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## **B53W00 - GIOVANNY GIOVANNA**

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"This complete self-study course in modern Wicca is a treasured classic - an essential and trusted guide that belongs in every witch's library."---Back cover

Learning a language--any language--involves a process wherein you learn to rely less and less on instruction and more increasingly on the aspects of the language you've mastered. Whether you're learning French, Java, or C, at some point you'll set aside the tutorial and attempt to converse on your own. It's not necessary to know every subtle facet of French in order to speak it well, especially if there's a good dictionary available. Likewise, C programmers don't need to memorize every detail of C in order to write good programs. What they need instead is a reliable, comprehensive reference that they can keep nearby. C in a Nutshell is that reference. This long-awaited book is a complete reference to the C programming language and C runtime library. Its purpose is to serve as a convenient, reliable companion in your

day-to-day work as a C programmer. C in a Nutshell covers virtually everything you need to program in C, describing all the elements of the language and illustrating their use with numerous examples. The book is divided into three distinct parts. The first part is a fast-paced description, reminiscent of the classic Kernighan & Ritchie text on which many C programmers cut their teeth. It focuses specifically on the C language and preprocessor directives, including extensions introduced to the ANSI standard in 1999. These topics and others are covered: Numeric constants Implicit and explicit type conversions Expressions and operators Functions Fixed-length and variable-length arrays Pointers Dynamic memory management Input and output The second part of the book is a comprehensive reference to the C runtime library; it includes an overview of the contents of the standard headers and a description of each standard library function. Part III provides the necessary knowledge of the C programmer's basic tools: the compiler, the make utility, and the debugger. The tools described here are those in the GNU software collection. C in a Nutshell is

the perfect companion to K&R, and destined to be the most reached-for reference on your desk.

You Will Learn Python 3! Zed Shaw has perfected the world's best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you'll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you'll learn how a computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

Offering both a short history and a theoretical framework, this book is the first extended study of the soundtracked book as a media form. A soundtracked book is a print or digital publication for which a recorded, musical complement has been produced. Early examples were primarily developed for the children's market, but by the middle of the twentieth century, ethnographers had begun producing book-and-record combinations that used print to contextualize musical artifacts. The last half-century has witnessed the rapid expansion of the adult market, including soundtracked novels from celebrated writers such as Ursula K. Le Guin, Kathy Acker, and Mark Z. Danielewski. While often dismissed as gimmicks, this volume argues that soundtracked books represent an interesting case study in media consumption. Unlike synchronous multimedia forms, the vast majority of soundtracked books require that audience activity be split between reading and listening, thus defining the user experience and often shaping the content of singing books as well. Mapping the form's material evolution, this book charts a previously unconsidered pathway through more than a century of recording formats and packaging strategies, emphasizing the synergies and symbioses that characterize the marriage of sound and print. As such, it will be of value to scholars and postgraduate students working in media studies, literary studies, and sound studies.

Hex is the subject of books by Martin Gardner and Cameron Browne. Hex theory touches on graph theory, game theory and combinatorial game theory, with elegant proofs that the game has no draws and that the first player can win. From machines built by Claude Shannon to agents using Monte Carlo Tree

Search, Hex is often used in the study of artificial intelligence. Written for a wide audience, this is the full story of Hex, inside and out, with all its twists and turns: Hein's creation, Lindhard's puzzles, Nash's proofs, Gale's Bridg-it, the game of Rex, Shannon's machines, Bridg-it's fall, Hex's resilience, Hex theory, the hunt for winning strategies, and the rise of Hexbots.

Sometimes the only way to get justice is to make it for yourself. Many modern witches believe that you should only use magic to bring positive energy into the world, and most spell books teach you those types of spells. This spell book is different. This spell book is wicked. There are times when you will be hurt by someone you loved, betrayed by someone you trusted, maligned by someone you thought was your friend. Times when the magic of light and love just will not do. Thalia Thorne is an experienced witch and falls firmly into the camp that knows that there is no such thing as "white magic" or "black magic". Magic is what you turn to when mundane methods have failed or just won't work. If you're not pushing back against those who would walk all over you, then you're just going to end up being a doormat. This spell book will teach you how to make your own justice and stand up for yourself. For example, you'll find: Agony of Acne Curse - to give someone a pimple Sour Break Up Spell - to end a relationship Banish Your Ex Hex - to drive them away forever Business Butcher Curse - to destroy a business Liar's Lamentation - to find out who has been spreading lies And over 50 other spells that use simple ingredients and provide step-by-step directions that a beginner can follow. The next time someone wrongs you, will you turn the other cheek? Or will you be wicked?

