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Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. What you'll learn What is really going on underneath functions, in arguments, types, coercion, and scope How closures, events, and asynchronous code work at a fundamental level How to understand advanced topics including promise objects, coroutines, and generators How to apply this newfound knowledge pragmatically to build the very best modern JavaScript applications Who this book is for This book is for the experienced JavaScript programmer who wants to understand the how and why of their code in order to become a better developer. This book is not intended to teach JavaScript at a syntactical level, but instead delve deep into the code - the philosophy, the reasoning and the detailed expert-level knowledge behind it. This newfound knowledge will enable the reader to build the very best modern JavaScript applications. It is for anyone who wants to become a better programmer by understanding at a very high level how the code works. Table of Contents Objects and Prototypes Functions Getting Closure JavaScript Slang Living Asynchronously JavaScript IRL Pragmatic JavaScript Style Workflow Code Quality Improving Testability Provides step-by-step instructions for building a variety of LEGO Mindstorms NXT and Arduino devices. Make a Raspberry-Pi Controlled Robot teaches you how to build a capable and upgradeable personal robot for around \$100. You'll learn how to control servos, respond to sensor input, and know where your bot is using GPS. You'll also learn many ways to connect to your robot and send it instructions, from an SSH connection to sending text messages from your phone. With more and more companies moving on-premises applications to the cloud, software and cloud solution architects alike are busy investigating ways to improve load balancing, performance, security, and high availability for workloads. This practical book describes Microsoft Azure's load balancing options and explains how NGINX can contribute to a comprehensive solution. Cloud architects Derek DeJonghe and Arlan Nugara take you through the steps necessary to design a practical solution for your network. Software developers and technical managers will learn how these technologies have a direct impact on application development and architecture. While the examples are specific to Azure, these load balancing concepts and implementations also apply to cloud providers such as AWS, Google Cloud, DigitalOcean, and IBM Cloud. Understand application delivery and load balancing--and why they're important Explore Azure's managed load balancing options Learn how to

run NGINX OSS and NGINX Plus on Azure Examine similarities and complementing features between Azure-managed solutions and NGINX Use Azure Front Door to define, manage, and monitor global routing for your web traffic Monitor application performance using Azure and NGINX tools and plug-ins Explore security choices using NGINX and Azure Firewall solutions Build an interactive and full-featured web application from scratch using Node.js and MongoDB About This Book • Configure your development environment to use Node.js and MongoDB • Use Node.js to connect to a MongoDB database and perform data manipulations • A practical guide with clear instructions to design and develop a complete web application from start to finish Who This Book Is For This book is designed for JavaScript developers of any skill level that want to get up and running using Node.js and MongoDB to build full-featured web applications. A basic understanding of JavaScript and HTML is the only requirement for this book. What You Will Learn • Configure your development environment to use Node.js and MongoDB • Write and configure a web server using Node.js powered by the Express.js framework • Build dynamic HTML pages using the Handlebars template engine • Persist application data using MongoDB and Mongoose ODM • Test your code using automated testing tools such as the Mocha framework • Deploy the development environment to the cloud using services such as Heroku, Amazon Web Services, and Microsoft Azure • Explore Single-Page application frameworks to take your web applications to the next level In Detail Node.js and MongoDB are quickly becoming one of the most popular tech stacks for the web. Powered by Google's V8 engine, Node.js caters to easily building fast, scalable network applications while MongoDB is the perfect fit as a scalable, high-performance, open source NoSQL database solution. Using these two technologies together, web applications can be built quickly and easily and deployed to the cloud with very little difficulty. The book will begin by introducing you to the groundwork needed to set up the development environment. Here, you will quickly run through the steps necessary to get the main application server up and running. Then you will see how to use Node.js to connect to a MongoDB database and perform data manipulations. From here on, the book will take you through integration with third-party tools for interaction with web apps. It then moves on to show you how to use controllers and view models to generate reusable code that will reduce development time. Toward the end of the book, we will cover tests to properly execute the code and some popular frameworks for developing web applications. By the end of the book, you will have a running web application developed with MongoDB and Node.js along with its popular frameworks. Style and approach An easy guide to Node.js and MongoDB, which will quickly introduce you to the relevant concepts by taking you through the different steps involved in building a full-fledged web application. This book will show you how to use your Arduino to control a variety of different robots, while providing step-by-step instructions on the entire robot building process. You'll learn Arduino basics as well as the characteristics of different types of motors used in robotics. You also discover controller methods and failsafe methods, and learn how to apply them to your project. The book starts with basic robots and moves into more complex projects, including a GPS-enabled robot, a robotic lawn mower, a fighting bot, and even a DIY Segway-clone. Introduction to the Arduino and other components needed for robotics Learn how to build motor controllers Build bots from simple line-following and bump-sensor bots to more complex robots that can mow your lawn, do battle, or even take you for a ride Please note: the print version of this title is black & white; the eBook is full color. This book studies the situation over discrete Abelian groups with wide range applications. It covers classical functional equations, difference and differential equations, polynomial ideals, digital filtering and polynomial hypergroups, giving unified treatment of several different problems. There is no other comprehensive work in this field. The book will be of interest to graduate students, research workers in harmonic analysis, spectral analysis, functional equations and hypergroups. In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code,

discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform. Take advantage of JavaScript's power to build robust web-scale or enterprise applications that are easy to extend and maintain. By applying the design patterns outlined in this practical book, experienced JavaScript developers will learn how to write flexible and resilient code that's easier—yes, easier—to work with as your code base grows. JavaScript may be the most essential web programming language, but in the real world, JavaScript applications often break when you make changes. With this book, author Eric Elliott shows you how to add client- and server-side features to a large JavaScript application without negatively affecting the rest of your code. Examine the anatomy of a large-scale JavaScript application Build modern web apps with the capabilities of desktop applications Learn best practices for code organization, modularity, and reuse Separate your application into different layers of responsibility Build efficient, self-describing hypermedia APIs with Node.js Test, integrate, and deploy software updates in rapid cycles Control resource access with user authentication and authorization Expand your application's reach through internationalization Learn how to use a Raspberry Pi in conjunction with an Arduino to build a basic robot with advanced capabilities. Getting started in robotics does not have to be difficult. This book is an insightful and rewarding introduction to robotics and a catalyst for further directed study. You'll be led step by step through the process of building a robot that uses the power of a Linux based computer paired with the simplicity of Arduino. You'll learn why the Raspberry Pi is a great choice for a robotics platform; its strengths as well as its shortcomings; how to overcome these limitations by implementing an Arduino; and the basics of the Python programming language as well as some of the more powerful features. With the Raspberry Pi you can give your project the power of a Linux computer, while Arduino makes interacting with sensors and motors very easy. These two boards are complimentary in their functions; where one falters the other performs admirably. The book also includes references to other great works to help further your growth in the exciting, and now accessible, field of smart robotics. As a bonus, the final chapter of the book demonstrates the real power of the Raspberry Pi by implementing a basic vision system. Using OpenCV and a standard USB web cam, you will build a robot that can chase a ball. What You'll Learn Install Raspbian, the operating system that drives the Raspberry Pi Drive motors through an I2C motor controller Read data through sensors attached to an Arduino Who This Book Is For Hobbyists and students looking for a rapid start in robotics. It assumes no technical background. Readers are guided to pursue the areas that interest them in more detail as they learn. Make: Drones will help the widest possible audience understand how drones work by providing several DIY drone projects based on the world's most popular robot controller--the Arduino. The information imparted in this book will show Makers how to build better drones and be better drone pilots, and incidentally it will have applications in almost any robotics project. Why Arduino? Makers know Arduinos and their accessories, they are widely available and inexpensive, and there is strong community support. Open source flight-control code is available for Arduino, and flying is the hook that makes it exciting, even magical, for so many people. Arduino is not only a powerful board in its own right, but it's used as the controller of most inexpensive 3d printers, many desktop CNCs, and the majority of open source drone platforms. Leverage Python and Raspberry Pi to create complex IoT applications capable of creating and detecting movement

and measuring distance, light, and a host of other environmental conditions

Key Features Learn the fundamentals of electronics and how to integrate them with a Raspberry Pi

Understand how to build RESTful APIs, WebSocket APIs, and MQTT-based applications

Explore alternative approaches to structuring IoT applications with Python

Book Description The age of connected devices is here, be it fitness bands or smart homes. It's now more important than ever to understand how hardware components interact with the internet to collect and analyze user data. The Internet of Things (IoT), combined with the popular open source language Python, can be used to build powerful and intelligent IoT systems with intuitive interfaces. This book consists of three parts, with the first focusing on the "Internet" component of IoT. You'll get to grips with end-to-end IoT app development to control an LED over the internet, before learning how to build RESTful APIs, WebSocket APIs, and MQTT services in Python. The second part delves into the fundamentals behind electronics and GPIO interfacing. As you progress to the last part, you'll focus on the "Things" aspect of IoT, where you will learn how to connect and control a range of electronic sensors and actuators using Python. You'll also explore a variety of topics, such as motor control, ultrasonic sensors, and temperature measurement. Finally, you'll get up to speed with advanced IoT programming techniques in Python, integrate with IoT visualization and automation platforms, and build a comprehensive IoT project. By the end of this book, you'll be well-versed with IoT development and have the knowledge you need to build sophisticated IoT systems using Python.

What you will learn

- Understand electronic interfacing with Raspberry Pi from scratch
- Gain knowledge of building sensor and actuator electronic circuits
- Structure your code in Python using Async IO, pub/sub models, and more
- Automate real-world IoT projects using sensor and actuator integration
- Integrate electronics with ThingSpeak and IFTTT to enable automation
- Build and use RESTful APIs, WebSockets, and MQTT with sensors and actuators
- Set up a Raspberry Pi and Python development environment for IoT projects

Who this book is for This IoT Python book is for application developers, IoT professionals, or anyone interested in building IoT applications using the Python programming language. It will also be particularly helpful for mid to senior-level software engineers who are experienced in desktop, web, and mobile development, but have little to no experience of electronics, physical computing, and IoT. This is the eBook version of the print title. Note that the eBook does not provide access to the practice test software that accompanies the print book.

Learn, prepare, and practice for CISSP exam success with the CISSP Cert Guide from Pearson IT Certification, a leader in IT Certification. Master CISSP exam topics Assess your knowledge with chapter-ending quizzes Review key concepts with exam preparation tasks

CISSP Cert Guide is a best-of-breed exam study guide. Leading IT certification experts Troy McMillan and Robin Abernathy share preparation hints and test-taking tips, helping you identify areas of weakness and improve both your conceptual knowledge and hands-on skills. Material is presented in a concise manner, focusing on increasing your understanding and retention of exam topics. You'll get a complete test preparation routine organized around proven series elements and techniques. Exam topic lists make referencing easy. Chapter-ending Exam Preparation Tasks help you drill on key concepts you must know thoroughly. Review questions help you assess your knowledge, and a final preparation chapter guides you through tools and resources to help you craft your final study plan. This study guide helps you master all the topics on the CISSP exam, including Access control Telecommunications and network security Information security governance and risk management Software development security Cryptography Security architecture and design Operation security Business continuity and disaster recovery planning Legal, regulations, investigations, and compliance Physical (environmental) security Design, build, and program your own remarkable robots with JavaScript and open source hardware

About This Book Learn how to leverage Johnny-Five's Read, Eval, Print Loop, and Event API to write robot code with JavaScript

Unlock a world of exciting possibilities by hooking your JavaScript-programmed robots up to the internet and using external data and APIs

Move your project code from the Arduino Uno to a multitude of other robotics platforms

Who This Book Is For If you've worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript, then this book is for you! Basic knowledge of JavaScript and Node.js will help you get the most out of this book. **What You Will Learn** Familiarise yourself with Johnny-Five Read, Eval, and Print Loop (REPL) to modify and debug robotics code in real time Build robots with basic output devices to create projects that light up, make noise, and more Create projects with

complex output devices, and employ the Johnny-Five API to simplify the use of components that require complex interfaces, such as I2C

Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users

Use the Sensor and Motor objects to make it much easier to move your robotics projects

Learn about the Animation API that will allow you to program complex movements using timing and key frames

Bring in other devices to your Johnny-Five projects, such as USB devices and remotes

Connect your Johnny-Five projects to external APIs and create your own Internet of Things! In Detail

There has been a rapid rise in the use of JavaScript in recent times in a variety of applications, and JavaScript robotics has seen a rise in popularity too. Johnny-Five is a framework that gives NodeBots a consistent API and platform across several hardware systems. This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them. You'll delve into the concepts of Johnny-Five and JS robotics. You'll learn about various components such as Digital GPIO pins, PWM output pins, Sensors, servos, and motors to be used with Johnny-Five along with some advanced components such as I2C, and SPI. You will learn to connect your Johnny-Five robots to internet services and other NodeBots to form networks. By the end of this book, you will have explored the benefits of the Johnny-Five framework and the many devices it unlocks. **Style and approach** This step-by-step guide to the Johnny-Five ecosystem is explained in a conversational style, packed with examples and tips. Each chapter also explores the Johnny-Five documentation to enable you to start exploring the API on your own. Unleash the power of the Raspberry Pi 3 board to create interesting IoT projects

Key Features Learn how to interface various sensors and actuators with the Raspberry Pi 3 and send this data to the cloud. Explore the possibilities offered by the IoT by using the Raspberry Pi to upload measurements to Google Docs. A practical guide that will help you create a Raspberry Pi robot using IoT modules.

Book Description This book is designed to introduce you to IoT and Raspberry Pi 3. It will help you create interesting projects, such as setting up a weather station and measuring temperature and humidity using sensors; it will also show you how to send sensor data to cloud for visualization in real-time. Then we shift our focus to leveraging IoT for accomplishing complex tasks, such as facial recognition using the Raspberry Pi camera module, AWS Rekognition, and the AWS S3 service. Furthermore, you will master security aspects by building a security surveillance system to protect your premises from intruders using Raspberry Pi, a camera, motion sensors, and AWS Cloud. We'll also create a real-world project by building a Wi-Fi - controlled robot car with Raspberry Pi using a motor driver circuit, DC motor, and a web application. This book is a must-have as it provides a practical overview of IoT's existing architectures, communication protocols, and security threats at the software and hardware levels—security being the most important aspect of IoT. **What you will learn** Understand the concept of IoT and get familiar with the features of Raspberry Pi

Learn to integrate sensors and actuators with the Raspberry Pi

Communicate with cloud and Raspberry using communication protocols such as HTTP and MQTT

Build DIY projects using Raspberry Pi, JavaScript/node.js and cloud (AWS)

Explore the best practices to ensure the security of your connected devices

Who this book is for If you're a developer or electronics engineer and are curious about the Internet of Things, then this is the book for you. With only a rudimentary understanding of electronics, the Raspberry Pi, or similar credit-card sized computers, and some programming experience, you will be taught to develop state-of-the-art solutions for the Internet of Things in an instant. How can we build bridges from the digital world of the Internet to the analog world that surrounds us? By bringing accessibility to embedded components such as sensors and microcontrollers, JavaScript and Node.js might shape the world of physical computing as they did for web browsers. This practical guide shows hardware and software engineers, makers, and web developers how to talk in JavaScript with a variety of hardware platforms. Authors Patrick Mulder and Kelsey Breseman also delve into the basics of microcontrollers, single-board computers, and other hardware components. Use JavaScript to program microcontrollers with Arduino and Espruino

Prototype IoT devices with the Tessel 2 development platform

Learn about electronic input and output components, including sensors

Connect microcontrollers to the Internet with the Particle Photon toolchain

Run Node.js on single-board computers such as Raspberry Pi and Intel Edison

Talk to embedded devices with Node.js libraries such as Johnny-Five, and remotely control the devices with Bluetooth

