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Snake Robots is a novel treatment of theoretical and practical topics related to snake robots: robotic mechanisms designed to move like biological snakes and able to operate in challenging environments in which human presence is either undesirable or impossible. Future applications of such robots include search and rescue, inspection and maintenance, and subsea operations. Locomotion in unstructured environments is a focus for this book. The text targets the disparate muddle of approaches to modelling, development and control of snake robots in current literature, giving a unified presentation of recent research results on snake robot locomotion to

increase the reader’s basic understanding of these mechanisms and their motion dynamics and clarify the state of the art in the field. The book is a complete treatment of snake robotics, with topics ranging from mathematical modelling techniques, through mechatronic design and implementation, to control design strategies. The development of two snake robots is described and both are used to provide experimental validation of many of the theoretical results. Snake Robots is written in a clear and easily understandable manner which makes the material accessible by specialists in the field and non-experts alike. Numerous illustrative figures and images help readers to visualize the material. The book is particularly useful to new researchers taking on a topic related to snake robots because it provides an extensive overview of the snake robot literature and also represents a suitable starting point for research in this area. This Monograph provides the general respiratory physician with a working reference based on the latest literature and expert opinion. The initial chapter provides a contemporaneous global perspective of the epidemiology of occupational and environmental lung diseases in an ever-evolving landscape. The book then goes on to consider specific occupational lung diseases. Each chapters has a clear clinical focus and considers: key questions to ask in the history; appropriate investigations to undertake; differential diagnoses; and management. Controversies or diagnostic conundrums encountered in the clinic are also considered, and further chapters are more broadly centred on the non-workplace environment; specifically, the respiratory symptoms and diseases associated with both the outdoor and indoor environments. This 2006 book is a self-contained introduction to free probability theory suitable for an introductory graduate level course. In this graphic novel fairytale, our hero finds himself rescuing a princess and trying to outwit a troll to free his brothers from the troll's curse. Learning to be a maker has never been more fun. Lavishly illustrated with cartoons and drawings, this book guides the reader through six hands-on projects using electricity. Discover the electrical potential lurking in a stack of pennies - enough to light up an LED or power a calculator! Launch a flying LED copter into the air. Make a speaker that plays music from an index card. Build working motors from a battery, a magnet, and some copper wire. Have fun while learning about and exploring the world of electricity. The projects in this book illuminate such concepts as electric circuits, electromagnetism, electroluminescence, the Lorentz force and more. You'll be amazed by the results you get with a handful of simple materials. Marjorie Perloff here explores this intriguing development in contemporary poetry: the embrace of "unoriginal" writing. Paradoxically, she argues, such citational and often constraint-based poetry is more accessible and, in a sense, "personal" than was the hermetic poetry of the 1980's and 90's. -- Praise for How I Became a Quant "Led by two top-notch quants, Richard R. Lindsey and Barry Schachter, How I Became a Quant details the quirky world of quantitative analysis through stories told by some of today's most successful quants. For anyone who might have thought otherwise, there are engaging personalities behind all that number crunching!" --Ira Kawaller, Kawaller & Co. and the Kawaller Fund "A fun and fascinating read. This book tells the story of how academics, physicists, mathematicians, and other scientists became professional investors managing billions." --David A. Krell, President and CEO, International Securities Exchange "How I Became a Quant should be must reading for all students with a quantitative aptitude. It

