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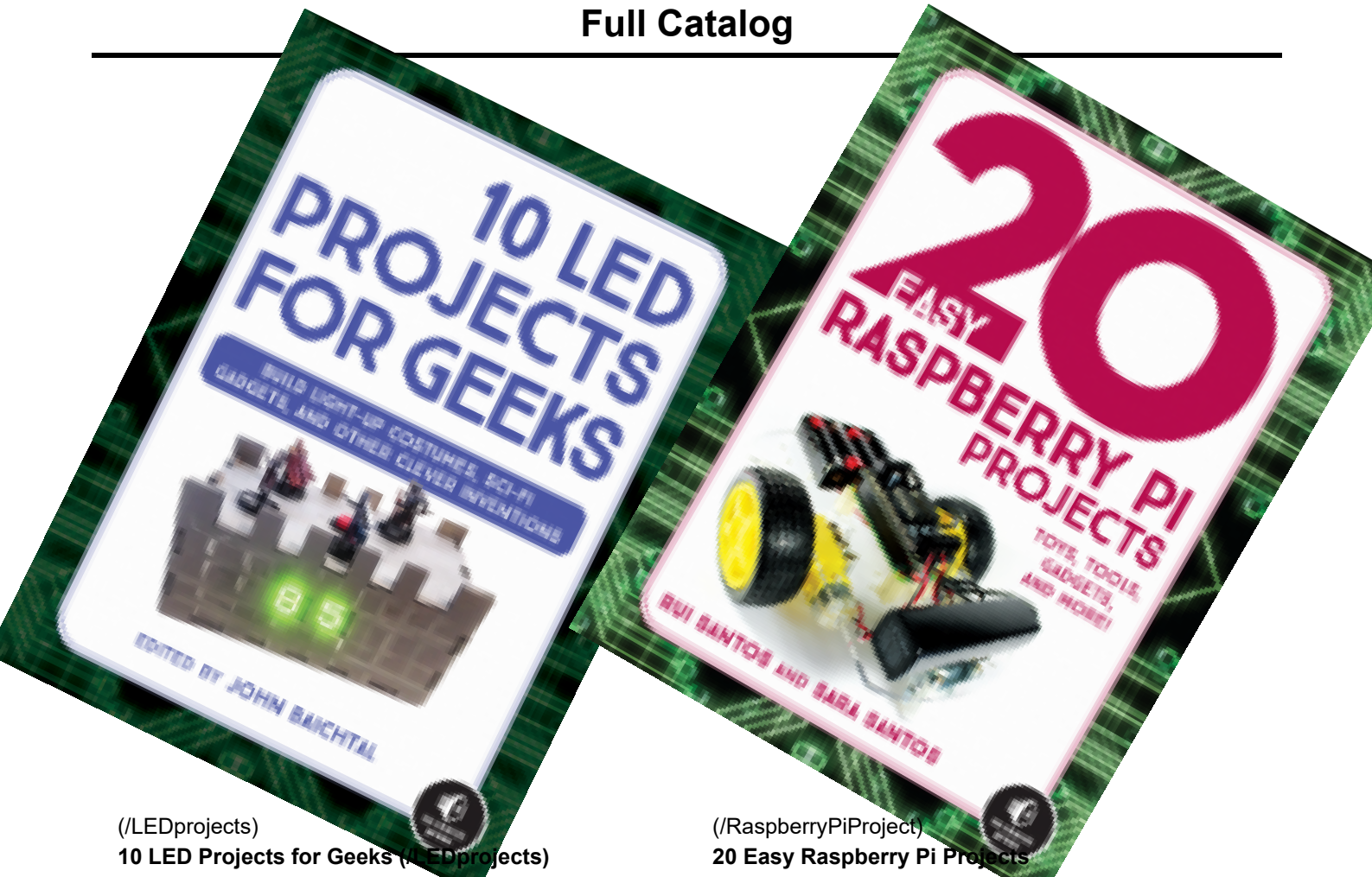0 Items   **Total:** $0.00

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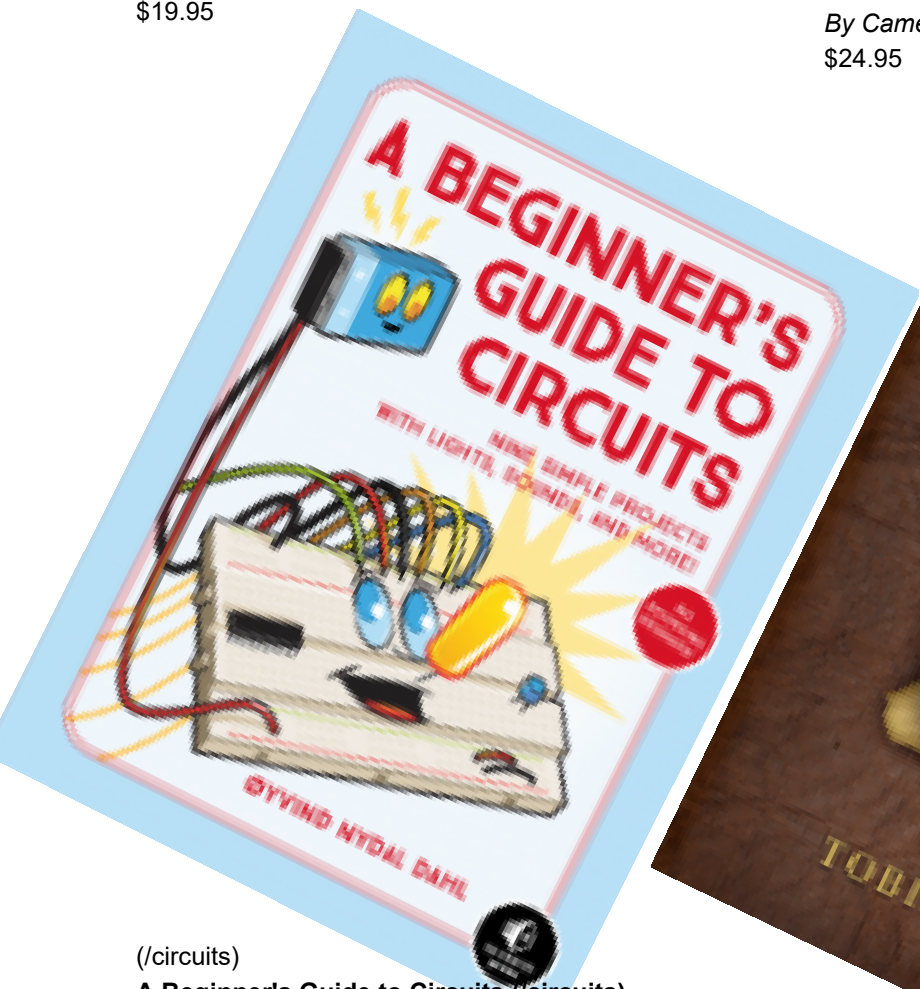