An explanation of the basic principles of data This book explains

the basic principles of data as buildingblocks of electronic evidential matter, which are used in a cyberforensics investigations. The entire text is written with noreference to a particular operation system or environment, thus itis applicable to all work environments, cyber investigationscenarios, and technologies. The text is written in astep-by-step manner, beginning with the elementary buildingblocks of data progressing upwards to the representation andstorage of information. It inlcudes practical examples andillustrations throughout to guide the reader.

Getting hexy for the holidays! Mischief and mayhem dominate the holiday season for the Savoie sisters of New Orleans. Five sexy stories set in the STAY A SPELL world you don't want to miss. Bewitch You A Merry Christmas: Always the peacemaker, Evie conjures Christmas magic between a hexed hottie and his witchy neighbor, while Mateo and Alpha plan to do whatever it takes to get some alone time with their girl. Rockin' Around The Hexmas Tree: A Dirty Santa gift with a very special hex boosts Devraj and Isadora's sex life from sizzling hot to scorching. Jingle Bell Jock: On New Year's Eve, a new man puts the moves on Charlie. Tired of pining for his best friend, he's ready to move on. Fortunately, JJ's jealousy is just the right ingredient to move them well out of the friend zone. You're A Mean One, Mr. Grim: Her first glimpse of grim reaper Gareth Blackwater evokes a major case of insta-hate in Lavinia. In that same moment, Gareth is hit with insta-lust. Fate is playing with them both, and neither one is happy about it. Jingle Spells: Nico and Violet laugh their way through their first babysitting adventure. But laughter turns to lust when Nico's "dad" vibes tug on Violet's maternal heartstrings.

There's a new witch in town! Life in Brooklyn takes a strange turn when Effie discovers MAGIC runs in the family. A middle-grade graphic novel adventure filled with magical hijinks for fans of Phoebe and Her Unicorn and Making Friends. Could there really be witches in Brooklyn?! Effie's aunts are weird. Like, really WEIRD. Really, really, really WEIRD! The secretly-magic kind of weird and that makes Effie wonder . . . does this mean she can do magic, too? Life in Brooklyn takes a strange twist for Effie as she learns more about her family and herself. With new friends who will do whatever they can to be there for her, a cursed pop-star, and her magically-inclined aunts--Effie's life is about to get interesting.

It's One Thing to Lose Your Life It's Another to Lose Your Soul 'Totally, brilliantly original' Stephen King on HEX Dutch writer Thomas Olde Heuvelt is a Hugo Award winner and has been hailed as the future of speculative fiction in Europe. Echo follows his sensational debut novel, HEX. Travel journalist and mountaineer Nick Grevers awakes from a coma to find that his climbing buddy, Augustin, is missing and presumed dead. Nick's own injuries are as extensive as they are horrifying. His face wrapped in bandages and unable to speak, Nick claims amnesia - but he remembers everything. He remembers how he and Augustin were mysteriously drawn to the Maudit, a remote and scarcely documented peak in the Swiss Alps. He remembers an ominous sense that they were not alone. He remembers something waiting for them . . . Sam Avery wants to be glad that Nick is alive and coming home, but the accident has stirred up memories that Sam thought were long buried. Soon he realizes that it isn't just the trauma of the accident that haunts Nick. Something has awakened inside of him,

something that endangers the lives of everyone around him . . . 'Creepy and girpping and original' George R. R. Martin on HEX 'Reminiscent of vintage Stephen King' John Connolly on HEX 'The next genre superstar' Paul Cornell

It is really hard to be a good witch when your sisters are extra bad. Poor Linda catches her sisters hexing people again, and she knows she must stop them. But their hexes and spells are getting harder and harder to reverse. Thankfully Linda can count on her friends, knowing the Monster Heroes will help save the day. This early chapter book includes a glossary, discussion questions, and writing prompts.

Chapter 8. Debugging h2; Web Browser Developer Tools; Chrome Developer Tools; Firefox Developer Tools; Debugging h2 on iOS Using Charles Proxy; Debugging h2 on Android; WebPagetest; OpenSSL; OpenSSL Commands; nghttp2; Using nghttp; curl; Using curl; h2i; Wireshark; Summary; Chapter 9. What Is Next?; TCP or UDP?; QUIC; TLS 1.3; HTTP/3?; Summary; Appendix A. HTTP/2 Frames; The Frame Header; DATA; DATA Frame Fields; DATA Frame Flags; HEADERS; HEADERS Frame Fields; HEADERS Frame Flags; PRIORITY; PRIORITY Frame Fields; RST\_STREAM; SETTINGS; SETTINGS Parameters; PUSH\_PROMISE.

