

Iwoz Computer Geek To Cult Icon Getting To The Core Of Apples Inventor

An invaluable guide for identifying and pricing more than 700 microcomputers made worldwide between 1971 and 1993. Features early hobbyist computers, desktop business/professional computers, home computers, PC-compatibles, transportable computers, laptops, and notebook computers. Also provides advice for locating and evaluating microcs, a glossary, and list of resources.

A New York Times Bestseller: "Woz traces the life and times of a brilliant, gifted...individual whose contributions to the scientific, business and cultural realms are extensive." "Bookpage Before slim laptops that fit into briefcases, computers looked like strange, alien vending machines. But in "the most staggering burst of technical invention by a single person in high-tech history" (BusinessWeek) Steve Wozniak invented the first true personal computer. Wozniak teamed up with Steve Jobs, and Apple Computer was born, igniting the computer revolution and transforming the world. In iWoz the mischievous genius with the low profile treats readers to a rollicking, no-holds-barred account of his life—for once, in the voice of the wizard himself.

The computer engineer details his early life and education, his role as the creator of the first personal computer and co-founder of Apple Computer, and provides a personal perspective on the invention that helped ignite the technology revolution.

"The Genomics Age" is a guide to a startling new reality, a very near future in which science will empower us to make decisions with profound biological, moral, economic, and societal implications.

The Genius Who Took Apple to the Next Level

My Life at Apple

The Making of the Personal Computer

Future Crimes

His Life and Times with 21 Activities

Leading Programmers Explain How They Think

Inventor of the Apple Computer

NEW YORK TIMES BESTSELLER The complete, uncensored history of the award-winning *The Daily Show* with Jon Stewart, as told by its correspondents, writers, and host. For almost seventeen years, *The Daily Show* with Jon Stewart brilliantly redefined the borders between television comedy, political satire, and opinionated news coverage. It launched the careers of some of today's most significant comedians, highlighted the hypocrisies of the powerful, and garnered 23 Emmys. Now the show's behind-the-scenes gags, controversies, and camaraderie will be chronicled by the players themselves, from legendary host Jon Stewart to the star cast members and writers—including Samantha Bee, Stephen Colbert, John Oliver, and Steve Carell – plus some of *The Daily Show*'s most prominent guests and adversaries: John and Cindy McCain, Glenn Beck, Tucker Carlson, and many more. This oral history takes the reader behind the curtain for all the show's highlights, from its origins as Comedy Central's underdog late-night program to Trevor Noah's succession, rising from a scrappy jester in the 24-hour political news cycle to become part of the beating heart of politics—a trusted source for not only comedy but also commentary, with a reputation for calling bullshit and an ability to effect real change in the world. Through years of incisive election coverage, passionate debates with President Obama and Hillary Clinton, feuds with Bill O'Reilly and Fox, and provocative takes on Wall Street and racism, *The Daily Show* has been a cultural touchstone. Now, for the first time, the people behind the show's seminal moments come together to share their memories of the last-minute rewrites, improvisations, pranks, romances, blow-ups, and moments of Zen both on and off the set of one of America's most groundbreaking shows.

"The most interesting book ever written about Google" (The Washington Post) delivers the inside story behind the most successful and admired technology company of our time, now updated with a new Afterword. Google is arguably the most important company in the world today, with such pervasive influence that its name is a verb. The company founded by two Stanford graduate students—Larry Page and Sergey Brin—has become a tech giant known the world over. Since starting with its search engine, Google has moved into mobile phones, computer operating systems, power utilities, self-driving cars, all while remaining the most powerful company in the advertising business. Granted unprecedented access to the company, Levy disclosed that the key to Google's success in all these businesses lay in its engineering mindset and adoption of certain internet values such as speed, openness, experimentation, and risk-taking. Levy discloses details behind Google's relationship with China, including how Brin disagreed with his colleagues on the China strategy—and why its social networking initiative failed; the first time Google tried chasing a successful competitor. He examines Google's rocky relationship with government regulators, particularly in the EU, and how it has responded when employees left the company for smaller, nimbler start-ups. In the Plex is the "most authoritative...and in many ways the most entertaining" (James Gleick, *The New York Book Review*) account of Google to date and offers "an instructive primer on how the minds behind the world's most influential internet company function" (Richard Waters, *The Wall Street Journal*).