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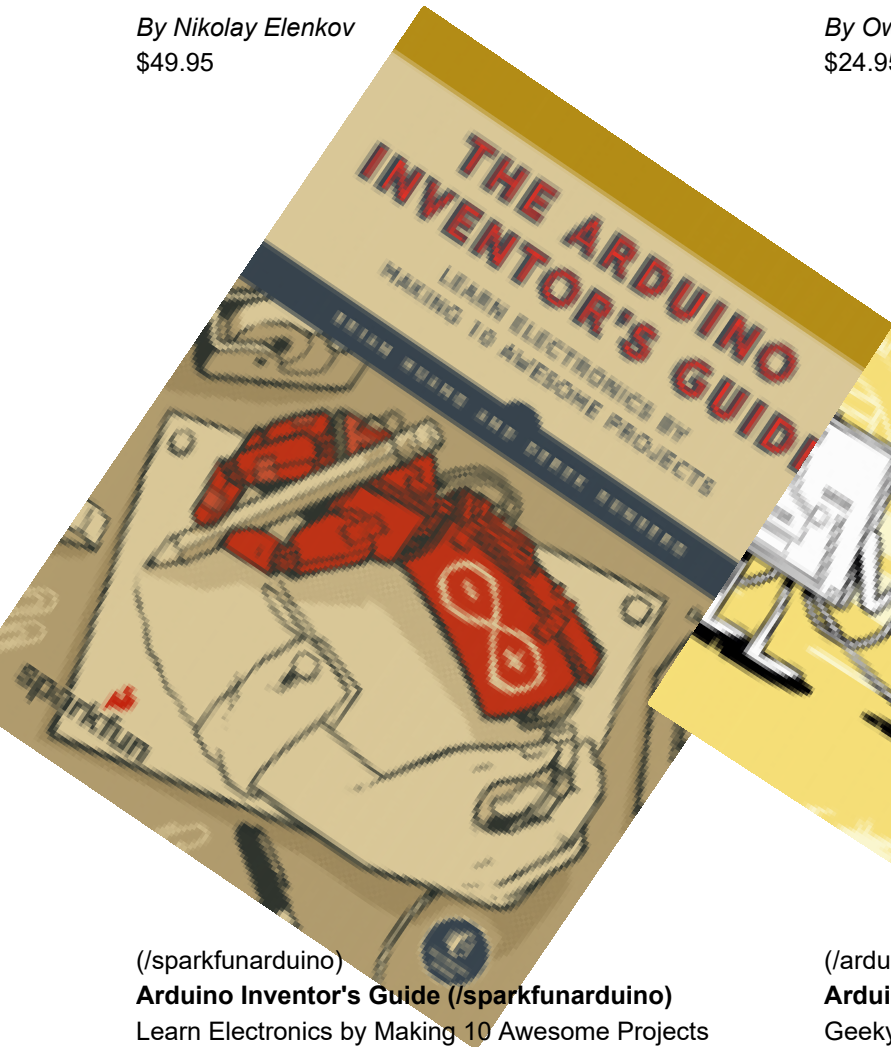*By Michael W. Lucas*
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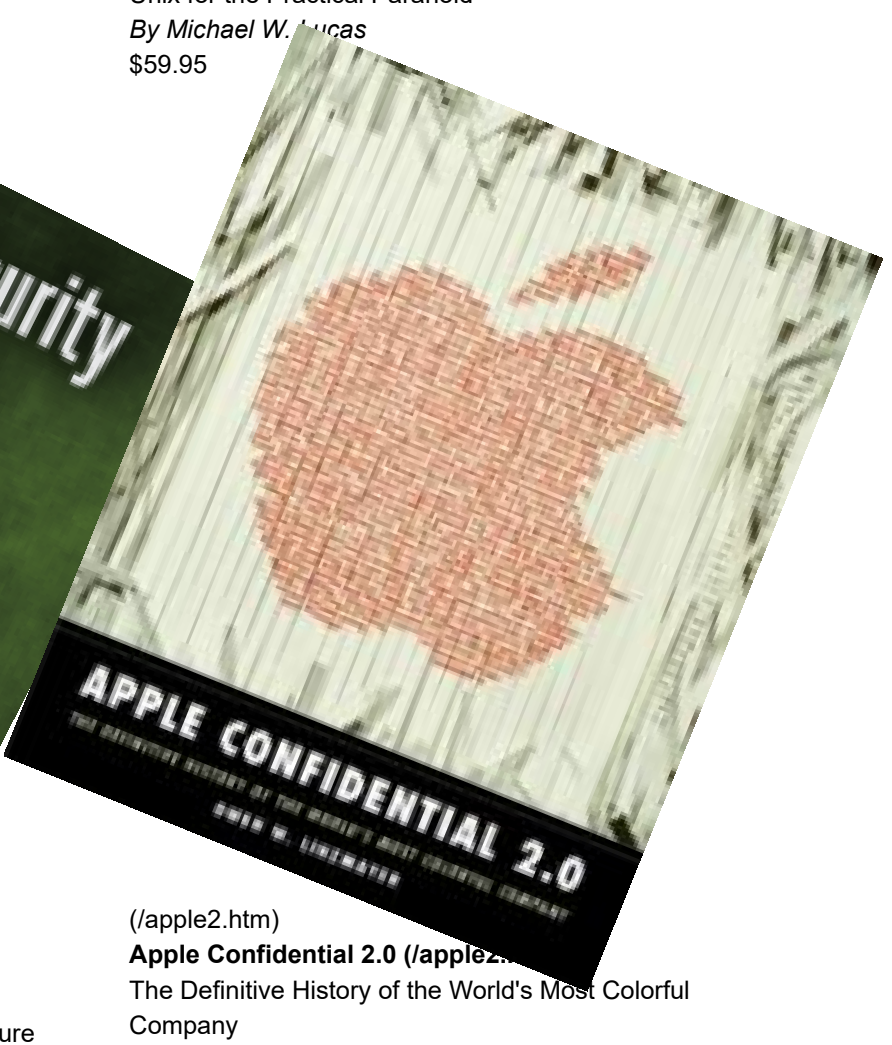
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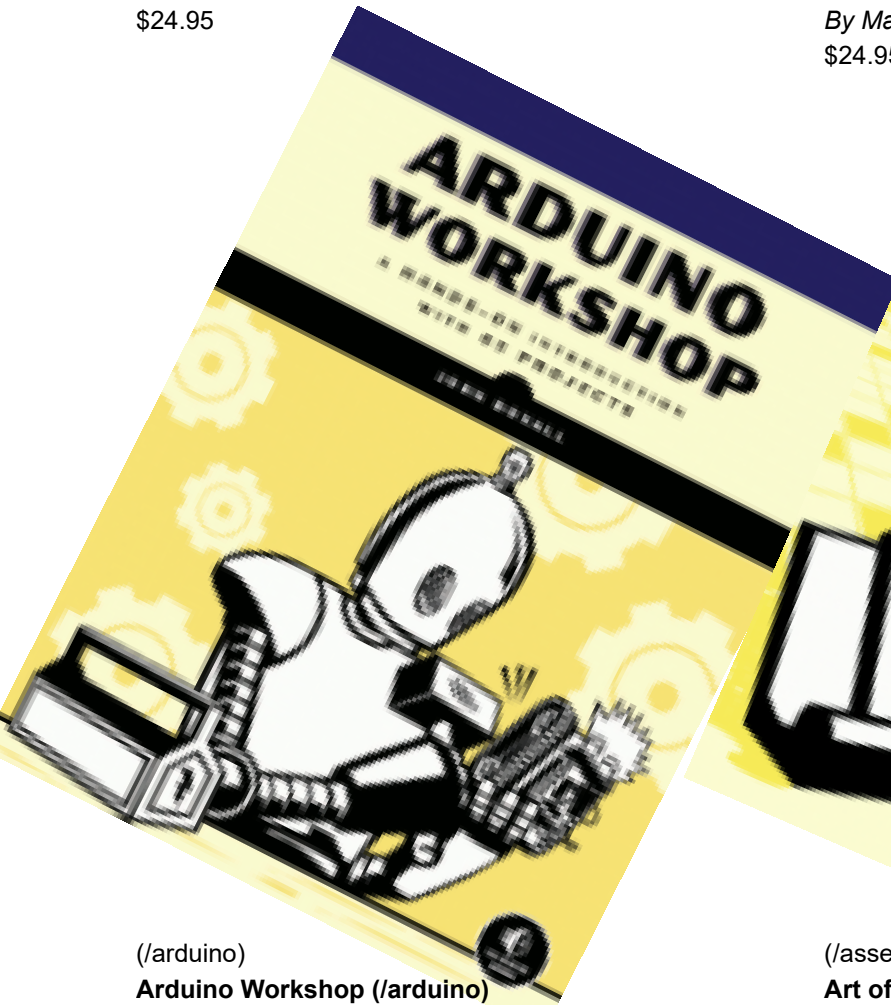*By