

# **Wikiquote Screensaver 2001**

**Ted Friedman**

**The Matrix** Larry Wachowski, 2001

**The Weight** Andrew Vachss, 2011-11-01 Andrew Vachss returns with a mesmerizing novel about a hard-core thief who's about to embark on a job that will alter his life forever. Sugar's a pure professional, "time tested" and packing 255 pounds of muscle. Accused of a rape he couldn't have done because he was robbing a jewelry store at the time, the DA offers him two options: give up his partners in the heist and walk, or go back to prison alone. For Sugar, there isn't a choice; he takes the weight. When he gets out, his money is there, but so is another job. One of the heist crew has fallen off the radar, and the mastermind behind the jewelry job asks Sugar to find him and make sure their secrets are safe. Sugar suspects that there's more to this gig than what he is being told. But nothing he suspects can prepare him for what he finds.

**Why Do I Need a Teacher When I've got Google?** Ian Gilbert, 2014-06-27 Why do I need a teacher when I've got Google? is just one of the challenging, controversial and thought-provoking questions Ian Gilbert poses in this urgent and invigorating book. Questioning the unquestionable, this fully updated new edition will make you re-consider everything you thought you knew about teaching and learning, such as: • Are you simply preparing the next generation of unemployed accountants? • What do you do for the 'sweetcorn kids' who come out of the education system in pretty much the same state as when they went in? • What's the real point of school? • Exams – So whose bright idea was that? • Why 'EQ' is fast becoming the new 'IQ'. • What will your school policy be on brain-enhancing technologies? • Which is the odd one out between a hamster and a caravan?

With his customary combination of hard-hitting truths, practical classroom ideas and irreverent sense of humour, Ian Gilbert takes the reader on a breathless rollercoaster ride through burning issues of the twenty-first century, considering everything from the threats facing the world and the challenge of the BRIC economies to the link between eugenics and the 11+. As wide-ranging and exhaustively-researched as it is entertaining and accessible, this book is designed to challenge teachers and inform them – as well as encourage them – as they strive to design a twenty-first century learning experience that really does bring the best out of all young people. After all, the future of the world may just depend on it

Joachim Gasquet's Cézanne Joachim Gasquet, Paul Cézanne, 1991

The Roxy London Wc2 Paul Marko, 2007

**Achtung-Panzer!** Heinz Guderian, 1995 This is one of the most significant military books of the twentieth century. By an outstanding soldier of independent mind, it pushed forward the evolution of land warfare and was directly responsible for German armoured supremacy in the early years of the Second World War. Published in 1937, the result of 15 years of careful study since his days on the German General Staff in the First World War, Guderian's book argued, quite clearly, how vital the proper use of tanks and supporting armoured vehicles would be in the conduct of a future war. When that war came, just two years later, he proved it, leading his Panzers with distinction in the Polish, French and Russian campaigns. Panzer warfare had come of age, exactly as he had forecast. This first English translation of Heinz Guderian's classic book - used as a textbook by Panzer officers in the war - has an introduction and extensive background notes by the modern English historian Paul Harris.

The Returns of Zionism Gabriel Piterberg, 2020-05-05 In this original and wide-ranging study, Gabriel Piterberg examines the ideology and literature behind the colonization of Palestine, from the late nineteenth century to the present. Exploring Zionism's origins in Central-Eastern European nationalism and settler movements, he shows how its texts can be placed within a wider discourse of western colonization. Revisiting the work of Theodor Herzl and Gershom Scholem, Anita Shapira and David Ben-Gurion, and bringing to light the writings of lesser-known scholars and thinkers influential in the formation of the Zionist myth, Piterberg breaks open prevailing views of Zionism, demonstrating that it was in fact unexceptional, expressing a consciousness and imagination typical of colonial settler movements. Shaped by European ideological currents and the realities of colonial life, Zionism constructed its own story as a unique and impregnable one, in the process excluding the voices of an indigenous people—the Palestinian Arabs.

