

Hackers Heroes Of The Computer Revolution 25th Anniversary Edition

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Hackers - Steven Levy 2010-05-19

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Hackers & Painters - Paul Graham 2004-05-18

The author examines issues such as the rightness of web-based applications, the programming language renaissance, spam filtering, the Open Source Movement, Internet startups and more. He also tells important stories about the kinds of people behind technical innovations, revealing their character and their craft.

Facebook - Steven Levy 2020-02-25

One of the Best Technology Books of 2020—Financial Times “Levy’s all-access Facebook reflects the reputational swan dive of its subject. . . . The result is evenhanded and devastating.”—San Francisco Chronicle “[Levy’s] evenhanded conclusions are still damning.”—Reason “[He] doesn’t shy from asking the tough questions.”—The Washington Post “Reminds you the HBO show Silicon Valley did not have to reach far for its satire.”—NPR.org The definitive history, packed with untold stories, of one of America’s most controversial and powerful companies: Facebook As a college sophomore, Mark Zuckerberg created a simple website to serve as a campus social network. Today, Facebook is nearly unrecognizable from its first, modest iteration. In light of recent

controversies surrounding election-influencing “fake news” accounts, the handling of its users’ personal data, and growing discontent with the actions of its founder and CEO—who has enormous power over what the world sees and says—never has a company been more central to the national conversation. Millions of words have been written about Facebook, but no one has told the complete story, documenting its ascendancy and missteps. There is no denying the power and omnipresence of Facebook in American daily life, or the imperative of this book to document the unchecked power and shocking techniques of the company, from growing at all costs to outmaneuvering its biggest rivals to acquire WhatsApp and Instagram, to developing a platform so addictive even some of its own are now beginning to realize its dangers. Based on hundreds of interviews from inside and outside Facebook, Levy’s sweeping narrative of incredible entrepreneurial success and failure digs deep into the whole story of the company that has changed the world and reaped the consequences.

The Cathedral & the Bazaar - Eric S. Raymond 2001-02-01

Open source provides the competitive advantage in the Internet Age. According to the August Forrester Report, 56 percent of IT managers interviewed at Global 2,500 companies are already using some type of open source software in their infrastructure and another 6 percent will install it in the next two years. This revolutionary model for collaborative software development is being embraced and studied by many of the biggest players in the high-tech industry, from Sun Microsystems to IBM to Intel. *The Cathedral & the Bazaar* is a must for anyone who cares about the future of the computer industry or the dynamics of the information economy. Already, billions of dollars have been made and lost based on the ideas in this book. Its conclusions will be studied, debated, and implemented for years to come. According to Bob Young, "This is Eric Raymond's great contribution to the success of the open source revolution, to the adoption of Linux-based operating systems, and to the success of open source users and the companies that supply them." The interest in open source software development has grown enormously in the past year. This revised and expanded paperback

edition includes new material on open source developments in 1999 and 2000. Raymond's clear and effective writing style accurately describing the benefits of open source software has been key to its success. With major vendors creating acceptance for open source within companies, independent vendors will become the open source story in 2001.

All Your Base Are Belong to Us - Harold Goldberg 2011-04-05

Through the stories of gaming's greatest innovations and most beloved creations, journalist Harold Goldberg captures the creativity, controversy--and passion--behind the videogame's meteoric rise to the top of the pop-culture pantheon. Over the last fifty years, video games have grown from curiosities to fads to trends to one of the world's most popular forms of mass entertainment. But as the gaming industry grows in numerous directions and everyone talks about the advance of the moment, few explore and seek to understand the forces behind this profound evolution. How did we get from Space Invaders to Grand Theft Auto? How exactly did gaming become a \$50 billion industry and a dominant pop culture form? What are the stories, the people, the innovations, and the fascinations behind this incredible growth? Through extensive interviews with gaming's greatest innovators, both its icons and those unfairly forgotten by history, *All Your Base Are Belong To Us* sets out to answer these questions, exposing the creativity, odd theories--and passion--behind the twenty-first century's fastest-growing medium. Go inside the creation of: Grand Theft Auto * World of Warcraft * Bioshock * Kings Quest * Bejeweled * Madden Football * Super Mario Brothers * Myst * Pong * Donkey Kong * Crash Bandicoot * The 7th Guest * Tetris * Shadow Complex * Everquest * The Sims * And many more!