Warren Andrews*
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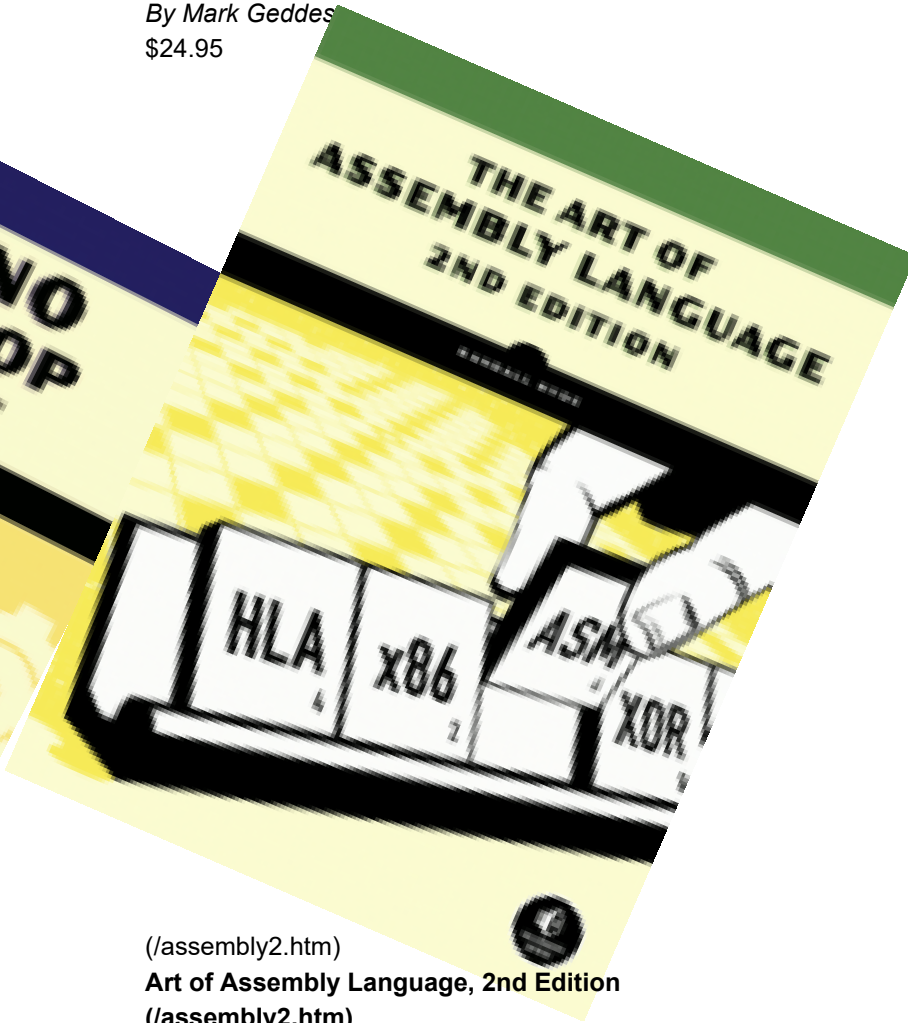25 Practical Projects to Get You Started

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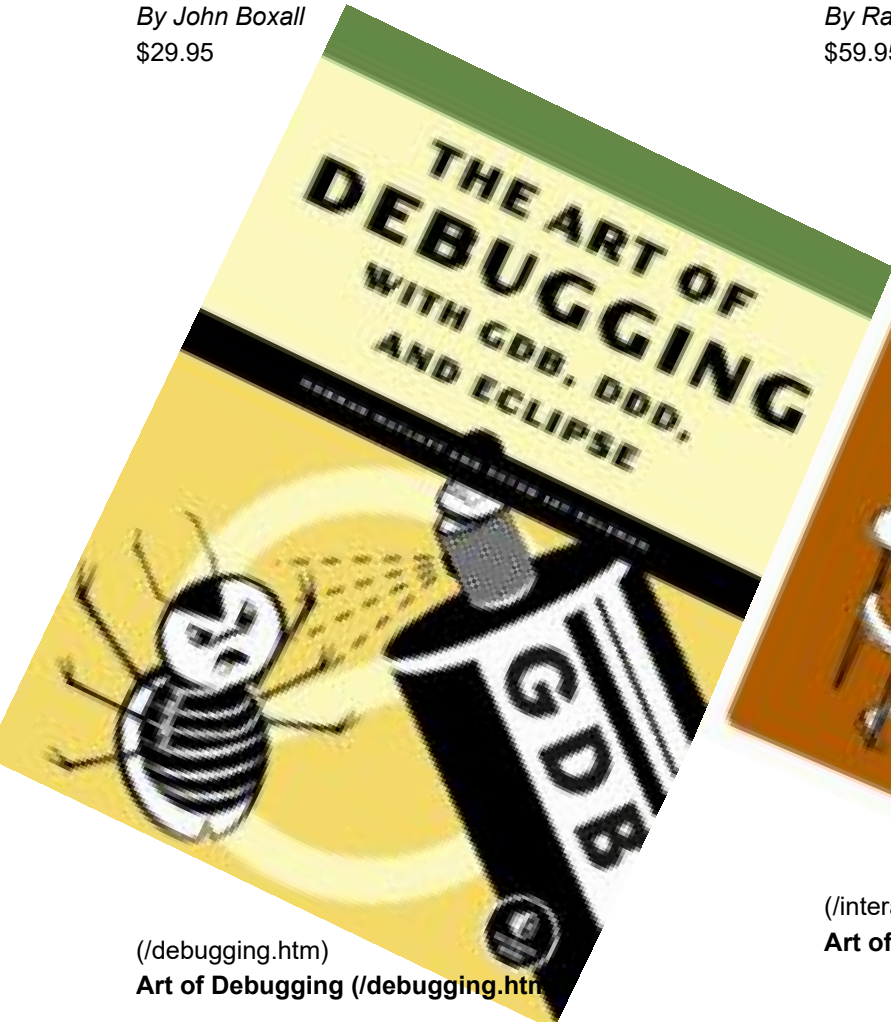
