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Raspberry Pi LED Blueprints

St. Martin's Press
Arduino is an open source electronics prototyping platform for building a multitude of smart devices and gadgets. Developers can benefit from using Arduino in their projects because of the ease of coding, allowing you to build cool and amazing

devices supported by numerous hardware resources such as shields in no time at all. Whether you're a seasoned developer or brand new to Arduino, this book will provide you with the knowledge and skill to build amazing smart electronic devices and gadgets. First, you will learn how to build a sound effects generator using recorded audio-wave files you've

made or obtained from the Internet. Next, you will build DC motor controllers operated by a web page, a slide switch, or a touch sensor. Finally, the book will explain how to build an electronic operating status display for an FM radio circuit using Arduino.
Necessary Political Fictions
Packt Publishing Ltd
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Business
TodayBusiness
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ndia
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Claw [1963];
2Hassell
Street Press
*How quantum
computing
works and
how it can
change the
world* Packt
Publishing Ltd
After many
speculations
and wild
guesses, the
iPhone 11,
which is the
newest entry
to the Apple
iPhone family,
is officially
available.
HURRAY! The
device was
introduced
together with
the iPhone 11
Pro and
iPhone 11 Max
to replace
Apple's
phased-out
iPhone XR, XS
and XS Max
models. These
latest iPhone
devices came
configured
with the iOS
software that
was released
in September
2019. The
iPhone 11
looks stunning
in videos but
look even
better
physically.
Have you
recently
acquired an
iPhone 11?
Are you
searching for
a detailed
user guide to
help you
configure your
new iPhone
phone and
understand it?
Are you
searching for
a manual to
uncover all of
your latest
device's great
features? Are
you curious to
know what to
do after
unboxing it
and
undergoing
the initial
setup phase?
Okay, this
book is for
you! The
contents of
this book are
in clear and
concise words,
with a detailed
approach to
help you
understand
your device as
quickly as
possible. A
look at this
guide will

teach you the following: How to Activate and Configure Your iPhone	forwarding How to Make Conference Call	projects and devices using the Arduino platform
How to Add Password: Set Up Screen Lock	How to Find Your iPhone if Misplaced or Stolen ...and many more topics. Get this book to provide answers to all your questions about your new device.	About This Book Explore the different sensors that can be used to improve the functionality of the Arduino projects
How to Insert Sim Card Properly	Hit the Buy Now button to get this book and enjoy doing more with your iPhone.	Program networking modules in conjunction with Arduino to make smarter and more communicable devices
How to Configure and Use Face ID to Unlock Your iPhone	<u>The Claw [1963]; 2</u> McGraw Hill Professional	A practical guide that shows you how to utilize Arduino to create practical, useful projects
How to Turn "Tap to Wake" and "Raise to Wake" On and Off	Design and build fantastic	Who This Book Is For This
How to Block and Unblock a Number		
How to Make a Phone Call		
How to Setup Call		

book is an ideal choice for hobbyists or professionals who want to create quick and easy projects with Arduino. As a prerequisite, readers must have a working Arduino system and some programming background, ideally in C/C++. Basic knowledge of Arduino is helpful but not required to follow along with this book. What You Will Learn Understand and utilize the capabilities of

the Arduino Integrate sensors to gather environmental data and display this information in meaningful ways Add modules such as Bluetooth and Wi-Fi that allow the Arduino to communicate and send data between devices Create simple servers to allow communication to occur Build automated projects including robots while learning complex algorithms to

mimic biological locomotion Implement error handling to make programs easier to debug and look more professional Integrate powerful programming tools and software such as Python and Processing to broaden the scope of what the Arduino can achieve Practice and learn basic programming etiquette In Detail Arduino an opensource physical computing platform based on a

simple microcontroller board, and a development environment for writing software for the board. The opensource Arduino software (IDE) makes it easy to write code and upload it to the board. It runs on Windows, Mac OS X, and Linux. The environment is written in Java and based on Processing and other opensource software. With the growing interest in home-made, weekend projects

among students and hobbyists alike, Arduino offers an innovative and feasible platform to create projects that promote creativity and technological tinkering. Arduino by Example is a project-oriented guide to help you fully utilize the power of one of the world's most powerful open source platforms, Arduino. This book demonstrates three projects ranging from a home automation

project involving your lighting system to a simple robotic project to a touch sensor project. You will first learn the basic concepts such as how to get started with the Arduino, and as you start building the project, you will develop the practical skills needed to successfully build Arduino powered projects that have real-life implications. The complexity of the book slowly increases as

you complete a project and move on to the next. By the end of this book, you will be able to create basic projects and utilize the elements used in the examples to construct your own devices. Style and approach This book follows a project-oriented approach, with multiple images and plenty of code to help you build your projects easily. The book uses a tutorial-based methodology where the

concepts are first explained and then implemented to help you develop the projects.

