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The Whirlwind War

The goal of this book is to teach undergraduate students how to use Scientific Notebook (SNB) to solve physics problems. SNB software combines word processing and mathematics in standard notation with the power of symbolic computation. As its name implies, SNB can be used as a notebook in which students set up a math or science problem, write and solve equations, and analyze and discuss their results. Written by a physics teacher with over 20 years experience, this text includes topics that have educational value, fit within the typical physics curriculum, and show the benefits of using SNB. This easy-to-read text: Provides step-by-step instructions for using Scientific Notebook (SNB) to solve physics problems Features examples in almost every section to enhance the reader's understanding of the relevant physics and to provide detailed instructions on using SNB Follows the traditional physics curriculum, so it can be used to supplement teaching at all levels of undergraduate physics Includes many problems taken from the author's class notes and research Aimed at undergraduate physics and engineering students, this text teaches readers how to use SNB to solve some everyday physics problems.

Simple Machine Projects

Packed with practice questions and proven study tips Get fully briefed on the changes to the ASVAB and sharpen your test-taking skills Want to ace the ASVAB? This essential guide provides a comprehensive review of all test subjects and covers

the latest updates, including the new short-length ASVAB and a new sample of the Armed Forces Qualifying Test. You'll discover the pros and cons of the paper and computer exams, which tests are important to your military career, and cutting-edge study techniques. * Understand the test's formats * Prepare to take the ASVAB * Improve your study techniques * Memorize key concepts * Conquer the subtests * Compute your scores * Match scores to military jobs * Maximize your career choices

Random House Webster's Word Menu

"Literature & Science Breakthroughs offers strategies for using fiction and non-fictionto bring all aspects of science to life for children." -- BACK COVER.

Rube Goldberg's Simple Normal Humdrum School Day

This is "the Word" -- one man's word, certainly -- about the art (and artifice) of the state of our computer-centric existence. And considering that the "one man" is Neal Stephenson, "the hacker Hemingway" (Newsweek) -- acclaimed novelist, pragmatist, seer, nerd-friendly philosopher, and nationally bestselling author of groundbreaking literary works (Snow Crash, Cryptonomicon, etc., etc.) -- the word is well worth hearing. Mostly well-reasoned examination and partial rant, Stephenson's In the Beginning was the Command Line is a thoughtful, irreverent, hilarious treatise on the cyber-culture past and present; on operating system tyrannies and downloaded popular revolutions; on the Internet, Disney World, Big Bangs, not to mention the meaning of life itself.

New Rules for the New Economy

An expert's perspective on how competition can make this industry work. There has never been a coherent plan to restructure the electricity industry in the USâ??until now. Power expert Sally Hunt gets down to the critical lessons learned from the California power crisis and other deregulated markets, in which competition has been introduced properly and successfully. Hunt presents sensible solutions to power market reform that have been cultivated over her twenty years of professional work in the industry. Sally Hunt (New York, NY) spent twenty years at National Economic Research Associates, where she was head of NERA's U.S. energy practice and a member of the board. Coauthor of Competition and Choice in Electricity with Graham Shuttleworth (0471957828), she has served as Corporate Economist at Con Edison, Deputy Director of the New York City Energy Office, and Assistant Administrator of the New York City Environmental Protection Administration. Over the years, financial professionals around the world have looked to the Wiley Finance series and its wide array of bestselling books for the knowledge, insights, and techniques that are essential to success in financial

markets. As the pace of change in financial markets and instruments quickens, Wiley Finance continues to respond. With critically acclaimed books by leading thinkers on value investing, risk management,asset allocation, and many other critical subjects, the Wiley Finance series provides the financial community with information they want. Written to provide professionals and individuals with the most current thinking from the best minds in the industry, it is no wonder that the Wiley Finance series is the first and last stop for financial professionals looking to increase their financial expertise.

Political Game Theory

A modern classic that no child should miss. Since it was first published in 1939, Mike Mulligan and His Steam Shovel has delighted generations of children. Mike and his trusty steam shovel, Mary Anne, dig deep canals for boats to travel through, cut mountain passes for trains, and hollow out cellars for city skyscrapers -- the very symbol of industrial America. But with progress come new machines, and soon the inseparable duo are out of work. Mike believes that Mary Anne can dig as much in a day as one hundred men can dig in a week, and the two have one last chance to prove it and save Mary Anne from the scrap heap. What happens next in the small town of Popperville is a testament to their friendship, and to old-fashioned hard work and ingenuity.