Use MQTT as a message broker to connect devices across networks

Explore ways to use robots as building blocks

for shared experiences This book is where your adventures with Bluetooth LE begin. You'll start your journey by getting familiar with your hardware options: Arduino, BLE modules, computers (including Raspberry Pi!), and mobile phones. From there, you'll write code and wire circuits to connect off-the-shelf sensors, and even go all the way to writing your own Bluetooth Services. Along the way you'll look at lightbulbs, locks, and Apple's iBeacon technology, as well as get an understanding of Bluetooth security-- both how to beat other people's security, and how to make your hardware secure. The classic YA novel RUMBLE FISH, written by celebrated novelist S.E. Hinton and immortalized by legendary film maker Francis Ford Coppola, now available as an eBook for the first time. Rusty James wants to be just like his big brother Motorcycle Boy - tough enough to be respected by everyone in the neighborhood. But Motorcycle Boy is also smart, so smart that Rusty James relies on him to bail him out of trouble. The brothers are inseparable, and Motorcycle Boy will always be there to watch his back, so there's nothing to worry about, right? Or so Rusty James believes, until his world falls apart and Motorcycle Boy isn't there to pick up the pieces. From the author of THE OUTSIDERS, S.E. Hinton looks into a world where hope is hard to find, and violence is a fact of life. "Stylistically superb. . . . This packs a punch that will leave readers of any age reeling."—School Library Journal "Sharper in focus and more mature in style than Hinton's The Outsiders."—Booklist An ALA Best Books for Young Adults A School Library Journal Best Books of the Year Expert JavaScript is your definitive guide to understanding how and why JavaScript behaves the way it does. Master the inner workings of JavaScript by learning in detail how modern applications are made. In covering lesser-understood aspects of this powerful language and truly understanding how it works, your JavaScript code and programming skills will improve. You will learn about core fundamentals of JavaScript, including deep dives into functions, scopes, closures, and practical object-oriented code. Mark Daggett explains clearly how closures, events, and asynchronous code really operate, as well as conventions and concepts to write JavaScript in a clear, pragmatic style. Many of the changes in ECMAScript6 and its implications are all explained. You'll be introduced to modern workflow tools to make application development faster, more enjoyable, and ostensibly more profitable. You'll understand how to measure code quality and write more testable JavaScript, and finally you'll learn about real-world applications of JavaScript, including JavaScript-powered robots. JavaScript is one of the most powerful languages on the web today, and it is only getting stronger. This book will take you through the process of planning, coding, testing, profiling and finally releasing your application, at expert level. With more frameworks and more improvements than ever, now is the time to become an expert at JavaScript. Make this journey - use Expert JavaScript today. Summary JavaScript on Things is your first step into the exciting and downright entertaining world of programming for small electronics. If you know enough JavaScript to hack a website together, you'll be making things go bleep, blink, and spin faster than you can say "nodebot." Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Are you ready to make things move? If you can build a web app, you can create robots, weather stations, and other funky gadgets! In this incredibly fun, project-based guide, JavaScript hardware hacker Lyza Danger Gardner takes you on an incredible journey from your first flashing LED through atmospheric sensors, motorized rovers, Bluetooth doorbells, and more. With JavaScript, some easy-to-get hardware, and a bit of creativity, you'll be beeping, spinning, and glowing in no time. About the Book JavaScript on Things introduces the exciting world of programming small electronics! You'll start building things immediately, beginning with basic blinking on Arduino. This fully illustrated, hands-on book surveys JavaScript toolkits like Johnny-Five along with platforms including Raspberry Pi, Tessel, and BeagleBone. As you build project after interesting project, you'll learn to wire in sensors, hook up motors, transmit data, and handle user input. So be warned: once you start, you won't want to stop. What's Inside Controlling hardware with JavaScript Designing and assembling robots and gadgets A crash course in electronics Over a dozen hands-on projects! About the Reader Written for readers with intermediate JavaScript and Node.js skills. No experience with electronics required. About the Author Lyza Danger Gardner has been a web developer for over 20 years. She's part of the NodeBots community and a contributor to the Johnny-Five Node.js library. Table of Contents PART 1 - A JAVASCRIPTER'S INTRODUCTION TO HARDWARE Bringing JavaScript and hardware together Embarking on hardware with Arduino How to build circuits PART 2 - PROJECT

BASICS: INPUT AND OUTPUT WITH JOHNNY-FIVE Sensors and input Output: making things happen Output: making things move PART 3 - MORE SOPHISTICATED PROJECTS Serial communication Projects without wires Building your own thing PART 4 - USING JAVASCRIPT WITH HARDWARE IN OTHER ENVIRONMENTS JavaScript and constrained hardware Building with Node.js and tiny computers In the cloud, in the browser, and beyond JavaScript is the programming language of the Internet, the secret sauce that makes the Web awesome, your favorite sites interactive, and online games fun! JavaScript for Kids is a lighthearted introduction that teaches programming essentials through patient, step-by-step examples paired with funny illustrations. You'll begin with the basics, like working with strings, arrays, and loops, and then move on to more advanced topics, like building interactivity with jQuery and drawing graphics with Canvas. Along the way, you'll write games such as Find the Buried Treasure, Hangman, and Snake. You'll also learn how to: -Create functions to organize and reuse your code -Write and modify HTML to create dynamic web pages -Use the DOM and jQuery to make your web pages react to user input -Use the Canvas element to draw and animate graphics -Program real user-controlled games with collision detection and score keeping With visual examples like bouncing balls, animated bees, and racing cars, you can really see what you're programming. Each chapter builds on the last, and programming challenges at the end of each chapter will stretch your brain and inspire your own amazing programs. Make something cool with JavaScript today! Ages 10+ (and their parents!) Learn the basics of modern robotics while building your own intelligent robot from scratch! You'll use inexpensive household materials to make the base for your robot, then add motors, power, wheels, and electronics. But wait, it gets better: your creation is actually five robots in one! -- build your bot in stages, and add the features you want. Vary the functions to create a robot that's uniquely yours. Mix and match features to make your own custom robot: Flexible Motorized Base -- a playpen for all kinds of programming experiments Obstacle Detector -- whiskers detect when your robot has bumped into things Object Avoider -- ultrasonic sound lets your robot see what's in front of it Infrared Remote Control -- command your robot from your easy chair Line Follower -- use optics to navigate your bot; have races with other robot builders! You will learn how switches, ultrasonics, infrared detectors, and optical sensors work. Install an Arduino microcontroller board and program your robot to avoid obstacles, provide feedback with lights and sound, and follow a tracking line. In this book you will combine multiple disciplines -- electronics, programming, and engineering -- to successfully build a multifunctional robot. You'll discover how to: construct a motorized base set up an Arduino to function as the brain use "whisker" switches to detect physical contact avoid obstacles with ultrasonic sensors teach your robot to judge distances use a universal remote to control your robot install and program a servo motor respond to input with LEDs, buzzers, and tones mount line-following sensors under your robot And more. Everything is explained with lots and lots of full-color line drawings. No prior experience is necessary. You'll have fun while you learn a ton! Want to build your own robots, turn your ideas into prototypes, control devices with a computer, or make your own cell phone applications? It's a snap with this book and the Arduino open source electronic prototyping platform. Get started with six fun projects and achieve impressive results quickly. Gain the know-how and experience to invent your own cool gadgets. With Arduino, building your own embedded gadgets is easy, even for beginners. Embedded systems are everywhere—inside cars, children's toys, and mobile phones. This book will teach you the basics of embedded systems and help you build your first gadget in just a few days. Each learn-as-you-build project that follows will add to your knowledge and skills. Experiment with Arduino, the popular microcontroller board Build robots and electronic projects with easy-to-follow instructions Turn your ideas into working physical prototypes Use Android phones as remote controls in your projects Work with an uncomplicated programming language created for artists, designers, and hobbyists Get everyone involved, with projects that even beginners can build There's no doubt that the JavaScript ecosystem changes fast. Not only are new tools and frameworks introduced and developed at a rapid rate, the language itself has undergone big changes with the introduction of ES2015 (aka ES6). Understandably, many articles have been written complaining about how difficult it is to learn modern JavaScript development these days. We're aiming to minimize that confusion with this set of books on modern JavaScript. This book presents six complete JavaScript projects; each taking advantage of modern JavaScript and its ecosystem. You'll learn to build several