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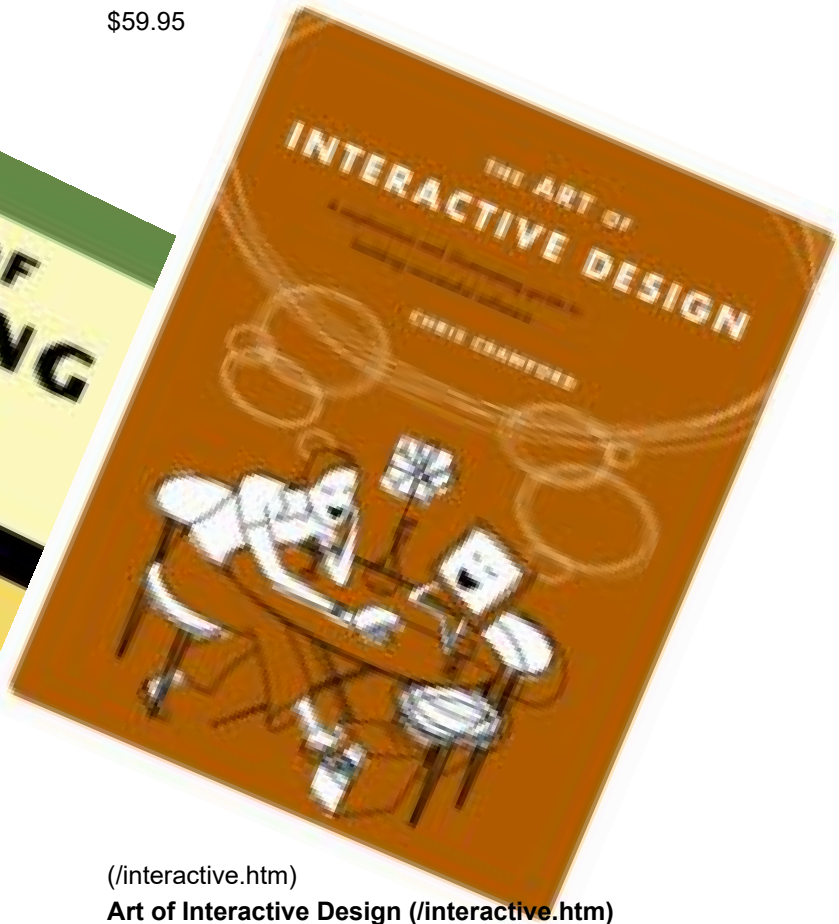25 Simple Electronics Projects for Beginners
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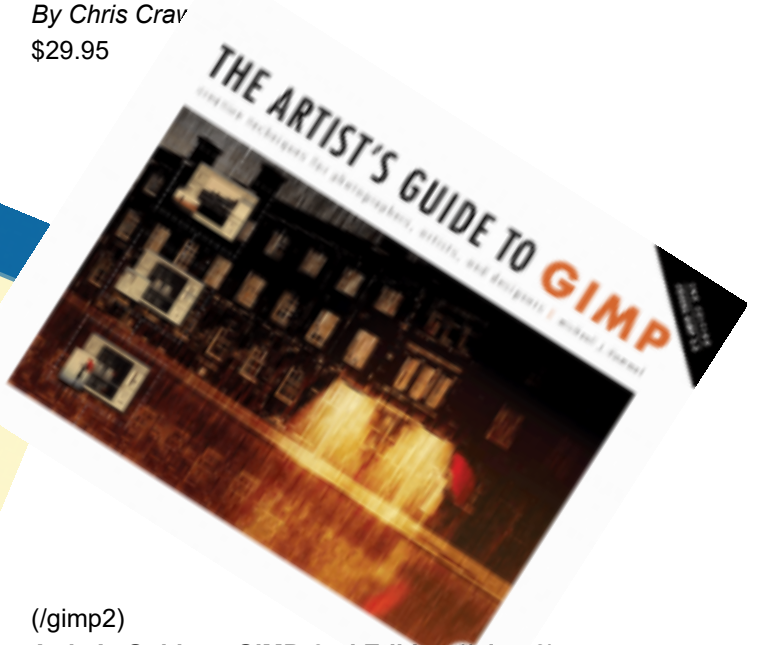