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Blizzard Entertainment and Dark Horse Books are proud to present the third installment of their bestselling World of Warcraft Chronicle series! Like its predecessors, Volume III features beautiful full-color artwork by Peter Lee, Emily Chen, Stanton Feng, and other fan-favorite artists, as well as intricately detailed maps and spot art by Joseph Lacroix. Bolster your knowledge of Warcraftlore with this striking third volume!

Your first look at the next D&D title comes on August 24! Keep an eye on wherever you get your D&D news for a preview of the book.

The Burning Legion has been defeated, and eastern regions of Kalimdor are now shared by two nations: the orcs of Durotar, led by their noble Warchief, Thrall; and the humans of Theramore, led by one of the most powerful mages alive -- Lady Jaina Proudmoore. But the tentative peace between orcs and humans is suddenly crumbling. Random attacks against Durotar's holdings suggest that the humans have renewed their aggression toward the orcs. Now Jaina and Thrall must avert disaster before old hatreds are rekindled -- and Kalimdor is plunged into another devastating war. Jaina's search to uncover the truth behind the attacks leads her to a shocking revelation. Her encounter with a legendary, long-lost wizard will challenge everything that she believes and illuminate the secret history of the world of...

A quick guide to using Microsoft OneNote on tablets, online, or on your desktop OneNote is the note-taking-and-sharing application that's part of Microsoft Office. It lets you create notes by hand, as audio, or by clipping items from other electronic formats to create a file that can be indexed and searched. With the release of Office 2013, OneNote has been integrated with Windows 8-powered tablet platforms and offers advanced mobile-enhanced features. This guide includes all the basic information, guidance, and insight you need to take full advantage of everything OneNote can do for you. OneNote is the Microsoft Office note-taking application that lets you make notes and clip items from electronic media to create a searchable file This friendly, plain-English guide shows you how to use OneNote online, on your desktop PC, or on your Windows-powered tablet Helps you take advantage of this highly useful and often-overlooked application OneNote 2013 For Dummies gets you up and running with OneNote quickly and easily.

By its very nature, Unix is a " power tools " environment. Even beginning Unix users quickly grasp that immense power exists in shell programming, aliases and history mechanisms, and various editing tools. Nonetheless, few users ever really master the power available to them with Unix. There is just too much to learn! Unix Power Tools, Third Edition, literally contains thousands of tips, scripts, and techniques that make using Unix easier, more effective, and even more fun. This book is organized into hundreds of short articles with plenty of references to other sections that keep you

flipping from new article to new article. You'll find the book hard to put down as you uncover one interesting tip after another. With the growing popularity of Linux and the advent of Mac OS X, Unix has metamorphosed into something new and exciting. With Unix no longer perceived as a difficult operating system, more and more users are discovering its advantages for the first time. The latest edition of this best-selling favorite is loaded with advice about almost every aspect of Unix, covering all the new technologies that users need to know. In addition to vital information on Linux, Mac OS X, and BSD, *Unix Power Tools, Third Edition*, now offers more coverage of `bcash`, `zsh`, and new shells, along with discussions about modern utilities and applications. Several sections focus on security and Internet access, and there is a new chapter on access to Unix from Windows, addressing the heterogeneous nature of systems today. You'll also find expanded coverage of software installation and packaging, as well as basic information on Perl and Python. The book's accompanying web site provides some of the best software available to Unix users, which you can download and add to your own set of power tools. Whether you are a newcomer or a Unix power user, you'll find yourself thumbing through the gold mine of information in this new edition of *Unix Power Tools* to add to your store of knowledge. Want to try something new? Check this book first, and you're sure to find a tip or trick that will prevent you from learning things the hard way.

To celebrate Blizzard's 30th anniversary, a gorgeous retrospective on artistry at Blizzard and the impact the studio has left emblazoned on gaming history. For thirty years, Blizzard has been pushing boundaries and breaking expectations of what it means to draw for video games. Get a glimpse behind the curtain at how art has evolved at Blizzard and meet some of the artists who've shaped Blizzard's style and range to what it is today. Discover how art cross-pollinated amongst game teams and how grassroots movements from fans inspired some of Blizzard's most iconic artwork. With insights from more than fifty artists, animators, designers, and storytellers, this sweeping compendium is fans' ultimate keys to the kingdom of three decades in Blizzard artistry. Dig into the technical side of Blizzard polish--how light bounces around optimistic *Overwatch* scenes but seeps through the cracks in *Diablo*. Explore the development history behind your favorite games, including how Blizzard's fallen games helped produce some of the studio's most iconic heroes. Pore over never before seen images of the worldbuilding process, how levels and landscapes were born from post-it doodles and whiteboard sketches.