Forest Measurements

In Simple Machines: Screw, young learners in grades 1–3 will explore what a screw is and how it is useful. This 24-page title uses real-world examples of simple machine mechanisms and explains how these feats of engineering can make daily work less difficult to complete. The Simple Machines series for grades 1–3 explains how basic mechanical devices, that are used for applying a force, can help make daily tasks much easier. Featuring before- and after-reading activities, a glossary, an index, and comprehension questions, this series helps young learners strengthen their reading comprehension skills while also introducing them to some of the most commonly used simple machines

In the BeginningWas the Command Line

A guide to the next great wave of technology—an era of objects so programmable that they can be regarded as material instantiations of an immaterial system.

ASVAB For Dummies

The Paralysis Resource Guide, produced by the Christopher & Dana Reeve Foundation, is a reference and lifestyle tool for

people affected by paralysis. The book includes details on medical and clinical subjects related to all causes of paralysis, as well as health maintenance information. The fully-illustrated book provides a detailed overview of biomedical research, assistive technology, sports and recreation activities, legal and civil rights, social security and benefits, and numerous lifestyle options.

The System of Objects

Construct an arsenal of mini-models of large launchers, based on siege weapons used throughout history. All you need are everyday items and some adult help. Wheel them out as you conduct a siege and load your catapults with raisins or marshmallows. Bite-sized facts explain how these siege weapons were used in history too!

The Design of Everyday Things

"A foundational look at inclined planes, explaining how these simple machines work and describing some common examples, such as ramps, that have been used throughout history"--Provided by publisher.

Creative Problem Solving for Managers

This book offers a venue for rapidly learning the language of C++ by concisely revealing its grammar, syntax and main features, and by explaining the key ideas behind object oriented programming (OOP) with emphasis on scientific computing. The book reviews elemental concepts of computers and computing, describes the primary features of C++, illustrates the use of pointers and user-defined functions, analyzes the construction of classes, and discusses graphics programming based on VOGLE and OpenGL. In short, the book is a basic, concise introduction to C++ programming for everyone from students to scientists and engineers seeking a quick grasp of key topics.

Break the Siege

Political Game Theory is a self-contained introduction to game theory and its applications to political science. The book presents choice theory, social choice theory, static and dynamic games of complete information, static and dynamic games of incomplete information, repeated games, bargaining theory, mechanism design and a mathematical appendix covering, logic, real analysis, calculus and probability theory. The methods employed have many applications in various disciplines including comparative politics, international relations and American politics. Political Game Theory is tailored to students without extensive backgrounds in mathematics, and traditional economics, however there are also many special sections

that present technical material that will appeal to more advanced students. A large number of exercises are also provided to practice the skills and techniques discussed.

Great Inventions that Changed the World

Provides a simple introduction to the use of levers, pulleys, and wheels to move heavy objects.

Making Machines with Levers

Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games. What you'll learn How to build interactive games that work on a variety of platforms Take the tour around Unity user interface fundamentals, scripting and more Create a test environment and gain control over functionality, cursor control, action objects, state management, object metadata, message text and more What is inventory logic and how to manage it How to handle 3D object visibility, effects and other special cases How to handle variety of menus and levels in your games development How to handle characters, scrollers, and more How to create or integrate a story/walkthrough How to use the new Mecanim animation Who this book is for Students or artists familiar with tools such as 3ds Max or Maya who want to create games for mobile platforms, computers, or consoles, but with little or no experience in scripting or the logic behind games development. Table of Contents 01. Introduction to Game Development 02. Unity UI basics 03. Introduction to Scripting 04. Terrain Generation and Environment 05. Exploring Navigation 06. Cursor Control and Interaction 07. Importing Assets 08. Action Objects 09. Managing State 10. Exploring Transitions 11. Physics and Special

Effects 12. Message Text and HUD 13. Inventory Logic 14. Managing Inventory 15. Dialogue Trees 16. Mecanim 17. Game Environment 18. Setting up the Game 19. Menus and Levels

How Do You Lift a Lion?