Many of the earliest books, particularly those dating back to the 1900s and before, are now extremely scarce and increasingly expensive. We are republishing these classic works in affordable, high quality, modern editions, using the original text and artwork.

"A rollicking history of the telephone system and the hackers who exploited its flaws." —Kirkus Reviews, starred review *Before smartphones, back even before the Internet and personal computers, a misfit group of technophiles, blind teenagers, hippies, and outlaws figured out how to hack the world's largest machine: the telephone system. Starting with Alexander Graham Bell's revolutionary "harmonic telegraph," by the middle of the twentieth century the phone system had grown into something extraordinary, a web of cutting-edge switching machines and human operators that linked together millions of people like never before. But the network had a billion-dollar flaw, and once people discovered it, things would never be the same. Exploding the Phone tells this story in full for the first time. It traces the birth of long-distance communication and the telephone, the rise of AT&T's monopoly, the creation of the sophisticated machines that made it all work, and the discovery of Ma Bell's Achilles' heel. Phil Lapsley expertly weaves together the clandestine underground of "phone phreaks" who turned the network into their electronic playground, the mobsters who exploited its flaws to avoid the feds, the explosion of telephone hacking in the counterculture, and the war between the phreaks, the phone company, and the FBI. The product of extensive original research, *Exploding the Phone* is a groundbreaking, captivating book that "does for the phone phreaks what *Steven Levy's Hackers* did for computer pioneers" (Boing Boing). "An authoritative, jaunty and enjoyable account of their sometimes comical, sometimes impressive and sometimes disquieting misdeeds." —The Wall Street Journal "Brilliantly researched." —The Atlantic "A fantastically fun romp through the world of early phone hackers, who sought free long distance, and in the end helped launch the computer era." —The Seattle Times*

A Wizard Called Woz

The Passionate Entrepreneur

The Greatest Second Act in the History of Business

All about Steve Wozniak

Lip Over Lambda

Collectible Microcomputers

Bricklin on Technology

An examination of one of the greatest success stories of the digital age looks at the success Steve Jobs has had with Pixar and his rejuvenation of Apple through the introduction of the iMac and iPod.

NEW YORK TIMES and WALL STREET JOURNAL BESTSELLER ONE OF THE WASHINGTON POST'S 10 BEST BOOKS OF 2015 One of the world's leading authorities on global security, Marc Goodman takes readers deep into the digital underground to expose the alarming ways criminals, corporations, and even countries are using new and emerging technologies against you—and how this makes everyone more vulnerable than ever imagined. Technological advances have benefited our world in immeasurable ways, but there is an ominous flip side: our technology can be turned against us. Hackers can activate baby monitors to spy on families, thieves are analyzing social media posts to plot home invasions, and stalkers are exploiting the GPS on smart phones to track their victims' every move. We all know today's criminals can steal identities, drain online bank accounts, and wipe out computer servers, but that's just the beginning. To date, no computer has been created that could not be hacked—a sobering fact given our radical dependence on these machines for everything from our nation's power grid to air traffic control to financial services. Yet, as ubiquitous as technology seems today, just over the horizon is a tidal wave of scientific progress that will leave our heads spinning. If today's Internet is the size of a golf ball, tomorrow's will be the size of the sun. Welcome to the Internet of Things, a living, breathing, global information grid where every physical object will be online. But with greater connections come greater risks. Implantable medical devices such as pacemakers can be hacked to deliver a lethal jolt of electricity and a car's brakes can be disabled at high speed from miles away. Meanwhile, 3-D printers can produce AK-47s, bioterrorists can download the recipe for Spanish flu, and cartels are using fleets of drones to ferry drugs across borders. With explosive insights based upon a career in law enforcement and counterterrorism, Marc Goodman takes readers on a vivid journey through the darkest recesses of the Internet. Reading like science fiction, but based in science fact, *Future Crimes* explores how bad actors are primed to hijack the technologies of tomorrow, including robotics, synthetic biology, nanotechnology, virtual reality, and artificial intelligence. These fields hold the power to create a world of unprecedented abundance and prosperity. But the technological bedrock upon which we are building our common future is deeply unstable and, like a house of cards, can come crashing down at any moment. *Future Crimes* provides a mind-blowing glimpse into the dark side of technological innovation and the unintended consequences of our connected world. Goodman offers a way out with clear steps we must take to survive the progress unfolding before us. Provocative, thrilling, and ultimately empowering, *Future Crimes* will serve as an urgent call to action that shows how we can take back control over our own devices and harness technology's tremendous power for the betterment of humanity—before it's too late.