provides fascinating examples of the dynamic career opportunities potentially open to anyone with the skills and passion for quantitative analysis." --Roy D. Henriksson, Chief Investment Officer, Advanced Portfolio Management "Quants"--those who design and implement mathematical models for the pricing of derivatives, assessment of risk, or prediction of market movements--are the backbone of today's investment industry. As the greater volatility of current financial markets has driven investors to seek shelter from increasing uncertainty, the quant revolution has given people the opportunity to avoid unwanted financial risk by literally trading it away, or more specifically, paying someone else to take on the unwanted risk. How I Became a Quant reveals the faces behind the quant revolution, offering you?the?chance to learn firsthand what it's like to be a?quant today. In this fascinating collection of Wall Street war stories, more than two dozen quants detail their roots, roles, and contributions, explaining what they do and how they do it, as well as outlining the sometimes unexpected paths they have followed from the halls of academia to the front lines of an investment revolution. A Beginner's Guide to Circuits is the perfect first step for anyone ready to jump into the world of electronics and circuit design. After finishing the book's nine graded projects, readers will understand core electronics concepts which they can use to make their own electrifying creations! First, you'll learn to read circuit diagrams and use a breadboard, which allows you to connect electrical components without using a hot soldering iron! Next, you'll build nine simple projects using just a handful of readily available components, like resistors, transistors, capacitors, and other parts. As you build, you'll learn what each component does, how it works, and how to combine components to achieve new and interesting effects. By the end of the book, you'll be able to build your own electronic creations. With easy-to-follow directions, anyone can become an inventor with the help of A Beginner's Guide to Circuits! Build These 9 Simple Circuits! Steady-Hand Game: Test your nerves using a wire and a buzzer to create an Operation-style game! Touch-Enabled Light: Turn on a light with your finger! Cookie Jar Alarm: Catch cookie thieves red-handed with this contraption. Night-Light: Automatically turn on a light when it gets dark. Blinking LED: This classic circuit blinks an LED. Railroad Crossing Light: Danger! Don't cross the tracks if this circuit's pair of lights is flashing. Party Lights: Throw a party with these charming string lights. Digital Piano: Play a tune with this simple synthesizer and learn how speakers work. LED Marquee: Put on a light show and impress your friends with this flashy finale. This book provides an introduction to the theory of relativity and the mathematics used in its processes. Three elements of the book make it stand apart from previously published books on the theory of relativity. First, the book starts at a lower mathematical level than standard books with tensor calculus of sufficient maturity to make it possible to give detailed calculations of relativistic predictions of practical experiments. Self-contained introductions are given, for example vector calculus, differential calculus and integrations. Second, in-between calculations have been included, making it possible for the non-technical reader to follow step-by-step calculations. Thirdly, the conceptual development is gradual and rigorous in order to provide the inexperienced reader with a philosophically satisfying understanding of the theory. The goal of this book is to provide the reader with a sound conceptual understanding of both the special and general theories of relativity, and gain an insight into how the

mathematics of the theory can be utilized to calculate relativistic effects. This book uses the spiral shape as a key to a multitude of strange and seemingly disparate stories about art, nature, science, mathematics, and the human endeavour. In a way, the book is itself organized as a spiral, with almost disconnected chapters circling around and closing in on the common theme. A particular strength of the book is its extremely cross-disciplinary nature - everything is fun, and everything is connected! At the same time, the author puts great emphasis on mathematical and scientific correctness, in contrast, perhaps, with some earlier books on spirals. Subjects include the mathematical properties of spirals, sea shells, sun flowers, Greek architecture, air ships, the history of mathematics, spiral galaxies, the anatomy of the human hand, the art of prehistoric Europe, Alfred Hitchcock, and spider webs, to name a few. This book is open access under a CC-BY license. Moral dilemmas are a pervasive feature of working life. Moral Reasoning at Work offers a fresh perspective on how to live with them. How do we cope with situations where no matter what we decide to do, something will be wrong? How do we live with the moral dissonance between what we are tempted to do and what is in line with our moral convictions? What can organizations do to establish a foundation for responsible decision-making and conduct? This book combines research streams from ethics and moral psychology using extensive experience of sessions of moral reasoning with leaders and employees in organizations. It argues that there is a need to go beyond compliance and traditional approaches to ethics in order to prepare decision-makers for moral dilemmas. Organizations can do that by encouraging people to become actively and regularly involved in moral reasoning at work. This work was published by Saint Philip Street Press pursuant to a Creative Commons license permitting