Nokia 7030 Userguide

Offers travel tips along with information on accommodations, restaurants, outdoor activities, attractions, and shopping.

International list of library associations.

A comprehensive narrative history of the Australian computer industry, from the earliest analogue machines through to the present day.

Technological Entrepreneurship

Mauritius Business & Tourist Guide

Handbook & Buyers Guide

The Short Selling (Amendment) (EU Exit) Regulations 2018

A Brit's Guide to Las Vegas and the West 2004-2005

How Not to be Wrong

"This unique resource provides you with a practical approach to quickly learning the software-defined radio concepts you need to know for your work in the field. By prototyping and evaluating actual digital communication systems capable of performing "over-the-air" wireless data transmission and reception, this volume helps you attain a first-hand understanding of critical design trade-offs and issues. Moreover you gain a sense of the actual "real-world" operational behavior of these systems. With the purchase of the book, you gain access to several ready-made Simulink experiments at the publisher's website. This collection of laboratory experiments, along with several examples, enables you to successfully implement the designs discussed the book in a short period of time. These files can be executed using MATLAB version R2011b or later. "

The new-look DK Eyewitness New York City Travel Guide will lead you straight to the best attractions the cultural capital of the USA has to offer. You'll find detailed listings of the best hotels, restaurants, bars and shops for all budgets in this fully updated and expanded guide, plus insider tips on everything from fashion and shopping to where to sample a classic Manhattan cocktail or feast on a Brooklyn Bagel. It also includes in-depth coverage of all NYC's unforgettable sights, from the neon lights of Time Square and the bustling New York Stock Exchange to peaceful oasis Central Park. DK's uniquely visual DK Eyewitness New York City Travel Guide includes unique cutaways, floorplans and reconstructions of the city's stunning architecture, plus 3D aerial views of New York City's best districts to explore on foot. The DK Eyewitness New York City Travel Guide shows you what others only tell you.

This comprehensive book responds to the growing demand to study entrepreneurship as a key driver of innovation and competitive advantage. Challenging the existing idea that technological entrepreneurship exists predominantly in SMEs and as a result of market demands, the author argues that a commitment to entrepreneurship remains the most effective strategy for sustaining wealth generation for both organisations and entire nations. The aim of Technological Entrepreneurship is to provide the reader with additional knowledge and understanding of the concepts associated with the exploitation of technological entrepreneurship, and to demonstrate how associated management principles are somewhat different to those utilised in market-driven entrepreneurship. Validation of presented theoretical concepts is achieved through coverage of processes and practices utilised by real world organisations seeking to

achieve maximum wealth generation, with specific emphasis on how technological entrepreneurship is the source of disruptive innovation within service sector organisations and how the philosophy is causing fundamental change in the provision of healthcare.

Software-Defined Radio for Engineers
A Business Companion to Financial Markets, Decisions and Techniques
d.quarks - The Path to Digital Business
World Guide to Special Libraries
Advances in Natural Language Processing
Financial Times Handbook of Corporate Finance

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.
GPU Parallel Program Development using CUDA teaches GPU programming by showing the differences among different families of GPUs. This approach prepares the reader for the next generation and future generations of GPUs. The book emphasizes concepts that will remain relevant for a long time, rather than concepts that are platform-specific. At the same time, the book also provides platform-dependent explanations that are as valuable as generalized GPU concepts. The book consists of three separate parts; it starts by explaining parallelism using CPU multi-threading in Part I. A few simple programs are used to demonstrate the

concept of dividing a large task into multiple parallel sub-tasks and mapping them to CPU threads. Multiple ways of parallelizing the same task are analyzed and their pros/cons are studied in terms of both core and memory operation. Part II of the book introduces GPU massive parallelism. The same programs are parallelized on multiple Nvidia GPU platforms and the same performance analysis is repeated. Because the core and memory structures of CPUs and GPUs are different, the results differ in interesting ways. The end goal is to make programmers aware of all the good ideas, as well as the bad ideas, so readers can apply the good ideas and avoid the bad ideas in their own programs. Part III of the book provides pointer for readers who want to expand their horizons. It provides a brief introduction to popular CUDA libraries (such as cuBLAS, cuFFT, NPP, and Thrust),the OpenCL programming language, an overview of GPU programming using other programming languages and API libraries (such as Python, OpenCV, OpenGL, and Apple's Swift and Metal,) and the deep learning library cuDNN.