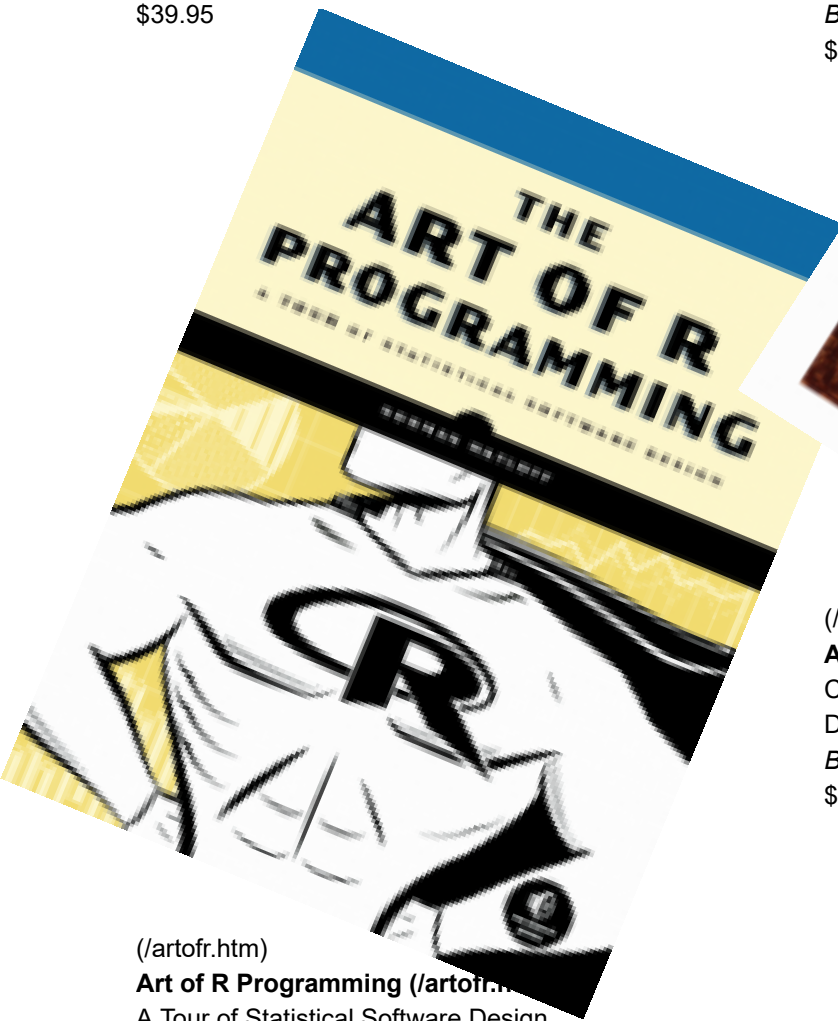*By Randall Hyd*
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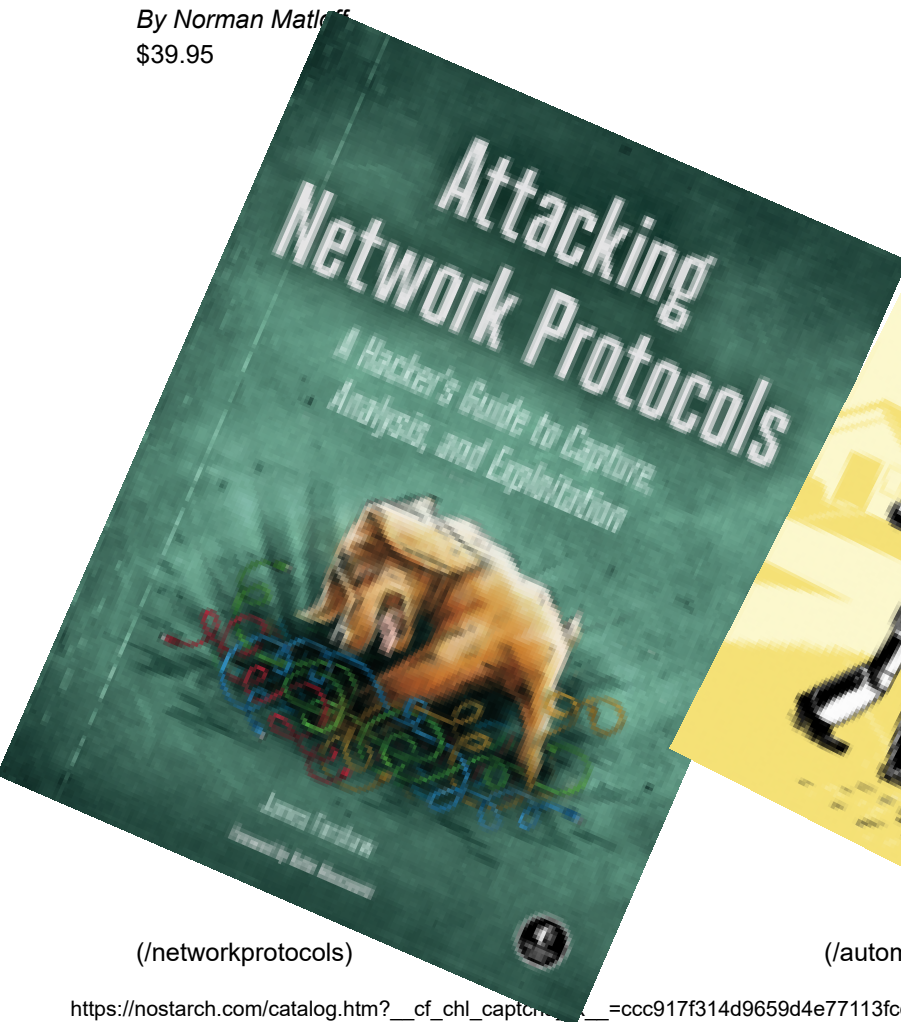
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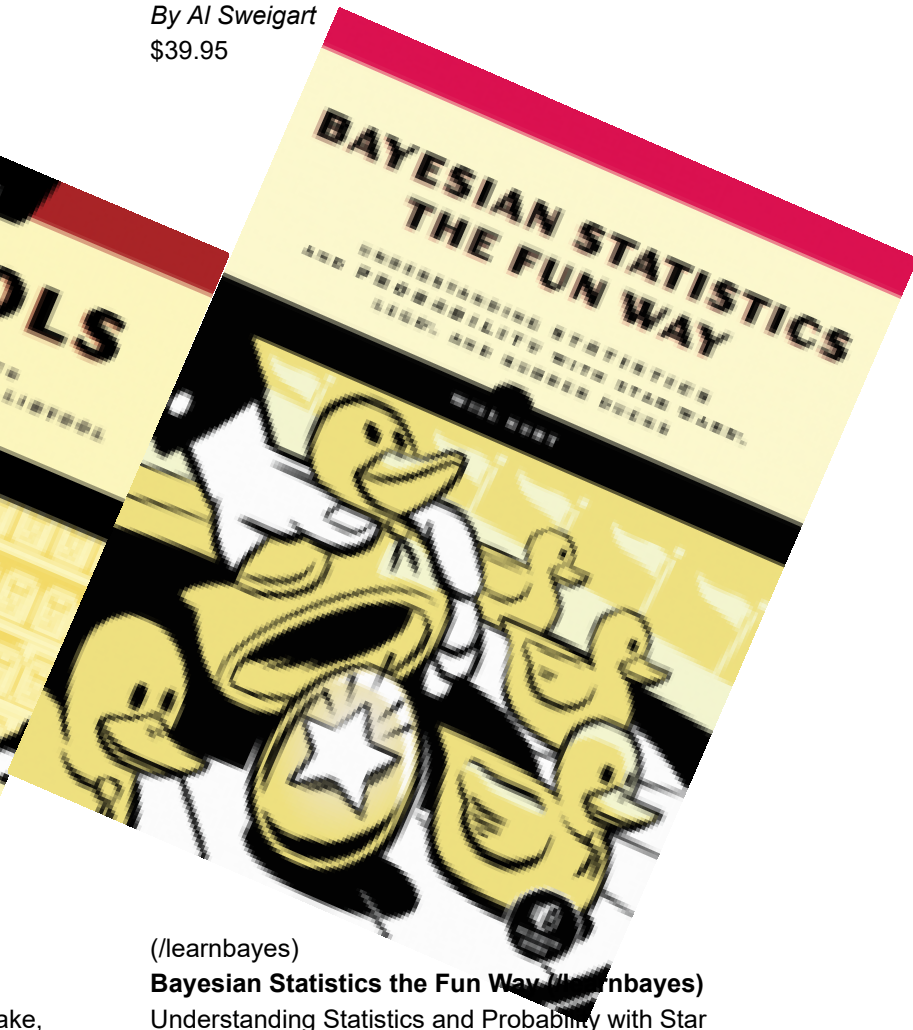