"Following his blockbuster biography of Steve Jobs, *The Innovators* is Walter Isaacson's revealing story of the people who created the computer and the Internet. It is destined to be the standard history of the digital revolution and an indispensable guide to how innovation really happens.

What were the talents that allowed certain inventors and entrepreneurs to turn their visionary ideas into disruptive realities? What led to their creative leaps? Why did some succeed and others fail? In his masterly saga, Isaacson begins with Ada Lovelace, Lord Byron's daughter, who pioneered computer programming in the 1840s. He explores the fascinating personalities that created our current digital revolution, such as Vannevar Bush, Alan Turing, John von Neumann, J.C.R. Licklider, Doug Engelbart, Robert Noyce, Bill Gates, Steve Wozniak, Steve Jobs, Tim Berners-Lee, and Larry Page. This is the story of how their minds worked and what made them so inventive. It's also a narrative of how their ability to collaborate and master the art of teamwork made them even more creative. For an era that seeks to foster innovation, creativity, and teamwork, *The Innovators* shows how they happen".

In a world that divides us, technology creates connection. Cell phones, e-mail, digital cameras, personal Web sites—they all join us, however tenuously, to what we value. Is connectivity what we're willing to pay for? Should technology be our servant or a tool that helps us do other things? How do we really learn from Napster? What would intelligent standards for touch-screen user interface look like? How does technology evolve, and what drives that evolution? For Dan Bricklin, technology cannot exist independently of the lives and needs of those who use it. For more than a decade he has shared his thoughts on this essential interdependence in blogs, podcasts, and essays. This volume compiles those observations, putting together case histories and new reflections for a fascinating study of how people and technology affect one another. Whether you're a software developer or a student of human nature, you'll find yourself drawn into this most intriguing discourse—because you are its subject.

Revolution in the Valley [Paperback]

Steve Wozniak

The Definitive History of the World's Most Colorful Company

The Untold Story of the Teenagers and Outlaws who Hacked Ma Bell

The Art of Computer Programming, Volume 1, Fascicle 1

Super Mario

On the Move!

This book presents a series of cases of psychosocial interventions with schizophrenia and other serious mental health difficulties. Co-authored by a range of professionals in different roles, as well as carers and service users. Captures the benefits of a true alliance between the service user and their clinical worker. Details the skills and knowledge needed for interventions in a range of settings, including outreach work and family work, treatment on acute wards, as well as organisational change. Introductions and conclusions to each case examine the implications for practice and policy.

From the acclaimed Vanity Fair and QO journalist—an unprecedented, in-depth portrait of the man whose return to Apple precipitated one of the biggest turnarounds in business history. With a new epilogue on Apple's future survival in today's roller-coaster economy, here is the revealing biography that blew away the critics and stirred controversy within industry and media circles around the country.