different apps, and along the way you'll pick up a ton of useful advice, tips, and techniques. It contains: Build a Full-Sphere 3D Image Gallery with React VR by Michaela Lehr Build a WebRTC Video Chat Application with SimpleWebRTC by Michael Wanyoike Build a JavaScript Single Page App Without a Framework by Michael Wanyoike Build a To-do List with Hyperapp, the 1KB JS Micro-framework by Darren Jones Use Parcel to Bundle a Hyperapp App & Deploy to GitHub Pages by Darren Jones Interactive Data Visualization with Modern JavaScript and D3 by Adam Janes This book is for all front-end developers who wish to improve their JavaScript skills. You'll need to be familiar with HTML and CSS and have a reasonable level of understanding of JavaScript in order to follow the discussion. Using FreeRTOS and libopenm3 instead of the Arduino software environment, this book will help you develop multi-tasking applications that go beyond Arduino norms. In addition to the usual peripherals found in the typical Arduino device, the STM32 device includes a USB controller, RTC (Real Time Clock), DMA (Direct Memory Access controller), CAN bus and more. Each chapter contains clear explanations of the STM32 hardware capabilities to help get you started with the device, including GPIO and several other ST Microelectronics peripherals like USB and CAN bus controller. You'll learn how to download and set up the libopenm3 + FreeRTOS development environment, using GCC. With everything set up, you'll leverage FreeRTOS to create tasks, queues, and mutexes. You'll also learn to work with the I2C bus to add GPIO using the PCF8574 chip. And how to create PWM output for RC control using hardware timers. You'll be introduced to new concepts that are necessary to master the STM32, such as how to extend code with GCC overlays using an external Winbond W25Q32 flash chip. Your knowledge is tested at the end of each chapter with exercises. Upon completing this book, you'll be ready to work with any of the devices in the STM32 family. Beginning STM32 provides the professional, student, or hobbyist a way to learn about ARM without costing an arm! What You'll Learn Initialize and use the libopenm3 drivers and handle interrupts Use DMA to drive a SPI based OLED displaying an analog meter Read PWM from an RC control using hardware timers Who This Book Is For Experienced embedded engineers, students, hobbyists and makers wishing to explore the ARM architecture, going beyond Arduino limits. Design, build, and program your own remarkable robots with JavaScript and open source hardware About This Book • Learn how to leverage Johnny-Five's Read, Eval, Print Loop, and Event API to write robot code with JavaScript • Unlock a world of exciting possibilities by hooking your JavaScript-programmed robots up to the internet and using external data and APIs • Move your project code from the Arduino Uno to a multitude of other robotics platforms Who This Book Is For If you've worked with Arduino before or are new to electronics and would like to try writing sketches in JavaScript, then this book is for you! Basic knowledge of JavaScript and Node.js will help you get the most out of this book. What You Will Learn • Familiarise yourself with Johnny-Five Read, Eval, and Print Loop (REPL) to modify and debug robotics code in real time • Build robots with basic output devices to create projects that light up, make noise, and more • Create projects with complex output devices, and employ the Johnny-Five API to simplify the use of components that require complex interfaces, such as I2C • Make use of sensors and input devices to allow your robotics projects to survey the world around them and accept input from users • Use the Sensor and Motor objects to make it much easier to move your robotics projects • Learn about the Animation API that will allow you to program complex movements using timing and key frames • Bring in other devices to your Johnny-Five projects, such as USB devices and remotes • Connect your Johnny-Five projects to external APIs and create your own Internet of Things! In Detail There has been a rapid rise in the use of JavaScript in recent times in a variety of applications, and JavaScript robotics has seen a rise in popularity too. Johnny-Five is a framework that gives NodeBots a consistent API and platform across several hardware systems. This book walks you through basic robotics projects including the physical hardware builds and the JavaScript code for them. You'll delve into the concepts of Johnny-Five and JS robotics. You'll learn about various components such as Digital GPIO pins, PWM output pins, Sensors, servos, and motors to be used with Johnny-Five along with some advanced components such as I2C, and SPI. You will learn to connect your Johnny-Five robots to internet services and other NodeBots to form networks. By the end of this book, you will have explored the benefits of the Johnny-Five framework and the many devices it unlocks. Style and approach This step-by-step guide to the Johnny-Five ecosystem is explained in a conversational style, packed with examples and tips. Each chapter also explores the Johnny-Five documentation to