commercial use. All rights not granted by the work's license are retained by the author or authors. The first International Congress on Science and Skiing was held in Austria in January 1996. The main aim of the conference was to bring together original key research in this area and provid an essential update for those in the field. The lnk between theory and practice was also addressed, making the research more applicable for both researchers and coaches. This book is divided into five parts, each containing a group of papers that are related by theme or disciplineary approach. They are as follows: Biomechanics of Skiing; Fitness testing and Training in Skiing; Movement Control and Psychology in Skiing; Physiology of Skiing and Sociology of Skiing. The conclusions drawn from the conference represent an invaluable practical reference for sports scientists, coached, skiers and all those involved in this area. "Demystifies electricity and teaches how to build electronics projects. Covers how circuits, voltage, and current work. Each part of the book focuses on different fundamental electronics concepts with hands-on projects"-- This book argues that public relations is not merely an organizational tool, but a powerful influence on social and political life. From carefully considered communication by multinational corporations, to government campaigns that manage public opinion, to the self-promotion of celebrities via social media, public relations is central to our individual and collective lives. Understanding Public Relations introduces a socio-cultural approach to public relations as a way of analysing the growing importance of public relations in its social, cultural and political contexts. Encouraging a deeper and more critical understanding of its influence on society, Lee Edwards: Explores public relations in relation to

contemporary debates around promotional culture, discourse, globalisation, democracy and power Considers how public relations frames vital discussions of race, gender, class and ethics Brings theory to life with a range of case studies, including YouTube vlogging, the global fair trade movement and the 2016 EU referendum in the UK Both accessible and provocative, this is an invaluable resource for students and researchers exploring public relations theory, critical public relations, strategic communication and promotional culture. "This volume covers new developments and research on mass extinctions, volcanism, and impacts. It addresses the following topics: the Central Iapetus magmatic province; thermogenic degassing in large igneous provinces; global mercury enrichment in Valanginian sediments; Guerrero-Morelos carbonate platform response to the Caribbean-Colombian Cretaceous large igneous province; implications for the Cretaceous-Paleocene boundary event in shallow platform environments and correlation to the deep sea; environmental effects of Deccan volcanism on biotic transformations and attendant Cretaceous/Paleogene boundary mass extinction in the Indian subcontinent; Deccan red boles; and factors leading to the collapse of producers during the Chicxulub impact and Deccan Traps eruptions"-- Arduino Project Handbook is a beginner-friendly collection of electronics projects using the low-cost Arduino board. With just a handful of components, an Arduino, and a computer, you'll learn to build and program everything from light shows to arcade games to an ultrasonic security system. First you'll get set up with an introduction to the Arduino and valuable advice on tools and components. Then you can work through the book in order or just jump to projects that catch your eye. Each project includes simple instructions, colorful photos and circuit diagrams, and all necessary code. Arduino Project Handbook is a fast and fun way to get started with microcontrollers that's perfect for beginners, hobbyists, parents, and educators. Uses the Arduino Uno board. Looking back at the years that have passed since the realization of the very first electronic, multi-purpose computers, one observes a tremendous growth in hardware and software performance. Today, researchers and engi neers have access to computing power and software that can solve numerical problems which are not fully understood in terms of existing mathemati cal theory. Thus, computational sciences must in many respects be viewed as experimental disciplines. As a consequence, there is a demand for high quality, flexible software that allows, and even encourages, experimentation with alternative numerical strategies and mathematical models. Extensibil ity is then a key issue; the software must provide an efficient environment for incorporation of new methods and models that will be required in fu ture problem scenarios. The development of such kind of flexible software is a challenging and expensive task. One way to achieve these goals is to in vest much work in the design and implementation of generic software tools which can be used in a wide range of application fields. In order to provide a forum where researchers could present and discuss their contributions to the described development, an International Work shop on Modern Software Tools for Scientific Computing was arranged in Oslo, Norway, September 16-18, 1996. This workshop, informally referred to as Sci Tools '96, was a collaboration between SINTEF Applied Mathe matics and the Departments of Informatics and Mathematics at the Uni versity of Oslo. There's a mysterious new hero in town and his name is BROWN! BLACK follows. Who will be next? The first book in a highly popular,