**PC
Interfacing
and Data**

Acquisition
Packt
Publishing Ltd
Master
programming
Arduino with
this hands-on
guide Arduino
Sketches is a
practical guide
to
programming
the increasingl
y popular
microcontrolle
r that brings
gadgets to
life. Accessible
to tech-lovers
at any level,
this book
provides

expert instructi
on on Arduino
programming
and hands-on
practice to
test your skills.
You'll find
coverage of
the various
Arduino
boards, detaile
d explanations
of each
standard
library, and
guidance
on creating
libraries from
scratch – plus
practical
examples that
demonstrate
the everyday
use of the
skills you're
learning. Work
on
increasingly
advanced
programming
projects, and
gain

more control as you learn about hardware-specific libraries and how to build your own. Take full advantage of the Arduino API, and learn the tips and tricks that will broaden your skillset. The Arduino development board comes with an embedded processor and sockets that allow you to quickly attach peripherals without tools or solders. It's easy to build, easy to program, and requires no

specialized hardware. For the hobbyist, it's a dream come true—especially as the popularity of this open-source project inspires even the major tech companies to develop compatible products. Arduino Sketches is a practical, comprehensive guide to getting the most out of your Arduino setup. You'll learn to: Communicate through Ethernet, WiFi, USB, Firmata, and Xbee. Find, import, and update

user libraries, and learn to create your own Master the Arduino Due, Esplora, Yun, and Robot boards for enhanced communication, signal-sending, and peripherals. Play audio files, send keystrokes to a computer, control LED and cursor movement, and more. This book presents the Arduino fundamentals in a way that helps you apply future additions to the Arduino language, providing a great

foundation in this rapidly-growing project. If you're looking to explore Arduino programming, Arduino Sketches is the toolbox you need to get started.

Classical and Medieval Literature Criticism
Packt Publishing Ltd
Design, build, and test LED-based projects using the Raspberry Pi
About This Book
Implement real LED-based projects for Raspberry Pi
Learn to

interface various LED modules such as LEDs, 7-segment, 4-digits 7 segment, and dot matrix to Raspberry Pi
Get hands-on experience by exploring real-time LEDs with this project-based book
Who This Book Is For
This book is for those who want to learn how to build Raspberry Pi projects utilising LEDs, 7 segment, 4-digits 7 segment, and dot matrix modules. You also will learn to implement those modules

in real applications, including interfacing with wireless modules and the Android mobile app. However, you don't need to have any previous experience with the Raspberry Pi or Android platforms.
What You Will Learn
Control LEDs, 7 segments, and 4-digits 7 segment from a Raspberry Pi
Expand Raspberry Pi's GPIO
Build a countdown timer
Build a digital clock display
Display

numbers and characters on dot matrix displays Build a traffic light controller Build a remote home light control with a Bluetooth low energy module and Android Build mobile Internet-controlled lamps with a wireless module and Android In Detail Blinking LED is a popular application when getting started in embedded development. By customizing and utilising LED-based

modules into the Raspberry Pi board, exciting projects can be obtained. A countdown timer, a digital clock, a traffic light controller, and a remote light controller are a list of LED-based inspired project samples for Raspberry Pi. An LED is a simple actuator device that displays lighting and can be controlled easily from a Raspberry Pi. This book will provide you with the ability to

control LEDs from Raspberry Pi, starting from describing an idea through designing and implementing several projects based on LEDs, such as, 7-segments, 4-digits 7 segment, and dot matrix displays. Beginning with step-by-step instructions on installation and configuration, this book can either be read from cover to cover or treated as an essential reference companion to

your Raspberry Pi. Samples for the project application are provided such as a countdown timer, a digital clock, a traffic light controller, a remote light controller, and an LED-based Internet of Things, so you get more practice in the art of Raspberry Pi development. Raspberry Pi LED Blueprints is an essential reference guide full of practical solutions to help you build LED-based applications.