The first book to introduce computer architecture for security and provide the tools to implement secure computer systems This book provides the fundamentals of computer architecture for security. It covers a wide range of computer hardware, system software and data concepts from a security perspective. It is essential for computer science and security professionals to understand both hardware and software security solutions to survive in the workplace. Examination of memory, CPU architecture and system implementation Discussion of computer buses and a dual-port bus interface Examples cover a board spectrum of hardware and software systems Design and implementation of a patent-pending secure computer system Includes the latest patent-pending technologies in architecture security Placement of computers in a security fulfilled network environment Co-authored by the inventor of the modern Computed Tomography (CT) scanner Provides website for lecture notes, security tools and latest updates

Elements of Parallel Computing
Mobile and Wireless Communication Networks
Yachting
Information Technology and the Networked Economy
The Zynq Book Tutorials for Zybo and Zedboard
The Future Internet

Particle accelerators for digital transformation Just as quarks are the fundamental particles of matter, digital change in companies is built on certain fundamental "particles." We call them d.quarks. They represent the capabilities that companies need in order to design, enable, and deliver digital value creation. The description of each d.quark covers four dimensions: organization, people and skills, processes, and technologies. Carsten Hentrich and Michael Pachmajer have discovered the d.quarks, and this book provides their first extensive description in an integrated model. Using a series of real-life examples, the authors explain how companies should use the d.quarks to go digital. d.quarks help master digital change – in any type of company.

This encyclopedic reference provides a concise and engaging overview of the groundbreaking inventions and conceptual innovations that have shaped the field of computing, and the technology that runs the modern world. Each alphabetically-ordered entry presents a brief account of a pivotal innovation and the great minds behind it, selected from a wide range of diverse topics. Topics and features: Describes the development of Babbage's computing machines, Leibniz's binary arithmetic, Boole's symbolic logic, and Von Neumann architecture Reviews a range of historical analog and digital computers, significant mainframes and minicomputers, and pioneering home and personal computers Discusses a selection of programming languages and operating systems, along with key concepts in software engineering and commercial computing Examines the invention of the transistor, the integrated circuit, and the microprocessor Relates the history of such developments in personal computing as the mouse, the GUI, Atari video games, and Microsoft Office Surveys innovations in communications, covering mobile phones, WiFi, the Internet and World Wide Web, e-commerce, smartphones, social media, and GPS Presents coverage of topics on artificial intelligence, the ATM, digital photography and digital music, robotics, and Wikipedia Contains self-test quizzes and a helpful glossary This enjoyable compendium will appeal to the general reader curious about the intellectual milestones that led to the digital age, as well as to the student of computer science seeking a primer on the history of their field. Dr. Gerard O'Regan is a CMMI software process improvement consultant with research interests including software quality and software process improvement, mathematical approaches to software quality, and the history of computing. He is the author of such Springer titles as World of Computing, Concise Guide to Formal Methods, Concise Guide to Software Engineering, and Guide to Discrete Mathematics.

*This book constitutes the refereed proceedings of the 5th
International Conference on Natural Language Processing, FinTAL
2006, held in Turku, Finland in August 2006. The book presents
72 revised full papers together with 1 invited talk and the
extended abstracts of 2 invited keynote addresses. The papers
address all current issues in computational linguistics and
monolingual and multilingual intelligent language processing –
theory, methods and applications.*
The Dark Side of Finland
The Innovation in Computing Companion
Stock Guide
Introduction to Modeling and Simulation with MATLAB® and Python
A Managerial Emphasis
Technology-Driven vs Market-Driven Innovation