The Cult of Mac, 2nd Edition - Leander Kahney 2019-12-05

It's been nearly fifteen years since Apple fans raved over the first edition of the critically-acclaimed *The Cult of Mac*. This long-awaited second edition brings the reader into the world of Apple today while also filling in the missing history since the 2004 edition, including the creation of Apple brand loyalty, the introduction of the iPhone, and the death of Steve Jobs. Apple is a global luxury brand whose products range from

mobile phones and tablets to streaming TVs and smart home speakers. Yet despite this dominance, a distinct subculture persists, which celebrates the ways in which Apple products seem to encourage self-expression, identity, and innovation. The beautifully designed second edition of *The Cult of Mac* takes you inside today's Apple fandom to explore how devotions--new and old--keep the fire burning. Join journalists Leander Kahney and David Pierini as they explore how enthusiastic fans line up for the latest product releases, and how artists pay tribute to Steve Jobs' legacy in sculpture and opera. Learn why some photographers and filmmakers have eschewed traditional gear in favor of iPhone cameras. Discover a community of collectors around the world who spend tens of thousands of dollars to buy, restore, and enshrine Apple artifacts, like the Newton MessagePad and Apple II. Whether you're an Apple fan or just a casual observer, this second edition of *The Cult of Mac* is sure to reveal more than a few surprises, offering an intimate look at some of the most dedicated members in the Apple community.

Cyberpunk - Katie Hafner 1995-11

Profiles computer hackers who overstep ethical boundaries and break the law to penetrate society's most sensitive computer networks.

Open - Rod Canion 2013-10-15

The story of Compaq is well-known: Three ex-Texas Instruments managers founded Compaq with modest venture funding. Just four years later, Compaq was on the Fortune 500 list, and, two years after that, they had exceeded \$1 billion in annual revenue. No company had ever achieved these milestones so rapidly. But few know the story behind the story. In 1982, when Compaq was founded, there was no software standardization, so every brand of personal computer required its own unique application software. Just eight years later, compatibility with the open PC standard had become ubiquitous, and it has continued to be for over two decades. This didn't happen by accident. Cofounder and then CEO Rod Canion and his team made a series of risky and daring decisions—often facing criticism and incredulity—that allowed the open PC standard marketplace to thrive and the incredible benefits of open

computing to be realized. A never-before-published insider account of Compaq's extraordinary strategies and decisions, *Open* provides valuable lessons in leadership in times of crisis, management decision-making under the pressure of extraordinary growth, and the power of a unique, pervasive culture. *Open* tells the incredible story of Compaq's meteoric rise from humble beginnings to become the PC industry leader in just over a decade. Along the way, Compaq helped change the face of computing while establishing the foundation for today's world of tablets and smart phones.

In the Plex - Steven Levy 2021-02-02

"The most interesting book ever written about Google" (The Washington Post) delivers the inside story behind the most successful and admired technology company of our time, now updated with a new Afterword. Google is arguably the most important company in the world today, with such pervasive influence that its name is a verb. The company founded by two Stanford graduate students—Larry Page and Sergey Brin—has become a tech giant known the world over. Since starting with its search engine, Google has moved into mobile phones, computer operating systems, power utilities, self-driving cars, all while remaining the most powerful company in the advertising business. Granted unprecedented access to the company, Levy disclosed that the key to Google's success in all these businesses lay in its engineering mindset and adoption of certain internet values such as speed, openness, experimentation, and risk-taking. Levy discloses details behind Google's relationship with China, including how Brin disagreed with his colleagues on the China strategy—and why its social networking initiative failed; the first time Google tried chasing a successful competitor. He examines Google's rocky relationship with government regulators, particularly in the EU, and how it has responded when employees left the company for smaller, nimbler start-ups. *In the Plex* is the "most authoritative...and in many ways the most entertaining" (James Gleick, The New York Book Review) account of Google to date and offers "an instructive primer on how the minds behind the world's most influential internet company function" (Richard Waters, The Wall Street Journal).

Exploding the Phone - Phil Lapsley 2013-02-05

"A rollicking history of the telephone system and the hackers who exploited its flaws." —Kirkus Reviews, starred review Before smartphones, back even before the Internet and personal computers, a misfit group of technophiles, blind teenagers, hippies, and outlaws figured out how to hack the world's largest machine: the telephone system. Starting with Alexander Graham Bell's revolutionary "harmonic telegraph," by the middle of the twentieth century the phone system had grown into something extraordinary, a web of cutting-edge switching machines and human operators that linked together millions of people like never before. But the network had a billion-dollar flaw, and once people discovered it, things would never be the same. Exploding the Phone tells this story in full for the first time. It traces the birth of long-distance communication and the telephone, the rise of AT&T's monopoly, the creation of the sophisticated machines that made it all work, and the discovery of Ma Bell's Achilles' heel. Phil Lapsley expertly weaves together the clandestine underground of "phone phreaks" who turned the network into their electronic playground, the mobsters who exploited its flaws to avoid the feds, the explosion of telephone hacking in the counterculture, and the war between the phreaks, the phone company, and the FBI. The product of extensive original research, Exploding the Phone is a groundbreaking, captivating book that "does for the phone phreaks what Steven Levy's Hackers did for computer pioneers" (Boing Boing). "An authoritative, jaunty and enjoyable account of their sometimes comical, sometimes impressive and sometimes disquieting misdeeds." —The Wall Street Journal "Brilliantly researched." —The Atlantic "A fantastically fun romp through the world of early phone hackers, who sought free long distance, and in the end helped launch the computer era." —The Seattle Times

How I Became a Quant - Richard R. Lindsey 2011-01-11

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.