"In 2009, five years after finding my Apple-1, I decided to write the story of my auction purchase. I was toying with the idea of selling my Apple, and wondering how to go about it. Consigning to an auction seemed risky, even one of the major auction companies, because there wasn't an established market. I figured if I wrote up my story, and got it published, that might lead to a buyer....If the story of my Apple-1 was interesting, maybe the story of all the Apple-1's would be compelling." (Introduction viii)

Describes the development of the Apple Macintosh through a variety of anecdotes, photographs, and sketches.

Collaborative Cases from Practitioners, Users and Carers

101 Computer Answers You Need to Know

The Genomics Age

Beautiful Code

Heroes of the Computer Revolution - 25th Anniversary Edition

Changing Outcomes in Psychosis

MMIX -- A RISC Computer for the New Millennium

The computer unlike other inventions is universal; you can use a computer for many tasks: writing, composing music, designing buildings, creating movies, inhabiting virtual worlds, communicating... This popular science history isn't just about technology but introduces the pioneers: Babbage, Turing, Apple's Wozniak and Jobs, Bill Gates, Tim Berners-Lee, Mark Zuckerberg. This story is about people and the changes computers have caused. In the future ubiquitous computing, AI, quantum and molecular computing could even make us immortal. The computer has been a radical invention. In less than a single human life computers are transforming economies and societies like no human invention before.

This 25th anniversary edition of the late Steve Levy's classic treatise traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students flagging access to chunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

No one answers more computer questions from first-time buyers than Gina Smith and Leo Laporte. Now you can get all those answers in one place, in an entertaining format that will make you laugh while you learn. Over the past decade Gina and Leo have talked with thousands of computer users on TV, radio, and in the newspaper. They're famous around the world for making computers easy to understand. In this book, they answer the questions people ask most often with simple, jargon-free language.

Let Over Lambda is one of the most hardcore computer programming books out there. Starting with the fundamentals, it describes the most advanced features of the most advanced language: Common Lisp. Only the top percentile of programmers use lisp and if you can understand this book you are in the top percentile of lisp programmers. If you are looking for a dry coding manual that re-hashes common-sense techniques in whatever langue du jour, this book is not for you. This book is about pushing the boundaries of what we know about programming. While this book teaches useful skills that can help solve your programming problems today and now, it has also been designed to be entertaining and inspiring. If you have ever wondered what lisp or even programming itself is really about, this is the book you have been looking for.

Hackers

The Vines

The Second Coming of Steve Jobs

The Daily Show (The Book)

The Model Engineer

A Memoir of My Life with Steve Jobs

The Bite in the Apple

The high-tech wizard behind Apple offers a personal account of the creation of the first personal computer by marrying computer circuitry with a video screen and a typewriter keyboard to create the affordable, easy-to-use Apple I, detailing his life before and after Apple and providing a personal perspective on an invention that ignited the computer revolution. 50,000 first printing.

Traces the history of the personal computer industry, focusing on the individuals who developed new microcomputers and software, and created new computer companies.

Traces the life and career of the co-founder of Apple Computer, describes his education, and looks at the early growth of the computer industry

Meet Steve Adams, who at age 32 was a banking executive and flying high. Everyone was proud of him. And he was dying inside. Adams had long yearned for something else – a dream that you, too, may harbor in your heart. He had a passion waiting to blossom. He wanted to make it as an entrepreneur in his own business. He wanted to do something meaningful. "Win or lose," he writes, "I knew my only real anguish would be regretting in twenty or thirty years why that young man never just took that chance." Today, Adams operates successful Pet Supplies Plus stores across the country. His was a journey of severe challenges overcome, and in *The Passionate Entrepreneur* he shares his mistakes and heartaches and what he learned from them in his pursuit of success. He imparts the lessons about the systems and strategies essential to running a successful business. Among them: how to treat employees, appeal to customers, and establish your brand, all the while paying meticulous attention to the bottom line. Above all, however, an entrepreneur must understand the true bottom line – the meaning of success itself. Adams knows that business without passion is a mere exercise in numbers. Profit without purpose can drain the soul. He wanted to be an entrepreneur so that he could lead others to a better life – his family, his employees, his clients, and his community. An entrepreneur needs a mission and absolute clarity about what he or she wants to accomplish. *The Passionate Entrepreneur* is a book of encouragement for those who are ready to pursue their dreams and for those who fear, in their frustration, that they have forgotten them. Steve Adams gets to the heart of the matter, and he is waiting to speak to you. Foreword by Lee Milteer

