores four projects from around the world, explained by their makers. These projects cover five major categories in the digital maker space: music, light, games, home automation, and the Internet of Things.

"If I had this book 10 years ago, the FBI would never have found me!" -- Kevin Mitnick This book has something for everyone---from the beginner hobbyist with no electronics or coding experience to

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the self-proclaimed "gadget geek." Take an ordinary piece of equipment and turn it into a personal work of art. Build upon an existing idea to create something better. Have fun while voiding your warranty! Some of the hardware hacks in this book include: * Don't toss your iPod away when the battery dies! Don't pay Apple the \$99 to replace it! Install a new iPod battery yourself without Apple's "help" * An Apple a day! Modify a standard Apple USB Mouse into a glowing UFO Mouse or build a FireWire terabyte hard drive and custom case * Have you played Atari today? Create an arcade-style Atari 5200 paddle controller for

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your favorite retro videogames or transform the Atari 2600 joystick into one that can be used by left-handed players * Modern game systems, too! Hack your PlayStation 2 to boot code from the memory card or modify your PlayStation 2 for homebrew game development * Videophiles unite! Design, build, and configure your own Windows- or Linux-based Home Theater PC * Ride the airwaves! Modify a wireless PCMCIA NIC to include an external antenna connector or load Linux onto your Access Point * Stick it to The Man! Remove the proprietary barcode encoding from your CueCat and turn it into a regular barcode reader * Hack your

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Palm! Upgrade the available RAM on your Palm m505 from 8MB to 16MB . Includes hacks of today's most popular gaming systems like Xbox and PS/2. . Teaches readers to unlock the full entertainment potential of their desktop PC. . Frees iMac owners to enhance the features they love and get rid of the ones they hate.

Every 3rd issue is a quarterly cumulation.

Snip, Burn, Solder, Shred
Electronics for Kids

The Medical Device R&D
Handbook, Second Edition

Book Review Index

A Hacker's Guide to Solving
Problems with Code

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With C and GNU Development
Tools

Hacker's Delight

Presents recipes ranging in difficulty with the science and technology-minded cook in mind, providing the science behind cooking, the physiology of taste, and the techniques of molecular gastronomy. Sales of wireless LANs to home users and small businesses will soar this year, with products using IEEE 802.11 (Wi-Fi) technology leading the way, according to a report by Cahners research. Worldwide, consumers will buy 7.3 million wireless LAN nodes--which include client and network hub devices--up from about 4 million last year. This third book in the "HACKING" series from Syngress is written by the SoCalFreeNet Wireless

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Users Group and will cover 802.11a/b/g (Wi-Fi) projects teaching these millions of Wi-Fi users how to "mod" and "hack" Wi-Fi access points, network cards, and antennas to run various Linux distributions and create robust Wi-Fi networks. Cahners predicts that wireless LANs next year will gain on Ethernet as the most popular home network technology. Consumers will hook up 10.9 million Ethernet nodes and 7.3 million wireless out of a total of 14.4 million home LAN nodes shipped. This book will show Wi-Fi enthusiasts and consumers of Wi-Fi LANs who want to modify their Wi-Fi hardware how to build and deploy homebrew Wi-Fi networks, both large and small. Wireless LANs next year will gain on Ethernet as the most popular home network technology. Consumers will

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hook up 10.9 million Ethernet nodes and 7.3 million wireless clients out of a total of 14.4 million home LAN nodes shipped. This book will use a series of detailed, inter-related projects to teach readers how to modify their Wi-Fi hardware to increase power and performance to match that of far more expensive enterprise networking products. Also features hacks to allow mobile laptop users to actively seek wireless connections everywhere they go! The authors are all members of the San Diego Wireless Users Group, which is famous for building some of the most innovative and powerful "home brew" Wi-Fi networks in the world.

A project-based approach to learning Python programming for beginners. Intriguing projects teach you how to tackle challenging problems with code.

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You've mastered the basics. Now you're ready to explore some of Python's more powerful tools. Real-World Python will show you how. Through a series of hands-on projects, you'll investigate and solve real-world problems using sophisticated computer vision, machine learning, data analysis, and language processing tools. You'll be introduced to important modules like OpenCV, NumPy, Pandas, NLTK, Bokeh, Beautiful Soup, Requests, HoloViews, Tkinter, turtle, matplotlib, and more. You'll create complete, working programs and think through intriguing projects that show you how to:

- Save shipwrecked sailors with an algorithm designed to prove the existence of God
- Detect asteroids and comets moving against a starfield
- Program a sentry gun to shoot your enemies and

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spare your friends □ Select landing sites for a Mars probe using real NASA maps □ Send unbreakable messages based on a book code □ Survive a zombie outbreak using data science □ Discover exoplanets and alien megastructures orbiting distant stars □ Test the hypothesis that we're all living in a computer simulation □ And more! If you're tired of learning the bare essentials of Python Programming with isolated snippets of code, you'll relish the relevant and geeky fun of Real-World Python! Take a geek and a PC, add one soldering iron, a home, and a copy of "Home Hacking Projects for Geeks, and you'll give new meaning to the term, "home improvement." From fearless neophytes to tool-wielding masterminds, the home hacker in any geek