Dwarf Fortress may be the most complex video game ever made, but all that detail makes for fascinating game play, as various elements collide in interesting and challenging ways. The trick is getting started. In this guide, *Fortress* geek Peter Tyson takes you through the basics of this menacing realm, and helps you overcome the formidable learning curve. The book's focus is the game's simulation mode, in which you're tasked with building a dwarf city. Once you learn how to establish and maintain your very first fortress, you can consult the more advanced chapters on resource management

and training a dwarf military. You'll soon have stories to share from your interactions with the Dwarf Fortress universe. Create your own world, then locate a site for an underground fortress Equip your party of dwarves and have them build workshops and rooms Produce a healthy food supply so your dwarves won't starve (or go insane) Retain control over a fortress and dozens of dwarves, their children, and their pets Expand your fortress with fortifications, stairs, bridges, and subterranean halls Construct fantastic traps, machines, and weapons of mass destruction

7 Day Trail is a seven day devotional designed to encourage, inspire and invite readers to begin, endure and finish their goals, assignments and/or God ordained missions.

IBM's DB2 Express Edition is one of the most capable of the free database platforms available in today's marketplace. In *Beginning DB2*, author Grant Allen gets you started using DB2 Express Edition for web sites, desktop applications, and more. The author covers the basics of DB2 for developers and database administrators, shows you how to manage data in both XML and relational form, and includes numerous code examples so that you are never in doubt as to how things work. In this book, you'll find: A friendly introduction to DB2 Express Edition, an industrial-strength, relational database from IBM Dozens of examples so that you are never in doubt as to how things work Coverage of important language interfaces, such as from PHP, Ruby, C#, Python, and more The book is aimed at developers who want a robust database to back their applications.

A Python community leader teaches professionals how to integrate web applications with Python.

Introduces regular expressions and how they are used, discussing topics including metacharacters, nomenclature, matching and modifying text, expression processing, benchmarking, optimizations, and loops.

In this all inclusive guide for experienced programmers, the authors show howto develop stand-alone Windows applications. The greatest trick the videogame industry ever pulled was convincing the world that videogames were games rather than a medium for making metagames. Elegantly defined as "games about games," metagames implicate a diverse range of practices that stray outside the boundaries and bend the rules: from technical glitches and forbidden strategies to Renaissance painting, algorithmic trading, professional sports, and the War on Terror. In *Metagaming*, Stephanie Boluk and Patrick LeMieux demonstrate how games always extend beyond the screen, and how modders, mappers, streamers, spectators, analysts, and artists are changing the way we play. *Metagaming* uncovers these alternative histories of play by exploring the strange experiences and unexpected effects that emerge in, on, around, and through videogames. Players puzzle through the problems of perspectival rendering in *Portal*, perform clandestine acts of electronic espionage in *EVE Online*, compete and commentate in *Korean StarCraft*, and speedrun *The Legend of Zelda* in record times (with or without the use of vision). Companies like Valve attempt to capture the metagame through international e-sports and online marketplaces while the corporate history of *Super Mario Bros.* is undermined by the endless levels of *Infinite Mario*, the frustrating pranks of *Asshole Mario*, and even *Super Mario Clouds*, a ROM hack exhibited at the Whitney Museum of American Art. One of the only books to include original software alongside each chapter,

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Metagaming transforms videogames from packaged products into instruments, equipment, tools, and toys for intervening in the sensory and political economies of everyday life. And although videogames conflate the creativity, criticality, and craft of play with the act of consumption, we don't simply play videogames—we make metagames.