And the Steve I Knew

The Art of Guerilla Management

Icon Steve Jobs

The Universal Machine

Exploding the Phone

The Macintosh Way

How Xerox Invented, then Ignored, the First Personal Computer

Rita, Dan, Max and Ted are on the move in Trucktown! Kids will have hands-on fun with a movable part on each spread! Swing Wrecker Rosie's wrecking ball, spin Monster Truck Max's wheel, dump gravel from Dump Truck Dan's bed, and move Tow Truck Ted's hook up and down as he saves a good friend!

The definitive story of the rise of Nintendo. In 1981, Nintendo of America was a one-year-old business already on the brink of failure: Its president, Mino Arakawa, was stuck with two thousand unsold arcade cabinets for a dud of a game (Radar Scope). So he hatched a plan. Back in Japan, a boyish, shaggy-haired staff artist named Shigeru Miyamoto designed a new game for the unsold cabinets featuring an angry gorilla and a small jumping man. Donkey Kong brought in \$180 million in its first year alone and launched the career of a short, chubby plumber named Mario. Since then, Mario has starred in over two hundred games, generating profits in the billions. He is more recognizable than Mickey Mouse, yet his little more than a mustache in bib overall. How did a mere smear of pixels gain such huge popularity? Super Mario tells the story behind the Nintendo games millions of us grew up with, explaining how a Japanese trading card company rose to dominate the fiercely competitive video-game industry and how its experts see through their eyes. *This is not simply another design patterns book, or another software engineering treatise on the right and wrong way to do things. The authors think aloud as they work through their project's architecture, the tradeoffs made in its construction, and when it was important to break rules.* This book contains 33 chapters contributed by Brian Kernighan, Karl Fogel, Jon Bentley, Tim Bray, Elliott Rusty Harold, Michael Feathers, Alberto Savoia, Charles Petzold, Douglas Kenton, Henry S. Warren, Jr., Ashish Gulhati, Lincoln Stein, Jim Kent, Jack Dongarra and Piotr Luszczek, Adam Kolawa, Greg Kroah-Hartman, Diomidis Spinellis, Andrew Kuchling, Travis E. Oliphant, Ronald Mak, Rogério Atem de Carvalho and Rafael Nonnerat, Bryan Cantrill, Jeff Dean and Sanjay Ghemawat, Simon Peyton Jones, Kent Dybvig, William Otte and Douglas C. Schmidt, Andrew Patzner, Andreas Zeller, Yukihiro Matsumoto, Arun Mehta, TV Raman, Laura Wingerd and Christopher Seiwald, and Brian Hayes. *Beautiful Code* is an opportunity for master coders to tell their story. All author royalties will be donated to Amnesty International.

Award-Winner of the Cross Genre category and Award-Winning Finalist of the Mystery/Suspense, Historical Fiction, and General Fiction categories of the 2021 International Book Awards In the shadows of New York City lies the abandoned, forbidden North Brother Island, where the remains of a shuttered hospital hide the haunting memories of century-old quarantines and human experiments. The ruins conceal the scarred and beautiful Cora, imprisoned there by contagions and the doctors who torment her. When Finn, a young urban explorer, arrives on the island and glimpses this enigmatic woman through the foliage, intrigue turns to obsession as he tries to uncover her past – and his own family's dark secrets. By unraveling these mysteries, will he be able to save Cora? Or will she meet the same tragic ending as the thousands who've already perished on the island? *The Vines* intertwines North Brother Island's horrific and elusive history with a captivating tale of love, betrayal, survival, and loss.