The Perfect Thing - Steven Levy 2006-10-23

On October 23, 2001, Apple Computer, a company known for its chic, cutting-edge technology -- if not necessarily for its dominant market share -- launched a product with an enticing promise: You can carry an entire music collection in your pocket. It was called the iPod. What happened next exceeded the company's wildest dreams. Over 50 million people have inserted the device's distinctive white buds into their ears, and the iPod has become a global obsession. The Perfect Thing is the definitive account, from design and marketing to startling impact, of Apple's iPod, the signature device of our young century. Besides being

one of the most successful consumer products in decades, the iPod has changed our behavior and even our society. It has transformed Apple from a computer company into a consumer electronics giant. It has remolded the music business, altering not only the means of distribution but even the ways in which people enjoy and think about music. Its ubiquity and its universally acknowledged coolness have made it a symbol for the digital age itself, with commentators remarking on "the iPod generation." Now the iPod is beginning to transform the broadcast industry, too, as podcasting becomes a way to access radio and television programming. Meanwhile millions of Podheads obsess about their gizmo, reveling in the personal soundtrack it offers them, basking in the social cachet it lends them, even wondering whether the device itself has its own musical preferences. Steven Levy, the chief technology correspondent for Newsweek magazine and a longtime Apple watcher, is the ideal writer to tell the iPod's tale. He has had access to all the key players in the iPod story, including Steve Jobs, Apple's charismatic cofounder and CEO, whom Levy has known for over twenty years. Detailing for the first time the complete story of the creation of the iPod, Levy explains why Apple succeeded brilliantly with its version of the MP3 player when other companies didn't get it right, and how Jobs was able to convince the bosses at the big record labels to license their music for Apple's groundbreaking iTunes Store. (We even learn why the iPod is white.) Besides his inside view of Apple, Levy draws on his experiences covering Napster and attending Supreme Court arguments on copyright (as well as his own travels on the iPod's click wheel) to address all of the fascinating issues -- technical, legal, social, and musical -- that the iPod raises. Borrowing one of the definitive qualities of the iPod itself, *The Perfect Thing* shuffles the book format. Each chapter of this book was written to stand on its own, a deeply researched, wittily observed take on a different aspect of the iPod. The sequence of the chapters in the book has been shuffled in different copies, with only the opening and concluding sections excepted. "Shuffle" is a hallmark of the digital age -- and *The Perfect Thing*, via sharp, insightful reporting, is the perfect guide to the deceptively diminutive gadget embodying our era.

Privacy Is Hard and Seven Other Myths - Jaap-Henk Hoepman 2021-10-05

An expert on computer privacy and security shows how we can build privacy into the design of systems from the start. We are tethered to our devices all day, every day, leaving data trails of our searches, posts, clicks, and communications. Meanwhile, governments and businesses collect our data and use it to monitor us without our knowledge. So we have resigned ourselves to the belief that privacy is hard--choosing to believe that websites do not share our information, for example, and declaring that we have nothing to hide anyway. In this informative and illuminating book, a computer privacy and security expert argues that privacy is not that hard if we build it into the design of systems from the start. Along the way, Jaap-Henk Hoepman debunks eight persistent myths surrounding computer privacy. The website that claims it doesn't collect personal data, for example; Hoepman explains that most data is personal, capturing location, preferences, and other information. You don't have anything to hide? There's nothing wrong with wanting to keep personal information--even if it's not incriminating or embarrassing--private. Hoepman shows that just as technology can be used to invade our privacy, it can be used to protect it, when we apply privacy by design. Hoepman suggests technical fixes, discussing pseudonyms, leaky design, encryption, metadata, and the benefits of keeping your data local (on your own device only), and outlines privacy design strategies that system designers can apply now.