This title gives students an integrated and rigorous picture of applied computer science, as it comes to play in the construction of a simple yet powerful computer system.

Move over, older occultists - Generation Hex is in effect!

So apparently my mom was a witch. And not just a witch, but a witch who turned bad. My poor, sweet, normal dad wanted me to have a good college experience. Instead I get a magical offer I lit-

erally can't refuse, from the world's most elite school for warlocks. WARLOCKS. As in GUY WITCHES. Even though I definitely have lady parts, somehow I ended up at a warlock school to learn the gentlemanly arts (which are a lot more badass than, ahem, lady magic). Did I mention the witch world is stuck in the 19th century? Unmarried witches and warlocks barely see each other outside of society balls, which are still a thing. No one knows how I ended up here. I'm thrown into a whole new world where I am outcast and friendless, except for: —Firian, the enigmatic fox shifter who has been watching over me since I was born. —Alec, my new roommate, a sexy-as-sin incubus enchanted not to lay a hand on me. For safety. Or cruel and unusual punishment. —Montague, the black sheep of the school since he got turned into a vampire on spring break. —Harris, an arrogant ass from the most elite of all magical families. Okay, he's not my friend but he's Montague's. I'll work on him. My existence here breaks all the rules. Am I here for the right reasons? Or am I the pawn meant to destroy the very world I'm starting to love? When my magic proves stronger than anyone expects, and the school is attacked by a demon, I'll need help from the four gorgeous magical men who are willing to break a few rules with me. They're each forbidden to me in their own way, and the greatest danger of all might not be demons, but falling for them. All of them. This is the first book in A Witch Among Warlocks, a medium burn reverse harem paranormal magic academy university series.

One of... Amazon's Best Romances of April Goodreads' Most Anticipated April Romances BookRiot's Best Books of the Week PopSugar's Romance Novels for When You Need a Little Spice Culturess' April Romance to Have on Your Spring TBR It's one hex of

an attraction in this romantic comedy from New York Times best-selling author Jessica Clare. When Reggie Johnson answers a job ad in the paper, she's astonished to find that she's not applying to work at her favorite card game, Spellcraft: The Magicking. Instead, she's applying to be an actual familiar for an actual witch. As in, real magic. The new job has a few perks - great room and board, excellent pay, and she's apprenticing to a powerful witch. Sure, the witch is a bit eccentric. And sure, there was that issue with the black cat Reggie would prefer to forget about. The biggest problem, however, is warlock Ben Magnus, her employer's nephew and the most arrogant, insufferable, maddening man to ever cast a spell. Reggie absolutely hates him. He's handsome, but he's also bossy and irritating and orders her around. Ben's butt might look great in a crystal ball vision, but that's as far as it goes. But when someone with a vendetta targets the household, she finds herself working with Ben to break a deadly curse. Apparently, when they're not fighting like cats and dogs, things get downright...bewitching.

We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a rigorous introduction to the mathematics of game theory without losing sight of the joy of the subject. This is done by focusing on theoretical highlights (e.g., at least six Nobel Prize winning results are developed from scratch) and by presenting exciting connections of game theory to other fields such as computer science (algorithmic game theory), economics (auctions and matching markets), social choice (voting

theory), biology (signaling and evolutionary stability), and learning theory. Both classical topics, such as zero-sum games, and modern topics, such as sponsored search auctions, are covered. Along the way, beautiful mathematical tools used in game theory are introduced, including convexity, fixed-point theorems, and probabilistic arguments. The book is appropriate for a first course in game theory at either the undergraduate or graduate level, whether in mathematics, economics, computer science, or statistics. The importance of game-theoretic thinking transcends the academic setting—for every action we take, we must consider not only its direct effects, but also how it influences the incentives of others.