This accessible text provides a lively introduction to the essential skills of creative problem solving. Using extensive case-studies and examples from a range of business situations, it explores various problem-solving theories and techniques, illustrating how these can be used to solve a range of management problems. Thoroughly revised and redesigned, this new edition retains the accessible and imaginative approach to problem-solving skills of the first edition. Contents include: * blocks to creativity and how to overcome them * key techniques including lateral thinking, morphological analysis and synectics * computer-assisted problem solving * increased coverage of group problem-solving techniques and paradigm shift. As creativity is increasingly recognized as a key skill for successful managers, this book will be welcomed as a comprehensive introduction for students and practising managers alike.

Making Competition Work in Electricity

Harold Burkhart and Bronson Bullock have updated the quintessential introduction to forest measurements, providing a new generation of forestry students at all levels with the concepts and methods they need for career success. With attention to detail and clear, precise language, the authors present timber measurement techniques applicable to any tree inventory regardless of management objectives. Assuming no more mathematical background than algebra and plane trigonometry, the authors begin with basic statistical concepts to ensure that even introductory students benefit from the book's concise explanations. Comprehensive coverage of sampling designs, land measurements, tree measurements, forest inventory field methods, and growth projections assures utility for foresters throughout their education and beyond. The new edition includes expanded discussions of information technology and geospatial information systems commonly employed in assessing forest resources. Recognizing the needs of contemporary forest inventories and models, a new chapter on assessing forest carbon builds on the foundations of traditional forest measurements, sampling, and modeling. Abundant photographs and illustrations highlight and clarify important concepts, while many numerical examples allow readers to become comfortable with the quantitative tools employed by foresters.

The Physics of Hockey

Postmodern Theory and Progressive Politics

The System of Objects is a tour de force—a theoretical letter-in-a-bottle tossed into the ocean in 1968, which brilliantly communicates to us all the live ideas of the day. Pressing Freudian and Saussurean categories into the service of a basically Marxist perspective, The System of Objects offers a cultural critique of the commodity in consumer society. Baudrillard classifies the everyday objects of the "new technical order" as functional, nonfunctional and metafunctional. He contrasts "modern" and "traditional" functional objects, subjecting home furnishing and interior design to a celebrated semiological analysis. His treatment of nonfunctional or "marginal" objects focuses on antiques and the psychology of collecting, while the metafunctional category extends to the useless, the aberrant and even the "schizofunctional." Finally, Baudrillard deals at length with the implications of credit and advertising for the commodification of everyday life. The System of Objects is a tour de force of the materialist semiotics of the early Baudrillard, who emerges in retrospect as something of a lightning rod for all the live ideas of the day: Bataille's political economy of "expenditure" and Mauss's theory of the gift; Reisman's lonely crowd and the "technological society" of Jacques Ellul; the structuralism of Roland Barthes in The System of Fashion; Henri Lefebvre's work on the social construction of space; and last, but not least, Guy Debord's situationist critique of the spectacle.

Random House Word Menu

Lists and defines words by over 700 subject areas, including nature, science and technology, domestic life, arts, language, and institutions

Free Live Free

Design doesn't have to complicated, which is why this guide to human-centered design shows that usability is just as important as aesthetics. Even the smartest among us can feel inept as we fail to figure out which light switch or oven burner to turn on, or whether to push, pull, or slide a door. The fault, argues this ingenious -- even liberating -- book, lies not in ourselves, but in product design that ignores the needs of users and the principles of cognitive psychology. The problems range from ambiguous and hidden controls to arbitrary relationships between controls and functions, coupled with a lack of feedback or other assistance and unreasonable demands on memorization. The Design of Everyday Things shows that good, usable design is possible. The rules are simple: make things visible, exploit natural relationships that couple function and control, and make intelligent use of constraints. The goal: guide the user effortlessly to the right action on the right control at the right time. The Design of Everyday Things is a powerful primer on how -- and why -- some products satisfy customers while others only frustrate them.