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The Ethics and Aesthetics of Hacking
Tips & Tools for Geeking Your Ride
How to Fix the Most Annoying Things
about Going Online
Home Hacking Projects for Geeks
Car PC Hacks
BlackBerry Hacks
Hackers & Painters

***Who are computer hackers?
What is free software? And what
does the emergence of a
community dedicated to the
production of free and open
source software--and to hacking
as a technical, aesthetic, and
moral project--reveal about the
values of contemporary
liberalism? Exploring the rise
and political significance of the
free and open source software
(F/OSS) movement in the United***

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States and Europe, Coding Freedom details the ethics behind hackers' devotion to F/OSS, the social codes that guide its production, and the political struggles through which hackers question the scope and direction of copyright and patent law. In telling the story of the F/OSS movement, the book unfolds a broader narrative involving computing, the politics of access, and intellectual property. E. Gabriella Coleman tracks the ways in which hackers collaborate and examines passionate manifestos, hacker humor, free software project governance, and festive hacker conferences. Looking at the

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ways that hackers sustain their productive freedom, Coleman shows that these activists, driven by a commitment to their work, reformulate key ideals including free speech, transparency, and meritocracy, and refuse restrictive intellectual protections. Coleman demonstrates how hacking, so often marginalized or misunderstood, sheds light on the continuing relevance of liberalism in online collaboration. Compiles programming hacks intended to help computer programmers build more efficient software, in an updated edition that covers cyclic redundancy checking and new

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algorithms and that includes exercises with answers. Exploring the practical, entrepreneurial, and historical aspects of medical device development, this second edition of The Medical Device R&D Handbook provides a how-to guide for medical device product development. The book offers knowledge of practical skills such as prototyping, plastics selection, and catheter construction, allowing designers to apply these specialized techniques for greater innovation and time saving. The author discusses the historical background of various technologies, helping readers

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understand how and why certain devices were developed. The text also contains interviews with leaders in the industry who offer their vast experience and insights on how to start and grow successful companies—both what works and what doesn't work. This updated and expanded edition adds new information to help meet the challenges of the medical device industry, including strategic intellectual property management, operating room observation protocol, and the use of new technologies and new materials in device development. The ultimate DIY project guide for techie dads raising kids in

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their own geeky image, in the spirit of The Dangerous Book for Boys Today's generation of dads grew up more tech-savvy than ever. Rather than joining the Little League team, many grew up playing computer games, Dungeons and Dragons, and watching Star Wars. Now with kids of their own, these digital-age dads are looking for fresh ways to share their love of science and technology, and help their kids develop a passion for learning and discovery. Enter supergeek, and father of two, Ken Denmead. An engineer and editor of the incredibly popular GeekDad blog on wired.com, Ken has created the ultimate, idea-

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packed guide guaranteed to help dads and kids alike enjoy the magic of playtime together and tap into the infinite possibility of their imagination. With illustrations throughout, this book offers projects for all ages to suit any timeframe or budget. With Denmead's expert guidance, you and your child can:

- Fly a night-time kite ablaze with lights or launch a video camera with balloons***
- Construct the "Best Slip n' Slide Ever," a guaranteed thrill ride***
- Build a working lamp with LEGO bricks and CDs***
- Create a customized comic strip or your own board game***
- Transform any room into a spaceship***
- Make geeky crafts***

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like cyborg jack-o'-lanterns or Ethernet cuff links Brimming with endlessly fun and futuristic tidbits on everything from gaming to gadgets, GeekDad helps every tech-savvy father unleash his inner kid-and bond with the next generation of brainiacs. Watch a Video

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video gamers, 'Gaming Hacks' offers a guide to pushing the limits of video game software and hardware using the creative exploits of the gaming gurus. The Smart Innovation, Systems and Technologies book series encompasses the topics of knowledge, intelligence, innovation and sustainability. The aim of the series is to make available a platform for the publication of books on all aspects of single and multi-disciplinary research on these themes in order to make the latest results available in a readily-accessible form. This book is devoted to the "Intelligent and Adaptive Educational-Learning Systems". It privileges works that highlight key achievements and outline trends to inspire future

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research. After a rigorous revision process twenty manuscripts were accepted and organized into four parts: Modeling, Content, Virtuality and Applications. This volume is of interest to researchers, practitioners, professors and postgraduate students aimed to update their knowledge and find out targets for future work in the field of artificial intelligence on education. Illustrates how to be more efficient in online ventures by making Internet applications behave, getting the most out of online services, stopping spam and pop-up ads, with additional chapters that include searching, security, digital music and email. Original. (Intermediate)

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