"Not many living artists would be sufficiently brave or inspired to attempt reflecting in art what Borges constructs in words. But the detailed, evocative etchings by Erik Desmazieres provide a perfect counterpoint to the visionary prose. Like Borges, Desmazieres has created his own universe, his own definition of the meaning, topography and geography of the Library of Babel. Printed together, with the etchings reproduced in fine-line duotone, text and art unite to present an artist's book that belongs in the circle of Borges's sacrosanct Crimson Hexagon - "books smaller than natural books, books omnipotent, illustrated, and magical."--BOOK JACKET.Title Summary field provided by Blackwell North America, Inc. All Rights Reserved

The Best-Selling C++ Resource Now Updated for C++11 The C++ standard library provides a set of common classes and interfaces that greatly extend the core C++ language. The library, however, is not self-explanatory. To make full use of its components—and to benefit from their power—you need a resource that

does far more than list the classes and their functions. The C++ Standard Library: A Tutorial and Reference, Second Edition, describes this library as now incorporated into the new ANSI/ISO C++ language standard (C++11). The book provides comprehensive documentation of each library component, including an introduction to its purpose and design; clearly written explanations of complex concepts; the practical programming details needed for effective use; traps and pitfalls; the exact signature and definition of the most important classes and functions; and numerous examples of working code. The book focuses in particular on the Standard Template Library (STL), examining containers, iterators, function objects, and STL algorithms. The book covers all the new C++11 library components, including Concurrency Fractional arithmetic Clocks and timers Tuples New STL containers New STL algorithms New smart pointers New locale facets Random numbers and distributions Type traits and utilities Regular expressions The book also examines the new C++ programming style and its effect on the standard library, including lambdas, range-based for loops, move semantics, and variadic templates. An accompanying Web site, including source code, can be found at [www.cppstdlib.com](http://www.cppstdlib.com).

Join the world's greatest detective, Nate the Great, as he solves the mystery of the lost picture! Perfect for beginning readers and the Common Core, this long-running chapter book series will encourage children to problem-solve with Nate, using logical thinking to solve mysteries! CAN NATE SOLVE THE CASE FOR HIS FRIEND ANNIE? Nate the Great has a new case! His friend Annie has lost a picture. She wants Nate to help her find it. Nate the Great must get all the facts, ask the right questions, and narrow

the list of suspects so he can solve the mystery. Visit Nate the Great and Sludge! NatetheGreatBooks.com Praise for the Nate the Great Series ★ "Kids will like Nate the Great." —School Library Journal, Starred "A consistently entertaining series." —Booklist "Loose, humorous chalk and watercolor spots help turn this beginning reader into a page-turner." —Publishers Weekly "Nate, Sludge, and all their friends have been delighting beginning readers for years." —Kirkus Reviews "They don't come any cooler than Nate the Great." —The Huffington Post

Hailed as "impossible to put down," the Hex Hall series has both critics and teens cheering. With a winning combination of romance, action, magic and humor, this third volume will leave readers enchanted. Just as Sophie Mercer has come to accept her extraordinary magical powers as a demon, the Prodigium Council strips them away. Now Sophie is defenseless, alone, and at the mercy of her sworn enemies—the Brannicks, a family of warrior women who hunt down the Prodigium. Or at least that's what Sophie thinks, until she makes a surprising discovery. The Brannicks know an epic war is coming, and they believe Sophie is the only one powerful enough to stop the world from ending. But without her magic, Sophie isn't as confident. Sophie's bound for one hell of a ride—can she get her powers back before it's too late?

Have you ever wondered where witches' cats go when they pull a claw? Or what you do with a pygmy phoenix with a case of bird flu? Nan and Clarion have you covered. They're the best veterinarian witches of all time—or at least they're trying to be. When an injured rabbit with strange eyes stumbles into their lives, Nan and Clarion have to put down their enchanted potions and face

the biggest test of their magical, medical careers. Hex Vet: Witches in Training is an original graphic novel suitable for kids of all ages! From popular web cartoonist Sam Davies (Stutterhug), this book explores a truly spellbinding story about sticking together and helping animals at all costs. Perfect for fans of The Tea Dragon Society and Steven Universe!

C++ Multiple Choice Questions and Answers (MCQs): Quiz & Practice Tests with Answer Key PDF (C++ Question Bank & Quick Study Guide) includes revision guide for problem solving with hundreds of solved MCQs. "C++ MCQ" book with answers PDF covers basic concepts, analytical and practical assessment tests. "C++ MCQ" PDF book helps to practice test questions from exam prep notes. C++ quick study guide includes revision guide with verbal, quantitative, and analytical past papers, solved MCQs. C++ Multiple Choice Questions and Answers (MCQs) PDF download, a book covers solved quiz questions and answers on chapters: Arrays in C++, C++ libraries, classes and data abstraction, classes and subclasses, composition and inheritance, computers and C++ programming, conditional statements and integer types, control structures in C++, functions in C++, introduction to C++ programming, introduction to object oriented languages, introduction to programming languages, iteration and floating types, object oriented language characteristics, pointers and references, pointers and strings, stream input output, strings in C++, templates and iterators tests for college and university revision guide. C++ Quiz Questions and Answers PDF download with free sample book covers beginner's solved questions, textbook's study notes to practice tests. Programming MCQs book includes high school question papers to review practice tests for exams.