180 Creative Ideas for Getting Students Involved, Engaged, and Excited

A professor of physics introduces readers to the science behind the sport of hockey, revealing the thermodynamics and mechanics of the game. (Sports & Recreation)

Personality Traits and Drug Consumption

This book explores the origins of the academic culture wars of the late 20th century and examines their lasting influence on the humanities and progressive politics. It puts us in a position to ask this question: what to make now of those furious debates over postmodernism, multiculturalism, relativism, critical theory, deconstruction, post-structuralism, and all the rest? In an effort to arrive at a fair judgment on that question, the book reaches for an understanding of postmodern theorists by way of two genres they despised and hopes, for that very reason, to do them justice. It tells a story, and in the telling, advances two basic claims: first, that the phenomenological/hermeneutical tradition is the most suitable source of theory for a humanism that aspires to be universal; and, second, that the ethical and political aspect of the human condition is authentically accessible only through narrative. In conclusion, it argues that the postmodern moment was a necessary one, or will have been if we rise to the occasion and seize the opportunity it offers: a truly universal humanism might yet be realized even in—or perhaps especially in—this atavistic hour of parochial populism.

The Biological Mind

A hands-on approach introduces young scientists to simple machines (levers; pulleys; ramps and wedges; screws; springs; wheels and axles). Science theory and practical, fun projects teach the physics and the technology behind this simple machine. Important science curriculum is explained through historical and contemporary examples of simple machines. Step-by-step projects range from the simple to the more challenging.

Beginning 3D Game Development with Unity 4

"Free Live Free," said the newspaper ad, and the out-of-work detective Jim Stubb, the occultist Madame Serpentina, the salesman Ozzie Barnes, and the overweight prostitute Candy Garth are brought together to live for a time in Free's old house, a house scheduled for demolition to make way for a highway. Free drops mysterious hints of his exile from his homeland, and of the lost key to his return. And so when demolition occurs and Free disappears, the four make a pact to continue the search, which ultimately takes them far beyond their wildest dreams. This is character-driven science fiction at its best by a writer whom, at the time of its first publication, the Chicago Sun-Times called "science fiction's best genuine novelist." At the Publisher's request, this title is being sold without Digital Rights Management Software (DRM) applied.

Newton's Principia

Discover the inventions that have made our world what it is today A great invention opens the door to a new era in human history. The stone axe, for example, invented some 2 million years ago in East Africa, enabled us to enter the human path of endless improvements through inventions. The taming of fire enabled us to cook food as well as leave the warmth of Africa and move to the frigid lands of the North. From the stone axe to the computer and the Internet, this book provides a fascinating tour of the most important inventions and inventors throughout history. You'll discover the landmark achievements and the men and women that made the world what it is today. Great Inventions That Changed the World is written by Professor James Wei, a renowned educator and engineer who holds several patents for his own inventions. Following an introductory chapter examining the role of inventors and inventions in fueling innovation and global advancement, the book is organized to show how inventions are spurred by human needs and desires, including: Work Food, clothing, and housing Health and reproduction Security As you progress through the book, you'll not only learn about inventions and inventors, but also the impact they have had on our lives and the society and environment in which we live today. Inventions solve problems, but as this book so expertly demonstrates, they can also directly or indirectly create new problems as well, from pollution to global warming to bioterrorism. By enabling us to understand the impact of inventions throughout history, this book can help guide the next generation of citizens, decision makers, and inventors.

Sense and Solidarity

Why is it so hard to make lasting changes in our companies, in our communities, and in our own lives? The primary obstacle is a conflict that's built into our brains, say Chip and Dan Heath, authors of the critically acclaimed bestseller Made to Stick. Psychologists have discovered that our minds are ruled by two different systems - the rational mind and the emotional mind—that compete for control. The rational mind wants a great beach body; the emotional mind wants that Oreo cookie. The rational mind wants to change something at work; the emotional mind loves the comfort of the existing routine. This tension can doom a change effort - but if it is overcome, change can come quickly. In Switch, the Heaths show how everyday people - employees and managers, parents and nurses - have united both minds and, as a result, achieved dramatic results: • The lowly medical interns who managed to defeat an entrenched, decades-old medical practice that was endangering patients • The home-organizing guru who developed a simple technique for overcoming the dread of housekeeping • The manager who transformed a lackadaisical customer-support team into service zealots by removing a standard tool of customer service In a compelling, story-driven narrative, the Heaths bring together decades of counterintuitive research in psychology, sociology, and other fields to shed new light on how we can effect transformative change. Switch shows that successful changes follow a pattern, a pattern you can use to make the changes that matter to you, whether your interest is in changing the world or changing your waistline.