**This volume presents proceedings from the 19th IFIP World Computer Congress
in Santiago, Chile. The proceedings of the World Computer Congress are a
product of the gathering of 2,000 delegates from more than 70 countries to
discuss a myriad of topics in the ICT domain. Of particular note, this marks the
first time that a World Computer Congress has been held in a Latin American
country. Topics in this series include: The 4th International Conference on
Theoretical Computer Science Education for the 21st Century- Impact of ICT and
Digital Resources Mobile and Wireless Communication Networks Ad-Hoc
Networking Network Control and Engineering for QoS, Security, and Mobility The
Past and Future of Information Systems: 1976-2006 and Beyond History of
Computing and Education Biologically Inspired Cooperative Computing Artificial
Intelligence in Theory and Practice Applications in Artificial Intelligence
Advanced Software Engineering: Expanding the Frontiers of Software For a
complete list of the more than 300 titles in the IFIP Series, visit springer.com. For
more information about IFIP, please visit ifip.org.**
**The DK Eyewitness New York City Travel Guide will lead you straight to the best
attractions New York City has to offer. The guide includes unique cutaways,
floorplans and reconstructions of the city's stunning architecture, plus 3D aerial
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best hotels, restaurants, bars and shops for all budgets in this fully updated and
expanded guide, plus insider tips on everything from where to find the best
markets and nightspots to great attractions for children. The uniquely visual DK
Eyewitness Travel Guide also includes in-depth coverage of all the unforgettable
sights. The DK Eyewitness New York City Travel Guide shows you what others
only tell you. Now available in PDF format.**
**This engaging work provides a concise introduction to the exciting world of
computing, encompassing the theory, technology, history, and societal impact of
computer software and computing devices. Spanning topics from global conflict
to home gaming, international business, and human communication, this text
reviews the key concepts unpinning the technology which has shaped the
modern world. Topics and features: introduces the foundations of computing, the
fundamentals of algorithms, and the essential concepts from mathematics and**

logic used in computer science; presents a concise history of computing, discussing the historical figures who made important contributions, and the machines which formed major milestones; examines the fields of human–computer interaction, and software engineering; provides accessible introductions to the core aspects of programming languages, operating systems, and databases; describes the Internet revolution, the invention of the smartphone, and the rise of social media, as well as the Internet of Things and cryptocurrencies; explores legal and ethical aspects of computing, including issues of hacking and cybercrime, and the nature of online privacy, free speech and censorship; discusses such innovations as distributed systems, service-oriented architecture, software as a service, cloud computing, and embedded systems; includes key learning topics and review questions in every chapter, and a helpful glossary. Offering an enjoyable overview of the fascinating and broad-ranging field of computing, this easy-to-understand primer introduces the general reader to the ideas on which the digital world was built, and the historical developments that helped to form the modern age.
With Pynq and Machine Learning Applications
The Rough Guide to Estonia, Latvia & Lithuania
Embedded Processing with the Arm Cortex-A9 on the Xilinx Zynq-7000 All Programmable Soc
5th International Conference, FinTAL 2006 Turku, Finland, August 23-25, 2006 Proceedings
Future Internet Assembly 2012: From Promises to Reality
Digital Communication Systems Engineering with Software-Defined Radio

The columnist for Slate's popular "Do the Math" celebrates the logical, illuminating nature of math in today's world, sharing in accessible language mathematical approaches that demystify complex and everyday problems.

The Dark Side Of Finland is dedicated to rescuing my Australian Children from the for profit "care" of Psychiatry - of State & Corporation of Finland. "Fascism should more appropriately be called corporatism because it is a merger of state and corporate power." Mussolini.

If your organization is gearing up for IPv6, this in-depth book provides the practical information and guidance you need to plan for, design, and implement this vastly improved protocol. Author Silvia Hagen takes system and network administrators, engineers, and network designers through the technical details of IPv6 features and functions, and provides options for those who need to integrate IPv6 with their current IPv4 infrastructure. The flood of Internet-enabled devices has made migrating to IPv6 a paramount concern worldwide. In this updated edition, Hagen distills more than ten years of studying, working with, and consulting with enterprises on IPv6. It's the only book of its kind. IPv6 Essentials covers: Address architecture, header structure, and the ICMPv6 message format IPv6 mechanisms such as Neighbor Discovery, Stateless Address autoconfiguration, and Duplicate Address detection Network-related aspects and services: Layer 2 support, Upper Layer Protocols, and Checksums IPv6 security: general practices, IPSec basics, IPv6 security elements, and enterprise security models Transitioning to IPv6: dual-stack operation, tunneling, and translation techniques Mobile IPv6: technology for a new generation of mobile services Planning options, integration scenarios, address plan, best practices, and dos and don'ts