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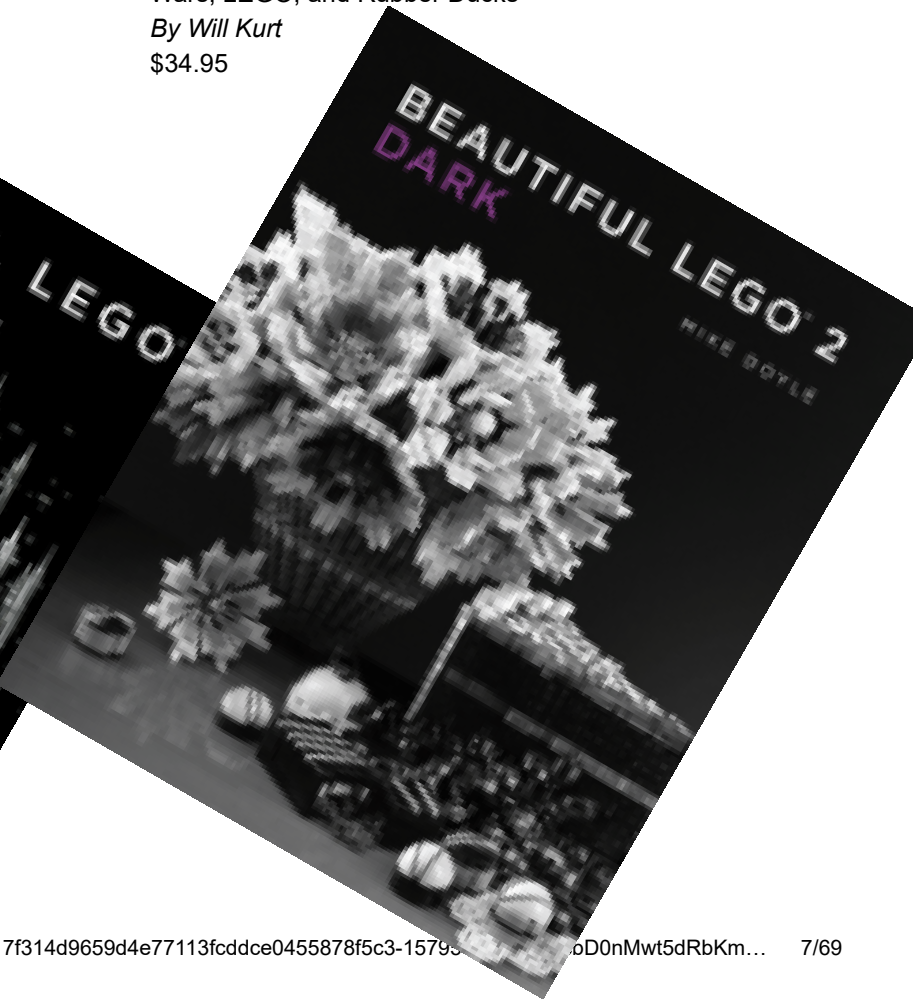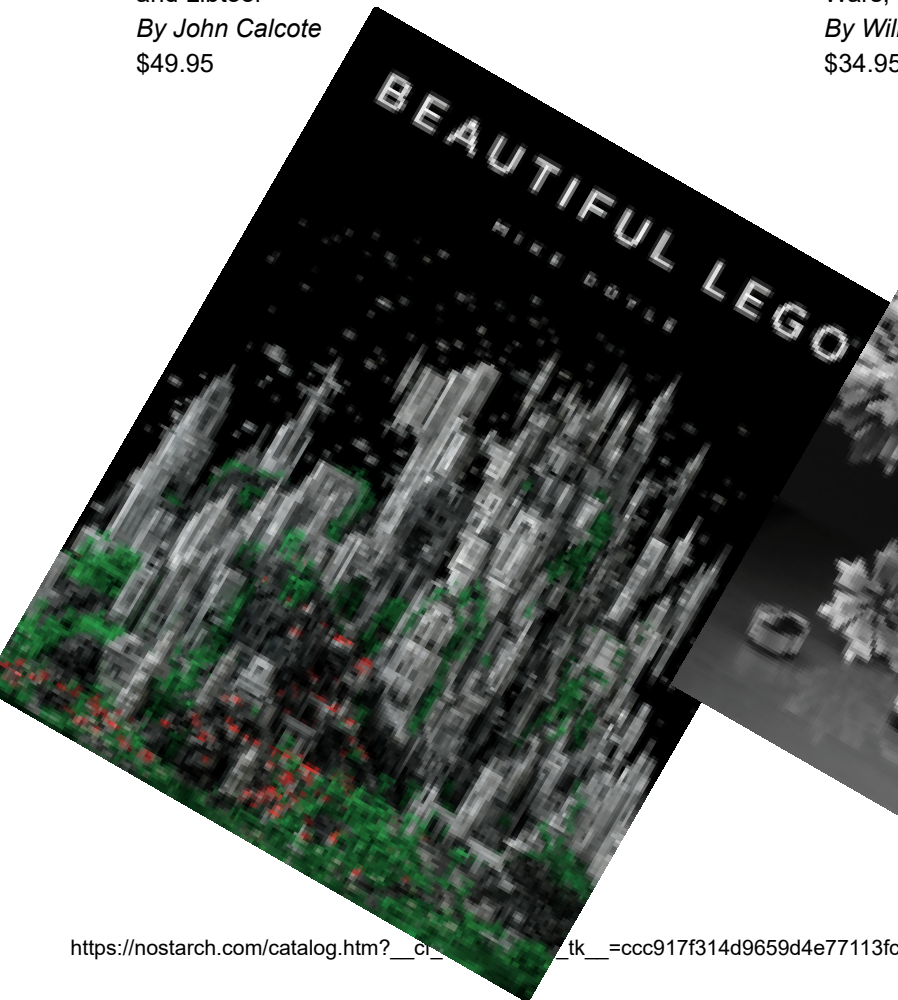
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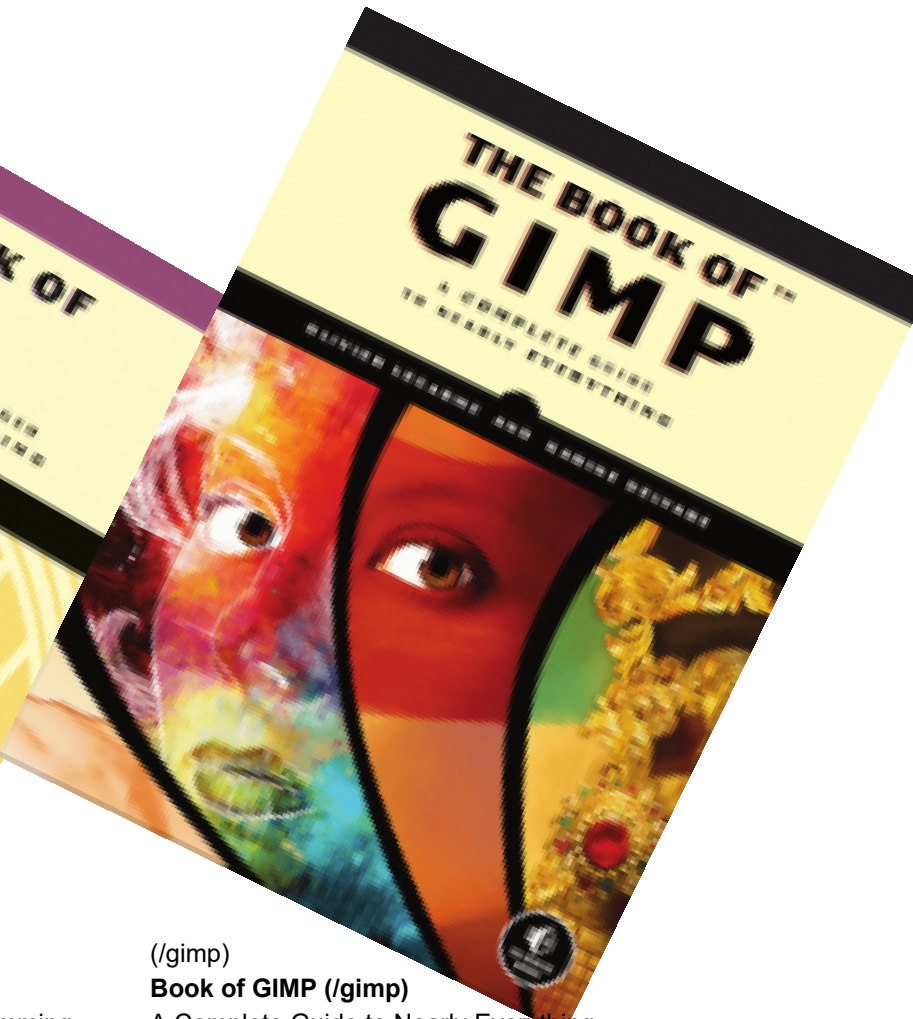**Book of Audacity (/audacity.htm)**

