Countdown To First Certificate Workbook With Key And Students Audio Cd Pack

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First Certificate Avenues Workbook gives the student additional language practice and FCE training.

Top cybersecurity journalist Kim Zetter tells the story behind the virus that sabotaged Iran's nuclear efforts and shows how its existence has ushered in a new age of warfare--one in which a digital attack can have the same destructive capability as a megaton bomb. In January 2010, inspectors with the International Atomic Energy Agency noticed that centrifuges at an Iranian uranium enrichment plant were failing at an unprecedented rate. The cause was a complete mystery--apparently as much to the technicians replacing the centrifuges as to the inspectors observing them. Then, five months later, a seemingly unrelated event occurred: A computer security firm in Belarus was called in to troubleshoot some computers in Iran that were crashing and rebooting repeatedly. At first, the firm's programmers believed the malicious code on the machines was a simple, routine piece of malware. But as they and other experts around the world investigated, they discovered a mysterious virus of unparalleled complexity. They had, they soon learned, stumbled upon the world's first digital weapon. For Stuxnet, as it came to be known, was unlike any other virus or worm built before: Rather than simply hijacking targeted computers or stealing information from them, it escaped the digital realm to wreak actual, physical destruction on a nuclear facility. In these pages, Wired journalist Kim Zetter draws on her extensive sources and expertise to tell the story behind Stuxnet's planning, execution, and discovery, covering its genesis in the corridors of Bush's White House and its unleashing on systems in Iran--and telling the spectacular, unlikely tale of the security geeks who managed to unravel a sabotage campaign years in the making. But Countdown to Zero Day ranges far beyond Stuxnet itself. Here, Zetter shows us how digital warfare developed in the US. She takes us inside today's flourishing zero-day "grey markets," in which intelligence agencies and militaries pay huge sums for the malicious code they need to carry out infiltrations and attacks. She reveals just how vulnerable many of our own critical systems are to Stuxnet-like strikes, from nation-state adversaries and anonymous hackers alike--and shows us just what might happen should our infrastructure be targeted by such an attack. Propelled by Zetter's unique knowledge and access, and filled with eye-opening explanations of the technologies involved, Countdown to Zero Day is a comprehensive and prescient portrait of a world at the edge of a new kind of war.

Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4.x Cookbook, the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5, including the new UI system, 2D game development, new Standard Shaders, and the new Audio Mixer Who This Book Is For From beginners to advanced users, from artists to coders, this book is for you and everyone in your team! Programmers can explore multimedia features, and multimedia developers can try their hand at scripting. Basic knowledge and understanding of the Unity platform, game design principles, and programming knowledge in C# is essential. What You Will Learn Immerse players with great audio, utilizing Unity 5's audio features including the new Audio Mixer, ambient sound with Reverb Zones, dynamic soundtracks with Snapshots, and balanced audio via Ducking Create better materials with Unity's new, physically-based, Standard Shader Measure and control time, including pausing the game, displaying clocks and countdown timers, and even implementing “bullet time” effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system, including power-bars, clock displays, and an extensible inventory system Save and load text and media assets from local or remote sources, publish your game via Unity Cloud, and communicate with websites and their databases to create online scoreboards Discover advanced techniques, including the publisher-subscriber and state patterns, performance bottleneck identification, and methods to maximize game performance and frame rates Control 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5. Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity professionals. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting features to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's extra features to enhance your 3D game development skills. Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself.

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Traditional Chinese edition of the classic O'Henry story The Last Leaf. It is illustrated by award winning Italian illustrator Marina Marcolin. The Last Leaf is a heartwarming story of hope for

students in middle school. In Traditional Chinese. Distributed by Tsai Fong Books, Inc.
A little girl comes to live in his uncle's lonely house and discovers a boy, her handicapped cousin and a mystery of a locked garden.
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Won The Royal Society Young People's Book Prize in 2013. Designed for preschool children, the basic knowledge of traveling in space starts from the first page turning. Pre-departure training for Jedi Rescue, start! Super-attractive fantasy space children's book! There are so many page-turning mechanisms in the whole book, which make people immersed in the surprise of exploring and discovering the secrets of the universe. -The RS Award selection team will come and follow this fascinating flip book.
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Simplified Chinese edition of 12 Rules for Life: An Antidote to Chaos
Countdown to First Certificate: Workbook with Key and Student's Audio CD PackOUP Oxford
Cambridge English Empower is more than just a course book - it's a complete solution for effective learning and teaching! This new general English course for adult and young adult learners combines course content from Cambridge University Press with validated assessment from the experts at Cambridge English Language Assessment. Empower's unique mix of engaging classroom materials and reliable assessment, with personalised online practice, enables learners to make consistent and measurable progress.
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Trying to make sense of the horrors of World War II, Death relates the story of Liesel--a young German girl whose book-stealing and story-telling talents help sustain her family and the Jewish man they are hiding, as well as their neighbors.
Together with the author of The Fifty Shadows of Gray and The Story of the Wool, he is also known as the Three Miracle Writers of European and American literary circles, Ke Lin Hoover has over 100,000 stunning masterpieces! Goodreads website, five stars praise recommendation! The New York Times tops the best-selling list. No. 1 on the Amazon Bookstore bestseller list (romantic thriller category) Warning! The plot is beyond imagination, spurring the deepest human nature of you. Peeping. Possession. Sex. Fear. The best-selling writer of The New York Times murdered his own children because they occupied Mrs love? Eight-year-old twin sister, killed her sister because of jealousy? [Based on the Foreign Translation]
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emCountdown to First Certificate/em bridges the gap between intermediate level and the First Certificate exam. It introduces learners to graded exam format tasks.
Countdown to Greatness (C2G) is designed to ignite and re-ignite an individuals awareness of their potential. The book reminds us that all individuals have greatness within them, and that we all have the ability to make a positive difference in the lives of others. By helping others, we help ourselves to become better individuals, and move closer and closer to our own potential and to greatness. When we understand the internal emotional reward of helping others, we begin to see not only our potential as individuals, but also see our potential as members of a family, a team, or a group of individuals working together for a common purpose. C2G provides basic principles of individual development, presented in a condensed and easy-to understand format. Individuals of all ages can take the information and apply it in their daily lives. Readers can continuously look to C2G to remind them of their purpose. The books focus is to inspire; however, C2Gs primary purpose is to help individuals understand their purpose, so they can find the key to their self-inspiration. Once we find our internal fire, we will always know how to rediscover our fire, and re-ignite. I wrote C2G to make a positive difference in the lives of others. I was inspired to write this book as a tribute to all those who have inspired me throughout my career and my life. My hope is that Countdown to Greatness will ignite that same type of inspiration in everyone that reads this book. And if reading this book inspires you, then you have inspired me even more, as inspiration is a continuous cycle. We all have greatness within us. It is up to us to find it and share it with all those around us. Time to Inspire! Time to Be Great!
Traditional Chinese Edition of [Sandworm: A New Era of Cyberwar and the Hunt for the Kremlin's Most Dangerous Hackers]
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