"C++ Quiz" PDF book, a quick study guide with textbook chapters' tests for NEET/Jobs/Entry Level competitive exam. "C++ Question Bank" PDF covers problem solving exam tests from programming textbook and practical book's chapters as: Chapter 1: Arrays in C++ MCQs Chapter 2: C++ Libraries MCQs Chapter 3: Classes and Data Abstraction MCQs Chapter 4: Classes and Subclasses MCQs Chapter 5: Composition and Inheritance MCQs Chapter 6: Computers and C++ Programming MCQs Chapter 7: Conditional Statements and Integer Types MCQs Chapter 8: Control Structures in C++ MCQs Chapter 9: Functions in C++ MCQs Chapter 10: Introduction to C++ Programming MCQs Chapter 11: Introduction to Object Oriented Languages MCQs Chapter 12: Introduction to Programming Languages MCQs Chapter 13: Iteration and Floating Types MCQs Chapter 14: Object Oriented Language Characteristics MCQs Chapter 15: Pointers and References MCQs Chapter 16: Pointers and Strings MCQs Chapter 17: Stream Input Output MCQs Chapter 18: Strings in C++ MCQs Chapter 19: Templates and Iterators MCQs Practice "Arrays in C++ MCQ" PDF book with answers, test 1 to solve MCQ questions: Introduction to arrays, arrays in C++, multi-dimensional arrays, binary search algorithm, and type definitions. Practice "C++ Libraries MCQ" PDF book with answers, test 2 to solve MCQ questions: Standard C library functions, and standard C++ library. Practice "Classes and Data Abstraction MCQ" PDF book with answers, test 3 to solve MCQ questions: Classes and data abstraction, access and utility functions, assignment operators, class scope, class members, and structure definitions. Practice "Classes and Subclasses MCQ" PDF book with answers, test 4 to solve MCQ questions: Classes and subclasses, class declaration, access and utility functions,

constructors, private member functions, and static data members. Practice "Composition and Inheritance MCQ" PDF book with answers, test 5 to solve MCQ questions: Composition, inheritance, and virtual functions. Practice "Computers and C++ Programming MCQ" PDF book with answers, test 6 to solve MCQ questions: C and C++ history, arithmetic in C++, basics of typical C++ environment, computer organization, evolution of operating system, high level languages, internet history, operating system basics, programming errors, unified modeling language, what does an operating system do, and what is computer. Practice "Conditional Statements and Integer Types MCQ" PDF book with answers, test 7 to solve MCQ questions: Enumeration types, compound conditions, compound statements, Boolean expressions, C++ keywords, increment decrement operator, and relational operators. Practice "Control Structures in C++ MCQ" PDF book with answers, test 8 to solve MCQ questions: Control structures, algorithms, assignment operators, increment and decrement operators, use case diagram, and while repetition structure. Practice "Functions in C++ MCQ" PDF book with answers, test 9 to solve MCQ questions: C++ functions, standard C library functions, function prototypes, functions overloading, C++ and overloading, header files, inline functions, passing by constant reference, passing by value and reference, permutation function, program components in C++, recursion, and storage classes. Practice "Introduction to C++ Programming MCQ" PDF book with answers, test 10 to solve MCQ questions: C++ and programming, C++ coding, C++ programs, character and string literals, increment and decrement operator, initializing in declaration, integer types, keywords and identifiers, output operator, simple arithmetic operators, vari-



ables objects, and declarations. Practice "Introduction to Object Oriented Languages MCQ" PDF book with answers, test 11 to solve MCQ questions: Object oriented approach, C++ attributes, OOP languages, approach to organization, real world and behavior, and real world modeling. Practice "Introduction to Programming Languages MCQ" PDF book with answers, test 12 to solve MCQ questions: Visual C sharp and C++ programming language, C programming language, objective C programming language, PHP programming language, java programming language, java script programming language, Pascal programming language, Perl programming language, ADA programming language, visual basic programming language, Fortran programming language, python programming language, ruby on rails programming language, Scala programming language, Cobol programming language, android OS, assembly language, basic language, computer hardware and software, computer organization, data hierarchy, division into functions, high level languages, Linux OS, machine languages, Moore's law, operating systems, procedural languages, structured programming, unified modeling language, unrestricted access, windows operating systems. Practice "Iteration and Floating Types MCQ" PDF book with answers, test 13 to solve MCQ questions: Break statement, enumeration types, for statement, goto statement, real number types, and type conversions. Practice "Object Oriented Language Characteristics MCQ" PDF book with answers, test 14 to solve MCQ questions: C++ and C, object oriented analysis and design, objects in C++, C++ classes, code reusability, inheritance concepts, polymorphism, and overloading. Practice "Pointers and References MCQ" PDF book with answers, test 15 to solve MCQ questions: Pointers, refer-