Simple Machines Screw

Lists and defines words and terms in over seven hundred subject areas including nature, science and technology, domestic life, arts, language, and institutions

Ready, Set, Show What You Know

The race is on to construct the first quantum code breaker, as the winner will hold the key to the entire Internet. From international, multibillion-dollar financial transactions to top-secret government communications, all would be vulnerable to the secret-code-breaking ability of the quantum computer. Written by a renowned quantum physicist closely involved in the U.S. government's development of quantum information science, Schrödinger's Killer App: Race to Build the World's First Quantum Computer presents an inside look at the government's quest to build a quantum computer capable of solving complex mathematical problems and hacking the public-key encryption codes used to secure the Internet. The "killer application" refers to Shor's quantum factoring algorithm, which would unveil the encrypted communications of the entire Internet if a quantum computer could be built to run the algorithm. Schrödinger's notion of quantum entanglement—and his infamous cat—is at the heart of it all. The book develops the concept of entanglement in the historical context of Einstein's 30-year battle with the physics community over the true meaning of quantum theory. It discusses the remedy to the threat posed by the quantum code breaker: quantum cryptography, which is unbreakable even by the quantum computer. The author also covers applications to other important areas, such as quantum physics simulators, synchronized clocks, quantum search engines, quantum sensors, and imaging devices. In addition, he takes readers on a philosophical journey that considers the future ramifications of quantum technologies. Interspersed with amusing and personal anecdotes, this book presents quantum computing and the closely connected foundations of quantum mechanics in an engaging manner accessible to non-specialists. Requiring no formal training in physics or advanced mathematics, it explains difficult topics, including quantum entanglement, Schrödinger's cat, Bell's inequality, and quantum computational complexity, using simple analogies.

Paralysis Resource Guide

The classic book on business strategy in the new networked economy— from the author of the New York Times bestseller The Inevitable Forget supply and demand. Forget computers. The old rules are broken. Today, communication, not computation, drives change. We are rushing into a world where connectivity is everything, and where old business know-how means nothing. In this new economic order, success flows primarily from understanding networks, and networks have their own rules. In New Rules for the New Economy, Kelly presents ten fundamental principles of the connected economy

that invert the traditional wisdom of the industrial world. Succinct and memorable, New Rules explains why these powerful laws are already hardwired into the new economy, and how they play out in all kinds of business—both low and high tech—all over the world. More than an overview of new economic principles, it prescribes clear and specific strategies for success in the network economy. For any worker, CEO, or middle manager, New Rules is the survival kit for the new economy.

Simple Machines: Inclined Planes

If Rube's inventions are any indication, "normal" means something very different in the Goldberg household. For Rube, up is down, in is out, and the simplest path to accomplishing an everyday task—like brushing his teeth or getting dressed—is a humorously complicated one. Follow Rube as he sets out on a typical school day, overcomplicating each and every step from the time he wakes up in the morning until the time he goes to bed at night. This book features fourteen inventions, each depicting an interactive sequence whose purpose is to help Rube accomplish mundane daily tasks: a simple way to get ready for school, to make breakfast, to do his homework, and so much more.

Literature & Science Breakthroughs

Essentials of Metaheuristics

"A hands-on approach introduces young scientists to the lever. Science theory and practical, fun projects teach the physics and the technology behind this simple machine. Important science curriculum is explained through historical and contemporary examples of levers. Step-by-step projects range from the simple to the more challenging."--

Shaping Things

This is an open access title available under the terms of a CC BY-NC-ND 4.0 licence. It is free to read at Oxford Scholarship Online and offered as a free PDF download from OUP and selected open access locations. Jean Drèze has a rare and distinctive understanding of the Indian economy and its relationship with the social life of ordinary people. He has travelled widely in rural India and done fieldwork of a kind that few economists have attempted. In Sense and Solidarity Drèze offers unique insight on issues of hunger, inequality, conflict, and the evolution of social policy in India over roughly the past two decades. Historic legislations and initiatives of the period, relating for instance to the right to food and the right to work, are all scrutinised and explained, as are the fierce debates that often accompanied them. "Jholawala" has become a disparaging term for activists in the Indian business media. This book affirms the learning value of collective action

combined with sound economic analysis. In his detailed introduction, the author argues for an approach to development economics where research and action are complementary and interconnected.Sense and Solidarity spans the gamut of critical social policies, from education and health to poverty, nutrition, child care, corruption, employment, and social security. There are also less predictable topics such as the caste system, corporate power, nuclear disarmament, the Gujarat model, the Kashmir conflict, and universal basic income. Sense and Solidarity enlarges the boundaries of social development towards a broad concern with the sort of society we want to create.