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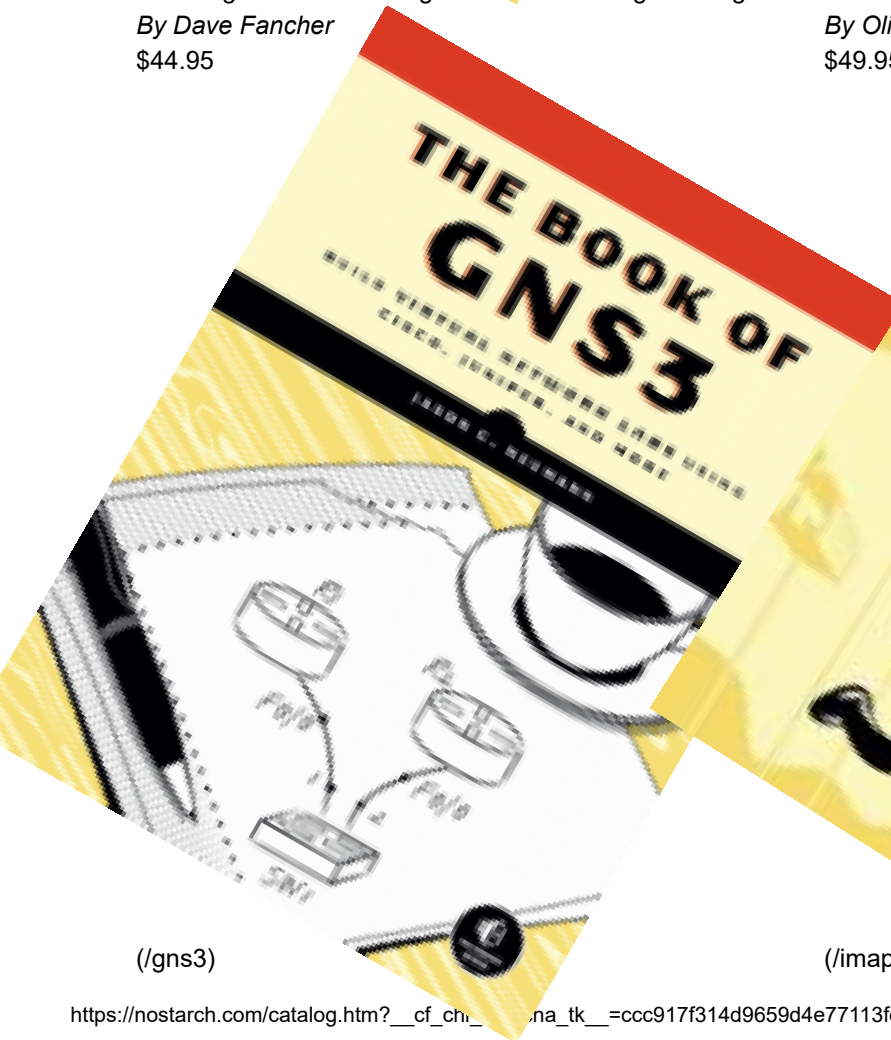Editor
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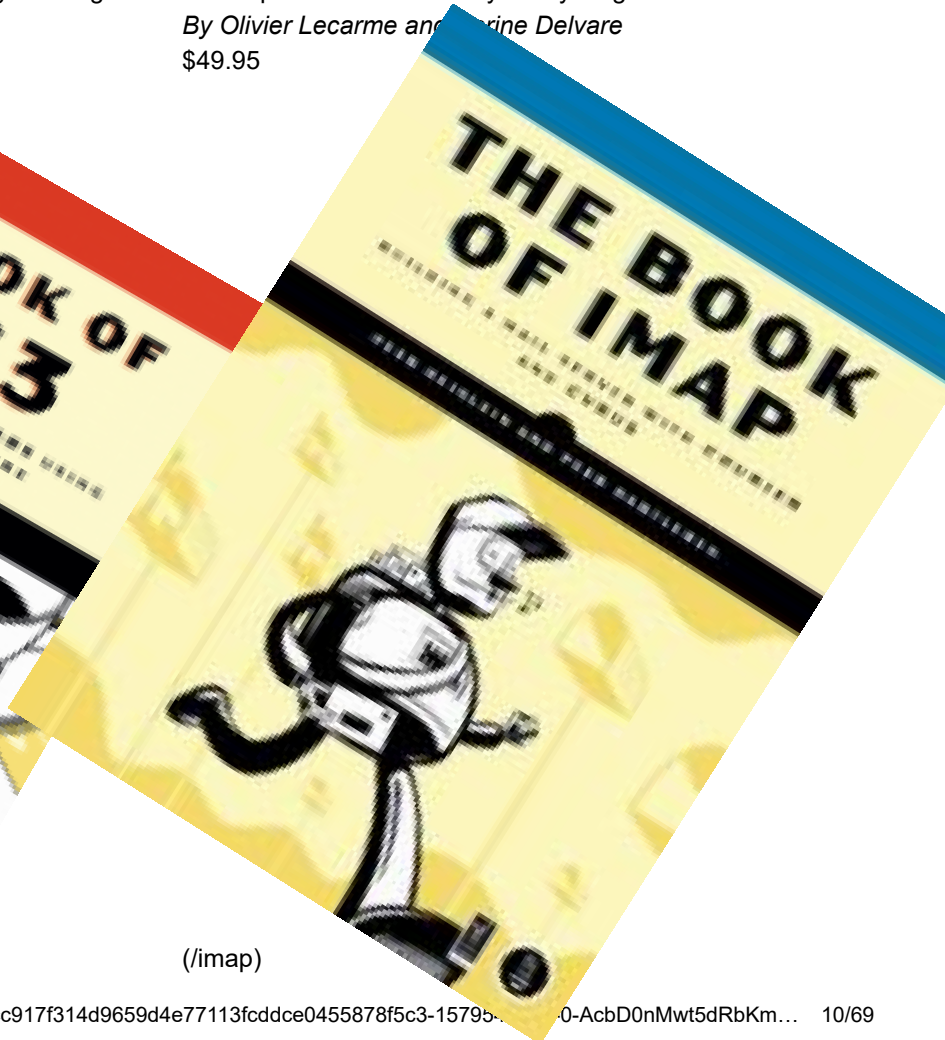