A Brief History of Computing
CFA Program Curriculum 2020 Level II Volumes 1-6 Box Set
GPU Parallel Program Development Using CUDA

The History of the Australian Computer Industry

A History of Australian Computing

World of Computing

Software-Defined Radio for EngineersArtech House

The Financial Times Handbook of Corporate Finance is the authoritative introduction to the principles and practices of corporate finance and the financial markets. Whether you are an experienced manager or finance officer, or you're new to financial decision making, this handbook identifies all those things that you really need to know: · An explanation of value-based management · Mergers and the problem of merger failures · Investment appraisal techniques · How to enhance shareholder value · How the finance and money markets really work · Controlling foreign exchange rate losses · How to value a company The second edition of this bestselling companion to finance has been thoroughly updated to ensure that your decisions continue to be informed by sound business principles. New sections include corporate governance, the impact of taxation on investment strategies, using excess return as a new value metric, up-to-date statistics which reflect the latest returns on shares, bonds and merger activities and a jargon-busting glossary to help you understand words, phrases and concepts. Corporate finance touches every aspect of your business, from deciding which capital expenditure projects are worth backing, through to the immediate and daily challenge of share holder value, raising finance or managing risk. The Financial Times Handbook of Corporate Finance will help you and your business back the right choices, make the right decisions and deliver improved financial performance. It covers the following areas: · Evaluating your firm's objectives · Assessment techniques for investment · Traditional finance appraisal techniques · Investment decision-making in companies · Shareholder value · Value through strategy · The cost of capital · Mergers: failures and success · Merger processes · How to value companies · Pay outs to shareholders · Debt finance · Raising equity capital · Managing risk · Options · Futures, forwards and swaps · Exchange rate risk

Enabling power: European Union (Withdrawal) Act 2018, s. 8 (1). Issued: 12.10.2018. Sifted: -. Made: -. Laid: -. Coming into force: -. Effect: 2000 c.16 amended. Territorial extent & classification: E/W/S/NI. For approval by resolution of each House of Parliament. EC note: These Regulations are made in exercise of the powers in section 8 of the European Union (Withdrawal) Act 2018 in order to address failures of retained EU law to operate effectively and other deficiencies arising from the withdrawal of the United Kingdom from the European Union (and in particular the deficiencies referred to in subsection (2)(b), (c), (d), (e) and (g) of section 8).They amend the regulation on short selling and certain aspects of credit default swaps (Council Regulation (EU) No 236/2012) and the delegated legislation made by the Commission under that Regulation. They also amend Part 8A of the Financial Services and Markets Act 2000 which implemented parts of Regulation (EU) No 236/2012.