Authored by Roberto Ierusalimsky, the chief architect of the language, this volume covers all aspects of Lua 5---from the basics to its API with C---explaining how to make good use of its features and giving numerous code examples. (Computer Books)

If you want to build applications that take full advantage of Windows Vista's new user interface capabilities, you need to learn Microsoft's Windows Presentation Foundation (WPF). This new edition, fully updated for the official release of .NET 3.0, is designed to get you up to speed on this technology quickly. By page 2, you'll be writing a simple WPF application. By the end of Chapter 1, you'll have taken a complete tour of WPF and its major elements. WPF is the new presentation framework for Windows Vista that also works with Windows XP. It's a cornucopia of new technologies, which includes a new graphics engine that supports 3-D graphics, animation, and more; an XML-based markup language, called XAML, for declaring the structure of your Windows UI; and a radical new model for controls. This second edition includes new chapters on printing, XPS, 3-D, navigation, text and documents, along with a new appendix that covers Microsoft's new WPF/E platform for delivering richer UI through standard web browsers -- much like Adobe Flash. Content from the first edition has been significantly expanded and modified. Programming WPF includes: Scores of C# and XAML examples that show you what it takes to get a WPF application up and running, from a simple "Hello, Avalon" program to a tic-tac-toe game Insightful discussions of the powerful new programming styles that WPF brings to Windows development, especially its new model for controls A color insert to better illustrate WPF support for 3-D, color, and other graphics effects A tutorial on XAML, the new HTML-like markup language for declaring Windows UI An explanation and comparison of the features that support interoperability with Windows Forms and other Windows legacy applications WPF represents the best of the control-based Windows world and the content-based web world. Programming WPF helps you bring it all together.

If you play World of Warcraft, chances are you know what Deadly Boss Mods is: it's the most widely downloaded modification available for World of Warcraft, considered required software for many professional raid guilds, and arguably the most popular modern video game mod in history. Paul Emmerich, the author of Deadly Boss Mods, will take you from novice to elite with his approachable, up-to-date guide to building add-ons for the most popular video game in history. Using the powerful Lua scripting language and XML, you'll learn how to build and update powerful mods that can fundamentally remake your World of Warcraft experience and introduce you to the field of professional software development. Beginning Lua with World of Warcraft Add-ons teaches you the essentials of Lua and XML using exciting code examples that you can run and apply immediately. You'll gain competence in Lua specifics like tables and metatables and the imperative nature of Lua as a scripting language. More advanced techniques like file persistence, error handling, and script debugging are made clear as you learn everything within the familiar, exciting context of making tools that work in Azeroth. You'll not only learn all about the World of Warcraft application programming

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interface and programming, and gain coding skills that will make all your online friends think you're a coding god, but also gain hands-on Lua scripting experience that could translate into an exciting job in the video game industry!

This document is a collection of slang terms used by various subcultures of computer hackers. Though some technical material is included for background and flavor, it is not a technical dictionary; what we describe here is the language hackers use among themselves for fun, social communication, and technical debate.

The New York Times bestselling guide to a healthy and pain-free life. Musculoskeletal pain disorders have reached epidemic proportions in the United States, with most doctors failing to recognize their underlying cause. In this acclaimed volume, Dr. Sarno reveals how many painful conditions—including most neck and back pain, migraine, repetitive stress injuries, whiplash, and tendonitis—are rooted in repressed emotions, and shows how they can be successfully treated without drugs, physical measures, or surgery. "My life was filled with excruciating back and shoulder pain until I applied Dr. Sarno's principles, and in a matter of weeks my back pain disappeared. I never suffered a single symptom again...I owe Dr. Sarno my life." - Howard Stern

Relax. The fact that you're even considering taking the AP Biology exam means you're smart, hard-working and ambitious. All you need is to get up to speed on the exam's topics and themes and take a couple of practice tests to get comfortable with its question formats and time limits. That's where AP Biology For Dummies comes in. This user-friendly and completely reliable guide helps you get the most out of any AP biology class and reviews all of the topics emphasized on the test. It also provides two full-length practice exams, complete with detailed answer explanations and scoring guides. This powerful prep guide helps you practice and perfect all of the skills you need to get your best possible score. And, as a special bonus, you'll also get a handy primer to help you prepare for the test-taking experience. Discover how to: Figure out what the questions are actually asking Get a firm grip on all exam topics, from molecules and cells to ecology and genetics Boost your knowledge of organisms and populations Become equally comfortable with large concepts and nitty-gritty details Maximize your score on multiple choice questions Craft clever responses to free-essay questions Identify your strengths and weaknesses Use practice tests to adjust your exam-taking strategy Supplemented with handy lists of test-taking tips, must-know terminology, and more, AP Biology For Dummies helps you make exam day a very good day, indeed.

Winning at competitive games requires a results-oriented mindset that many players are simply not willing to adopt. This book walks players through the entire process: how to choose a game and learn basic proficiency, how to break through the mental barriers that hold most players back, and how to handle the issues that top players face. It also includes a complete analysis of Sun Tzu's book *The Art of War* and its applications to games of today. These foundational concepts apply to virtually all competitive games, and even have some application to "real life." Trade paperback. 142 pages.