HAL's Legacy David G. Stork, 1997 How science fiction's most famous computer has influenced the research and design of intelligent machines.

*One from the Hart* Stefanie Powers, 2011-10-25 Throughout her career, Stefanie Powers has notched up so many stage, screen and TV credits that her name alone recalls memories as varied as her roles. 'One From the Hart' is the story of a resourceful, empowered woman and her atypical celebrity life.

**Open Sources** Chris DiBona, Sam Ockman, 1999-01-03 Freely available source code, with contributions from thousands of programmers around the world: this is the spirit of the software revolution known as Open Source. Open Source has grabbed the computer industry's attention. Netscape has opened the source code to Mozilla; IBM supports Apache;

major database vendors have ported their products to Linux. As enterprises realize the power of the open-source development model, Open Source is becoming a viable mainstream alternative to commercial software. Now in Open Sources, leaders of Open Source come together for the first time to discuss the new vision of the software industry they have created. The essays in this volume offer insight into how the Open Source movement works, why it succeeds, and where it is going. For programmers who have labored on open-source projects, Open Sources is the new gospel: a powerful vision from the movement's spiritual leaders. For businesses integrating open-source software into their enterprise, Open Sources reveals the mysteries of how open development builds better software, and how businesses can leverage freely available software for a competitive business advantage. The contributors here have been the leaders in the open-source arena: Brian Behlendorf (Apache) Kirk McKusick (Berkeley Unix) Tim O'Reilly (Publisher, O'Reilly & Associates) Bruce Perens (Debian Project, Open Source Initiative) Tom Paquin and Jim Hamerly (mozilla.org, Netscape) Eric Raymond (Open Source Initiative) Richard Stallman (GNU, Free Software Foundation, Emacs) Michael Tiemann (Cygnus Solutions) Linus Torvalds (Linux) Paul Vixie (Bind) Larry Wall (Perl) This book explains why the majority of the Internet's servers use open-source technologies for everything from the operating system to Web serving and email. Key technology products developed with open-source software have overtaken and surpassed the commercial efforts of billion dollar companies like Microsoft and IBM to dominate software markets. Learn the inside story of what led Netscape to decide to release its source code using the open-source mode. Learn how Cygnus Solutions builds the world's best compilers by sharing the source code. Learn

why venture capitalists are eagerly watching Red Hat Software, a company that gives its key product -- Linux -- away. For the first time in print, this book presents the story of the open-source phenomenon told by the people who created this movement. Open Sources will bring you into the world of free software and show you the revolution.

**Coders at Work** Peter Seibel, 2009-12-21 Peter Seibel interviews 15 of the most interesting computer programmers alive today in *Coders at Work*, offering a companion volume to Apress's highly acclaimed best-seller *Founders at Work* by Jessica Livingston. As the words "at work" suggest, Peter Seibel focuses on how his interviewees tackle the day-to-day work of programming, while revealing much more, like how they became great programmers, how they recognize programming talent in others, and what kinds of problems they find most interesting. Hundreds of people have suggested names of programmers to interview on the *Coders at Work* web site: [www.codersatwork.com](http://www.codersatwork.com). The complete list was 284 names. Having digested everyone's feedback, we selected 15 folks who've been kind enough to agree to be interviewed: Frances Allen: Pioneer in optimizing compilers, first woman to win the Turing Award (2006) and first female IBM fellow Joe Armstrong: Inventor of Erlang Joshua Bloch: Author of the Java collections framework, now at Google Bernie Cosell: One of the main software guys behind the original ARPANET IMPs and a master debugger Douglas Crockford: JSON founder, JavaScript architect at Yahoo! L. Peter Deutsch: Author of Ghostscript, implementer of Smalltalk-80 at Xerox PARC and Lisp 1.5 on PDP-1 Brendan Eich: Inventor of JavaScript, CTO of the Mozilla Corporation Brad Fitzpatrick: Writer of LiveJournal, OpenID, memcached, and Perlbal Dan Ingalls: Smalltalk implementor and designer Simon Peyton Jones: Coinventor of Haskell and lead designer of