Controlling the Human Element of Security

Computer Geek to Cult Icon : how I Invented the Personal Computer, Co-founded Apple, and Had Fun Doing it

Sold by Steve Jobs from His Garage in 1976, Discovered in a Storage Auction 28 Years Later

The First Apple

In the Plex

How a Group of Hackers, Geniuses, and Geeks Created the Digital Revolution

The world's most infamous hacker offers an insider's view of the low-tech threats to high-tech security Kevin Mitnick's exploits as a cyber-desperado and fugitive form one of the most exhaustive FBI manhunts in history and have spawned dozens of articles, books, films, and documentaries. Since his release from federal prison, in 1998, Mitnick has turned his life around and established himself as one of the most sought-after computer security experts worldwide. Now, in *The Art of Deception*, the world's most notorious hacker gives new meaning to the old adage, "It takes a thief to catch a thief." Focusing on the human factors involved with information security, Mitnick explains why all the firewalls and encryption protocols in the world will never be enough to stop a savvy grifter intent on rifling a corporate database or an irate employee determined to crash a system. With the help of many fascinating true stories of successful attacks on business and government, he illustrates just how susceptible even the most locked-down information systems are to a slick con artist impersonating an IRS agent. Narrating from the points of view of both the attacker and the victims, he explains why each attack was so successful and how it could have been prevented in an engaging and highly readable style reminiscent of a true-crime novel. And, perhaps most importantly, Mitnick offers advice for preventing these types of social engineering hacks through security protocols, training programs, and manuals that address the human element of security.

Finally, after a wait of more than thirty-five years, the first part of Volume 4 is at last ready for publication. Check out this special case that brings together Volumes 1 - 4A in one elegant case, and offers the purchaser a \$50 discount off the price of buying the four volumes individually. The Art of Computer Programming, Volumes 1-4A Boxed Set, 3/e ISBN: 0321751043 Art of Computer Programming, Volume 1, Fascicle 1, The MIX - A RISC Computer for the New Millennium This multivolume work on the analysis of algorithms has long been recognized as the definitive description of classical computer science. The three complete volumes published to date already comprise a unique and invaluable resource in programming theory and practice. Countless readers have spoken about the profound personal influence of Knuth's writings. Scientists have marveled at the beauty and elegance of his analysis, while practicing programmers have successfully applied his "cookbook" solutions to their day-to-day problems. All have admired Knuth for the breadth, clarity, accuracy, and good humor found in his books. To begin the fourth and later volumes of the set, and to update parts of the existing three, Knuth has created a series of small books called fascicles, which will be published in regular intervals. Each fascicle will encompass a section or more of wholly new or revised material. Ultimately, the content of these fascicles will be rolled up into the comprehensive, final versions of each volume, and the enormous undertaking that began in 1962 will be complete. Volume 1, Fascicle 1 This first fascicle updates *The Art of Computer Programming, Volume 1, Third Edition: Fundamental Algorithms*, and ultimately will become part of the fourth edition of that book. Specifically, it provides a programmer's introduction to the long-awaited MMIX, a RISC-based computer that replaces the original MIX, and describes the MMIX assembly language. The fascicle also presents new material on subroutines, coroutines, and interpretive routines. Ebook (PDF version) produced by Mathematical Sciences Publishers (MSP):http://msp.org

Chronicles the best and the worst of Apple Computer's remarkable story.

Ask consumers and users what names they associate with the multibillion dollar personal computer market, and they will answer IBM, Apple, Tandy, or Lotus. The more knowledgeable of them will add the likes of Microsoft, Ashton-Tate, Compaq, and Borland. But no one will say Xerox. Fifteen years after it invented personal computing, Xerox still means "copy." Fumbling the Future tells how one of America's leading corporations named the technology for one of the fastest-growing products of recent times, then miscalculated and mishandled the opportunity to fully exploit it. It is a classic story of how innovation can fare within large corporate structures, the real-life odyssey of what can happen to an idea as it travels from inspiration to implementation. More than anything, *Fumbling the Future* is a tale of human beings whose talents, hopes, fears, habits, and prejudices determine the fate of our largest organizations and of our best ideas. In an era in which technological creativity and economic change are so critical to the competitiveness of the American economy, *Fumbling the Future* is a parable for our times.