This book constitutes the thoroughly refereed post-workshop proceedings of the 25th International Workshop on Security Protocols, held in Cambridge, UK, in March 2017. The volume consists of 16 thoroughly revised invited papers presented together with the respective transcripts of discussions. The theme of this year's workshop was multi-objective security and the topics covered included security and privacy, formal methods and theory of security, systems security, network security, software and application security, human and societal aspects of security and privacy, security protocols, web protocol security, and mobile and wireless security.

Demonstrates the programming language's strength as a Web development tool, covering syntax, data types, built-ins, the Python standard

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module library, and real world examples.

The #1 bestselling programming book is back with updated and expanded coverage of the newest release of WoW! World of Warcraft (WoW) is currently the world's largest massively multiplayer online role-playing game. The newest release, "Wrath of the Lich King," has created a demand for updated information on writing addons. This eagerly anticipated edition answers that request and is an essential reference for creating WoW addons. Written by a duo of authors who have each contributed a number of successful WoW addons, the book offers an overview of Lua and XML (the programming languages used to write addons) and includes coverage of specific pitfalls and common programming mistakes-and how to avoid them. Valuable examples show you detailed aspects of writing addons for WoW and demonstrate how to implement addon concepts such as variables, slash commands, secure templates, and more. World of Warcraft insiders share their techniques for writing addons for both the latest version of WoW as well as the new Wrath of the Lich King expansion set Guides you through the specific nuances of the WoW API with the use of detailed examples Discusses ways to distribute and host your WoW addons so others can download and use them Explains how to respond to events, create frames, and use the WoW API to interact with the game You'll be well on your way to creating exciting WoW addons with this comprehensive reference by your side. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

BradyGames' World of Warcraft Official Strategy Guide includes the following: Maps of each city and region, with call outs for characters, quest locations, dungeons, and more. Essential stats and strategies for each of the 8 races and 9 classes for both the Horde and Alliance factions. Must-have quest data - - contacts, quest type, item rewards and more. Profession sections provide data on products, requirements and item components. Weapon, armor and item tables, ability and spell lists, and bestiary. Platform: PC Genre: MMORPG This product is available for sale worldwide.

Companion piece to the WoW Diary

From one of the leading Fortnite gamers in the world comes your game plan for outclassing the rest at playing video games. "Get the right gear, practice the right way, and get into the right headspace and you too can Get Good."—Time Packed with illustrations, photographs, anecdotes, and insider tips, this complete compendium includes everything Tyler "Ninja" Blevins wishes he knew before he got serious about gaming. Here's how to: • Build a gaming PC • Practice with purpose • Develop strategy • Improve your game sense • Pull together the right team • Stream with skill • Form a community online • And much more Video games come and go, but Ninja's lessons are timeless. Pay attention to them and you'll find that you're never really starting over when the next big game launches. Who knows—you may even beat him one day. As he says, that's up to you. Praise for Ninja: Get Good "If you're a casual gamer looking to refine your gaming skills or equipment, or someone considering getting into esports, then livestreamer and gaming guru Tyler 'Ninja' Blevins' book could be the perfect guide."—Los Angeles Times "It's perfect for young kids just getting into gaming after watching streamers, like Ninja, and their parents who may not know much about gaming and streaming . . . It's an all-in-one checklist of everything you need to start up on a streaming life. This book breaks down complex and

sometimes obscure concepts in gaming that many non-gamer parents may not know about or the kids know about instinctually but can't put into words.”—GameCrate

Unlike so many books that focus on how to use Linux, *Linux and the Unix Philosophy* explores the "way of thinking that is Linux" and why Linux is a superior implementation of this highly capable operating system. This book is a revision and expansion of a computer science classic. Every chapter has been thoroughly updated with Linux coverage. *Linux and the Unix Philosophy* falls squarely between the "softer" texts on iterative software design and project management and the "how-to" technical texts. Thus far, no one has come out with a book that addresses this topic, either in the Unix space or the Linux space. *Linux and the Unix Philosophy* covers the same ground as the first edition, while it also presents bold new ideas about Linux and Open Source.

- Concise list of philosophy tenets makes it a handy quick reference
- Anecdotal examples personalize the book for the reader
- Conversational style makes it easy and joyful to read

Offers tips, techniques, and tools to help readers take advantage of Mac OS X, covering topics including user accounts, working with audio and video, running a mail server, and networking with Windows desktops.