award-winning middle-grade series from Norway. Illustrations. A testament to the power of the imagination and the saving power of storytelling. The revised and updated 2nd edition of this established textbook provides a self-contained introduction to the general theory of relativity, describing not only the physical principles and applications of the theory, but also the mathematics needed, in particular the calculus of differential forms. Updated throughout, the book contains more detailed explanations and extended discussions of several conceptual points, and strengthened mathematical deductions where required. It includes examples of work conducted in the ten years since the first edition of the book was published, for example the pedagogically helpful concept of a "river of space" and a more detailed discussion of how far the principle of relativity is contained in the general theory of relativity. Also presented is a discussion of the concept of the 'gravitational field' in Einstein's theory, and some new material concerning the 'twin paradox' in the theory of relativity. Finally, the book contains a new section about gravitational waves, exploring the dramatic progress in this field following the LIGO observations. Based on a long-established masters course, the book serves advanced undergraduate and graduate level students, and also provides a useful reference for researchers. The author covers the development of the electronic musical instrument from Thaddeus Cahill's Telharmonium at the turn of the last century to the MIDI synthesizers of the 1990s. --book cover. The information infrastructure – comprising computers, embedded devices, networks and software systems – is vital to operations in every sector: chemicals, commercial facilities, communications, critical manufacturing, dams, defense industrial base, emergency services, energy, financial services, food and agriculture, government facilities, healthcare and public health, information technology, nuclear reactors, materials and waste, transportation systems, and water and wastewater systems. Global business and industry, governments, indeed society itself, cannot function if major components of the critical information infrastructure are degraded, disabled or destroyed. Critical Infrastructure Protection XV describes original research results and innovative applications in the interdisciplinary field of critical infrastructure protection. Also, it highlights the importance of weaving science, technology and policy in crafting sophisticated, yet practical, solutions that will help secure information, computer and network assets in the various critical infrastructure sectors. Areas of coverage include: Industrial Control Systems Security; Telecommunications Systems Security; Infrastructure Security. This book is the fourteenth volume in the annual series produced by the International Federation for Information Processing (IFIP) Working Group 11.10 on Critical Infrastructure Protection, an international community of scientists, engineers, practitioners and policy makers dedicated to advancing research, development and implementation efforts focused on infrastructure protection. The book contains a selection of 13 edited papers from the Fifteenth Annual IFIP WG 11.10 International Conference on Critical Infrastructure Protection, held as a virtual event during the spring of 2021. Critical Infrastructure Protection XV is an important resource for researchers, faculty members and graduate students, as well as for policy makers, practitioners and other individuals with interests in homeland security. This is the simplest, quickest, least technical, most affordable introduction to basic electronics. No tools are necessary--not even a screwdriver. Easy Electronics should satisfy anyone who has felt frustrated by

entry-level books that are not as clear and simple as they are supposed to be. Brilliantly clear graphics will take you step by step through 12 basic projects, none of which should take more than half an hour. Using alligator clips to connect components, you see and hear immediateresults. The hands-on approach is fun and intriguing, especially for family members exploring the projects together. The 12 experiments will introduce you to switches, resistors, capacitors, transistors, phototransistors, LEDs, audio transducers, and a silicon chip. You'll even learn how to read schematics by comparing them with the circuits that you build. No prior knowledge is required, and no math is involved. You learn by seeing, hearing, and touching. By the end of Experiment 12, you may be eager to move on to a more detailed book. Easy Electronics will function perfectly as a prequel to the same author's bestseller, Make: Electronics. All the components listed in the book are inexpensive and readily available from online sellers. A very affordable kit has been developed in conjunction with the book to eliminate the chore of shopping for separate parts. A QR code inside the book will take you to the vendor's web site. Concepts include: Transistor as a switch or an amplifier Phototransistor to function as an alarm Capacitor to store and release electricity Transducer to create sounds from a timer Resistor codes A miniature light bulb to display voltage The inner workings of a switch Using batteries and resistors in series and parallel Creating sounds by the pressure of your finger Making a matchbox that beeps when you touch it And more. Grab your copy and start experimenting! Offers a comprehensive analysis of the historical experiences of monetary policymaking of the world's largest central banks. Written in celebration of the 350th anniversary of the central bank of Sweden, Sveriges Riksbank. Includes chapters on other banks around the world written by leading economic scholars. This State-of-the-Art Survey contains a selection of papers representing state-of-the-art results in the engineering of secure software-based Future Internet services and systems, produced by the NESSoS project researchers. The engineering approach of the Network of Excellence NESSoS, funded by the European Commission, is based on the principle of addressing security concerns from the very beginning in all software development phases, thus contributing to reduce the amount of software vulnerabilities and enabling the systematic treatment of security needs through the engineering process. The 15 papers included in this volume deal with the main NESSoS research areas: security requirements for Future Internet services; creating secure service architectures and secure service design; supporting programming environments for secure and composable services; enabling security assurance and integrating former results in a risk-aware and cost-aware software life-cycle. In June 2016, the Norwegian Programme for Capacity Development in Higher Education and Research for Development (Norhed) hosted a conference on the theme of ‘knowledge for development’ in an attempt to shift the focus of the programme towards its academic content. This book follows up on that event. The conference highlighted the usefulness of presenting the value of Norhed’s different projects to the world, showing how they improve knowledge and expand access to it through co-operation. A wish for more meta-knowledge was also expressed and this gives rise to the following questions: – Is this way of co-operating contributing to the growth of independent post-colonial knowledge production in the South, based on analyses of local data and experiences in ways that are relevant to our shared future? –

Does the growth of academic independence, as well as greater equality, and the ability to develop theories different to those imposed by the better-off parts of the world, give rise to deeper understandings and better explanations? – Does it, at least, spread the ability to translate existing methodologies in ways that add meaning to observations of local context and data, and thus enhance the relevance and influence of the academic profession locally and internationally? This book, in its varied contributions, does not provide definite answers to these questions but it does show that Norhed is a step in the right direction. Norhed is an attempt to fund collaboration within and between higher education institutions. We know that both the uniqueness of this programme, and ideas of how to better utilise the learning and experience emerging from it, call for more elaboration and broader dissemination before we can offer further guidance on how to do things better. This book is a first attempt. This book is your introduction to to physical computing with the Arduino microcontroller platform. No prior experience is required, not even an understanding of basic electronics. With color illustrations, easy-to-follow explanations, and step-by-step instructions, the book takes the beginner from building simple circuits on a breadboard to setting up the Arduino IDE and downloading and writing sketches to run on the Arduino. Readers will be introduced to basic electronics theory and programming concepts, as well as to digital and analog inputs and outputs. Throughout the book, debugging practices are highlighted, so novices will know what to do if their circuits or their code doesn't work for the current project and those that they embark on later for themselves. After completing the projects in this book, readers will have a firm basis for building their own projects with the Arduino. Written for absolute beginners with no prior knowledge of electronics or programming Filled with detailed full-color illustrations that make concepts and procedures easy to follow An accessible introduction to microcontrollers and physical computing Step-by-step instructions for projects that teach fundamental skills Includes a variety of Arduino-based