Glasgow Haskell Compiler Donald Knuth: Author of The Art of Computer Programming and creator of TeX Peter Norvig: Director of Research at Google and author of the standard text on AI Guy Steele: Coinventor of Scheme and part of the Common Lisp Gang of Five, currently working on Fortress Ken Thompson: Inventor of UNIX Jamie Zawinski: Author of XEmacs and early Netscape/Mozilla hacker

**The New Hacker's Dictionary, third edition** Eric S. Raymond, 1996-10-11 This new edition of the hacker's own phenomenally successful lexicon includes more than 100 new entries and updates or revises 200 more. This new edition of the hacker's own phenomenally successful lexicon includes more than 100 new entries and updates or revises 200 more. Historically and etymologically richer than its predecessor, it supplies additional background on existing entries and clarifies the murky origins of several important jargon terms (overturning a few long-standing folk etymologies) while still retaining its high giggle value. Sample definition hacker n. [originally, someone who makes furniture with an axe] 1. A person who enjoys exploring the details of programmable systems and how to stretch their capabilities, as opposed to most users, who prefer to learn only the minimum necessary. 2. One who programs enthusiastically (even obsessively) or who enjoys programming rather than just theorizing about programming. 3. A person capable of appreciating {hack value}. 4. A person who is good at programming quickly. 5. An expert at a particular program, or one who frequently does work using it or on it; as in 'a UNIX hacker'. (Definitions 1 through 5 are correlated, and people who fit them congregate.) 6. An expert or enthusiast of any kind. One might be an astronomy hacker, for example. 7. One who enjoys the intellectual challenge of creatively overcoming or circumventing

limitations. 8. [deprecated] A malicious meddler who tries to discover sensitive information by poking around. Hence 'password hacker', 'network hacker'. The correct term is {cracker}. The term 'hacker' also tends to connote membership in the global community defined by the net (see {network, the} and {Internet address}). It also implies that the person described is seen to subscribe to some version of the hacker ethic (see {hacker ethic, the}). It is better to be described as a hacker by others than to describe oneself that way. Hackers consider themselves something of an elite (a meritocracy based on ability), though one to which new members are gladly welcome. There is thus a certain ego satisfaction to be had in identifying yourself as a hacker (but if you claim to be one and are not, you'll quickly be labeled {bogus}). See also {wannabee}.

*Stanley Kubrick* Vincent Lobrutto, 1999-05-07 Stanley Kubrick, director of the acclaimed films *Path of Glory*, *Spartacus*, *Lolita*, *Dr. Strangelove*, *2001: Space Odyssey*, *A Clockwork Orange*, *The Shining*, and *Full Metal Jacket*, is arguably one of the greatest American filmmakers. Yet, despite being hailed as “a giant” by Orson Welles, little is known about the reclusive director. *Stanley Kubrick*—the first full-length study of his life—is based on assiduous archival research as well as new interviews with friends, family, and colleagues. Film scholar Vincent LoBrutto provides a comprehensive portrait of the director, from his high school days, in the Bronx and his stint as a photographer for *Look* magazine, through the creation of his wide-ranging movies, including the long-awaited *Eyes Wide Shut*. The author provides behind-the-scenes details about writing, filming, financing, and reception of the director's entire output, paying close attention to the technical innovations and to his often contentious relationships with actors. This fascinating biography exposes



the enigma that is Stanley Kubrick while placing him in context of film history.

*Rebel Code* Glyn Moody, 2009-02-18 Open source began as the mantra of a small group of idealistic hackers and has blossomed into the all-important slogan for progressive business and computing. This fast-moving narrative starts at ground zero, with the dramatic incubation of open-source software by Linux and its enigmatic creator, Linus Torvalds. With firsthand accounts, it describes how a motley group of programmers managed to shake up the computing universe and cause a radical shift in thinking for the post-Microsoft era. A powerful and engaging tale of innovation versus big business, *Rebel Code* chronicles the race to create and perfect open-source software, and provides the ideal perch from which to explore the changes that cyberculture has engendered in our society. Based on over fifty interviews with open-source protagonists such as Torvalds and open source guru Richard Stallman, *Rebel Code* captures the voice and the drama behind one of the most significant business trends in recent memory.