Antentop=01-2004
UX Storytellers - Connecting the Dots
The Zynq Book

A Primer Companion for the Digital Age
New York City

This book comprises a set of five tutorials, and provides a practical introduction to working with Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. It is a companion text for 'The Zynq Book' (ISBN-13: 978-0992978709). The tutorials target two popular Zynq development boards: the ZedBoard, and the lower cost Zybo. Working through, the reader will take first steps with the Vivado integrated development environment and Software Developers Kit (SDK), and be introduced to the methodology of developing embedded systems based on Zynq. Different methods of creating Intellectual Property (IP) cores are demonstrated, including the use of Vivado High Level Synthesis (HLS), and these IPs are later combined to form a complete audio-based embedded system. These tutorials are set at the introductory level, and are suitable for undergraduate / postgraduate teaching, as well as self-learning by researchers, professional engineers, and hobbyists. Example and support files can be downloaded from the book's companion website. This book is about the Zynq-7000 All Programmable System on Chip, the family of devices from Xilinx that combines an application-grade ARM Cortex-A9 processor with traditional FPGA logic fabric. Catering for both new and experienced readers, it covers fundamental issues in an accessible way, starting with a clear overview of the device architecture, and an introduction to the design tools and processes for developing a Zynq SoC. Later chapters progress to more advanced topics such as embedded systems development, IP block design and operating systems. Maintaining a 'real-world' perspective, the book also compares Zynq with other device alternatives, and considers end-user applications. The Zynq Book is accompanied by a set of practical tutorials hosted on a companion website. These tutorials will guide the reader through first steps with Zynq, following on to a complete, audio-based embedded systems design. Introduction to Modeling and Simulation with MATLAB and Python is intended for students and professionals in science, social science, and engineering that wish to learn the principles of computer modeling, as well as basic programming skills. The book content focuses on meeting a set of basic modeling and simulation competencies that were developed as part of several National Science Foundation grants. Even though computer science students are much more expert programmers, they are not often given the opportunity to see how those skills are being applied to solve complex science and engineering problems and may also not be aware of the libraries used by scientists to create those models. The book interleaves chapters on modeling concepts and related exercises with programming concepts and exercises. The authors start with an introduction to modeling and its importance to current practices in the sciences and engineering. They introduce each of the programming environments and the syntax used to represent variables and compute mathematical equations and functions. As students gain more programming expertise, the authors return to modeling concepts, providing starting code for a variety of exercises where students add

additional code to solve the problem and provide an analysis of the outcomes. In this way, the book builds both modeling and programming expertise with a "just-in-time" approach so that by the end of the book, students can take on relatively simple modeling example on their own. Each chapter is supplemented with references to additional reading, tutorials, and exercises that guide students to additional help and allows them to practice both their programming and analytical modeling skills. In addition, each of the programming related chapters is divided into two parts – one for MATLAB and one for Python. In these chapters, the authors also refer to additional online tutorials that students can use if they are having difficulty with any of the topics. The book culminates with a set of final project exercise suggestions that incorporate both the modeling and programming skills provided in the rest of the volume. Those projects could be undertaken by individuals or small groups of students. The companion website at http://www.intromodeling.com provides updates to instructions when there are substantial changes in software versions, as well as electronic copies of exercises and the related code. The website also offers a space where people can suggest additional projects they are willing to share as well as comments on the existing projects and exercises throughout the book. Solutions and lecture notes will also be available for qualifying instructors.

DK Eyewitness Travel Guide

IFIP 19th World Computer Congress, TC-6, 8th IFIP/IEEE Conference on Mobile and Wireless Communications Networks, August 20-25, 2006, Santiago, Chile

A Vision Splendid

IPv6 Essentials

Official Congressional Directory

Computer Architecture and Security

Master the practical aspects of the CFA Program curriculum with expert instruction for the 2020 exam The same official curricula that CFA Program candidates receive with program registration is now publicly available for purchase. CFA Program Curriculum 2020 Level II, Volumes 1-6 provides the complete Level II curriculum for the 2020 exam, with practical instruction on the Candidate Body of Knowledge (CBOK) and how it is applied, including expert guidance on incorporating concepts into practice. Level II focuses on complex analysis with an emphasis on asset valuation, and is designed to help you use investment concepts appropriately in situations analysts commonly face. Coverage includes ethical and professional standards, quantitative analysis, economics, financial reporting and analysis, corporate finance, equities, fixed income, derivatives, alternative investments, and portfolio management organized into individual study sessions with clearly defined Learning Outcome Statements. Charts, graphs, figures, diagrams, and financial statements illustrate complex concepts to facilitate retention, and practice questions with answers allow you to gauge your understanding while reinforcing important concepts. While Level I introduced you to basic foundational investment skills, Level II requires more complex techniques and a strong grasp of

valuation methods. This set dives deep into practical application, explaining complex topics to help you understand and retain critical concepts and processes. Incorporate analysis skills into case evaluations Master complex calculations and quantitative techniques Understand the international standards used for valuation and analysis Gauge your skills and understanding against each Learning Outcome Statement CFA Institute promotes the highest standards of ethics, education, and professional excellence among investment professionals. The CFA Program curriculum guides you through the breadth of knowledge required to uphold these standards. The three levels of the program build on each other. Level I provides foundational knowledge and teaches the use of investment tools; Level II focuses on application of concepts and analysis, particularly in the valuation of assets; and Level III builds toward synthesis across topics with an emphasis on portfolio management.