projects using digital and analog input and output Why do the lights in a house turn on when you flip a switch? How does a remote-controlled car move? And what makes lights on TVs and microwaves blink? The technology around you may seem like magic, but most of it wouldn’t run without electricity. Electronics for Kids demystifies electricity with a collection of awesome hands-on projects. In Part 1, you’ll learn how current, voltage, and circuits work by making a battery out of a lemon, turning a metal bolt into an electromagnet, and transforming a paper cup and some magnets into a spinning motor. In Part 2, you’ll make even more cool stuff as you: –Solder a blinking LED circuit with resistors, capacitors, and relays –Turn a circuit into a touch sensor using your finger as a resistor –Build an alarm clock triggered by the sunrise –Create a musical instrument that makes sci-fi soundsThen, in Part 3, you’ll learn about digital electronics—things like logic gates and memory circuits—as you make a secret code checker and an electronic coin flipper. Finally, you’ll use everything you’ve learned to make the LED Reaction Game—test your reaction time as you try to catch a blinking light!With its clear explanations and assortment of hands-on projects, Electronics for Kids will have you building your own circuits in no time. You’ve mastered the basics, conquered the soldering iron, and programmed a robot or two; now you’ve got a set of skills and tools to take your Arduino exploits further. But what do you do once you’ve exhausted your to-build list? Arduino

Playground will show you how to keep your hardware hands busy with a variety of intermediate builds, both practical and just-for-fun. Advance your engineering and electronics know-how as you work your way through these 10 complex projects: –A reaction-time game that leverages the Arduino's real-time capabilities –A tool for etching your own printed circuit boards –A regulated, variable-voltage power supply –A kinetic wristwatch winder decked out with LEDs –A garage parking assistant that blinks when your vehicle is perfectly parked –A practical and colorful pH meter –A ballistic chronograph that can measure the muzzle velocity of BB, Airsoft, and pellet guns –A battery saver that prevents accidental discharge –A square-wave generator –A thermometer that tells the temperature using a sequence of colored LEDs Each project begins with a list of required tools and components, followed by the instructions, full sketch, and circuit board templates for the build, as well as directions for building a permanent enclosure. You'll even find the author's design notes, which are sure to provide inspiration for your own inventions. Gather your parts, break out the soldering iron, and get ready to take your Arduino skills to the next level with Arduino Playground. Uses the Arduino Nano and Pro Mini boards. This rigorous book is a complete and up-to-date reference for the Csound system from the perspective of its main developers and power users. It explains the system, including the basic modes of operation and its programming language; it explores the many ways users can interact with the system, including the latest features; and it describes key applications such as instrument design, signal processing, and creative electronic music composition. The Csound system has been adopted by many educational institutions as part of their undergraduate and graduate teaching programs, and it is used by practitioners worldwide. This book is suitable for students, lecturers, composers, sound designers, programmers, and researchers in the areas of music, sound, and audio signal processing. This book introduces the general theory of relativity and includes applications to cosmology. The book provides a thorough introduction to tensor calculus and curved manifolds. After the necessary mathematical tools are introduced, the authors offer a thorough presentation of the theory of relativity. Also included are some advanced topics not previously covered by textbooks, including Kaluza-Klein theory, Israel's formalism and branes. Anisotropic cosmological models are also included. The book contains a large number of new exercises and examples, each with separate headings. The reader will benefit from an updated introduction to general relativity including the most recent developments in cosmology. This tale of passion, persistence, and hubris reminds us that what seems foolish in hindsight may have been born of boldness and bravery. The tailor Pierre has a big dream: He wants to fly. To make this outlandish vision a reality, he decides to sew a garment that is up to the task: his very own, resplendent bird coat. But can a human really become a bird with anything but disastrous results? This is a fantastical story of the imagined selves that we dream into being, and the hubris that can come hand-in-hand with these imaginings. Illustrated in the distinctive hand of award-winning Norwegian illustrator Øyvind Torseter, this tale was inspired by the true story of Franz Reichelt, dubbed "the flying tailor," who in 1912 jumped from the Eiffel Tower in an attempt at flight. 'Hello, I've discovered a hole in my apartment... it moves around ... yes ... if you could come and look at it ...bring it down to you, you say ... how ... hello!'.The protagonist has discovered a hole and tries to find