ences, derived types, dynamic arrays, objects and lvalues, operator overloading, overloading arithmetic assignment operators. Practice "Pointers and Strings MCQ" PDF book with answers, test 16 to solve MCQ questions: Pointers, strings, calling functions by reference, new operator, pointer variable declarations, and initialization. Practice "Stream Input Output MCQ" PDF book with answers, test 17 to solve MCQ questions: istream ostream classes, stream classes, and stream manipulators, and IOS format flags. Practice "Strings in C++ MCQ" PDF book with answers, test 18 to solve MCQ questions: Introduction to strings in C++, string class interface, addition operator, character functions, comparison operators, and stream operator. Practice "Templates and Iterators MCQ" PDF book with answers, test 19 to solve MCQ questions: Templates, iterators, container classes, and goto statement. "Absolutely unputdownable! Roni Loren is a new favorite."—COLLEEN HOOVER, #1 New York Times bestseller, for *The One You Can't Forget* New York Times and USA Today bestseller Roni Loren brings the heat in this complex story about a woman battling her anxiety, a man who seems far too good to be true, and a sizzling connection built over sweltering New Orleans nights. Everyone knows Miz Poppy, the vibrant reviewer whose commentary brightens the New Orleans nightlife. But no one knows Hollyn Tate, the real face behind the media star...or the anxiety that keeps her isolated. All her life, Hollyn's tried to hide her true self behind an online façade, but when her boss tells her she needs to reveal the truth to the world or lose her job, she's forced to rely on an unexpected source to help face her fears. Enter Jasper Deares: actor, improve star, and way, way out of her league. Hollyn thinks Jasper must be joking when he offers pri-

vate lessons to help overcome her fears. Getting up on a stage? Hello, worst nightmare. But Jasper's infectious charm has her saying yes despite herself. They're only supposed to be playing a few improv games, but as the lessons run longer and the lines grow blurrier, Hollyn can't help but wonder if she's acting at all...or if a relationship with Jasper might help give her the confidence she needs to say yes to every imperfect part of herself. Readers Rave About Books By Roni Loren: "Phenomenal."—LORELEI JAMES, New York Times and USA Today bestselling author "Unforgettable."—KRISTEN CALLIHAN, New York Times and USA Today bestselling author "Unique, swoony, and lively."—SARINA BOWEN, USA Today bestselling author "Don't let this book get away!"—M. O'KEEFE, USA Today bestselling author "A must-read."—Publishers Weekly STARRED Review for *The One You Fight For*

New York Times Bestseller Erin Sterling casts a delightful spell with a spine-tingling romance full of wishes, witches, and hexes gone wrong. "A delightful and witty take on witchy mayhem." —Popsugar Nine years ago, Vivienne Jones nursed her broken heart like any young witch would: vodka, weepy music, bubble baths...and a curse on the horrible boyfriend. Sure, Vivi knows she shouldn't use her magic this way, but with only an "orchard hayride" scented candle on hand, she isn't worried it will cause him anything more than a bad hair day or two. That is until Rhys Penhallow, descendent of the town's ancestors, breaker of hearts, and annoyingly just as gorgeous as he always was, returns to Graves Glen, Georgia. What should be a quick trip to recharge the town's ley lines and make an appearance at the annual fall festival turns disastrously wrong. With one calamity after another

striking Rhys, Vivi realizes her silly little Ex Hex may not have been so harmless after all. Suddenly, Graves Glen is under attack from murderous wind-up toys, a pissed off ghost, and a talking cat with some interesting things to say. Vivi and Rhys have to ignore their off the charts chemistry to work together to save the town and find a way to break the break-up curse before it's too late.