This book introduces the Zynq MPSoC (Multi-Processor System-on-Chip), an embedded device from Xilinx. The Zynq MPSoC combines a sophisticated processing system that includes ARM Cortex-A53 applications and ARM Cortex-R5 real-time processors, with FPGA programmable logic. As well as guiding the reader through the architecture of the device, design tools and methods are also covered in detail: both the conventional hardware/software co-design approach, and the newer software-defined methodology using Xilinx's SDx development environment. Featured aspects of Zynq MPSoC design include hardware and software development, multiprocessing, safety, security and platform management, and system booting. There are also special features on PYNQ, the Python-based framework for Zynq devices, and machine learning applications. This book should serve as a useful guide for those working with Zynq MPSoC, and equally as a reference for technical managers wishing to gain familiarity with the device and its associated design methodologies.

Irrespective of whether we use economic or societal metrics, the Internet is one of the most important technical infrastructures in existence today. It will serve as a catalyst for much of our innovation and prosperity in the future. A competitive Europe will require Internet connectivity and services beyond the capabilities offered by current technologies. Future Internet research is therefore a must. The Future Internet Assembly (FIA) is a successful and unique bi-annual conference that brings together participants of over 150 projects from several distinct but interrelated areas in the EU Framework Programme 7. The 20 full papers included in this volume were selected from 40 submissions, and are preceded by a vision paper describing the

FIA Roadmap. The papers have been organized into topical sections on the foundations of Future Internet, the applications of Future Internet, Smart Cities, and Future Internet infrastructures.

DK Eyewitness Travel Guide: New York City

Cost Accounting

Security Owner's Stock Guide

The Power of Mathematical Thinking

Exploring Zynq Mpsoc

Fundamentals of Designing Secure Computer Systems

Designed for introductory parallel computing courses at the advanced undergraduate or beginning graduate level, Elements of Parallel Computing presents the fundamental concepts of parallel computing not from the point of view of hardware, but from a more abstract view of algorithmic and implementation patterns. The aim is to facilitate the teaching of parallel programming by surveying some key algorithmic structures and programming models, together with an abstract representation of the underlying hardware. The presentation is friendly and informal. The content of the book is language neutral, using pseudocode that represents common programming language models. The first five chapters present core concepts in parallel computing. SIMD, shared memory, and distributed memory machine models are covered, along with a brief discussion of what their execution models look like. The book also discusses decomposition as a fundamental activity in parallel algorithmic design, starting with a naive example, and continuing with a discussion of some key algorithmic structures. Important programming models are presented in depth, as well as important concepts of performance analysis, including work-depth analysis of task graphs, communication analysis of distributed memory algorithms, key performance metrics, and a discussion of barriers to obtaining good performance. The second part of the book presents three case studies that reinforce the concepts of the earlier chapters. One feature of these chapters is to contrast different solutions to the same problem, using select problems that aren't discussed frequently in parallel computing textbooks. They include the Single Source Shortest Path Problem, the Eikonal equation, and a classical computational geometry problem: computation of the two-dimensional convex hull. After presenting the problem and sequential algorithms, each chapter first discusses the sources of parallelism then surveys parallel algorithms.

In this text you will explore how information systems are used in business, and, more importantly, how the role of information systems has grown as a result of the telecommunications revolution.

This lively and fascinating text traces the key developments in computation – from 3000 B.C. to the present day – in an easy-to-follow and concise manner. Topics and features: ideal for self-study, offering many pedagogical features such as chapter-opening key topics, chapter introductions and summaries, exercises, and a glossary; presents detailed information on major figures in computing, such as Boole, Babbage, Shannon, Turing, Zuse and Von Neumann; reviews the history of software engineering and of programming languages, including syntax and semantics; discusses the progress of artificial intelligence, with extension to such key disciplines as philosophy, psychology, linguistics, neural networks and cybernetics; examines the impact on society of the introduction of the personal computer, the World Wide Web, and the development of mobile phone technology; follows the evolution of a number of major technology companies, including IBM, Microsoft and Apple.

A Compendium of Select, Pivotal Inventions