enable you to start exploring the API on your own. Manage the humONGOUS amount of data collected through your web application with MongoDB. This authoritative introduction—written by a core contributor to the project—shows you the many advantages of using document-oriented databases, and demonstrates how this reliable, high-performance system allows for almost infinite horizontal scalability. This updated second edition provides guidance for database developers, advanced configuration for system administrators, and an overview of the concepts and use cases for other people on your project. Ideal for NoSQL newcomers and experienced MongoDB users alike, this guide provides numerous real-world schema design examples. Get started with MongoDB core concepts and vocabulary Perform basic write operations at different levels of safety and speed Create complex queries, with options for limiting, skipping, and sorting results Design an application that works well with MongoDB Aggregate data, including counting, finding distinct values, grouping documents, and using MapReduce Gather and interpret statistics about your collections and databases Set up replica sets and automatic failover in MongoDB Use sharding to scale horizontally, and learn how it impacts applications Delve into monitoring, security and authentication, backup/restore, and other administrative tasks Get a Jump Start on Responsive Web Design today! Responsive Web Design is redefining the way websites are designed, enabling you to craft websites that deliver exceptional experiences to your users - whether they happen to be using a desktop PC, tablet or mobile device. In just one weekend with this SitePoint book, you'll learn how to: Use media queries to maximize website usability Harness the power of fluid grids Use dynamic images to automatically scale and select appropriate images Plus you'll discover how to use responsive content and a mobile first approach. This comprehensive book provides detailed materials for both novice and experienced programmers using all BeagleBone variants which host a powerful 32-bit, super-scalar TI Sitara ARM Cortex A8 processor. Authored by Steven F. Barrett and Jason Kridner, a seasoned ECE educator along with the founder of Beagleboard.org, respectively, the work may be used in a wide variety of projects from science fair projects to university courses and senior design projects to first prototypes of very complex systems. Beginners may access the power of the "Bone" through the user-friendly Bonescript examples. Seasoned users may take full advantage of the Bone's power using the underlying Linux-based operating system, a host of feature extension boards (Capes) and a wide variety of Linux community open source libraries. The book contains background theory on system operation coupled with many well-documented, illustrative examples. Examples for novice users are centered on motivational, fun robot projects while advanced projects follow the theme of assistive technology and image processing applications. If you're among the many hobbyists and designers who came to electronics through Arduino and Raspberry Pi, this cookbook will help you learn and apply the basics of electrical engineering without the need for an EE degree. Through a series of practical recipes, you'll learn how to solve specific problems while diving into as much or as little theory as you're comfortable with. Author Simon Monk (Raspberry Pi Cookbook) breaks down this complex subject into several topics, from using the right transistor to building and testing projects and prototypes. With this book, you can quickly search electronics topics and go straight to the recipe you need. It also serves as an ideal reference for experienced electronics makers. This cookbook includes: Theoretical concepts such as Ohm's law and the relationship between power, voltage, and current The fundamental use of resistors, capacitors and inductors, diodes, transistors and integrated circuits, and switches and relays Recipes on power, sensors and motors, integrated circuits, and radio frequency for designing electronic circuits and devices Advice on using Arduino and Raspberry Pi in electronics projects How to build and use tools, including multimeters, oscilloscopes, simulations software, and unsoldered prototypes Leverage Raspberry Pi 3 and different JavaScript platforms to build exciting Robotics projects Key Features Build robots that light up and make noise Learn to work with Raspberry Pi 3 and JavaScript Connect your Johnny-Five projects to external APIs and create your own IoT Book Description There has been a rapid increase in the use of JavaScript in hardware and embedded device programming. JavaScript has an effective set of frameworks and libraries that support the robotics ecosystem. Hands-On Robotics with JavaScript starts with setting up an environment to program robots in JavaScript. Then, you will dive into building basic-level projects such as a line-following robot. You will walk through a series of projects that will teach you about the Johnny-Five library, and develop your skills with each project. As you make your way through the chapters, you'll work on creating a blinking

LED, before moving on to sensors and other more advanced concepts. You will then progress to building an advanced-level AI-enabled robot, connect their NodeBots to the internet, create a NodeBots Swarm, and explore MQTT. By the end of this book, you will have gained hands-on experience in building robots using JavaScript. What you will learn: Install and run Node.js and Johnny-Five on Raspberry Pi. Assemble, code, and run an LED project. Leverage JavaScript libraries to build exciting robots. Use sensors to collect data from the world around you. Employ servos and motors to make your project move. Add internet capabilities to your Johnny-Five project. Who this book is for: Hands-On Robotics with JavaScript is for individuals who have prior experience with Raspberry Pi 3 and like to write sketches in JavaScript. Basic knowledge of JavaScript and Node.js will help you get the most out of this book. Milady has evolved for over 85 years to become what it is today, the cornerstone of beauty and wellness education. We are very excited and proud to announce the latest edition of Milady Standard Cosmetology, the most commonly used resource in cosmetology education. For decades since our first textbook published, it has been our commitment to provide students with the foundation in the principles and skills needed to master the science and art of cosmetology, and with this latest version that commitment has not wavered. For the new edition, celebrity stylist Ted Gibson served as Creative Director on the project. The result is a brilliant new design with over 750 new photos and a gorgeous layout, providing a visually stunning resource to engage today's learner. We also recruited a team of twelve authors, made up of top professionals and educators in the industry, to provide the most current information on concepts and techniques. During our extensive peer review and development process, we were asked for a resource that placed emphasis on essential content needed for licensure success, and we feel confident that we delivered. Milady Standard Cosmetology will continue to be a source of education that students can count on, not only while in school, but throughout their careers. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Over 60 high-quality recipes covering debugging, security, performance, microservices, web frameworks, databases, deployment and more; rewritten for Node 4, 6, and 8. About This Book: Actionable recipes across the full spectrum of Node.js development. Cutting edge techniques and tools for measuring and improving performance. Best practices for creating readily-scalable production systems. Who This Book Is For: If you have good knowledge of JavaScript and want to build fast, efficient, scalable client-server solutions, then this book is for you. Some experience with Node.js is assumed to get the most out of this book. If working from a beginner level Node Cookbook 2nd Edition is recommended as a primer for Node Cookbook 3rd Edition. What You Will Learn: Debug Node.js programs. Write and publish your own Node.js modules. Detailed coverage of Node.js core API's. Use web frameworks such as Express, Hapi and Koa for accelerated web application development. Apply Node.js streams for low-footprint data processing. Fast-track performance knowledge and optimization abilities. Persistence strategies, including database integrations with MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB. Apply critical, essential security concepts. Use Node with best-of-breed deployment technologies: Docker, Kubernetes and AWS. In Detail: Today's web demands efficient real-time applications and scalability. Asynchronous event-driven programming is ideal for this, and this is where Node.js comes in. Server-side JavaScript has been here since the 90s, but Node got it right. With Node for tooling and server-side logic, and a browser-based client-side UI, everything is JavaScript. This leads to rapid, fluid development cycles. The full-stack, single language experience means less context-switching between languages for developers, architects and whole teams. This book shows you how to build fast, efficient, and scalable client-server solutions using the latest versions of Node. The book begins with debugging tips and tricks of the trade, and how to write your own modules. Then you'll learn the fundamentals of streams in Node.js, discover I/O control, and how to implement the different web protocols. You'll find recipes for integrating databases such as MongoDB, MySQL/MariaDB, Postgres, Redis, and LevelDB. We also cover the options for building web application with Express, Hapi and Koa. You will then learn about security essentials in Node.js and advanced optimization tools and techniques. By the end of the book you will have acquired the level of expertise to build production-ready and scalable Node.js systems. The techniques and skills you will learn in this book are based on the best practices developed by nearForm, one of the leaders in Node implementations, who supported the work of the authors on this book. Style and approach: This recipe-based practical guide presents