Get ready to dive headfirst into the world of programming! "Game Programming with Python, Lua, and Ruby" offers an in-depth look at these three flexible languages as they relate to creating games. No matter what your skill level as a programmer, this book provides the guidance you need. Each language is covered in its own section—you'll begin with the basics of syntax and style and then move on to more advanced topics. Follow along with each language or jump right to a specific section! Similar features in Python, Lua, and Ruby—including functions, string handling, data types, commenting, and arrays and strings—are examined. Learn how each language is used in popular game engines and projects, and jumpstart your programming expertise as you develop skills you'll use again and again!

Considers the misappropriation of African American popular culture through various genres, largely Hip Hop, to argue that while such cultural creations have the potential to be healing agents, they are still exploited -often with the complicity of African Americans- for commercial purposes and to maintain white ruling class hegemony.

Poems, celebrating the fox hunt.

The warrior woman known as Infidel is legendary for her superhuman strength and skin tough as chain mail. She's made few friends during her career as a sword-for-hire, and many powerful enemies. Following the death of her closest companion, Infidel finds herself weary of life as a mercenary and sets her eyes on one final prize that will allow her to live out the rest of her days in luxury, the priceless treasure trove of Greatshadow. Greatshadow is the primal dragon of fire. His malign intelligence spies upon mankind through every flickering candle, patiently waiting to devour victims careless with even the smallest flame. The Church of the Book has assembled a team of twelve battle-hardened adventurers to

slay the dragon once and for all. But tensions run high between the leaders of the quest who view the mission as a holy duty and the super-powered mercenaries who add power to their ranks, who dream only of Greatshadow's vast wealth. If the warriors fail to slay the beast, will they doom mankind to death by fire? Greatshadow is the first book in an exciting new adventure series, blending superheroes and epic fantasy into a unique take on both genres.

BradyGames' World of WarCraft Atlas includes the following: Complete resource detailing each area of this expansive MMORPG. Maps are provided for every area including all regions and major cities. Each illustration shows critical locations and characters such as NPCs, enemies, mobs, shops, merchants, flight points, entry and exit points from regions and where they lead. As an added bonus, cross-referenced indices of all information are also provided for ease of use. Platform: PC CD-ROM Genre: MMORPG This product is available for sale worldwide.

Grim Batol: its dark legacy stretches back into the mists of Azeroth's past. But most know it as the site of a terrible tragedy -- where the vile orcs corrupted the hatchlings of the noble Dragonqueen, Alexstrasza, and used them as weapons of war. Though a band of heroes, led by the enigmatic mage, Krasus, defeated the orcs and freed the captive dragons, the cursed mountain stands as another ravaged landmark within the... WORLD OF WARCRAFT But now Krasus -- known to some as the red dragon Korialstrasz -- senses the malice of Grim Batol rising once more to threaten those he holds dear. Determined this time to confront this evil by himself, he is unaware of the quests that will draw others to Grim Batol and reveal the monstrous truth that could not only herald their deaths, but usher in a terrible new age of darkness and destruction.

Five books in one! With nonstop action, huge plot twists, and tons of humor, this series will quickly have your 7- to 12-year-old video game fan begging for just one more chapter. Getting sucked into a video game is not as much fun as you'd think. Sure, there are jetpacks, hover tanks, and infinite lives, but what happens when the game starts to turn on you? In this best-selling series, 12-year-old Jesse Rigsby finds out just how dangerous video games-and the people making those games - can be. Book One: Trapped in a Video Game Jesse hates video games - and for good reason. You see, a video game character is trying to kill him. After getting sucked into the new game Full Blast with his best friend, Eric, Jesse quickly discovers that he's being followed by a mysterious figure. If he doesn't figure out what's going on fast, he'll be trapped for good! Book Two: The Invisible Invasion Jesse's rescue mission has led him into the world of Go Wild, a Pokemon Go-style mobile game full of hidden danger and invisible monsters. Can Jesse stay alive long enough to sneak into the shady video game company and uncover what they're hiding? Book Three: Robots Revolt The robot villains from Super Bot World 3 have been released into the real world, and it's up to Jesse to get them back. This is Jesse's most dangerous mission yet, because this time, the video game is real. And in the real world, there are no extra lives. Book Four: Return to Doom Island In this retro adventure, Jesse will need to outsmart a superintelligent android, outlast a tireless drone, and outswim an eight-bit shark. If he can somehow pull all that off, Jesse will discover that he hasn't even gotten to the scary part yet. Book Five: The Final Boss Jesse and Eric have 10 minutes to save the world. In those 10 minutes, they're supposed to dive into a massive video game universe, track down an all-powerful madman, and stop his evil plan before it's too late. Sound impossible? It's super impossible. The clock is ticking.

