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16B - ANGELIQUE CAYDEN

Straight from Trolltech, this book covers all one needs to build industrial-strength applications with Qt 3.2.x and C++--applications that run natively on Windows, Linux/UNIX, Mac OS X, and embedded Linux with no source code changes. Includes a CD with the Qt 3.2 toolset and Borland C++ compilers--including a noncommercial Qt 3.2 for Windows available nowhere else.

Complementing The LaTeX Companion, this new graphics companion addresses one of the most common needs among users of the LaTeX typesetting system: the incorporation of graphics into text. It provides the first full description of the standard LaTeX color and graphics packages, and shows how you can combine TeX and PostScript capabilities to produce beautifully illustrated pages. You will learn how to incorporate graphic files into a LaTeX document, program technical diagrams using several different languages, and achieve special effects with fragments of embedded PostScript. Furthermore, you'll find detailed descriptions of important packages like Xy-pic, PSTricks, and METAPOST; the dvips dvi to PostScript driver; and Ghostscript.

Award-winning contemporary science fiction author Gene Wolfe's densely written and highly imaginative novels have brought him critical acclaim and academic attention—as well as a dedicated fan base. Shadows of the New Sun brings together an impressive selection of hard-to-find resources for the Wolfe reader and scholar. Included are essays on the nature of writing, with discussions of key concepts such as character, structure, and the professional life of the writer; a series of interviews with Wolfe; and the rare Wolfe essay "Books in the Book of the New Sun."

In 1965, shortly after founding his namesake museum in Malibu, California, J. Paul Getty (1892–1976) penned a reminiscence about "the romance and zest—the excitement, suspense, thrills, and triumphs—that make art collecting one of the most exhilarating and satisfying of all human endeavors." Newly republished, this book offers a fascinating portrait of an idiosyncratic and highly personal passion for art.

In the late 1920s, Getty writes, "It appeared to me that the days of collecting were just about over. The men who had made their millions . . . before I'd started in business . . . had swept up just about everything worthwhile." The onset of the Great Depression changed the landscape dramatically; Getty recounts how his serious acquisitions began in the early 1930s and continued for more than three decades. The text, adorned with revealing anecdotes, covers paintings, antiquities, and decorative arts and furniture, with conversational asides discussing Getty's philosophy of collecting. This personal chronicle reads like an intriguing postcard from a vastly different—and increasingly distant—era.

La mostra raccoglie per la prima volta straordinari capolavori di Andrea del Verrocchio, uno dei maggiori maestri del Quattrocento, insieme a fondamentali opere di artisti come Pietro Perugino, Domenico Ghirlandaio e Leonardo da Vinci, il suo più celebre allievo, di cui nel 2019 si celebra il cinquecentesimo anniversario della morte.0A cura di Francesco Caglioti e Andrea De Marchi e nata dal-

la collaborazione con il Museo Nazionale del Bargello, che ospiterà una sezione, l'esposizione celebra la figura di un artista che come pittore, scultore, orafo e disegnatore è stato geniale interprete dei valori del Rinascimento nella Firenze medicea di Cosimo il Vecchio, Piero e Lorenzo il Magnifico e che con la sua bottega ha influenzato un'intera generazione di maestri del XV secolo in Italia e in Europa.00Exhibition: Palazzo Strozzi, Florence, Italy (08.03-14.07.2019).

Improve your chess by studying the greatest games of all time, from Adolf Anderssen's 'Immortal Game' to Magnus Carlsen's world championship victories, and featuring a foreword by five-times World Champion Vishy Anand. This book is written by an all-star team of authors. Wesley So is the reigning Fischer Random World Champion, the 2017 US Champion and the winner of the 2016 Grand Chess Tour. Michael Adams has been the top British player for the last quarter of a century and was a finalist in the 2004 FIDE World Championship. Graham Burgess is the author of thirty books, a former champion of the Danish region of Funen, and holds the world