each topic with step-by-step instructions on how you can create fast and efficient server side applications using the latest features and capabilities in Node 8 whilst also supporting usage with Node 4 and 6. JavaScript Robotics is on the rise. Rick Waldron, the lead author of this book and creator of the Johnny-Five platform, is at the forefront of this movement. Johnny-Five is an open source JavaScript Arduino programming framework for robotics. This book brings together fifteen innovative programmers, each creating a unique Johnny-Five robot step-by-step, and offering tips and tricks along the way. Experience with JavaScript is a prerequisite. Provides an in-depth introduction to the LEGO Mindstorms EV3 kit, covering such topics as installing leJOS, motors, sensors, navigation, sound, remote control, and debugging, with step-by-step, illustrated instructions for eight unique robots. While there have been quite a few attempts to get JavaScript working as a server-side language, Node.js (frequently just called Node) has been the first environment that's gained any traction. It's now used by companies such as Netflix, Uber and Paypal to power their web apps. Node allows for blazingly fast performance; thanks to its event loop model, common tasks like network connection and database I/O can be executed very quickly indeed. In this book, we offer a selection of nine different practical projects that you can follow along with. It contains: Build a Simple Beginner App with Node, Bootstrap & MongoDB by James Hibbard. How to Build a File Upload Form with Express and Dropzone.js by Lukas White. How to Build and Structure a Node.js MVC Application by James Kolce. User Authentication with the MEAN Stack by Simon Holmes & Jeremy Wilken. Build a JavaScript Command Line Interface (CLI) with Node.js by Lukas White & Michael Wanyoike. Building a Real-time Chat App with Sails.js by Michael Wanyoike. Passport Authentication for Node.js Applications by Paul Orac. Local Authentication Using Passport in Node.js by Paul Orac. An Introduction to NodeBots by Patrick Catanzariti. This book is for anyone who wants to start learning server-side development with Node.js. Familiarity with JavaScript is assumed. End to end solutions for IoT enthusiasts and web developers. About This Book: Leverage the capability of IoT with the combination of Raspberry Pi 3 and JavaScript (ES5/ES6). Develop a health monitoring device along with some cool projects like Smart Agriculture & Raspberry Pi 3 based surveillance. A practical book which will help you build Mobile/Web/Desktop apps that will show how to manage and monitor data from sensors and actuators in real time. Who This Book Is For: This book targets IoT enthusiasts and web developers who would like to build IoT-based applications with Raspberry Pi, Arduino and JavaScript. Some knowledge about electronics and familiarity with programming concepts (JavaScript - ES5/ES6) is expected. What You Will Learn: Integrate sensors and actuators with the cloud and control them for your Smart Weather Station. Develop your very own Amazon Alexa integrating with your IoT solution. Define custom rules and execute jobs on certain data events using IFTTT. Build a simple surveillance solutions using Amazon Recognition & Raspberry Pi 3. Design a fall detection system and build a notification system for it. Use Amazon Rekognition for face detection and face recognition in your Surveillance project. In Detail: In this world of technology upgrades, IoT is currently leading with its promise to make the world a more smarter and efficient place. This book will show you how to build simple IoT solutions that will help you to understand how this technology works. We would not only explore the IoT solution stack, but we will also see how to do it with the world's most misunderstood programming language - JavaScript. Using Raspberry Pi 3 and JavaScript (ES5/ES6) as the base to build all the projects, you will begin with learning about the fundamentals of IoT and then build a standard framework for developing all the applications covered in this book. You will then move on to build a weather station with temperature, humidity and moisture sensors and further integrate Alexa with it. Further, you will build a smart wearable for understanding the concept of fall detection. You will then extend it with the 'If This Then That' (IFTTT) rules engine to send an email on fall detection. Finally, you will be working with the Raspberry Pi 3 camera module and surveillance with a bit of facial detection using Amazon Rekognition platform. At the end of the book, you will not only be able to build standalone exciting IoT applications but also learn how you can extend your projects to another level. Style and Approach: This book will follow a project based approach where each chapter will teach the readers to build a standalone project. It will not only guide you to build exciting projects but will also teach you to extend your project to another level. Build an interactive and full-featured web application from scratch using Node.js and MongoDB. About This Book: Configure your development environment to use Node.js and MongoDB. Use Node.js to connect to a MongoDB database and