Style and approach This book follows a step-by-step approach to LED-based development for Raspberry Pi, explained in a conversational and easy-to-follow style. Each topic is explained sequentially in the process of building an application, and detailed explanations of the basic and advanced features are included. **Imagined Democracies** Elsevier Arduino programming for the absolute

beginner, with project-based learning Adventures in Arduino is the beginner's guide to Arduino programming, designed specifically for 11-to 15-year olds who want to learn about Arduino, but don't know where to begin. Starting with the most basic concepts, this book coaches you through nine great projects that gradually build your skills as you experiment with electronics. The easy-to-

follow design and clear, plain-English instructions make this book the ideal guide for the absolute beginner, geared toward those with no computing experience. Each chapter includes a video illuminating the material, giving you plenty of support on your journey to electronics programming. Arduino is a cheap, readily available hardware development platform based around an open

source, programmable circuit board. Combining these chips with sensors and servos allows you to gain experience with prototyping as you build interactive electronic crafts to bring together data and even eTextiles. Adventures in Arduino gets you started on the path of scientists, programmers, and engineers, showing you the fun way to learn electronic programming

and interaction design. Discover how and where to begin Arduino programming. Develop the skills and confidence to tackle other projects. Make the most of Arduino with basic programming concepts. Work with hardware and software to create interactive electronic devices. There's nothing like watching your design come to life and interact with the real world, and Arduino gives you the

capability to do that time and again. The right knowledge combined with the right tools can create an unstoppable force of innovation, and your curiosity is the spark that ignites the flame. *Adventures in Arduino* gets you started on the right foot, but the path is totally up to you. *India Today* Packt Publishing Ltd Are you new to Arduino programming? Would you like to expand your

knowledge base about Arduino programming? Do you desire to enjoy the fantastic features of Arduino technology? If you said YES to any or all of the questions above, this book is all you need! Starting *Arduino* programming allows you to rapidly and intuitively develop your programming abilities through sketching in code. This book provides you with an understanding of the standard

structure for developing Arduino code, including the functions, syntax, structure, and libraries needed to produce future tasks. It is specifically written to help you get the understanding required to master the fundamental aspects of writing code on the Arduino platform and will have you all set to take the next step; to explore new project ideas, new kinds of hardware and contribute back to the

open-source community, and even take on more programming projects. With this book, you can go from an Arduino beginner to an Arduino pro in a much shorter time! This is a resource book to get started with if you want to find out about the world of Arduino and how it changes the world we live in. This book will help you comprehend the basic principles of Arduino, its advantages, benefits, and

applications in numerous markets and platforms. Completely simplified for easy understanding, this bestselling guide explains how to compose well-crafted sketches using Arduino's modified C language. You will discover how to configure software and hardware, develop your own sketches, deal with built-in and custom-made Arduino libraries, and check out the

Internet of Things—all with no prior programming experience required. It teaches you everything you require to become proficient in Arduino from scratch. Learn the variants in Arduino, find out how to select Arduino boards and their technical specs, learn how to install Arduino IDE. That's what you'll find: • What Is Arduino Programming? • Introduction to Arduino Programming Language • How to

Configure Arduino • Why Arduino? • The Arduino KIT • Arduino – Board Description • Arduino – Program Structure • Arduino – Variables and Constants • String Arrays Character • Manipulating String Arrays • Functions to Manipulate String Arrays • Arduino – String Object • Stating Arrays • Pins Configured as INPUT • Benefits and Disadvantages of Identical Communication And a lot more! You will also find out how to configure your Arduino interface board to pick up the physical world, control light, movement, and sound, and create objects with interesting features. This ultimate guide gets you up to speed quickly, teaching all the concepts and syntax through simple language and clear guidelines developed for outright beginners. It contains lots of top-quality illustrations and easy-to-follow examples. Are you ready to explore the amazing benefits of this book? Grab your copy now! *A Quick-Start Beginner's Guide* Elsevier Presents literary criticism on the works of classical and medieval philosophers, poets, playwrights, political leaders, scientists, mathematicians, and writers from other genres. Critical essays are selected