**Electric Dreams** Ted Friedman, 2005-12 *Electric Dreams* turns to the past to trace the cultural history of computers. Ted Friedman charts the struggles to define the meanings of these powerful machines over more than a century, from the failure of Charles Babbage's "difference engine" in the nineteenth century to contemporary struggles over file swapping, open source software, and the future of online journalism. To reveal the hopes and fears inspired by computers, *Electric Dreams* examines a wide range of texts, including films, advertisements, novels, magazines, computer games, blogs, and even operating systems. *Electric Dreams* argues that the debates over computers are critically important because they are how Americans talk about the future. In a society that in so many ways has given

up on imagining anything better than multinational capitalism, cyberculture offers room to dream of different kinds of tomorrow.

*The Mystery Science Theater 3000 Amazing Colossal Episode Guide* Trace Beaulieu, 1996 SYNOPSES OF THE MORE THAN 120 EPISODES OF THE PEABODY AWARD-WINNING TV SHOW.

**Growing Up with Manos** Jackey Neyman Jones, 2016-03-26 For Jackey Neyman Jones, who played Debbie in *Manos: The Hands of Fate*, the worst movie ever made is, at its heart, a home movie that just happens to be shared with the world. Equal parts memoir/family saga/film book, *Growing Up with Manos: The Hands of Fate* shares the behind-the-scenes story of the making of *Manos*: from creator Hal Warren's alleged bet with TV producer Stirling Silliphant that anyone could make a movie, to the tragic suicide of John Reynolds (Torgo), right up through the newest *Manos*-related projects that are carrying the film into the digital age. Jackey's stories dispel much of the *Manos* mythology while crystallizing a unique time and place in America, where a crew of actors with a bad script and a rented camera set out to make a bad movie-and succeeded beyond their wildest dreams. Jackey Neyman Jones is a professional artist living in the Great Northwest. Laura Mazzuca Toops is a writer/editor with more than 30 years' experience in business and fiction writing. She is the author of three historical novels.

**Hinduism for Our Times** Arvind Sharma, 1996 This book examines the contours of this creative tension in the context of Hinduism in our own times. For Hinduism, a religion of unknown antiquity, is also, in several ways, surprisingly modern. *Hinduism for Our Times* is an attempt to raise this dimension of Hinduism to an unprecedented level of self-

awareness.

**Final Fantasy VIII Official Strategy Guide** David Cassady, 1999 BradyGames-Final Fantasy VIII Official Strategy Guide Features: Detailed Walkthroughs Boss Strategies Item & Magic Lists Complete Bestiary and over 450 Full-Color Maps! The ONLY Official Guide! Platform: PlayStation Genre: RPG

L.A. Noire Rockstar Games, 2011-06-06 This collection of short fiction expands on the world of a groundbreaking achievement in storytelling: Rockstar Games' interactive crime thriller L.A. Noire. 1940s Hollywood, murder, deception and mystery take center stage as readers reintroduce themselves to characters seen in L.A. Noire. Explore the lives of actresses desperate for the Hollywood spotlight; heroes turned defeated men; and classic Noir villains. Readers will come across not only familiar faces, but familiar cases from the game that take on a new spin to tell the tales of emotionally torn protagonists, depraved schemers and their ill-fated victims. With original short fiction by Megan Abbott, Lawrence Sanders, Joe Lansdale, Joyce Carol Oates, Francine Prose, Jonathan Santlofer, Duane Swierczynski and Andrew Vachss, L.A. Noire: The Collected Stories breathes new life into a time-honored American tradition, in an exciting anthology that will appeal to fans of suspense and gamers everywhere.

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