record for marathon blitz chess playing. John Nunn is a three-time winner of both the World Solving Championship and the British Chess Federation Book of the Year Award. John Emms is an experienced chess coach and writer, who finished equal first in the 1997 British Championship and was chess columnist of the Young Telegraph. The 145 greatest chess games of all time, selected, analysed, re-evaluated and explained by a team of British and American experts and illustrated with over 1,100 chess diagrams. Join the authors in studying these games, the cream of two centuries of international chess, and develop your own chess-playing skills - whatever your current standard. Instructive points at the end of each game highlight the lessons to be learned. First published in 1998, a second edition of The Mammoth Book of the World's Greatest Chess Games in 2004 included an additional twelve games. Another new edition in 2010 included a further thirteen games as well as some significant revisions to the analysis and information regarding other games in earlier editions of the book, facilitated by the use of a variety

of chess software. This 2021 edition, further updated and expanded, now includes 145 games. The authors have made full use of the new generation of chess analysis engines that apply neural-network based AI.

Within a scenario of globalised markets, where the capacity to efficiently cooperate with other firms starts to become essential in order to remain in the market in an economically, socially and environmentally cost-effective manner, it can be seen how the most innovative enterprises are beginning to redesign their business model to become interoperable. This goal of interoperability is essential, not only from the perspective of the individual enterprise but also in the new business structures that are now emerging, such as supply chains, virtual enterprises, interconnected organisations or extended enterprises, as well as in mergers and acquisitions. Composed of over 40 papers, Enterprise Interoperability V ranges from academic research through case studies to industrial and administrative experience of interoperability. The international nature of the authorship contnues to broaden. Many of the papers have

examples and illustrations calculated to deepen understanding and generate new ideas. The I-ESA'12 Conference from which this book is drawn was organized by Polytechnic University of Valencia, on behalf INTERVAL, and the European Virtual Laboratory for Enterprise Interoperability (INTEROP-VLab) and sponsored by the International Federation for Information Processing (I-FIP) and the International Federation of Automatic Control (IFAC). A concise reference to the state of the art in systems interoperability, Enterprise Interoperability V will be of great value to engineers and computer scientists working in manufacturing and other process industries and to software engineers and electronic and manufacturing engineers working in the academic environment.

This work has been selected by scholars as being culturally important and is part of the knowledge base of civilization as we know it. This work is in the public domain in the United States of America, and possibly other nations. Within the United States, you may freely copy and distribute this work, as no entity (individual or corporate) has a copyright on the body of the work.

Scholars believe, and we concur, that this work is important enough to be preserved, reproduced, and made generally available to the public. To ensure a quality reading experience, this work has been proofread and republished using a format that seamlessly blends the original graphical elements with text in an easy-to-read typeface. We appreciate your support of the preservation process, and thank you for being an important part of keeping this knowledge alive and relevant.

Master Qt's Most Powerful APIs, Patterns, and Development Practices Qt has evolved into a remarkably powerful solution for cross-platform desktop, Web, and mobile development. However, even the most experienced Qt programmers only use a fraction of its capabilities. Moreover, practical information about Qt's newest features has been scarce—until now. Advanced Qt Programming shows developers exactly how to take full advantage of Qt 4.5's and Qt 4.6's most valuable new APIs, application patterns, and development practices. Authored by Qt expert Mark Summerfield, this book concentrates on

techniques that offer the most power and flexibility with the least added complexity. Summerfield focuses especially on model/view and graphics/view programming, hybrid desktop/Web applications, threading, and applications incorporating media and rich text. Throughout, he presents realistic, downloadable code examples, all tested on Windows, Mac OS X, and Linux using Qt 4.6 (and most tested on Qt 4.5) and designed to anticipate future versions of Qt. The book Walks through using Qt with WebKit to create innovative hybrid desktop/Internet applications Shows how to use the Phonon framework to build powerful multimedia applications Presents state-of-the-art techniques for using model/view table and tree models, QStandardItemModels, delegates, and views, and for creating custom table and tree models, delegates, and views Explains how to write more effective threaded programs with the QtConcurrent module and with the QThread class Includes detailed coverage of creating rich text editors and documents Thoroughly covers graphics/view programming: architecture, windows, widgets, layouts,

scenes, and more Introduces Qt 4.6's powerful animation and state machine frameworks
Unleash powerful teaching and the science of learning in your classroom Powerful Teaching: Unleash the Science of Learning empowers educators to harness rigorous research on how students learn and unleash it in their classrooms. In this book, cognitive scientist Pooja K. Agarwal, Ph.D., and veteran K–12 teacher Patrice M. Bain, Ed.S., decipher cognitive science research and illustrate ways to successfully apply the science of learning in classrooms settings. This practical resource is filled with evidence-based strategies that are easily implemented in less than a minute—without additional prepping, grading, or funding! Research demonstrates that these powerful strategies raise student achievement by a letter grade or more; boost learning for diverse students, grade levels, and subject areas; and enhance students' higher order learning and transfer of knowledge beyond the classroom. Drawing on a fifteen-year scientist-teacher collaboration, more than 100 years of research on learning, and rich experiences from edu-

cators in K–12 and higher education, the authors present highly accessible step-by-step guidance on how to transform teaching with four essential strategies: Retrieval practice, spacing, interleaving, and feedback-driven metacognition. With Powerful Teaching, you will: Develop a deep understanding of powerful teaching strategies based on the science of learning Gain insight from real-world examples of how evidence-based strategies are being implemented in a variety of academic settings Think critically about your current teaching practices from a research-based perspective Develop tools to share the science of learning with students and parents, ensuring success inside and outside the classroom Powerful Teaching: Unleash the Science of Learning is an indispensable resource for educators who want to take their instruction to the next level. Equipped with scientific knowledge and evidence-based tools, turn your teaching into powerful teaching and unleash student learning in your classroom.
A valuable programming reference provides a complete introduction to the Go programming lan-

guage, covering all of Go's clean and easy to understand syntax and its built-in arrays, maps, slices and Unicode strings. Original.

During the Long Classical Millennium (fourth century BC to eighth century AD), Northwest Jordan was part of two worlds, looking west to the Mediterranean as well as east towards the Arabian desert. It was not only a collection of distinctive micro-regions but a 'virtual island', isolated by geography on all sides. Here one finds historical and archaeological data of an intensity and quality probably superior to that of any region in the Near East other than Israel. This book exploits some of that evidence to explain the character of an unusual region with a dense network of cities and an unexpected surge of settlement which reached a peak and extent not encountered again until the mid-twentieth century. It explores and develops some of the principal themes one may investigate for the region of Northwest Jordan, but which often apply to the Near East as a whole.

When Satan Burger was first being passed around among teenage punks and fans of weird art and film, there was nothing else like it. A book of rebellious spirit that simplistically captured the post-modern malaise of a culture obsessed with consumerism. It quickly gained an underground following, was transcribed by fans and bootlegged online, was translated into Russian and made its way around the world attracting the attention of readers bored with typical mainstream fare. Combining a satirical wit and style on par with legendary humorists such as Kurt Vonnegut and Russell Edson with the crazy punk ethos of cult film directors such as Terry Gilliam, David Lynch, and Takashi Miike, this was a book overflowing with so many new ideas and absurd philosophies that it not only launched the career of underground author Carlton Mellick III, but inspired an entire literary movement. For the fifteenth anniversary of the release of this Bizarro Fiction classic, Eraserhead Press is thrilled to present this special hardcover edition, featuring an introduction by splatterpunk legend John Skipp, illustrations by Ryan Ward, and a new preface by the author. Satan Burger explores a new kind of apocalypse. Not an apocalypse caused by disease or nuclear war, but an apocalypse of boredom. A plague of monotony has spread across the countryside, sucking all passion and inspiration out of everyone over the age of twenty-five, leaving only the disenfranchised youth to fend for themselves in a world crumbling around them. Featuring a narrator who sees his body from a third-person perspective, a man whose flesh is dead but his body parts are alive and running amok, an overweight messiah, the personal life of the Grim Reaper, a race of women who feed on male orgasms, and a motley group of squatter punks that team up with the devil to find their place in a world that doesn't want them anymore.

Winner of the 2014 Jolt Award for "Best Book" "Whether you are an experienced programmer or are starting your career, Python in Practice is full of valuable advice and example to help you improve your craft by thinking about problems from different perspectives, introducing tools, and detailing techniques to create more effective solutions." --Doug Hellmann, Senior Developer, DreamHost If you're an experienced Python programmer, Python in Practice will

help you improve the quality, reliability, speed, maintainability, and usability of all your Python programs. Mark Summerfield focuses on four key themes: design patterns for coding elegance, faster processing through concurrency and compiled Python (Cython), high-level networking, and graphics. He identifies well-proven design patterns that are useful in Python, illuminates them with expert-quality code, and explains why some object-oriented design patterns are irrelevant to Python. He also explodes several counterproductive myths about Python programming--showing, for example, how Python can take full advantage of multicore hardware. All examples, including three complete case studies, have been tested with Python 3.3 (and, where possible, Python 3.2 and 3.1) and crafted to maintain compatibility with future Python 3.x versions. All code has been tested on Linux, and most code has also been tested on OS X and Windows. All code may be downloaded at www.qtrac.eu/pip-book.html. Coverage includes Leveraging Python's most effective creational, structural, and behavioral design patterns Supporting concur-

rency with Python's multiprocessing, threading, and concurrent.futures modules Avoiding concurrency problems using thread-safe queues and futures rather than fragile locks Simplifying networking with high-level modules, including xmlrpclib and RPyC Accelerating Python code with Cython, C-based Python modules, profiling, and other techniques Creating modern-looking GUI applications with Tkinter Leveraging today's powerful graphics hardware via the OpenGL API using pyglet and PyOpenGL

Artur Yusupov's complete course of chess training stretches to nine volumes, guiding the reader towards a higher chess understanding using carefully selected positions and advice. To make sure that this new knowledge sticks, it is then tested by a selection of puzzles. The course is structured in three series with three levels. The Fundamentals level is the easiest one, Beyond the Basics is more challenging, and Mastery is quite difficult, even for stronger players. The various topics – Tactics, Strategy, Positional Play, Endgames, Calculating Variations, and Openings – are spread evenly across the nine volumes,

giving readers the chance to improve every area as they work through the books. This book is the second volume at the Beyond the Basics level.
Dr. Fine, both a pyschoanalyst and a great chess player of the 20th century, analyzes what sets chess champions apart.

Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows, Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from

PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples–all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

This new 3rd edition has, besides various corrections and improvements, a new introduction and a brand-new chapter called 'Total Control'. In this 35--page chapter Grooten adds the final instructive brick to his formidable, yet very accessible, building: inspired by Tigran Petrosian's playing style he explains amateurs how to exploit small advantages. With a new set of exercises. ---- Every club player knows the problem: the opening has ended, and now what? First find the right plan, then the good moves will follow! With this book, International Master Herman Grooten presents to amateur players a complete and structured course on: how to recognize key characteristics in all types of positions how to make use of those characteristics to choose the right plan His teachings are based on the famous "Elements" of Wilhelm Steinitz, but

Grooten has significantly expanded and updated the work of the first World Champion. He supplies many modern examples, tested in his own practice as a coach of talented youngsters. In Chess Strategy for Club Players you will learn the basic elements of positional understanding: -- pawn structure -- piece placement -- lead in development -- open files -- weaknesses -- space advantage -- king safety -- exploiting small advantages. The author also explains what to do when, in a given position, the basic principles seem to point in different directions. Each chapter of this fundamental primer ends with a set of highly instructive exercises.

A basic manual of chess by the master Jos Raul Capablanca, regarded as one of the half dozen greatest players ever. Capablanca was noted especially for his technical mastery, and in this book he explains the fundamentals as no one else could. Diagrams.

Among the papers left by the late H. J. R. Murray was the typeset of A Short History of Chess which he wrote in 1917. This was not an abridgment of the standard work he had published some years earlier but a new and original

brief history of the game from its beginnings until 1866. It has been brought up to date by Mr. B. Goulding Brown and Mr. Harry Golombek.

Artur Yusupov's complete course of chess training stretches to nine volumes, guiding the reader towards a higher chess understanding using carefully selected positions and advice. To make sure that this new knowledge sticks, it is then tested by a selection of puzzles. The course is structured in three series with three levels. The Fundamentals level is the easiest one, Beyond the Basics is more challenging, and Mastery is quite difficult, even for stronger players. The various topics – Tactics, Strategy, Positional Play, Endgames, Calculating Variations, and Openings – are spread evenly across the nine volumes, giving readers the chance to improve every area as they work through the books. This book is the first volume at the Fundamentals level. The Build Up Your Chess series won the prestigious Boleslavsky Medal from FIDE (the World Chess Federation) as the best instructional chess books in the world.

This is the eBook of the

printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Powerful Python 3 Standard Library through Real Code Examples "The genius of Doug's approach is that with 15 minutes per week, any motivated programmer can learn the Python Standard Library. Doug's guided tour will help you flip the switch to fully power-up Python's batteries." –Raymond Hettinger, Distinguished Python Core Developer The Python 3 Standard Library contains hundreds of modules for interacting with the operating system, interpreter, and Internet–all extensively tested and ready to jump-start application development. Now, Python expert Doug Hellmann introduces every major area of the Python 3.x library through concise source code and output examples. Hellmann's examples fully demonstrate each feature and are designed for easy learning and reuse. You'll find practical code for working with text, data structures, algorithms, dates/times, math, the file system, persistence, data exchange, compression, archiving, crypto, processes/threads, networking, In-

ternet capabilities, email, developer and language tools, the runtime, packages, and more. Each section fully covers one module, with links to additional resources, making this book an ideal tutorial and reference. The Python 3 Standard Library by Example introduces Python 3.x's new libraries, significant functionality changes, and new layout and naming conventions. Hellmann also provides expert porting guidance for moving code from 2.x Python standard library modules to their Python 3.x equivalents. Manipulate text with string, textwrap, re (regular expressions), and difflib Use data structures: enum, collections, array, heapq, queue, struct, copy, and more Implement algorithms elegantly and concisely with functools, itertools, and contextlib Handle dates/times and advanced mathematical tasks Archive and data compression Understand data exchange and persistence, including json, dbm, and sqlite Sign and verify messages cryptographically Manage concurrent operations with processes and threads Test, debug, compile, profile, language, import, and package tools Control interaction at runtime

with interpreters or the environment

Questa guida si propone di riunire all'interno di un unico documento in italiano, informazioni che possano essere utili a coloro che vogliono avvicinarsi a questo ottimo servizio, dedicato a chi ama gli scacchi giocati, chiacchierati, studiati via Internet.

Since the end of the Second World War—and particularly over the last decade—Japanese science fiction has strongly influenced global popular culture. Unlike American and British science fiction, its most popular examples have been visual—from Gojira (Godzilla) and Astro Boy in the 1950s and 1960s to the anime masterpieces Akira and Ghost in the Shell of the 1980s and 1990s—while little attention has been paid to a vibrant tradition of prose science fiction in Japan. Robot Ghosts and Wired Dreams remedies this neglect with a rich exploration of the genre that connects prose science fiction to contemporary anime. Bringing together Western scholars and leading Japanese critics, this groundbreaking work traces the beginnings, evolution, and future direction of science fiction in Japan, its major schools and authors, cultu-

ral origins and relationship to its Western counterparts, the role of the genre in the formation of Japan's national and political identity, and its unique fan culture. Covering a remarkable range of texts—from the 1930s fantastic detective fiction of Yumeno Kyûsaku to the cross-culturally produced and marketed film and video game franchise Final Fantasy—this book firmly establishes Japanese science fiction as a vital and exciting genre. Contributors: Hiroki Azuma; Hiroko Chiba, DePauw U; Naoki Chiba; William O. Gardner, Swarthmore College; Mari Kotani; Livia Monnet, U of Montreal; Miri Nakamura, Stanford U; Susan Napier, Tufts U; Sharalyn Orbaugh, U of British Columbia; Tamaki Saitô; Thomas Schnell-bächer, Berlin Free U. Christopher Bolton is assistant professor of Japanese at Williams College. Istvan Csicsery-Ronay Jr. is professor of English at DePauw University. Takayuki Tatsumi is professor of English at Keio University.

Re, regine, cavalli… gli scacchi vi sembrano un'attività da snob? Questo libro vi aiuterà a fare le mosse giuste, vi insegnerà a usare i termini corretti e a lanciarvi in offensive vincenti grazie a semplici spiegazioni che, passo dopo passo, sfateranno i miti legati a questo gioco. Scacchi For Dummies è una guida facile e rapida alle regole, alle strategie e al galateo degli scacchi: un vero e proprio must per migliorare le vostre abilità. Le basi degli scacchi - imparate le mosse fondamentali e a familiarizzare con la scacchiera. I pezzi - cominciate a conoscere torri, alfieri, re, regine, cavalli e pedoni (e il loro valore). Un passo in più - scoprite le strategie, le combinazioni e i sacrifici più efficaci per condurre una partita. Il know-how dello scacchista - imparate a scegliere gli schemi vincenti e a dare lo scacco matto con strategie diverse. A tutta birra - allenatevi giocando contro il computer e iniziate a partecipare ai tornei.

More than just a compilation of play from the great chess players of the 1960s and 70s, Kasparov's biographies place these champions in a fascinating historical, political, and cultural context.

The Sicilian Defence is by far the most popular chess opening. If you play 1 e4 as White, on average you are likely to meet the Sicilian in virtually every other game! You need to be prepared to face the Sicilian at all times, and a ready-to-use repertoire against it is an indispensible weapon. In this book, Gawain Jones confronts the challenge of meeting the Sicilian head on. He has constructed a comprehensive Anti-Sicilian repertoire for White, which is based on lines he has successfully employed at grandmaster level. These are sound, reliable options for White, but don't be fooled – they also contain more than a drop of poison. Variations covered include the popular King's Indian Attack, various Bb5 systems and weapons against Black's offbeat tries. A Grandmaster's repertoire against the Sicilian Packed with new ideas and critical analysis Highlights key tactical and positional ideas

For the better part of a century, attempts to explain what was really going on in the quantum world seemed doomed to failure. But recent technological advances have made the question both practical and urgent. A brilliantly imaginative group of physicists at Oxford University have risen to the challenge. This is their story. At long last, there is a sensible way to think about quantum mechanics. The new view

abolishes the need to believe in randomness, long-range spooky forces, or conscious observers with mysterious powers to collapse cats into a state of life or death. But the new understanding comes at a price: we must accept that we live in a multiverse wherein countless versions of reality unfold side-by-side. The philosophical and personal consequences of this are awe-inspiring. The new interpretation has allowed imaginative physicists to conceive of wonderful new technologies: measuring devices that effectively share information between worlds and computers that can borrow the power of other worlds to perform calculations. Step by step, the problems initially associated with the original many-worlds formulation have been addressed and answered so that a clear but startling new picture has emerged. Just as Copenhagen was the centre of quantum discussion a lifetime ago, so Oxford has been the epicenter of the modern debate, with such figures as Roger Penrose and Anton Zeilinger fighting for single-world views, and David Deutsch, Lev Vaidman and a host of others for many-worlds. An independent physicist living in Oxford, Bruce has had a ringside seat to the debate. In his capable hands, we understand why the initially fantastic sounding many-worlds view is not only a useful way to look at things, but logically compelling. Parallel worlds are as real as the distant galaxies detected by the Hubble Space Telescope, even though the evidence for their existence may consist only of a few photons.

In the tiny Russian province of Kalmykia, obsession with chess has reached new heights. Its leader, a charismatic and eccentric millionaire/ex---car salesman named Kirsan Ilyumzhinov, is a former chess prodigy and the most recent president of FIDE, the world's controlling chess body. Despite credible allegations of his involvement in drug running, embezzlement, and murder, the impoverished Kalmykian people have rallied around their leader's obsession---chess is played on Kalmykian prime-time television and is compulsory in Kalmykian schools. In addition, Kalmyk women have been known to alter their traditional costumes of pillbox hats and satin gowns to include chessboard-patterned sashes. The Chess Artist is both an intellectual journey and first-rate travel writing dedicated to the love of chess and all of its related oddities, writer and chess enthusiast J. C. Hallman explores the obsessive hold chess exerts on its followers by examining the history and evolution of the game and the people who dedicate their lives to it. Together with his friend Glenn Umstead, an African-American chessmaster who is arguably as chess obsessed as Ilyumzhinov, Hallman tours New York City's legendary chess district, crashes a Princeton Math Department game party, challenges a convicted murderer to a chess match in prison, and travels to Kalmykia, where they are confronted with members of the Russian intelligence service, beautiful translators who may be spies, seven-year-old chess prodigies, and the sad blight of a land struggling toward capitalism. In the tradition of The Professor and the Madman, Longitude, and The Orchid Thief, Hallman transforms an obsessive quest for obscure things into a compulsively readable and entertaining weaving of travelogue, journalism, and chess history.
Draws on the philosophies of Thomas Jefferson to pre-

sent an argument in defense of private property in the age of digital culture, sharing his observations about how significant differences in generation values has compromised ownership rights and copyright protections. 38,000 first printing.

Renowned chess teacher and grandmaster Artur Yusupov continues his complete course of chess improvement. Yusupov's previous books have proven popular with chess coaches all over the world, who use the tests on their pupils -- cut out the middleman and read Yusupov direct. Boost Your Chess 1 is part of a nine-book course of three series each of three books. The series are Build up your Chess, Boost your Chess and Chess Evolution. Each series starts with The Fundamentals, then the chess level increases in Beyond the Basics, and culminates in Mastery. Yusupov guides the reader towards a higher level of chess understanding using carefully selected positions and advice. This new understanding is then tested by a series of puzzles.

In a small Pacific Northwest town we meet a young man who has shot dead his best friend with a gun. The novel deals with the repercussions of this tragedy: the anguish, regret, despair and bittersweet romance. Typical of Brautigan's singular style, So the Wind Won't Blow it all Away is a beautifully written, brooding novel. Its autobiographical prose is a fitting epitaph to this complex, contradictory and often misunderstood writer.

The secrets of Magnus Carlsen's endgame technique Magnus Carlsen's brilliant endgame play has been one of the key reasons for his success. At the age of 13 the Norwegian became the youngest grandmaster in the world, at 19 the youngest number one in the FIDE world rankings, and at 22 the second youngest World Champion in history. With his fine technique, great inventiveness and iron determination Magnus has won countless endgame positions in which almost everyone else would have settled for a draw. He also has saved endgames that seemed impossible to hold. International Master Tibor Karolyi has studied Carlsen's career and has selected more than 90 of his best endgames for this book. He reviews them in chronological order to show how Magnus developed his skills. His technique and his choices are explained in a manner that is easy to understand for club players. Endgame Virtuoso Magnus Carlsen is a highly instructive, inspiring and entertaining book. It will help you to appreciate Magnus' endgame magic and shows you how to become a better endgame player yourself.

The work of Gian Lorenzo Bernini (1598-1680) has virtually defined the Baroque style in the visual arts. Bernini's famous Square of St. Peter's and Scala Regia at the Vatican transformed the forecourt of the basilica and the vestibule of the Papal Palace into breathtaking theatrical sets. While Bernini is famous for his masterly integration of painting, sculpture, and architecture in one site -- in the Chapel of St. Teresa, for example -- most specialists tended to focus exclusively on his sculpture. T.A. Marder is the first to create an extensive narrative considering all of Bernini's architectural achievements and his art at these sites, along with an interpretation of their meaning. Full-color photography specially commissioned for this project shows the sites as they were meant to be seen in the 17th century; these

pictures are complemented by relevant drawings and photos of related buildings by other architects. Professor Marder's lively text discusses the political and personal causes that shaped each commission, well as problems of construction, questions of interpretation, and consideration of the sculpture programs in each commission.

Developing plans of action based on positional analysis: weak and strong squares, control of open lines, pawn structure, more. 20 problems.

Pip is a young blacksmith s apprentice, who is one day accosted by an escaped convict, who he aids by providing him with food and a file. Soon after, he is called upon by the mysterious and wealthy Miss Havisham to entertain her. He meets the beautiful but stubborn Estella at the home of Miss Havisham and develops feelings toward her. Later, Pip is sent to London and receives financial support from an unexpected benefactor...Classics Illustrated tells this wonderful tale in colorful comic strip form, offering an excellent introduction for younger readers. This edition also includes a timeline of technological progress in Dickens s lifetime and study questions, which can be used both in the classroom and at home to further engage the reader in the story.The Classics Illustrated comic book series began in 1941 with its first issue, Alexandre Dumas "The Three Musketeers," and has since included over 200 classic tales released around the world. This new CCS Books edition is specifically tailored to engage and educate young readers with some of the greatest works ever written, while still thrilling older readers who have loving memories of this series of old."