Everything Is Connected, Everyone Is Vulnerable and What We Can Do About It

Fumbling the Future

The Art of Deception

From the Dawn of Computing to Digital Consciousness

Fire in the Valley

Tim Cook

A Novel

In 1978, John Cook was working as a software engineer at Hewlett-Packard when a young, ambitious entrepreneur named Steve Jobs unexpectedly showed up on his doorstep. It was Steve's second time trying to persuade John to join him at his promising startup, Apple Computer, where he needed help looking over a "revolutionary computer." John was one of UC Berkeley's first fifty computer science graduates and a leader at HP, working under the tutelage of its iconic founder, Bill Hewlett, so Steve knew he was one of the few people in the world capable of achieving such a task. He was thrilled when John agreed to help, becoming Apple's 54th employee and, ultimately, its first VP of Software and first VP of Education. Over time, John and Steve's business relationship would grow into an unbreakable, decades-long friendship.

Providing a fresh perspective on one of the most beloved presidents of all time, this illuminating activity book tells the rich story of Abraham Lincoln's life and details the events of his era. Highlighting Lincoln's warm, generous spirit and impressive intellect, the guide teaches children about his fascinating life story, his struggles at the onset of the Civil War, and his relevance in today's world. Activities include delivering a speech, holding a debate, drawing political cartoons, and making a stovepipe hat or miniature Mississippi River flatboat. Lively sidebars, abundant photographs and illustrations, and fun projects help to kick the dust off Honest Abe. Also included are selections from some of Lincoln's most famous speeches and documents, as well as a resource section of Web sites to explore and sites to visit, making this a comprehensive Lincoln biography for young readers.

After 25 years of avoiding the public eye, Steve Wozniak breaks his silence and tells the full story of the Apple computer, from its conception to his views on the iconic cult status it enjoys today. But for Steve's dream to build himself a computer, Apple would never have happened. In June, it was just an idea. By that Christmas, he'd built something that his friend convinced him to sell, just for fun. The rest, as they say, is history. But this history is full of life lessons, critical decisions, huge triumphs and big mistakes, and all from a self-professed "engineer's engineer." Steve talks about his childhood, phone hacking pranks, working at Hewlett-Packard, the life-changing plane crash and teaching. I, WOZ offers readers a unique glimpse into the offbeat and brilliant but ethical mind that conceived the Macintosh. With the help of award-winning journalist Gina Smith, Steve sets the record straight.

Journalist Leander Kahney reveals how CEO Tim Cook has led Apple to astronomical success after the death of Steve Jobs in 2011. The death of Steve Jobs led a gaping void at one of the most innovative companies of all time. Jobs wasn't merely Apple's iconic founder and CEO; he was the living embodiment of a global megabrand. It was hard to imagine that anyone could take his shoes—especially not Tim Cook, the intensely private executive who many thought of as Apple's "operations drone." But seven years later, as journalist Leander Kahney reveals in this definitive book, things at Apple couldn't be better. Its stock has nearly tripled, making it the world's first trillion dollar company. Under Cook's principled leadership, Apple is pushing hard into renewable energy, labor and environmentally-friendly supply chains, user privacy, and highly-recyclable products. From the massive growth of the iPhone to lesser-known victories like the Apple Watch, Cook is leading Apple to a new era of success. Drawing on access with several Apple insiders, Kahney tells the inspiring story of how one man attempted to replace someone irreplaceable, and—through strong, humane leadership, supply chain savvy, and a commitment to his values—succeeded more than anyone had thought possible.

Computer Geek to Cult Icon - Getting to the Core of Apple's Inventor

Abraham Lincoln for Kids

The Insanely Great Story of How the Mac Was Made

iWoz: Computer Geek to Cult Icon

iWoz: Computer Geek to Cult Icon

Apple Confidential 2.0

The Innovators