perform data manipulations A practical guide with clear instructions to design and develop a complete web application from start to finish Who This Book Is For This book is designed for JavaScript developers of any skill level that want to get up and running using Node.js and MongoDB to build full-featured web applications. A basic understanding of JavaScript and HTML is the only requirement for this book. What You Will Learn Configure your development environment to use Node.js and MongoDB Write and configure a web server using Node.js powered by the Express.js framework Build dynamic HTML pages using the Handlebars template engine Persist application data using MongoDB and Mongoose ODM Test your code using automated testing tools such as the Mocha framework Deploy the development environment to the cloud using services such as Heroku, Amazon Web Services, and Microsoft Azure Explore Single-Page application frameworks to take your web applications to the next level In Detail Node.js and MongoDB are quickly becoming one of the most popular tech stacks for the web. Powered by Google's V8 engine, Node.js caters to easily building fast, scalable network applications while MongoDB is the perfect fit as a scalable, high-performance, open source NoSQL database solution. Using these two technologies together, web applications can be built quickly and easily and deployed to the cloud with very little difficulty. The book will begin by introducing you to the groundwork needed to set up the development environment. Here, you will quickly run through the steps necessary to get the main application server up and running. Then you will see how to use Node.js to connect to a MongoDB database and perform data manipulations. From here on, the book will take you through integration with third-party tools for interaction with web apps. It then moves on to show you how to use controllers and view models to generate reusable code that will reduce development time. Toward the end of the book, we will cover tests to properly execute the code and some popular frameworks for developing web applications. By the end of the book, you will have a running web application developed with MongoDB and Node.js along with its popular frameworks. Style and approach An easy guide to Node.js and MongoDB, which will quickly introduce you to the relevant concepts by taking you through the different steps involved in building a full-fledged web application. While there have been quite a few attempts to get JavaScript working as a server-side language, Node.js (frequently just called Node) has been the first environment that's gained any traction. It's now used by companies such as Netflix, Uber and Paypal to power their web apps. Node allows for blazingly fast performance; thanks to its event loop model, common tasks like network connection and database I/O can be executed very quickly indeed. From a beginner's point of view, one of Node's obvious advantages is that it uses JavaScript, a ubiquitous language that many developers are comfortable with. If you can write JavaScript for the client-side, writing server-side applications with Node should not be too much of a stretch for you. This collection contains three books that will help get you up and running with Node. It contains: Your First Week With Node.js, which will get started using Node, covering all of the basics. 9 Practical Node.js Projects, which offers a selection of hand-on practical projects to develop your skills. Node.js: Related Tools & Skills, which outlines essential tools and skills that all Node developers should know. Like it or not, JavaScript is everywhere these days—from browser to server to mobile—and now you, too, need to learn the language or dive deeper than you have. This concise book guides you into and through JavaScript, written by a veteran programmer who once found himself in the same position. Speaking JavaScript helps you approach the language with four standalone sections. First, a quick-start guide teaches you just enough of the language to help you be productive right away. More experienced JavaScript programmers will find a complete and easy-to-read reference that covers each language feature in depth. Complete contents include: JavaScript quick start: Familiar with object-oriented programming? This part helps you learn JavaScript quickly and properly. JavaScript in depth: Learn details of ECMAScript 5, from syntax, variables, functions, and object-oriented programming to regular expressions and JSON with lots of examples. Pick a topic and jump in.

Background: Understand JavaScript's history and its relationship with other programming languages. Tips, tools, and libraries: Survey existing style guides, best practices, advanced techniques, module systems, package managers, build tools, and learning resources.

- [Lewis Vaughn The Power Of Critical Thinking](#)
- [Magickal Riches Occult Rituals For Manifesting Money](#)
- [The Rose And Beast Fairy Tales Retold Francesca Lia Block](#)
- [Leifer Study Guide Answer Key](#)
- [Skillcheck Excel Testing Answers](#)
- [Wicca Wicca Magic Spells And Ritual Secrets The Best Quick And Easy Candle Spells For Beginners Wicca And Witchcraft](#)
- [Permanently Beat Yeast Infection Candida Proven Step By Step Cure For Yeast Infections Candidiasis Natural Lasting Treatment That Will Prevent Recurring Infection Womens Health Expert Series](#)
- [Portrait Of America Volume 2 10th Edition](#)
- [Lifepac Grade 11 Answer Key Language Arts](#)
- [Haynes Suzuki Repair Manual 1986 1996](#)
- [Ranking Task Exercises In Physics Student Edition By Okuma T L Maloney D P Hieggelke C J Published By Addison Wesley 2003](#)
- [Insurance Handbook For The Medical Office Answer Key Chapter 1](#)
- [The Elements Of Moral Philosophy 6th Edition](#)
- [Principles Of Biostatistics Solution Manual](#)
- [Chapter 12 Section 3 The Collapse Of Reconstruction Guided Reading Answers](#)
- [Chemistry 8th Edition Zumdahl Solutions Manual](#)
- [Realidades 2 Answer Key Core Practice Workbook](#)
- [Earth Science Investigations Lab Workbook Answers](#)
- [Toyota Avenis T27 Service Manual Parking Brake Pdf](#)
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- [Epidemiology Gordis Test Bank](#)
- [House Of Day Night Olga Tokarczuk](#)
- [Class Teachstone Video Answers](#)
- [Holt Mcdougal Geometry Chapter 1 Test Answers](#)
- [Answers For Vista Supersite Spanish](#)
- [Urban Myths About Learning And Education](#)
- [Elementary Number Theory Burton 7th Edition Solutions](#)
- [Orleans Hanna Test Study Guides Pdf](#)
- [Gynophagia Dolcett Forum](#)
- [Statistics A Guide To The Unknown](#)
- [The Encyclopedia Of Psychoactive Plants](#)
- [Marcy Mathworks Punchline Bridge To Algebra Answer Key](#)
- [Emt National Registry Study Guide](#)
- [1995 Toyota Camry Service Manual](#)
- [Learning American Sign Language Levels I Ii Beginning Intermediate](#)
- [A Concise Contrastive Grammar Of English For Danish Students](#)
- [Mcgraw Hill Answer Key History](#)
- [Survey Of Accounting 6th Edition Solutions Manual](#)
- [Experiencing Mis 4th Edition](#)
- [4 F150 Service Manual](#)
- [Lewis Vaughn Doing Ethics Study Guide](#)
- [Cormen Leiserson Rivest And Stein Introduction To Algorithms 3rd Edition](#)
- [Therapy Games For Teens 150 Activities To Improve Self Esteem Communication And Coping Skills](#)
- [Holt Elements Of Language Second Course Answer Key](#)
- [Interpersonal Communication Second Edition Kory Floyd](#)
- [I Am Not A Chair](#)
- [Sadlier Oxford Foundations Of Algebra Practice Answers](#)
- [Saxon Math Cumulative Test Answers](#)
- [American Horizons U S History In A Global Context](#)
- [File 69 12mb Banned Occult Secrets Of The Vril Society](#)