INSTANT NEW YORK TIMES BESTSELLER Named Most Anticipated of 2021 by Newsweek, Good Housekeeping, Hello! magazine, Oprah.com, Bustle, Popsugar, Betches, Sweet July, and GoodReads! March 2021 Indie Next Pick and #1 LibraryReads Pick "A bold, edgy, accomplished debut!" —Kate Quinn, New York Times bestselling author of *The Alice Network* A forgotten history. A secret network of women. A legacy of poison and revenge. Welcome to *The Lost Apothecary*... Hidden in the depths of eighteenth-century London, a secret apothecary shop caters to an unusual kind of clientele. Women across the city whisper of a mysterious figure named Nella who sells well-disguised poisons to use against the oppressive men in their lives. But the apothecary's fate is jeopardized when her newest patron, a precocious twelve-year-old, makes a fatal mistake, sparking a string of consequences that echo through the centuries. Meanwhile in present-day London, aspiring historian Caroline Parcewell spends her tenth wedding anniversary alone, running from her own demons. When she stumbles upon a clue to the unsolved apothecary murders that haunted London two hundred years ago, her life collides with the apothecary's in a stunning twist of fate—and not everyone will survive. With crackling suspense, unforgettable characters and searing insight, *The Lost Apothecary* is a subversive and

intoxicating debut novel of secrets, vengeance and the remarkable ways women can save each other despite the barrier of time.

Wicca is America's fastest growing religion. By the year 2012, it's projected to be the third largest religion in the United States. In *Generation Hex*, Marla Alupoaipei and Dillon Burroughs explore the history, culture, and practices of Wicca. As part of their research, they interviewed travelers to historic Salem, Massachusetts, consulted practitioners of leading neopagan conferences in the Pacific Northwest and Canada, and dialogued with several current and former adherents of Wicca and other forms of witchcraft to evaluate the past and present of this growing spiritual tradition. The result is a compelling account that will inform and equip Christians (especially parents) to understand Wiccan and New Age teachings. Readers will have confidence to explain this belief system to others and to communicate the gospel to those caught up in this practice. *Generation Hex* identifies with the spiritual hunger of a generation seeking truth, authenticity, and hope in a fragmented world. It's perfect for personal study or as a gift for anyone interested or involved in Wicca.

It's time for the monthly "Winged Creature Clinic" at Willows Whisper Veterinary Practice, where flying creatures from all over come to get treated. But when Glenn the Wildlife Warlock brings in an injured flying pig that looks like it may have been mistreated, panic strikes and a greater mystery unfolds. It's up to everyone's favorite vet witches in training, Nan and Clarion, to keep everything under control at the chaotic clinic while Dr. Talon is away. Will Nan and Clarion save the day and keep their jobs? Or are their days at Willows Whisper numbered?

A triumphant tale of a young woman and her difficult childhood, *The Glass Castle* is a remarkable memoir of resilience, redemption, and a revelatory look into a family at once deeply dysfunctional and wonderfully vibrant. Jeannette Walls was the second of four children raised by anti-institutional parents in a household of extremes.

This textbook presents an end-to-end Internet of Things (IoT) architecture that comprises of devices, network, compute, storage, platform, applications along with management and security components with focus on the missing functionality in the current state of the art. As with the first edition, it is organized into six main parts: an IoT reference model; Fog computing and the drivers; IoT management and applications ranging from smart homes to manufacturing and energy conservation solutions; Smart Services in IoT; IoT standards; and case studies. The textbook edition features a new chapter entitled *The Blockchain in IoT*, updates based on latest standards and technologies, and new slide ware for professors. It features a full suite of classroom material for easy adoption.

"Wickedly fun!" --Romantic Times "Clever writing, a high sensuality factor and an unfettered imagination..." --Publishers Weekly Jazz can't decide whether to scorch him with a fireball or jump into bed with him. Jasmine Tremaine, a witch who can't stay out of trouble. Nikolai Gregorovich, a drop-dead gorgeous vampire cop on the trail of a serial killer. The sizzling love affair between Jazz and Nick has been off-again, on-again-for about 300 years. Mostly off, lately. But now Nick needs Jazz's help, and while Jazz and Nick try to figure out their own hearts and resist their ever-increasing attraction, they must steer clear of a maniacal killer with super-su-

pernatural powers. They are surrounded by a hilarious cast of odd-ball paranormal characters, including Irma, the chain-smoking ghost who haunts Jazz's sports car, Dweezil, her ghoul of a boss, and Fluff and Puff, a pair of bunny slippers with sharp teeth and short tempers (watch your ankles)!

This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

When fourteen-year-old Sophie Stone moves from Los Angeles to her parents' dreary hometown of Mythic, Massachusetts, she discovers that she, like many of the town's earlier inhabitants, is a witch, and that she and her coven must identify the evil-doer in their midst before serious damage is done.