from leading sources, including published journals, magazines, books, reviews, and scholarly papers. Criticism includes early views from the author's lifetime as well as later views, including extensive collections of contemporary analysis. *Adventures in Arduino* Simon and Schuster Information Technology: Made Simple covers the full range of information technology

topics, including more traditional subjects such as programming languages, data processing, and systems analysis. The book discusses information revolution, including topics about microchips, information processing operations, analog and digital systems, information processing system, and systems analysis. The text also describes

computers, computer hardware, microprocessors, and microcomputers. The peripheral devices connected to the central processing unit; the main types of system software; application software; and graphics and multimedia are also considered. The book tackles equipment, software, and procedures involved in computer communications; available telecommunic

ations services; and data and transaction processing. The text also presents topics about computer-integrated manufacturing ; the technology of information processing and its business applications; and the impact of this technology on society in general. Students taking computer and information technology courses will find the book useful.

Immunobiolo

**gy of Organ Transplantat
ion**

Elsevier
The discipline of instrumentation has grown appreciably in recent years because of advances in sensor technology and in the interconnectivity of sensors, computers and control systems. This 4e of the Instrumentation Reference Book embraces the equipment and systems used to detect, track and store data related to physical, chemical,

electrical, thermal and mechanical properties of materials, systems and operations. While traditionally a key area within mechanical and industrial engineering, understanding this greater and more complex use of sensing and monitoring controls and systems is essential for a wide variety of engineering areas--from manufacturing to chemical processing to aerospace operations to even the

everyday automobile. In turn, this has meant that the automation of manufacturing , process industries, and even building and infrastructure construction has been improved dramatically. And now with remote wireless instrumentation, heretofore inaccessible or widely dispersed operations and procedures can be automatically monitored and controlled. This already

well-established reference work will reflect these dramatic changes with improved and expanded coverage of the traditional domains of instrumentation as well as the cutting-edge areas of digital integration of complex sensor/control systems. Thoroughly revised, with up-to-date coverage of wireless sensors and systems, as well as nanotechnologies role in the evolution

of sensor technology Latest information on new sensor equipment, new measurement standards, and new software for embedded control systems, networking and automated control Three entirely new sections on Controllers, Actuators and Final Control Elements; Manufacturing Execution Systems; and Automation Knowledge Base Up-dated and expanded references

and critical standards
Business India
Simon and Schuster
* WALL STREET JOURNAL
BESTSELLER *
An insider's account of Apple's creative process during the golden years of Steve Jobs. Hundreds of millions of people use Apple products every day; several thousand work on Apple's campus in Cupertino, California; but only a handful sit at the drawing board.
Creative Selection recounts the life of one of the few who worked behind the scenes, a highly-respected software engineer who worked in the final years of the Steve Jobs era—the Golden Age of Apple. Ken Kocienda offers an inside look at Apple's creative process. For fifteen years, he was on the ground floor of the company as a specialist, directly responsible for experimenting with novel user interface concepts and writing powerful, easy-to-use software for products including the iPhone, the iPad, and the Safari web browser. His stories explain the symbiotic relationship between software and product development for those who have never dreamed of programming a computer, and reveal what it was like to work on the cutting edge of technology at one of the

world's most admired companies. Kocienda shares moments of struggle and success, crisis and collaboration, illuminating each with lessons learned over his Apple career. He introduces the essential elements of innovation—in spiration, collaboration, craft, diligence, decisiveness, taste, and empathy—and uses these as a lens through which to understand productive

work culture. An insider's tale of creativity and innovation at Apple, Creative Selection shows readers how a small group of people developed an evolutionary design model, and how they used this methodology to make groundbreaking and intuitive software which countless millions use every day. Arduino by Example Createspace Independent Publishing Platform

College Ruled Color Paperback.
Size: 6 inches x 9 inches. 55 sheets (110 pages for writing).
Linum.
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Information Technology
Cambridge University Press
The bestselling book on 3D printing 3D printing is one of the coolest inventions we've seen in our lifetime, and now you can join the ranks of businesspeople, entrepreneurs, and

hobbyists who use it to do everything from printing foods and candles to replacement parts for older technologies—and tons of mind-blowing stuff in between! With 3D Printing For Dummies at the helm, you'll find all the fast and easy-to-follow guidance you need to grasp the methods available to create 3D printable objects using software, 3D scanners, and even photographs through open source

software applications like 123D Catch. Thanks to the growing availability of 3D printers, this remarkable technology is coming to the masses, and there's no time like the present to let your imagination run wild and actually create whatever you dream up—quickly and inexpensively. When it comes to 3D printing, the sky's the limit! Covers each type of 3D printing

technology available today: stereolithology, selective sintering, used deposition, and granular binding Provides information on the potential for the transformation of production and manufacturing, reuse and recycling, intellectual property design controls, and the commoditization of products Walks you through the process of creating a RepRap printer using

open source designs, software, and hardware Offers strategies for improved success in 3D printing On your marks, get set, innovate! *Arduino Programming* John Wiley & Sons Targeted for assassination after doing a story on an attempt by the Arapaho and Cheyenne tribes to file a claim on their ancestral lands, Denver reporter Catherine McLeod uncovers a conspiracy

involving her ex-husband's wealthy family and state politicians. *The Simple Manual to Understand Your iPhone 11 with Tips and Tricks* DataquestDQ. Business TodayBusiness IndiaBusiness WorldOutlookIndia TodayEmbroider NowThe Claw [1963]; 2 *Arduino - A Quick-Start Beginner's Guide* This book is designed as a guide for people new to the Arduino platform. It will help you

understand the Arduino as a technology and platform, set it up on your computer, do your first experiments with hardware, and understand the role of the Arduino in the evolution of the Internet of Things. Here Is A Preview Of What You'll Learn... What Is Arduino? The Different Arduino Models & Features *Arduino Basics* *Arduino Commands* *Projects For Your Pets* *Wearable Arduino*

Projects How To Get The Most Out Of Your Arduino Much, Much More! Take Action Today and Learn Arduino In No Time! Click the "Buy now with 1-Click" to the right and get this guide immediately. An Executive Guide To Survive and Thrive In The New Economy Packt Publishing Ltd Build amazing Internet of Things projects using the ESP8266 Wi-Fi chip About This Book Get to know the

powerful and low cost ESP8266 and build interesting projects in the field of Internet of Things Configure your ESP8266 to the cloud and explore the networkable modules that will be utilized in the IoT projects This step-by-step guide teaches you the basics of IoT with ESP8266 and makes your life easier Who This Book Is For This book is for those who want to build powerful and inexpensive

IoT projects using the ESP8266 WiFi chip, including those who are new to IoT, or those who already have experience with other platforms such as Arduino. What You Will Learn Control various devices from the cloud Interact with web services, such as Twitter or Facebook Make two ESP8266 boards communicate with each other via the cloud Send notifications to users of the ESP8266, via

email, text message, or push notifications
 Build a physical device that indicates the current price of Bitcoin
 Build a simple home automation system that can be controlled from the cloud
 Create your own cloud platform to control ESP8266 devices
 In Detail The Internet of Things (IoT) is the network of objects such as physical things embedded with

electronics, software, sensors, and connectivity, enabling data exchange.
 ESP8266 is a low cost WiFi microcontroller chip that has the ability to empower IoT and helps the exchange of information among various connected objects.
 ESP8266 consists of networkable microcontroller modules, and with this low cost chip, IoT is booming. This book will help deepen your knowledge of the ESP8266 WiFi chip

platform and get you building exciting projects. Kick-starting with an introduction to the ESP8266 chip, we will demonstrate how to build a simple LED using the ESP8266. You will then learn how to read, send, and monitor data from the cloud. Next, you'll see how to control your devices remotely from anywhere in the world. Furthermore, you'll get to know how to use the ESP8266 to

interact with web services such as Twitter and Facebook. In order to make several ESP8266s interact and exchange data without the need for human intervention, you will be introduced to the concept of machine-to-machine communication. The latter part of the book focuses more on projects, including a door lock controlled from the cloud, building a physical Bitcoin ticker,

and doing wireless gardening. You'll learn how to build a cloud-based ESP8266 home automation system and a cloud-controlled ESP8266 robot. Finally, you'll discover how to build your own cloud platform to control ESP8266 devices. With this book, you will be able to create and program Internet of Things projects using the ESP8266 WiFi chip. Style and approach This

is a step-by-step guide that provides great IOT projects with ESP8266. All the key concepts are explained details with the help of examples and demonstration s of the projects. Volume 72
Balboa Press
This book proposes a revisionist approach to democratic politics. Yaron Ezrahi focuses on the creative unconscious collective imagination that generates ever-changing visions of

legitimate power and authority, which compete for enactment and institutionalization in the political arena. If, in the past, political authority was grounded in fictions such as the divine right of kings, the laws of nature, historical determinism and scientism, today the space of democratic politics is filled with multiple alternative social imaginaries of the desirable political order.

Exposure to electronic mass media has made contemporary democratic publics more aware that credible popular fictions have greater impact on shaping our political realities than do rational social choices or moral arguments. The pressing political question in contemporary democracy is, therefore, how to select and enact political fictions that promote peace and how to found

the political order on checks and balances between alternative political imaginaries of freedom and justice. [Techniques for Measurement, Instrumentation and Control](#) Packt Publishing Ltd Interact with the world and rapidly prototype IoT applications using Python About This Book Rapidly prototype even complex IoT applications with Python and put them to practical use Enhance

your IoT skills with the most up-to-date applicability in the field of wearable tech, smart environments, and home automation Interact with hardware, sensors, and actuators and control your DIY IoT projects through Python Who This Book Is For The book is ideal for Python developers who want to explore the tools in the Python ecosystem in order to build their own IoT applications

and work on IoT-related projects. It is also a very useful resource for developers with experience in other programming languages that want to easily prototype IoT applications with the Intel Galileo Gen 2 board. What You Will Learn Prototype and develop IoT solutions from scratch with Python as the programming language Develop IoT projects with Intel Galileo Gen 2 board along with

Python Work with the different components included in the boards using Python and the MRAA library Interact with sensors, actuators, and shields Work with UART and local storage Interact with any electronic device that supports the I2C bus Allow mobile devices to interact with the board Work with real-time IoT and cloud services Understand Big Data and IoT analytics In Detail Internet of

Things (IoT) is revolutionizing the way devices/things interact with each other. And when you have IoT with Python on your side, you'll be able to build interactive objects and design them. This book lets you stay at the forefront of cutting-edge research on IoT. We'll open up the possibilities using tools that enable you to interact with the world, such as Intel Galileo Gen 2, sensors, and other

hardware. You will learn how to read, write, and convert digital values to generate analog output by programming Pulse Width Modulation (PWM) in Python. You will get familiar with the complex communication system included in the board, so you can interact with any shield, actuator, or sensor. Later on, you will not only see how to work with data received from the sensors, but also

perform actions by sending them to a specific shield. You'll be able to connect your IoT device to the entire world, by integrating WiFi, Bluetooth, and Internet settings. With everything ready, you will see how to work in real time on your IoT device using the MQTT protocol in python. By the end of the book, you will be able to develop IoT prototypes with Python, libraries, and tools. Style

and approach
This book
takes a
tutorial-like
approach with
mission
critical
chapters. The
initial chapters
are
introductions
that set the
premise for
useful
examples
covered in
later chapters.

**Tools and
Techniques
for
Programming Wizardry**

John Wiley &
Sons
Digital
Technologies
are impacting
society in the
21st century
the same way
the industrial
technologies

impacted
society in the
20th century.
They are
dramatically
changing
consumer
behavior and
expectations
which is
resulting in
traditional
industries
being
disrupted,
traditional
businesses
being
displaced and
new industries
being created.
Executives of
traditional
companies
must
transform
their business
models to
survive in the
digital
economy. In
this book

author Lynda J
Roth -
describes how
technology
has been
transforming
society over
the past 200
years and why
the current
digital
technologies
are so
disruptive -
explains the
digital
technologies
that are
fueling the
digital
economy with
stories of
successful
business
applications -
describes the
7 key
mistakes
business
executives are
making in
their digital

transformation
- details the 5
key steps to a
successful

transformation
from a
traditional
20th century

business to a
thriving 21st
century digital
business.