Dealers of Lightning - Michael A. Hiltzik 2009-05-19

In the bestselling tradition of *The Soul of a New Machine*, *Dealers of Lightning* is a fascinating journey of intellectual creation. In the 1970s and '80s, Xerox Corporation brought together a brain-trust of engineering geniuses, a group of computer eccentrics dubbed PARC. This brilliant group created several monumental innovations that triggered a technological revolution, including the first personal computer, the laser printer, and the graphical interface (one of the main precursors of the Internet), only to see these breakthroughs rejected by the corporation. Yet, instead of giving up, these determined inventors

turned their ideas into empires that radically altered contemporary life and changed the world. Based on extensive interviews with the scientists, engineers, administrators, and executives who lived the story, this riveting chronicle details PARC's humble beginnings through its triumph as a hothouse for ideas, and shows why Xerox was never able to grasp, and ultimately exploit, the cutting-edge innovations PARC delivered. Dealers of Lightning offers an unprecedented look at the ideas, the inventions, and the individuals that propelled Xerox PARC to the frontier of technohistory--and the corporate machinations that almost prevented it from achieving greatness.

Tribe of Hackers - Marcus J. Carey 2019-07-23

Tribe of Hackers: Cybersecurity Advice from the Best Hackers in the World (9781119643371) was previously published as Tribe of Hackers: Cybersecurity Advice from the Best Hackers in the World (9781793464187). While this version features a new cover design and introduction, the remaining content is the same as the prior release and should not be considered a new or updated product. Looking for real-world advice from leading cybersecurity experts? You've found your tribe. Tribe of Hackers: Cybersecurity Advice from the Best Hackers in the World is your guide to joining the ranks of hundreds of thousands of cybersecurity professionals around the world. Whether you're just joining the industry, climbing the corporate ladder, or considering consulting, Tribe of Hackers offers the practical know-how, industry perspectives, and technical insight you need to succeed in the rapidly growing information security market. This unique guide includes inspiring interviews from 70 security experts, including Lesley Carhart, Ming Chow, Bruce Potter, Robert M. Lee, and Jayson E. Street. Get the scoop on the biggest cybersecurity myths and misconceptions about security Learn what qualities and credentials you need to advance in the cybersecurity field Uncover which life hacks are worth your while Understand how social media and the Internet of Things has changed cybersecurity Discover what it takes to make the move from the corporate world to your own cybersecurity venture Find your favorite hackers online and continue the conversation Tribe of Hackers is a must-

have resource for security professionals who are looking to advance their careers, gain a fresh perspective, and get serious about cybersecurity with thought-provoking insights from the world's most noteworthy hackers and influential security specialists.

Hands on Hacking - Matthew Hickey 2020-09-16

A fast, hands-on introduction to offensive hacking techniques Hands-On Hacking teaches readers to see through the eyes of their adversary and apply hacking techniques to better understand real-world risks to computer networks and data. Readers will benefit from the author's years of experience in the field hacking into computer networks and ultimately training others in the art of cyber-attacks. This book holds no punches and explains the tools, tactics and procedures used by ethical hackers and criminal crackers alike. We will take you on a journey through a hacker's perspective when focused on the computer infrastructure of a target company, exploring how to access the servers and data. Once the information gathering stage is complete, you'll look for flaws and their known exploits—including tools developed by real-world government financed state-actors. An introduction to the same hacking techniques that malicious hackers will use against an organization Written by infosec experts with proven history of publishing vulnerabilities and highlighting security flaws Based on the tried and tested material used to train hackers all over the world in the art of breaching networks Covers the fundamental basics of how computer networks are inherently vulnerable to attack, teaching the student how to apply hacking skills to uncover vulnerabilities We cover topics of breaching a company from the external network perimeter, hacking internal enterprise systems and web application vulnerabilities. Delving into the basics of exploitation with real-world practical examples, you won't find any hypothetical academic only attacks here. From start to finish this book will take the student through the steps necessary to breach an organization to improve its security. Written by world-renowned cybersecurity experts and educators, Hands-On Hacking teaches entry-level professionals seeking to learn ethical hacking techniques. If you are looking to understand penetration testing and

ethical hacking, this book takes you from basic methods to advanced techniques in a structured learning format.

I, Woz - Steve Wozniak 2013-05-09

I, WOZ offers readers a unique glimpse into the offbeat and brilliant but ethical mind that conceived the Macintosh. After 25 years avoiding the public eye, Steve Wozniak reveals the full story of the Apple computer, from its conception to his views on the iconic cult status it has achieved today. In June 1975 Steve's curiosity and determination inspired him to build a computer, the first Apple. Six months later, he sold the machine, and for the self-professed 'engineer's engineer', success was imminent. But this story is full of life lessons, critical decisions, huge triumphs and big mistakes. Steve speaks also of his childhood, phone hacking pranks, working at Hewlett-Packard, the life-changing plane crash and teaching.

Artificial Life - Steven Levy 1993

This book looks at artificial life science - A-Life, an important new area of scientific research involving the disciplines of microbiology, evolutionary theory, physics, chemistry and computer science. In the 1940s a mathematician named John von Neumann, a man with a claim to being the father of the modern computer, invented a hypothetical mathematical entity called a cellular automaton. His aim was to construct a machine that could reproduce itself. In the years since, with the development of hugely more sophisticated and complex computers, von Neumann's insights have gradually led to a point where scientists have created, within the wiring of these machines, something that so closely simulates life that it may, arguably, be called life. This machine reproduces itself, mutates, evolves through generations and dies.

Fire in the Valley - Michael Swaine 2014-10-20

In the 1970s, while their contemporaries were protesting the computer as a tool of dehumanization and oppression, a motley collection of college dropouts, hippies, and electronics fanatics were engaged in something much more subversive. Obsessed with the idea of getting computer power into their own hands, they launched from their garages a hobbyist movement that grew into an industry, and ultimately a social and technological revolution. What they did was invent the personal

computer: not just a new device, but a watershed in the relationship between man and machine. This is their story. Fire in the Valley is the definitive history of the personal computer, drawn from interviews with the people who made it happen, written by two veteran computer writers who were there from the start. Working at InfoWorld in the early 1980s, Swaine and Freiburger daily rubbed elbows with people like Steve Jobs and Bill Gates when they were creating the personal computer revolution. A rich story of colorful individuals, Fire in the Valley profiles these unlikely revolutionaries and entrepreneurs, such as Ed Roberts of MITS, Lee Felsenstein at Processor Technology, and Jack Tramiel of Commodore, as well as Jobs and Gates in all the innocence of their formative years. This completely revised and expanded third edition brings the story to its completion, chronicling the end of the personal computer revolution and the beginning of the post-PC era. It covers the departure from the stage of major players with the deaths of Steve Jobs and Douglas Engelbart and the retirements of Bill Gates and Steve Ballmer; the shift away from the PC to the cloud and portable devices; and what the end of the PC era means for issues such as personal freedom and power, and open source vs. proprietary software.

The Hackable City - Michiel de Lange 2018-12-05

This open access book presents a selection of the best contributions to the Digital Cities 9 Workshop held in Limerick in 2015, combining a number of the latest academic insights into new collaborative modes of city making that are firmly rooted in empirical findings about the actual practices of citizens, designers and policy makers. It explores the affordances of new media technologies for empowering citizens in the process of city making, relating examples of bottom-up or participatory practices to reflections about the changing roles of professional practitioners in the processes, as well as issues of governance and institutional policymaking.

Mind Wide Open - Steven Johnson 2004-02-27

BRILLIANTLY EXPLORING TODAY'S CUTTING-EDGE BRAIN RESEARCH, MIND WIDE OPEN IS AN UNPRECEDENTED JOURNEY INTO THE ESSENCE OF HUMAN PERSONALITY, ALLOWING READERS

TO UNDERSTAND THEMSELVES AND THE PEOPLE IN THEIR LIVES AS NEVER BEFORE. Using a mix of experiential reportage, personal storytelling, and fresh scientific discovery, Steven Johnson describes how the brain works -- its chemicals, structures, and subroutines -- and how these systems connect to the day-to-day realities of individual lives. For a hundred years, he says, many of us have assumed that the most powerful route to self-knowledge took the form of lying on a couch, talking about our childhoods. The possibility entertained in this book is that you can follow another path, in which learning about the brain's mechanics can widen one's self-awareness as powerfully as any therapy or meditation or drug. In *Mind Wide Open*, Johnson embarks on this path as his own test subject, participating in a battery of attention tests, learning to control video games by altering his brain waves, scanning his own brain with a \$2 million fMRI machine, all in search of a modern answer to the oldest of questions: who am I? Along the way, Johnson explores how we "read" other people, how the brain processes frightening events (and how we might rid ourselves of the scars those memories leave), what the neurochemistry is behind love and sex, what it means that our brains are teeming with powerful chemicals closely related to recreational drugs, why music moves us to tears, and where our breakthrough ideas come from. Johnson's clear, engaging explanation of the physical functions of the brain reveals not only the broad strokes of our aptitudes and fears, our skills and weaknesses and desires, but also the momentary brain phenomena that a whole human life comprises. Why, when hearing a tale of woe, do we sometimes smile inappropriately, even if we don't want to? Why are some of us so bad at remembering phone numbers but brilliant at recognizing faces? Why does depression make us feel stupid? To read *Mind Wide Open* is to rethink family histories, individual fates, and the very nature of the self, and to see that brain science is now personally transformative -- a valuable tool for better relationships and better living.

The Evolution of Useful Things - Henry Petroski 2010-12-01

How did the table fork acquire a fourth tine? What advantage does the Phillips-head screw have over its single-grooved predecessor? Why does the paper clip look the way it does? What makes Scotch tape Scotch? In

this delightful book Henry, Petroski takes a microscopic look at artifacts that most of us count on but rarely contemplate, including such icons of the everyday as pins, Post-its, and fast-food "clamshell" containers. At the same time, he offers a convincing new theory of technological innovation as a response to the perceived failures of existing products—suggesting that irritation, and not necessity, is the mother of invention.

Producing Open Source Software - Karl Fogel 2005-10-07

The corporate market is now embracing free, "open source" software like never before, as evidenced by the recent success of the technologies underlying LAMP (Linux, Apache, MySQL, and PHP). Each is the result of a publicly collaborative process among numerous developers who volunteer their time and energy to create better software. The truth is, however, that the overwhelming majority of free software projects fail. To help you beat the odds, O'Reilly has put together *Producing Open Source Software*, a guide that recommends tried and true steps to help free software developers work together toward a common goal. Not just for developers who are considering starting their own free software project, this book will also help those who want to participate in the process at any level. The book tackles this very complex topic by distilling it down into easily understandable parts. Starting with the basics of project management, it details specific tools used in free software projects, including version control, IRC, bug tracking, and Wikis. Author Karl Fogel, known for his work on CVS and Subversion, offers practical advice on how to set up and use a range of tools in combination with open mailing lists and archives. He also provides several chapters on the essentials of recruiting and motivating developers, as well as how to gain much-needed publicity for your project. While managing a team of enthusiastic developers -- most of whom you've never even met -- can be challenging, it can also be fun. *Producing Open Source Software* takes this into account, too, as it speaks of the sheer pleasure to be had from working with a motivated team of free software developers.

Hacker, Hoaxer, Whistleblower, Spy - Gabriella Coleman 2014-11-04

Here is the ultimate book on the worldwide movement of hackers,

pranksters, and activists that operates under the non-name Anonymous, by the writer the Huffington Post says “knows all of Anonymous’ deepest, darkest secrets.” Half a dozen years ago, anthropologist Gabriella Coleman set out to study the rise of this global phenomenon just as some of its members were turning to political protest and dangerous disruption (before Anonymous shot to fame as a key player in the battles over WikiLeaks, the Arab Spring, and Occupy Wall Street). She ended up becoming so closely connected to Anonymous that the tricky story of her inside-outside status as Anon confidante, interpreter, and erstwhile mouthpiece forms one of the themes of this witty and entirely engrossing book. The narrative brims with details unearthed from within a notoriously mysterious subculture, whose semi-legendary tricksters—such as Topiary, tflow, Anachaos, and Sabu—emerge as complex, diverse, politically and culturally sophisticated people. Propelled by years of chats and encounters with a multitude of hackers, including imprisoned activist Jeremy Hammond and the double agent who helped put him away, Hector Monsegur, Hacker, Hoaxer, Whistleblower, Spy is filled with insights into the meaning of digital activism and little understood facets of culture in the Internet age, including the history of “trolling,” the ethics and metaphysics of hacking, and the origins and manifold meanings of “the lulz.”

Hackers - Steven Levy 2010-05-19

This 25th anniversary edition of Steven Levy's classic book traces the exploits of the computer revolution's original hackers -- those brilliant and eccentric nerds from the late 1950s through the early '80s who took risks, bent the rules, and pushed the world in a radical new direction. With updated material from noteworthy hackers such as Bill Gates, Mark Zuckerberg, Richard Stallman, and Steve Wozniak, *Hackers* is a fascinating story that begins in early computer research labs and leads to the first home computers. Levy profiles the imaginative brainiacs who found clever and unorthodox solutions to computer engineering problems. They had a shared sense of values, known as "the hacker ethic," that still thrives today. *Hackers* captures a seminal period in recent history when underground activities blazed a trail for today's

digital world, from MIT students finagling access to clunky computer-card machines to the DIY culture that spawned the Altair and the Apple II.

Masters of Doom - David Kushner 2004-05-11

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. *Masters of Doom* is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it's like to be young, driven, and wildly creative. “To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. *Masters of Doom* is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning, mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.”—Mark Leyner, author of *I Smell Esther Williams*

An Edible History of Humanity - Tom Standage 2010-05-03

A lighthearted chronicle of how foods have transformed human culture

throughout the ages traces the barley- and wheat-driven early civilizations of the near East through the corn and potato industries in America.

[Fire in the Valley](#) - Paul Freiberger 2000-01

Traces the history of the personal computer industry, focusing on the individuals who developed new microcomputers and software, and created new computer companies.

[Fatal System Error](#) - Joseph Menn 2010-10-26

In 2004, a California computer whiz named Barrett Lyon uncovered the identity of a hacker running major assaults on business websites.