Mike Mulligan and His Steam Shovel

Independent living with smart technologies Smart Technology for Aging, Disability, and Independence: The Stateof the Science brings together current research and technologicaldevelopments from engineering, computer science, and therehabilitation sciences, detailing how its applications can promotecontinuing independence for older persons and those withdisabilities. Leading experts from multiple disciplines worldwide havecontributed to this volume, making it the definitive resource. Thetext begins with a thorough introduction that presents importantconcepts, defines key terms, and identifies demographic trends atwork. Using detailed product descriptions, photographs andillustrations, and case studies, subsequent chapters discusscutting-edge technologies, including: * Wearable systems * Human-computer interactions * Assisted vision and hearing * Smart wheelchairs * Handheld devices and smart phones * Visual sensors * Home automation * Assistive robotics * In-room monitoring systems * Telehealth After considering specific high-technology solutions, the textexamines recent trends in other critical areas, such as basicassistive technologies, driving, transportation and communitymobility, home modifications and design, and changing standards ofelder care. Students and professionals in the rehabilitation sciences, healthcare providers, researchers in computer science and engineering,and non-expert readers will all appreciate this text's thoroughcoverage and clear presentation of the state of the science.

Schrödinger's Killer App

This book discusses the psychological traits associated with drug consumption through the statistical analysis of a new database with information on 1885 respondents and use of 18 drugs. After reviewing published works on the psychological profiles of drug users and describing the data mining and machine learning methods used, it demonstrates that the personality traits (five factor model, impulsivity, and sensation seeking) together with simple demographic data make it possible to predict the risk of consumption of individual drugs with a sensitivity and specificity above 70% for most drugs. It also analyzes the correlations of use of different substances and describes the groups of drugs with correlated use, identifying significant differences in personality profiles for users of different drugs. The book is intended for advanced undergraduates and first-year PhD students, as well as researchers and practitioners. Although no previous knowledge of

machine learning, advanced data mining concepts or modern psychology of personality is assumed, familiarity with basic statistics and some experience in the use of probabilities would be helpful. For a more detailed introduction to statistical methods, the book provides recommendations for undergraduate textbooks.

Switch

Doing Physics with Scientific Notebook

From the editors of The Teacher's Calendar and Chase's Calendar of Events comes an indispensable classroom resource for educators of grades K-8. Here are 180 lesson plan supplements--one for each day of the school year--that will give teachers ready access to an abundance of practical, do-able activities and listings of very helpful resources to enrich lessons and encourage student participation. Ideas are presented chronologically by month, but are also keyed by subject area (math, science, language arts, etc.) for maximum ease of use.

Smart Technology for Aging, Disability, and Independence

A pioneering neuroscientist argues that we are more than our brains To many, the brain is the seat of personal identity and autonomy. But the way we talk about the brain is often rooted more in mystical conceptions of the soul than in scientific fact. This blinds us to the physical realities of mental function. We ignore bodily influences on our psychology, from chemicals in the blood to bacteria in the gut, and overlook the ways that the environment affects our behavior, via factors varying from subconscious sights and sounds to the weather. As a result, we alternately overestimate our capacity for free will or equate brains to inorganic machines like computers. But a brain is neither a soul nor an electrical network: it is a bodily organ, and it cannot be separated from its surroundings. Our selves aren't just inside our heads--they're spread throughout our bodies and beyond. Only once we come to terms with this can we grasp the true nature of our humanity.

Introduction to C++ Programming and Graphics

CMH Publication 70-30. Edited by Frank N. Schubert and TheresaL. Kraus. Discusses the United States Army's role in the Persian Gulf War from August 1990 to February 1991. Shows the various strands that came together to produce the army of the 1990s and how that army in turn performed under fire and in the glare of world attention. Retains a sense of immediacy in its approach. Contains maps which were carefully researched and compiled as original documents in their own right. Includes an index.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION