51 High Tech Practical Jokes For The Evil Genius

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The Late Age of Print

How women coped with both formal barriers and informal opposition to their entry into the traditionally masculine field of engineering in American higher education. Engineering education in the United States was long regarded as masculine territory. For decades, women who studied or worked in engineering were popularly perceived as oddities, outcasts, unfeminine (or inappropriately feminine in a male world). In Girls Coming to Tech!, Amy Bix tells the story of how women gained entrance to the traditionally male field of engineering in American higher education. As Bix explains, a few women breached the gender-reinforced boundaries of engineering education before World War II. During World War II, government, employers, and colleges actively recruited women to train as engineering aides, channeling them directly into defense work. These wartime training programs set the stage for more engineering schools to open their doors to women. Bix offers three detailed case studies of postwar engineering coeducation. Georgia Tech admitted women in 1952 to avoid a court case, over objections by traditionalists. In 1968, Caltech male students argued that nerds needed a civilizing female presence. At MIT, which had admitted women since the 1870s but treated them as a minor afterthought, feminist-era activists pushed the school to welcome more women and take their talent seriously. In the 1950s, women made up less than one percent of students in American engineering programs; in 2010 and 2011, women earned 18.4% of bachelor's degrees, 22.6% of master's degrees, and 21.8% of doctorates in engineering. Bix's account shows why these gains were hard won.

50 Model Rocket Projects for the Evil Genius

WHIP UP SOME FIENDISHLY FUN PICAXE MICROCONTROLLER DEVICES "Ron has worked hard to explain how the PICAXE system operates through simple examples, and I'm sure his easy-to-read style will help many people progress with their PICAXE projects." --From the Foreword by Clive Seager, Revolution Education Ltd. This wickedly inventive guide shows you how to program, build, and debug a variety of PICAXE microcontroller projects. PICAXE Microcontroller Projects for the Evil Genius gets you started with programming and I/O interfacing right away, and then shows you how to develop a master processor circuit. From "Hello, World!" to "Hail, Octavius!" All the projects in Part I can be accomplished using either an M or M2 class PICAXE processor, and Part II adds 20X2-based master processor projects to the mix. Part III culminates in the creation of Octavius--a sophisticated robotics experimentation platform featuring a 40X2 master processor and eight breadboard stations which allow you to develop intelligent peripherals to augment Octavius' functioning. The only limit is your imagination! PICAXE Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful photos and illustrations Allows you to customize each project for your purposes Offers all the programs in the book free for download Removes the frustration factor--all required parts are listed, along with sources Build these and other devious devices: Simple mini-stereo jack adapter USBS-PA3 PICAXE programming adapter Power supply Three-state digital logic probe 20X2 master processor circuit TV-R input module 8-bit parallel 16X2 LCD board Serialized 16X2 LCD Serialized 4X4 matrix keypad SPI 4-digit LED display Countdown timer Programmable, multi-function peripheral device and operating system Octavius--advanced robotics experimentation platform L298 dual DC motor controller board Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

tinyAVR Microcontroller Projects for the Evil Genius

They used to call King Kong the "tallest, strongest, handsomest leading man in Hollywood." Now you can add that he's howling funny as well. Jokes and humor with Godzilla, Mothra, Tarzan and others of the Monster-Verse.

15 Dangerously Mad Projects for the Evil Genius

The Fiendishly Fun Way to Master Electronic Circuits! Fully updated throughout, this wickedly inventive guide introduces electronic circuits and circuit design, both analog and digital, through a series of projects you'll complete one simple lesson at a time. The separate lessons build on each other and add up to projects you can put to practical use. You don't need to

know anything about electronics to get started. A pre-assembled kit, which includes all the components and PC boards to complete the book projects, is available separately from ABRA electronics on Amazon. Using easy-to-find components and equipment, Electronic Circuits for the Evil Genius, Second Edition, provides hours of rewarding--and slightly twisted--fun. You'll gain valuable experience in circuit construction and design as you test, modify, and observe your results--skills you can put to work in other exciting circuit-building projects. Electronic Circuits for the Evil Genius: Features step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying electronics principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Build these and other devious devices: Automatic night light Light-sensitive switch Along-to-digital converter Voltage-controlled oscillator Op amp-controlled power amplifier Burglar alarm Logic gate-based toy Two-way intercom using transistors and op amps Each fun, inexpensive Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Tales from Space

One teenager in a skirt. One teenager with a lighter. One moment that changes both of their lives forever. If it weren't for the 57 bus, Sasha and Richard never would have met. Both were high school students from Oakland, California, one of the most diverse cities in the country, but they inhabited different worlds. Sasha, a white teen, lived in the middle-class foothills and attended a small private school. Richard, a black teen, lived in the crime-plagued flatlands and attended a large public one. Each day, their paths overlapped for a mere eight minutes. But one afternoon on the bus ride home from school, a single reckless act left Sasha severely burned, and Richard charged with two hate crimes and facing life imprisonment. The 57 Bus is Dashka Slater's true account of the case that garnered international attention and thrust both teenagers into the spotlight.

The King Kong Joke Book

A dozen fiendishly fun projects for the Raspberry Pi! This wickedly inventive guide shows you how to create all kinds of entertaining and practical projects with Raspberry Pi operating system and programming environment. In Raspberry Pi Projects for the Evil Genius, you'll learn how to build a Bluetooth-controlled robot, a weather station, home automation and security controllers, a universal remote, and even a minimalist website. You'll also find out how to establish communication between Android devices and the RasPi. Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style

layout makes following the step-by-step instructions a breeze. Build these and other devious devices: LED blinker MP3 player Camera controller Bluetooth robot Earthquake detector Home automation controller Weather station Home security controller RFID door latch Remote power controller Radon detector Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

Raspberry Pi Electronics Projects for the Evil Genius

Presents a collection of twenty-five step-by-step projects that introduce bionics, providing illustrations on how life forms can be enhanced with mechanical and electrical components, and including an electric fish, a bat ear, a lie detector, an electronic nerve stimulator, and more.

Raspberry Pi Projects for the Evil Genius

ENGAGE YOUR WARPED SENSE OF HUMOR WITH HUNDREDS OF PRACTICAL GAG DEVICES YOU BUILD YOURSELF! Give your friends and family the shock of their lives! 51 High-Tech Practical Jokes for the Evil Genius has everything you need to pull devastatingly funny (and safe!) technical pranks. From the "evasive beeping thing" to "rats in the walls" to the "rigged lie detector," you'll find a plethora of pranks that will feed your inner hacker while you create a state of utter confusion around you! Using easy-to-find parts and tools that all Evil Geniuses can get their hands on, these well-played yet harmless pranks will confound your unsuspecting targets every time. Plus, every gadget can be mixed and matched, allowing you to create hundreds of larger, even more twisted evil prank devices! 51 High-Tech Practical Jokes for the Evil Genius gives you: Instructions and plans for 51 simple-to-advanced projects, complete with 200 how-to illustrations that let you build each device visually Frustration-factor removal—all the needed parts are listed, along with sources Video links to many of the practical jokes on YouTube.com 51 High-Tech Practical Jokes for the Evil Genius provides you with all the instructions, parts lists, and sources you need to pull hilarious pranks, such as: Evasive random beeping things Dripping faucet simulator Hungry garbage can critter Humungous dropping spider Horrible computer failure TV remote control jammer Possessed animatronic doll Flying Ouija board Voices from the grave The barbecue box Ultrasimple pulse shocker Disposable camera taser Ghost door knocker Radio station blocker And many more!

The Four

Profiles technology as an evolving international system with predictable trends, counseling readers on how to prepare themselves and future generations by anticipating and steering their choices toward developing needs.

51 High-Tech Practical Jokes for the Evil Genius

Design, build, and pilot custom drones—no prior experience necessary! This fun guide shows, step-by-step, how to construct powerful drones from inexpensive parts, add personalized features, and become a full-fledged pilot. DIY Drones for the Evil Genius: Design, Build, and Customize Your Own Drones not only covers safety, mechanics, drone design, and assembly, but also teaches the basics of Aerospace Engineering. You will discover how to add video transmitters, GPS, first-person view, and virtual reality goggles to your creations. The book walks you through the FAA licensing process and takes a look at advanced concepts, such as artificial intelligence and autonomous flight. • Learn about aircraft parts, control mechanics, and safety practices • Become an expert pilot—even handle flips and high-speed maneuvers • Pick the perfect parts for your high-performance drone • Find out how to solder and start assembling your drone • Program the aircraft, calibrate the motors, and start flying! • Add LED lights, GoPro mounts, and self-balancing camera gimbals • Explore the world of first-person-view (FPV) drones and high-speed racing • See how artificial intelligence can be put to use in the drone industry

Atomic Zombie's Bicycle Builder's Bonanza

CREATE FIENDISHLY FUN SPY TOOLS AND COUNTERMEASURES Fully updated throughout, this wickedly inventive guide is packed with a wide variety of stealthy sleuthing contraptions you can build yourself. 101 Spy Gadgets for the Evil Genius, Second Edition also shows you how to reclaim your privacy by targeting the very mechanisms that invade your space. Find out how to disable several spy devices by hacking easily available appliances into cool tools of your own, and even turn the tables on the snoopers by using gadgetry to collect information on them. Featuring easy-to-find, inexpensive parts, this hands-on guide helps you build your skills in working with electronics components and tools while you create an impressive arsenal of spy gear and countermeasures. The only limit is your imagination! 101 Spy Gadgets for the Evil Genius, Second Edition: Contains step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor--all required parts are listed Build these and other devious devices: Spy camera Infrared light converter Night vision viewer Phone number decoder Phone spammer jammer Telephone voice changer GPS tracking device Laser spy device Remote control hijacker Camera flash taser Portable alarm system Camera trigger hack Repeating camera timer Sound- and motion-activated cameras Camera zoom extender

Model Rules of Professional Conduct

This is one of the most important books ever written on the clandestine world of the UFO cover-up. Grant Cameron and Scott Crain do more than demonstrate the reality of an extraterrestrial presence on Earth. Through tenacious investigation

and impeccable research, they shine a light into the CIA, NSA, Air Force, Navy, and other inside groups that have managed this secret for decades. Their conclusion is inescapable and shocking: this is a secret that the insiders themselves struggle to understand and contain. "Government agencies, at various times, precieve a need to release some UFO information to the public. Some, definitely not all. How do they do it? Always via avenues that leave no one at risk. That means ensuring there is no direct connection between the agency and whomever is doing the actual releasing. It also means the necessity of mixing in some false information. It means, ultimately, to tell the truth, but tell it slant. Until there is a full disclosure of the UFO/ET reality, deniability will remain paramount to those in possession of this great secret." - By the authors, from the book's Introduction.

Mind Performance Projects for the Evil Genius: 19 Brain-Bending Bio Hacks

Have some evil fun inside your head! This wickedly inventive guide offers 19 build-it-yourself projects featuring high-tech devices that can map, manipulate, and even improve the greatest computer on earth-the human brain. Every project inside Mind Performance Projects for the Evil Genius is perfectly safe and explores cutting-edge concepts, such as brain wave mapping, lucid dream control, and hypnosis. Using easy-to-find parts and tools, this do-it-yourself book offers a wide variety of brain-bending bio hacks you can accomplish on your own. You'll find detailed guidelines, parameters, schematics, code, and customization tips for each project in the book. The only limit is your imagination! Mind Performance Projects for the Evil Genius: Features step-by-step instructions, complete with helpful illustrations Allows you to customize each project for your purposes Discusses the underlying principles behind the projects Removes the frustration factor-all required parts are listed, along with sources Build these and other lid-flipping gadgets: Biofeedback device Reaction speedometer Body temperature monitor Heart rate monitor Lie detector White noise generator Waking reality tester Audio dream director Lucid dream mask Alpha meditation goggles Clairvoyance tester Visual hypnosis aid Color therapy device Synchro brain machine

UFOs, Area 51, and Government Informants

50 Green Projects for the Evil Genius

These jokes help add a little excitement to your classes and help students to have fun with history. They include geography puns, corny history jokes, and famous student flubs. You'll have them rolling in the aisles!

PICAXE Microcontroller Projects for the Evil Genius

TEAM ARDUINO UP WITH ANDROID FOR SOME MISCHIEVOUS FUN! Filled with practical, do-it-yourself gadgets, Arduino + Android Projects for the Evil Genius shows you how to create Arduino devices and control them with Android smartphones and tablets. Easy-to-find equipment and components are used for all the projects in the book. This wickedly inventive guide covers the Android Open Application Development Kit (ADK) and USB interface and explains how to use them with the basic Arduino platform. Methods of communication between Android and Arduino that don't require the ADK--including sound, Bluetooth, and WiFi/Ethernet are also discussed. An Arduino ADK programming tutorial helps you get started right away. Arduino + Android Projects for the Evil Genius: Contains step-by-step instructions and helpful illustrations Provides tips for customizing the projects Covers the underlying principles behind the projects Removes the frustration factor--all required parts are listed Provides all source code on the book's website Build these and other devious devices: Bluetooth robot Android Geiger counter Android-controlled light show TV remote Temperature logger Ultrasonic range finder Home automation controller Remote power and lighting control Smart thermostat RFID door lock Signaling flags Delay timer

Holography Projects for the Evil Genius

This second Galactic Armed Forces anthology features all your favorite characters in brand new adventures! Includes new revelations about the 1500 year history of the GAGA and humans' emergence as the leaders of the Galaxy, as well as GAF Mainframe short story contest winners' original works.

Electronic Gadgets for the Evil Genius

UNLEASH YOUR INNER MAD SCIENTIST! "Wonderful. I learned a lot reading the detailed but easy to understand instructions."--BoingBoing This wickedly inventive guide explains how to design and build 15 fiendishly fun electronics projects. Filled with photos and illustrations, 15 Dangerously Mad Projects for the Evil Genius includes step-by-step directions, as well as a construction primer for those who are new to electronics projects. Using easy-to-find components and equipment, this do-it-yourself book shows you how to create a variety of mischievous gadgets, such as a remote-controlled laser, motorized multicolored LEDs that write in the air, and a surveillance robot. You'll also learn to use the highly popular Arduino microcontroller board with three of the projects. 15 Dangerously Mad Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Covers essential safety measures Reveals the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Build these devious devices to amaze your friends and confound your enemies! Coil gun Trebuchet Ping pong ball minigun Mini laser turret Balloon-popping laser gun Touch-activated laser sight Laser-grid intruder alarm Persistence-of-vision display Covert radio bug Laser voice transmitter Flash bomb High-brightness LED strobe Levitation machine Snailbot Surveillance robot Each fun, inexpensive Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-

illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. VIDEOS, PHOTOS, AND SOURCE CODE ARE AVAILABLE AT WWW.DANGEROUSLYMAD.COM Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

DIY Drones for the Evil Genius: Design, Build, and Customize Your Own Drones

50 Ways to Be a Green Evil Genius! Who knew being environmentally conscious would ever be considered evil? With 50 Green Projects for the Evil Genius, you'll have wicked fun while reducing your impact on the planet and saving money. Using easy-to-find parts and tools, this do-it-yourself guide offers a wide variety of environmentally focused projects you can accomplish on your own. Topics covered include transportation, alternative fuels, solar, wind, and hydro power, home insulation, construction, and more. The projects in this unique guide range from easy to more complex and are designed to optimize your time and simplify your life! 50 Green Projects for the Evil Genius: Features step-by-step instructions for 50 environmentally friendly projects, complete with helpful illustrations Shows you how to design, build, and install your creations Allows you to customize each project for your purposes Removes the frustration factor-all required parts are listed, along with sources 50 Green Projects for the Evil Genius provides you with all the plans and schematics you need to: Dramatically improve the fuel efficiency of your car Insulate the windows in your home Build a worm compost bin Audit your appliances with an energy meter Build a water purifier Set up a rainwater collection system Create a solar water heater Construct a homopolar motor Assemble a solar module from PV cells Create a wind turbine Assemble your own weather-protected human-powered vehicle Convert your car to biodiesel Build a contained composite structure And more

101 Spy Gadgets for the Evil Genius 2/E

Plans, diagrams, schematics, and lists of parts and tools for model rocket projects.

What Technology Wants

The Model Rules of Professional Conduct provides an up-to-date resource for information on legal ethics. Federal, state and local courts in all jurisdictions look to the Rules for guidance in solving lawyer malpractice cases, disciplinary actions, disqualification issues, sanctions questions and much more. In this volume, black-letter Rules of Professional Conduct are followed by numbered Comments that explain each Rule's purpose and provide suggestions for its practical application. The Rules will help you identify proper conduct in a variety of given situations, review those instances where discretionary action is possible, and define the nature of the relationship between you and your clients, colleagues and the courts.

The Best Ever Book of Girl Scout Jokes

If you've ever heard a Jewish, Italian, Irish, Libyan, Catholic, Mexican, Polish, Norwegian, or an Essex Girl, Newfie, Mother-in-Law, or joke aimed at a minority, this book of Girl Scout jokes is for you. In this not-so-original book, The Best Ever Book of Girl Scout Jokes; Lots and Lots of Jokes Specially Repurposed for You-Know-Who, Mark Young takes a whole lot of tired, worn out jokes and makes them funny again. The Best Ever Book of Girl Scout Jokes is so unoriginal, it's original. And, if you don't burst out laughing from at least one Girl Scout joke in this book, there's something wrong with you. This book has so many Girl Scout jokes, you won't know where to start. For example: Why do Girl Scouts wear slip-on shoes? You need an IQ of at least 4 to tie a shoelace. *** An evil genie captured a Girl Scout and her two friends and banished them to the desert for a week. The genie allowed each person to bring one thing. The first friend brought a canteen so he wouldn't die of thirst. The second friend brought an umbrella to keep the sun off. The Girl Scout brought a car door, because if it got too hot she could just roll down the window! *** Did you hear about the Girl Scout who wore two jackets when she painted the house? The instructions on the can said: "Put on two coats." *** Why do Girl Scouts laugh three times when they hear a joke? Once when it is told, once when it is explained to them, and once when they understand it. ***

The 57 Bus

Program your own MicroPython projects with ease—no prior programming experience necessary! This DIY guide provides a practical introduction to microcontroller programming with MicroPython. Written by an experienced electronics hobbyist, Python for Microcontrollers: Getting Started with MicroPython features eight start-to-finish projects with clear, easy-to-follow instructions for each. You will learn how to use sensors, store data, control motors and other devices, and work with expansion boards. From there, you'll discover how to design, build, and program all kinds of entertaining and practical projects of your own. • Learn MicroPython and object-oriented programming basics • Interface with a PC and load files, programs, and modules • Work with the LEDs, timers, and converters • Control external devices using serial interfaces and PWM • Build and program a let ball detector using the three-axis accelerometer • Install and program LCD and touch-sensor expansion boards • Record and play sounds using the AMP audio board

Electronic Circuits for the Evil Genius 2/E

This second edition of Project-Based Learning (PBL) presents an original approach to Science, Technology, Engineering and Mathematics (STEM) centric PBL. We define PBL as an "ill-defined task with a well-defined outcome," which is consistent with our engineering design philosophy and the accountability highlighted in a standards-based environment. This model emphasizes a backward design that is initiated by well-defined outcomes, tied to local, state, or national standard that

provide teachers with a framework guiding students' design, solving, or completion of ill-defined tasks. This book was designed for middle and secondary teachers who want to improve engagement and provide contextualized learning for their students. However, the nature and scope of the content covered in the 14 chapters are appropriate for preservice teachers as well as for advanced graduate method courses. New to this edition is revised and expanded coverage of STEM PBL, including implementing STEM PBL with English Language Learners and the use of technology in PBL. The book also includes many new teacher-friendly forms, such as advanced organizers, team contracts for STEM PBL, and rubrics for assessing PBL in a larger format.

The Knot Book

EVIL NEVER SOUNDED SO CLEAR Listen up! Telephone Projects for the Evil Genius has everything you need to build and customize both wired and wireless phone gadgets that not only save you money, but also improve the quality of your life! Using easy-to-find parts and tools for creating both retro and modern phone projects, this do-it-yourself guide begins with some background on the development of the landline phone and the cell. You'll review basic building techniques, such as installing components, building circuits, and soldering. Then you'll dive into the projects, which, while they range from easy to complex, are all designed to optimize your time and simplify your life! Telephone Projects for the Evil Genius: Features step-by-step instructions for 40 clever and practical phone projects, complete with 150 how-to illustrations Shows you how to enhance both wire-connected phones and cell phones Leaves room for you to customize your projects Removes the frustration-factor-all the parts you need are listed, along with sources From simple phone gadgets to sophisticated remote control devices, Telephone Projects for the Evil Genius provides you with all the schematics, charts, and tables you need to complete such fun projects as: Ringing phone light flasher Telephone amplifier Telephone ring-controlled relay Remote telephone bell project Touch tone generator Phone voice scrambler Caller ID decoder project TeleAlert phone pager and control Wireless remote phone ringer Conferencer And much more!

125 Physics Projects for the Evil Genius

125 Wickedly Fun Ways to Test the Laws of Physics! Now you can prove your knowledge of physics without expending a lot of energy. 125 Physics Projects for the Evil Genius is filled with hands-on explorations into key areas of this fascinating field. Best of all, these experiments can be performed without a formal lab, a large budget, or years of technical experience! Using easy-to-find parts and tools, this do-it-yourself guide offers a wide variety of physics experiments you can accomplish on your own. Topics covered include motion, gravity, energy, sound, light, heat, electricity, and more. Each of the projects in this unique guide includes parameters, a detailed methodology, expected results, and an explanation of why the experiment works. 125 Physics Projects for the Evil Genius: Features step-by-step instructions for 125 challenging and fun

physics experiments, complete with helpful illustrations Allows you to customize each experiment for your purposes Includes details on the underlying principles behind each experiment Removes the frustration factor--all required parts are listed, along with sources 125 Physics Projects for the Evil Genius provides you with all of the information you need to demonstrate: Constant velocity Circular motion and centripetal force Gravitational acceleration Newton's laws of motion Energy and momentum The wave properties of sound Refraction, reflection, and the speed of light Thermal expansion and absolute zero Electrostatic force, resistance, and magnetic levitation The earth's magnetic field The size of a photon, the charge of an electron, and the photoelectric effect And more

The British National Bibliography

Girls Coming to Tech!

IF EVIL'S YOUR NAME, THEN THESE ARE YOUR GAMES! Always wanted to be a genius game creator? This Evil Genius guide goes far beyond a typical programming class or text to reveal insider tips for breaking the rules and constructing wickedly fun games that you can tweak and customize to suit your needs! In Programming Video Games for the Evil Genius, programming wunderkind Ian Cinnamon gives you everything you need to create and control 57 gaming projects. You'll find easy-to-follow plans featuring Java, the most universal programming language, that run on any PC, Mac, or Linux computer. Illustrated instructions and plans for an awesome mix of racing, board, shoot 'em up, strategy, retro, and puzzle games Gaming projects that vary in difficulty-starting with simple programs and progressing to sophisticated projects for programmers with advanced skills An interactive companion website featuring a free Java compiler, where you can share your projects with Evil Geniuses around the globe Removes the frustration-factor-all the parts you need are listed, along with sources Regardless of your skill level, Programming Video Games for the Evil Genius provides you with all the strategies, code, and insider programming advice you need to build and test your games with ease, such as: Radical Racing Screen Skier Whack an Evil Genius Tic-Tac-Toe Boxing Snake Pit Space Destroyers Bomb Diffuser Trapper Oiram Java Man Memory Ian Says

STEM Project-Based Learning

Here, the author assesses our modern book culture by focusing on five key elements including the explosion of retail bookstores like Barnes & Noble and Borders, and the formation of the Oprah Book Club.

Shore Enough

Publisher's Note: Products purchased from Third Party sellers are not guaranteed by the publisher for quality, authenticity, or access to any online entitlements included with the product. ATOMIC ZOMBIE'S BICYCLE BUILDER'S BONANZA SUPERBIKES (FOR STINGY BUDGETS) For bicycle lovers, tinkerers, and inventors, this dream resource offers hours of fun, creativity, and adventure. If you have standard workshop tools, Atomic Zombie's Bicycle Builder's Bonanza provides everything else you need to create cool custom bicycles on a shoestring budget. You'll find exciting plans for choppers, low racers, tall bikes, recumbents, tandems, and others that defy description. You'll learn how easy -- and cheap -- it can be to build machines with names like Marauder, Sky Cycle, and Hammerhead -- to construct bicycles whose profiles will make you gasp -- and to make your own recumbent bike that can speed along at 80 kph on the flats. This book shows you how to build them all, complete with photos and detailed instructions! Written by long-time bike hobbyist and inventor Brad Graham, founder and host of the atomiczombie.com bicycle builder's Web site, and creator of the world's tallest bike, this value-packed, heavily illustrated manual offers an exciting range of resources from complete custom bike plans to details on working with tools and customizing bikes you already own.

DC Comics Encyclopedia

In his highly provocative first book, Scott Galloway pulls back the curtain on exactly how Amazon, Apple, Facebook, and Google built their massive empires. While the media spins tales about superior products and designs, and the power of technological innovation, Galloway exposes the truth: none of these four are first movers technologically - they've either copied, stolen, or acquired their ideas. Readers will come away with fresh, game -changing insights about what it takes to win in today's economy. Print run 125,000.

Bionics for the Evil Genius

Telephone Projects for the Evil Genius

Spark your creativity with this wickedly inventive guide. Electronic Gadgets for the Evil Genius, Second Edition, is filled with completely new, amped-up projects that will shock and amaze, such as super-big Tesla coils, lasers, plasma devices, and electrokinetics contraptions. Using affordable, easy-to-find components and equipment, each do-it-yourself project begins with information on safety, the difficulty level, practical uses for the gadget, and the tools needed to complete the project. You'll gain valuable skills while enjoying hours of rewarding--and slightly twisted--fun!

22 Radio and Receiver Projects for the Evil Genius

CREATE RADICAL NEW RIDES WITH THESE OUTLANDISH PROJECTS!,/p> Want to take your evil talents on the road? Bike, Scooter, and Chopper Projects for the Evil Genius has everything you need to morph your old, unwanted wheels into fabulous, fully functional vehicles. Now you can fuel your artistic side, conserve energy, and get where you need to go with serious attitude! Dozens of pictures throughout the building process help you create these rad rides, some that you power yourself and some that will propel you for extensive distances with just the push of a button, running on inexpensive power obtained from a wall socket or the sun. Each project can be modified, mixed together, and customized, enabling you to create literally hundreds of new devices-the only limit is your imagination! Features illustrated instructions and plans for more than 13 highly detailed projects, all of which can be built using easily available parts and a few basic tools. Shows you how to completely dismantle a standard bicycle in order to twist it into something much more evil. Gives you alternative design ideas that leave room for you to mix or change the projects to suit your own evil agenda. Learn new skills and look cool - this book is for everyone with a desire to chop and create. Garage hackers unite! Regardless of your skill level, Bike, Scooter, and Chopper Projects for the Evil Genius will arm you with the skills you need in order to churn out your very own evil rides. Have a look at what is on our Evil Genius drawing board Attitude and Style Gladiator Chopper Trike Old Skool Attitude The Whipper Snapper Speed and Comfort StreetFox Tadpole Trike DeltaWolf Racing Trike Little Warrior Trike Alternative Transportation Ucan2 HandCycle SpinCycle Vortex SkyStyle Tallbike Electric Power Sparky MiniBike LongRanger Bike Silent Speedster Kids Electric Trike

Arduino + Android Projects for the Evil Genius: Control Arduino with Your Smartphone or Tablet

CREATE FIENDISHLY FUN tinyAVR MICROCONTROLLER PROJECTS This wickedly inventive guide shows you how to conceptualize, build, and program 34 tinyAVR microcontroller devices that you can use for either entertainment or practical purposes. After covering the development process, tools, and power supply sources, tinyAVR Microcontroller Projects for the Evil Genius gets you working on exciting LED, graphics LCD, sensor, audio, and alternate energy projects. Using easy-to-find components and equipment, this hands-on guide helps you build a solid foundation in electronics and embedded programming while accomplishing useful--and slightly twisted--projects. Most of the projects have fascinating visual appeal in the form of large LED-based displays, and others feature a voice playback mechanism. Full source code and circuit files for each project are available for download. tinyAVR Microcontroller Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Allows you to customize each project for your own requirements Offers full source code for all projects for download Build these and other devious devices: Flickering LED candle Random color and music generator Mood lamp VU meter with 20 LEDs Celsius and Fahrenheit thermometer RGB dice Tengu on graphics display Spinning LED top with message display Contactless tachometer Electronic birthday blowout candles Fridge alarm Musical toy Batteryless infrared remote Batteryless persistence-of-vision toy Each fun, inexpensive Evil Genius project includes a

detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze. Make Great Stuff! TAB, an imprint of McGraw-Hill Professional, is a leading publisher of DIY technology books for makers, hackers, and electronics hobbyists.

The History Teacher's Joke Book

Knots are familiar objects. We use them to moor our boats, to wrap our packages, to tie our shoes. Yet the mathematical theory of knots quickly leads to deep results in topology and geometry. The Knot Book is an introduction to this rich theory, starting from our familiar understanding of knots and a bit of college algebra and finishing with exciting topics of current research. The Knot Book is also about the excitement of doing mathematics. Colin Adams engages the reader with fascinating examples, superb figures, and thought-provoking ideas. He also presents the remarkable applications of knot theory to modern chemistry, biology, and physics. This is a compelling book that will comfortably escort you into the marvelous world of knot theory. Whether you are a mathematics student, someone working in a related field, or an amateur mathematician, you will find much of interest in The Knot Book.

Recycling Projects for the Evil Genius

Projects include: FM radios, aircraft radios,VHF ham radio receivers,VHF public service radio, old-time radio tubes, shortwave receivers, and free energy receivers Covers early radio models such as crystal radio as well as more contemporary options Appeals to skill levels from novice to advanced

Superman

Have some thoroughly green evil fun! This wickedly inventive guide explains how to create a variety of practical, environmentally friendly items you can use for yourself or resell for profit. Recycling Projects for the Evil Genius is filled with detailed directions on how to successfully complete each green project and discusses important safety issues. Using easy-to-find components and tools, this do-it-yourself book shows you how to brew up green cleaners, transform all types of paper into building materials, safety rid your home and yard of pests, and much more--all on the cheap! Recycling Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations Covers essential safety measures Reveals the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Make your own green: Household cleaners Laundry soap Citrus oil extract Pest and weed control solutions Recycled plastic lumber and landscape blocks Recycled asphalt shingle paver bricks and road patch compound Concrete paper mache

blocks, garden walls, stepping stones, and structures Solar-powered composter Garden-friendly charcoal And more Each fun, inexpensive, and slightly wicked Evil Genius project includes a detailed list of materials, sources for parts, schematics, and lots of clear, well-illustrated instructions for easy assembly. The larger workbook-style layout and convenient two-column format make following the step-by-step instructions a breeze.

Bike, Scooter, and Chopper Projects for the Evil Genius

Take Your Imagination to Another Dimension This wickedly inventive guide explores the art and science of holography and shows you how to create your own intriguing holograms using inexpensive materials. Holography Projects for the Evil Genius explains the tools and techniques you need to know to represent three dimensions on a flat, two-dimensional plane. Using easy-to-find components and equipment, this do-it-yourself book presents a wide variety of holography projects--including science fair ideas--that are guaranteed to impress. You'll find detailed guidelines and parameters as well as discussions of the theory behind the practice. Holography Projects for the Evil Genius: Features step-by-step instructions and helpful illustrations for each project Allows you to customize your projects Includes details on the scientific principles behind the projects Removes the frustration factor--all required parts are listed, along with sources Enlightening coverage of: The history of holography Human vision basics Practical optics How to bend and distort laser light to form a hologram Holographic chemistry Setting up your holography workshop Working with lasers, glass plates, and film Basic to advanced holographic setups Advanced holographic chemical preparations Computer-generated holography Electronic circuits for holographers

Programming Video Games for the Evil Genius

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