Regular expressions are an extremely powerful tool for manipulating text and data. They are now standard features in a wide range of languages and popular tools, including Perl, Python, Ruby, Java, VB.NET and C# (and any language using the .NET Framework), PHP, and

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MySQL. If you don't use regular expressions yet, you will discover in this book a whole new world of mastery over your data. If you already use them, you'll appreciate this book's unprecedented detail and breadth of coverage. If you think you know all you need to know about regular expressions, this book is a stunning eye-opener. As this book shows, a command of regular expressions is an invaluable skill. Regular expressions allow you to code complex and subtle text processing that you never imagined could be automated. Regular expressions can save you time and aggravation. They can be used to craft elegant solutions to a wide range of problems. Once you've mastered regular expressions, they'll become an invaluable part of your toolkit. You will wonder how you ever got by without them. Yet despite their wide availability, flexibility, and unparalleled power, regular expressions are frequently underutilized. Yet what is power in the hands of an expert can be fraught with peril for the unwary. Mastering Regular Expressions will help you navigate the minefield to becoming an expert and help you optimize your use of regular expressions. Mastering Regular Expressions, Third Edition, now includes a full chapter devoted to PHP and its powerful and expressive suite of regular expression functions, in addition to enhanced PHP coverage in the central "core" chapters. Furthermore, this edition has been updated throughout to reflect advances in other languages, including expanded in-depth coverage of Sun's `java.util.regex` package, which has emerged as the standard Java regex implementation. Topics include: A comparison of features among different versions of many languages and tools How the regular expression engine works Optimization (major savings available here!) Matching just what you want, but not what you don't want Sections and chapters on individual languages Written in the lucid, entertaining tone that makes a complex, dry topic become crystal-clear to programmers, and sprinkled with solutions to complex real-world problems, Mastering Regular Expressions, Third Edition offers a wealth of information that you can put to immediate use. Reviews of this new edition and the second edition: "There isn't a better (or more useful) book available on regular expressions." --Zak Greant, Managing Director, eZ Systems "A real tour-de-force of a book which not only covers the mechanics of regexes in extraordinary detail but also talks about efficiency and the use of regexes in Perl, Java, and .NET...If you use regular expressions as part of your professional work (even if you already have a good book on whatever language you're programming in) I would strongly recommend this book to you." --Dr. Chris Brown, Linux Format "The author does an outstanding job leading the reader from regex novice to master. The book is extremely easy to read and chock full of useful and relevant examples...Regular expressions are valuable tools that every developer should have in their toolbox. Mastering Regular Expressions is the definitive guide to the subject, and an outstanding resource that belongs on every programmer's bookshelf. Ten out of Ten Horseshoes." --Jason Menard, Java Ranch

Too much power. Wow. Too much energy. Wow. Too much anticipation. WOW. It's the new memoir from the biggest star in gaming: Dr Disrespect. Dr Disrespect is a 6-foot-8 freak of nature with a 37-inch vertical, the two-time, back-to-back 1993-94 Blockbuster Video Game Champion, and in his factual opinion, the most dominant international gaming superstar in the history of the world. It was just a matter of time before Western civilization came begging Doc to save literature by writing a memoir that reads like a vicious, muscular lion clawing his way through the rocks, roaring in anger and dominance. Here you will find his deepest, most intimate secrets. The untold history of his mysterious, legendary origins and his rise to unparalleled dominance. And most of all, you will find out what, exactly, Doc's a doctor of. Are you ready for a book with the rhythm of a sleazy '70s muscleman and the ruthlessness of a '90s serial killer? A journey that stares down the long, dark alley of your fears and never looks back? Does your warrior's heart yearn to reach the tippity top of the mountain just to realize you're still only halfway up? If so, firm handshakes, Champion: Welcome to the salvation of literature.

World of Warcraft Programming A Guide and Reference for Creating WoW Addons John Wiley & Sons

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Provides information on the framework and elements of WPF and includes instructions on writing a WPF application.

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