an explanation. He seeks expert advice. But not everything can be explained. Perhaps he will just have to accept that it's there.THE HOLE has simple, expressive drawings by pen and computer. The hole is punched right through the book, so it exists in real life.Praise:'... a stylish and surreal picture book... line drawings combined with a minimal use of colour lends the book a stylish and elegant appearance. With few details, attention is drawn towards the simple points on each page, making the story quick to read and easy to understand for readers young and old. At the same time it raises a whole host of questions, both concrete and abstract, and invites several perusals. It is fortunate that the pages are sturdy - this is a book that will quickly become well-thumbed.' - Dagbladet About the AuthorØyvind Torseter is an artist. He has created many picture books and given individual as well as collective exhibitions. Øyvind Torseter won the Bologna Ragazzi Award 2008 with his picture book AVSTIKKERE (DETOURS), and has received several other prizes and nominations as well for his illustrations. But we suspect that THE HOLE will be his great international break-through. No online pdf can do justice to this fabulous story, as the physical hole going straight through the book cannot be visible on a screen. Still, you will get an idea of the philosophical implications raised in this book when looking at the illustrations. This book represents the definitive research collection for corporate social responsibility communication, offering cross-disciplinary and international perspectives from the top scholars in the field. Addresses a gap in the existing CSR literature Demonstrates the relevance of effective CSR communication for the management of organizations The 28 contributions come from top scholars in public relations, organizational communication, reputation management, marketing and management “An ingenious pocket universe.” —Caitlin Horrocks, The New York Times Book Review "Gunnhild Øyehaug is a magician of the highest rank."—Catherine Lacey On an ordinary day in Bergen, Norway, in the late 1990s, Anna is reading in the garden while her two-year-old daughter, Laura, plays on her tricycle. Then, in one startling moment, Anna misreads a word, an alternate universe opens up, and Laura disappears. Twenty years or so later, life has gone on as if nothing happened, but in each of the women’s lives, something is not quite right. Both Anna and Laura continue to exist, but they are invisible to each other and forgotten in each other’s worlds. Both are writers and amateur pianists. They are married; Anna had two more children after Laura disappeared, and Laura is expecting a child of her own. They worry about their families, their jobs, the climate—and whether this reality is all there is. Unable to sleep, a young boy climbs into his father's arms and asks about birds, foxes, and whether his mother will ever awaken, then under a starry sky, the father provides clear answers and assurances. Electricity -- Electronic components -- Semiconductors -- Photonic semiconductors -- Integrated circuits -- Digital integrated circuits -- Linear integrated circuits -- Circuit assembly tips -- 100 electronic circuits. Supporting STEM-based learning, this fact-filled book for kids ages 6-9 is the ultimate guide to energy and its role in building a more sustainable future. Entertaining and educating young readers through a combination of close-up images, quirky trivia facts, quiz questions, and fascinating tidbits, it's the perfect book for fueling kids' interest in the natural forces that shape our world. Why does your hair stick to a balloon? What are fossil fuels made from? Why does ice cream feel cold when we eat it? Find out the answers to

these questions and more in DKfindout! Energy, which features photographs of scientific experiments and illustrative examples of basic energy principles. From the discovery of fire to the development of the nuclear reactor, scientific breakthroughs throughout history have led to modern energy applications, like Marie Curie's research on radioactivity, which is still used in cancer treatments today. Readers will also delve into future energy issues and their possible solutions. Vetted by educational consultants, the DKfindout! series drives kids ages 6-9 to become experts on more than 30 of their favorite STEM- and history-related subjects, whether Vikings, volcanoes, or robots. This series covers the subjects that kids really want to learn about-ones that have a direct impact on the world around them, like climate change, space exploration, and rapidly evolving technology-making learning fun through amazing images, stimulating quizzes, and cutting-edge information. The DKfindout! series is one that kids will want to turn to again and again. Retelling the story of Noah and the Ark, author and illustrator create a tale of Noah and his dog.