Without fully grasping the repercussions, he set on an investigation that led him into the heart of the Russian mob. Cybercrime was evolving. No longer the domain of small-time thieves, it had been discovered by sophisticated gangs. They began by attacking corporate websites but increasingly stole financial data from consumers and defense secrets from governments. While Barrett investigated the cutting edge of technology crime, the U.S. government struggled to catch up. Britain, however, was a different story. In the late 1990s, the Queen herself had declared safe e-commerce a national security priority. Agents from the London-based National Hi-Tech Crime Unit sought out Barrett and enlisted his help. They also sent detective Andrew Crocker, a Welsh former boxer, to Russia to track down and prosecute the hackers—and to find out who they worked for. *Fatal System Error* penetrates both the Russian cyber-mob and the American mafia as the two fight over the Internet's massive spoils. It takes readers into the murky hacker underground, traveling the globe from San Francisco to Costa Rica, London, and Russia. Using unprecedented access to mob businesses and Russian officials, it shows how top criminals earned protection from the Russian government—and how Barrett Lyon and Andrew Crocker got closer to the titans of the underground economy than any previous outsider. Together, their stories explain why cybercrime is much worse than you thought—and why the Internet might not survive.

Crypto - Steven Levy 2001-01-08

If you've ever made a secure purchase with your credit card over the

Internet, then you have seen cryptography, or "crypto", in action. From Stephen Levy—the author who made "hackers" a household word—comes this account of a revolution that is already affecting every citizen in the twenty-first century. *Crypto* tells the inside story of how a group of "crypto rebels"—nerds and visionaries turned freedom fighters—teamed up with corporate interests to beat Big Brother and ensure our privacy on the Internet. Levy's history of one of the most controversial and important topics of the digital age reads like the best futuristic fiction.

Managing Transitions (25th anniversary edition) - William Bridges 2017-01-10

The business world is constantly transforming. When restructures, mergers, bankruptcies, and layoffs hit the workplace, employees and managers naturally find the resulting situational shifts to be challenging. But the psychological transitions that accompany them are even more stressful. Organizational transitions affect people; it is always people, rather than a company, who have to embrace a new situation and carry out the corresponding change. As veteran business consultant William Bridges explains, transition is successful when employees have a purpose, a plan, and a part to play. This indispensable guide is now updated to reflect the challenges of today's ever-changing, always-on, and globally connected workplaces. Directed at managers on all rungs of the corporate ladder, this expanded edition of the classic bestseller provides practical, step-by-step strategies for minimizing disruptions and navigating uncertain times.

The Masters of Deception - Michele Slatalla 1995-12-01

The bestselling account of a band of kids from New York who fought an electronic turf war that ranged across some of the nation's most powerful computer systems. "An immensely fun and -- one cannot emphasize this enough -- accessible history of the first outlaws in cyberspace."--*Glamour*
Media, Journalism and Disaster Communities - Jamie Matthews 2020-03-20

This book illuminates the concept of disaster communities through a series of international case studies. It offers an eclectic overview of how different forms of media and journalism contribute to our understanding

of the lived experiences of communities at risk from, affected by, and recovering from disaster. This collection considers the different forms of media and journalism produced by and for communities and how they may recognise and speak to the different notions of community that emerge in disaster contexts – including vulnerabilities and consequences that arise from environmental destruction and geophysical hazards, the insecurity created by armed conflict and limitations on journalistic freedoms, and result from human (in)action and humanitarian crises.

Insanely Great - Steven Levy 2000-06

The Newsweek technology writer chronicles the rise of the Mac, a machine that revolutionized the computer industry and American society. Original.

Writing on the Wall - Tom Standage 2013-10-10

Today we are endlessly connected: constantly tweeting, texting or e-mailing. This may seem unprecedented, yet it is not. Throughout history, information has been spread through social networks, with far-reaching social and political effects. Writing on the Wall reveals how an elaborate network of letter exchanges forewarned of power shifts in Cicero's Rome, while the torrent of tracts circulating in sixteenth-century Germany triggered the Reformation. Standage traces the story of the rise, fall and rebirth of social media over the past 2,000 years offering an illuminating perspective on the history of media, and revealing that social networks do not merely connect us today – they also link us to the past.

Coding Democracy - Maureen Webb 2020-04-07

Hackers as vital disruptors, inspiring a new wave of activism in which ordinary citizens take back democracy. Hackers have a bad reputation, as shady deployers of bots and destroyers of infrastructure. In Coding Democracy, Maureen Webb offers another view. Hackers, she argues, can be vital disruptors. Hacking is becoming a practice, an ethos, and a metaphor for a new wave of activism in which ordinary citizens are inventing new forms of distributed, decentralized democracy for a digital era. Confronted with concentrations of power, mass surveillance, and authoritarianism enabled by new technology, the hacking movement is trying to “build out” democracy into cyberspace. Webb travels to Berlin,

where she visits the Chaos Communication Camp, a flagship event in the hacker world; to Silicon Valley, where she reports on the Apple-FBI case, the significance of Russian troll farms, and the hacking of tractor software by desperate farmers; to Barcelona, to meet the hacker group XNet, which has helped bring nearly 100 prominent Spanish bankers and politicians to justice for their role in the 2008 financial crisis; and to Harvard and MIT, to investigate the institutionalization of hacking. Webb describes an amazing array of hacker experiments that could dramatically change the current political economy. These ambitious hacks aim to displace such tech monoliths as Facebook and Amazon; enable worker cooperatives to kill platforms like Uber; give people control over their data; automate trust; and provide citizens a real say in governance, along with capacity to reach consensus. Coding Democracy is not just another optimistic declaration of technological utopianism; instead, it provides the tools for an urgently needed upgrade of democracy in the digital era.

Where Wizards Stay Up Late - Matthew Lyon 1999-08-19

Twenty five years ago, it didn't exist. Today, twenty million people worldwide are surfing the Net. Where Wizards Stay Up Late is the exciting story of the pioneers responsible for creating the most talked about, most influential, and most far-reaching communications breakthrough since the invention of the telephone. In the 1960's, when computers were regarded as mere giant calculators, J.C.R. Licklider at MIT saw them as the ultimate communications devices. With Defense Department funds, he and a band of visionary computer whizzes began work on a nationwide, interlocking network of computers. Taking readers behind the scenes, Where Wizards Stay Up Late captures the hard work, genius, and happy accidents of their daring, stunningly successful venture.

Breaking and Entering - Jeremy N. Smith 2019-01-08

This taut, true thriller dives into a dark world that touches us all, as seen through the brilliant, breakneck career of an extraordinary hacker--a woman known only as Alien. When she arrived at MIT in the 1990s, Alien was quickly drawn to the school's tradition of high-risk physical

trespassing: the original "hacking." Within a year, one of her hallmates was dead and two others were arraigned. Alien's adventures were only just beginning. After a stint at the storied, secretive Los Alamos National Laboratory, Alien was recruited by a top cybersecurity firm where she deployed her cache of virtual weapons--and the trespassing and social engineering talents she had developed while "hacking" at MIT. The company tested its clients' security by every means possible--not just coding, but donning disguises and sneaking past guards and secretaries into the C-suite. Alien now runs a boutique hacking outfit that caters to some of the world's biggest and most vulnerable institutions--banks, retailers, government agencies. Her work combines devilish charm, old-school deception, and next generation spycraft. In *Breaking and Entering*, cybersecurity finally gets the rich, character-driven, fast-paced treatment it deserves.

Revolution in The Valley [Paperback] - Andy Hertzfeld 2005

Describes the development of the Apple Macintosh through a variety of anecdotes, photographs, and sketches.

Abolish Silicon Valley - Wendy Liu 2020-04-14

Former insider turned critic Wendy Liu busts the myths of the tech industry, and offers a galvanising argument for why and how we must reclaim technology's potential for the public good. Former insider turned critic Wendy Liu busts the myths of the tech industry, and offers a galvanising argument for why and how we must reclaim technology's

potential for the public good. "Lucid, probing and urgent. Wendy Liu manages to be both optimistic about the emancipatory potential of tech and scathing about the industry that has harnessed it for bleak and self-serving ends." -- Naomi Klein, author of *On Fire: The Burning Case for a Green New Deal* "An inspiring memoir manifesto...Technologists all over the world are realizing that no amount of code can substitute for political engagement. Liu's memoir is a road map for that journey of realization." - Cory Doctorow, author of *Radicalized* and *Little Brother Innovation*. Meritocracy. The possibility of overnight success. What's not to love about Silicon Valley? These days, it's hard to be unambiguously optimistic about the growth-at-all-costs ethos of the tech industry. Public opinion is souring in the wake of revelations about Cambridge Analytica, Theranos, and the workplace conditions of Amazon workers or Uber drivers. It's becoming clear that the tech industry's promised "innovation" is neither sustainable nor always desirable. Abolish Silicon Valley is both a heartfelt personal story about the wasteful inequality of Silicon Valley, and a rallying call to engage in the radical politics needed to upend the status quo. Going beyond the idiosyncrasies of the individual founders and companies that characterise the industry today, Wendy Liu delves into the structural factors of the economy that gave rise to Silicon Valley as we know it. Ultimately, she proposes a more radical way of developing technology, where innovation is conducted for the benefit of society at large, and not just to enrich a select few.