The annual Mermaid Festival is the setting for Esme Addison's sunny-yet-sinister second Enchanted Bay mystery, perfect for fans of Heather Blake and Bailey Cates. The small town of Bellamy Bay has its share of skeletons in its closet, but it isn't used to bodies turning up in the local history museum. After all, this coastal North Carolina town is much like any other...except, of course, for the mermaids. Helping to run the family business, an herbal apothecary, while keeping her supernatural secret hidden is no easy feat for water witch Aleksandra Daniels. But somehow she's still found time to help her friend Celeste, who has her own Caribbean mermaid heritage, plan the annual Mermaid Festival. As fun-seekers throng the beaches, Alex gets to know and is in-

trigued by renowned artist Neve Ryland, who's in town to decorate the local park with a mermaid-themed mural. Celeste, however, is less enamored with the artist, as Neve has been spending entirely too much one-on-one time with her boyfriend Jasper, director of Bellamy Bay's history museum. Then, a reception for Neve ends abruptly when the artist is found dead in his office. When the police investigation nets Celeste, Alex decides to find the true culprit. With the help of her magically-inclined aunt and cousins, Alex dives in to clear her friend's name. But there was more to Neve Ryland than met the eye...and Alex fears she may be in way too deep. Will she catch the crook or be next on the hook?

Brand-new stories of witches and witchcraft written by popular female fantasy authors, including Kelley Armstrong, Rachel Caine and Sherrilyn Kenyon writing in their own bestselling universes! These are tales of wickedness... stories of evil and cunning, written by today's women you should fear. Includes tales from Kelley Armstrong, Rachel Caine and Sherrilyn Kenyon, writing in their own bestselling universes. Hex Life: Wicked New Tales of Witchery will take the classic tropes of tales of witchcraft and infuse them with fresh, feminist perspective and present-day concerns--even if they're set in the past. These witches might be monstrous, or they might be heroes, depending on their own definitions. Even the kind hostess with the candy cottage thought of herself as the hero of her own story. After all, a woman's gotta eat. Bring out your dread. From TI 9781789090345 HC.

Harper Price, peerless Southern belle, was born ready for a Homecoming tiara. But after a strange run-in at the dance imbues her with incredible abilities, Harper's destiny takes a turn for the seri-

ously weird. She becomes a Paladin, one of an ancient line of guardians with agility, super strength and lethal fighting instincts. Just when life can't get any more disastrously crazy, Harper finds out who she's charged to protect: David Stark, school reporter, subject of a mysterious prophecy and possibly Harper's least favorite person. But things get complicated when Harper starts falling for him--and discovers that David's own fate could very well be to destroy Earth. With snappy banter, cotillion dresses, non-stop action and a touch of magic, this new young adult series from bestseller Rachel Hawkins is going to make y'all beg for more. "As surprising as it is delicious."—BCCB, starred review "Fun with a twist of supernatural and Southern charm." —VOYA "The romance, coming-of-age aspects, and a well-drawn heroine with a crackling wit will lure in readers." —Booklist

The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as:

- Ownership and borrow-

- ing, lifetimes, and traits
- Using Rust's memory safety guarantees to build fast, safe programs
- Testing, error handling, and effective refactoring
- Generics, smart pointers, multithreading, trait objects, and advanced pattern matching
- Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies
- How best to use Rust's advanced compiler with compiler-led programming techniques

You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions.

PDF is becoming the standard for digital documents worldwide, but it's not easy to learn on your own. With capabilities that let you use a variety of images and text, embed audio and video, and provide links and navigation, there's a lot to explore. This practical guide helps you understand how to work with PDF to construct your own documents, troubleshoot problems, and even build your own tools. You'll also find best practices for producing, manipulating, and consuming PDF documents. In addition, this highly approachable reference will help you navigate the official (and complex) ISO documentation. Learn how to combine PDF objects into a cohesive whole Use PDF's imaging model to create vector and raster graphics Integrate text, and become familiar with fonts and glyphs Provide navigation within and between documents Use annotations to overlay or incorporate additional content Build interactive forms with the Widget annotation Embed re-

lated files such as multimedia, 3D content, and XML files Use optional content to enable non-printing graphics Tag content with HTML-like structures, including paragraphs and tables

"Originally published as Hex in 2013 by Luitingh-Sijthoff in Amsterdam"--Colophon.

Sophie Mercer thought she was a witch. That was the whole rea-

son she was sent to Hex Hall, a reform school for delinquent Prodigium (aka witches, shapeshifters, and fairies). But that was before she discovered the family secret, and that her hot crush, Archer Cross, is an agent for The Eye, a group bent on wiping Prodigium off the face of the earth.