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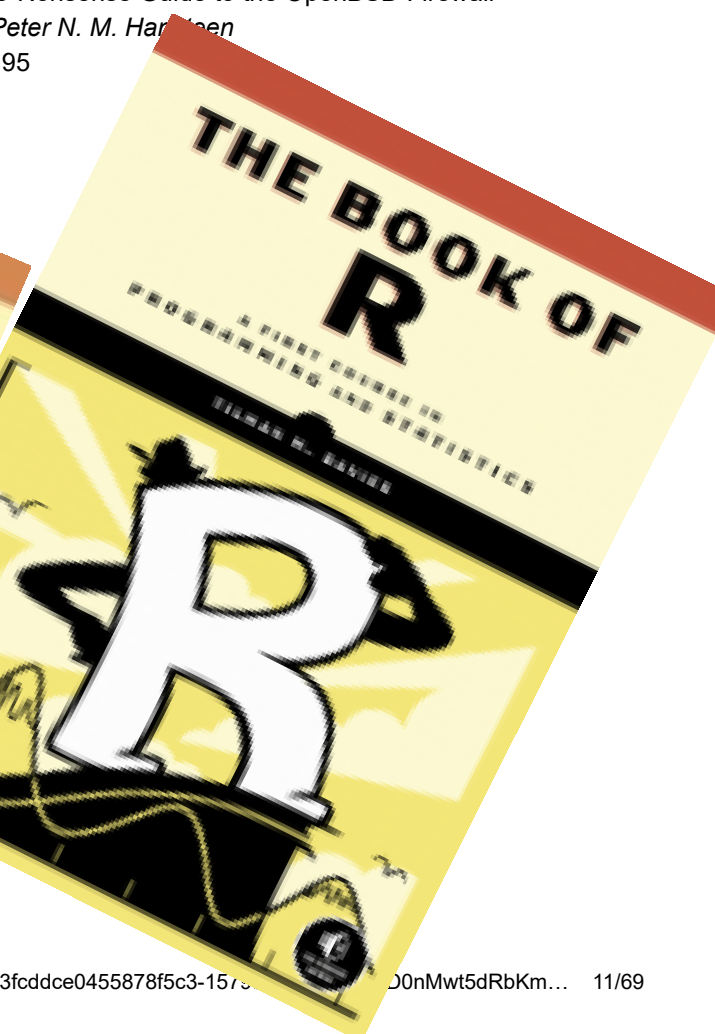*By Dmitry Kirsanov*
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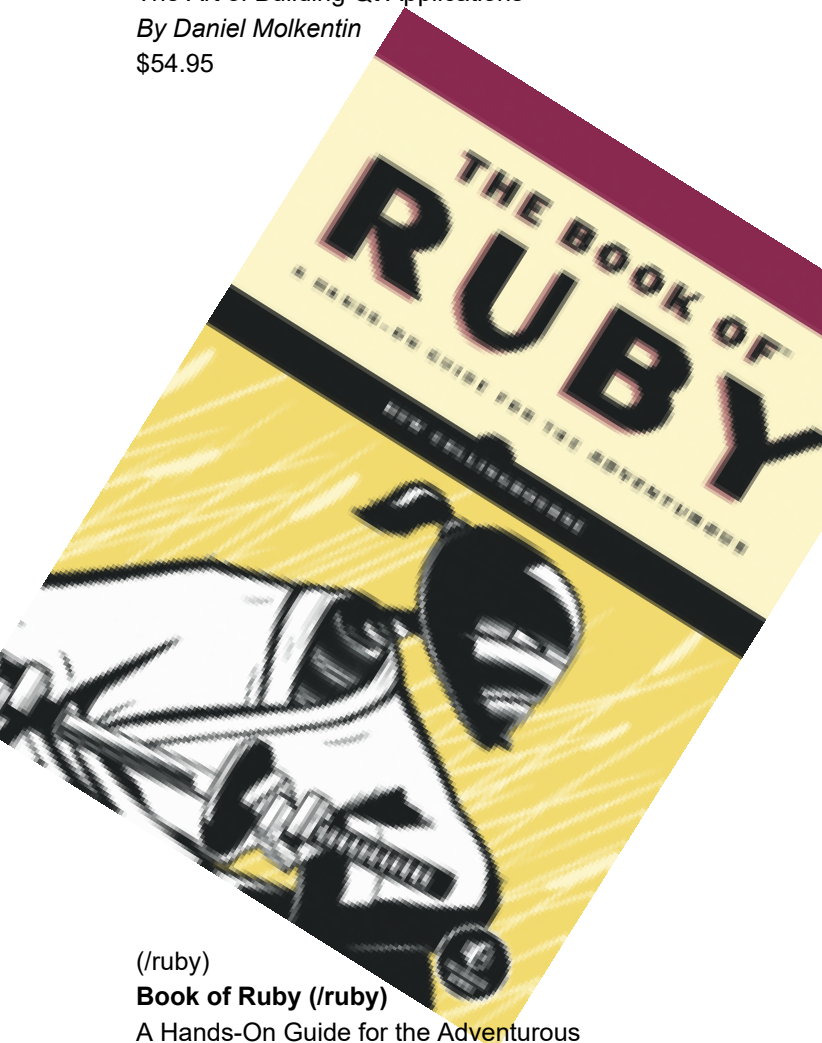*By Daniel Molkentin*
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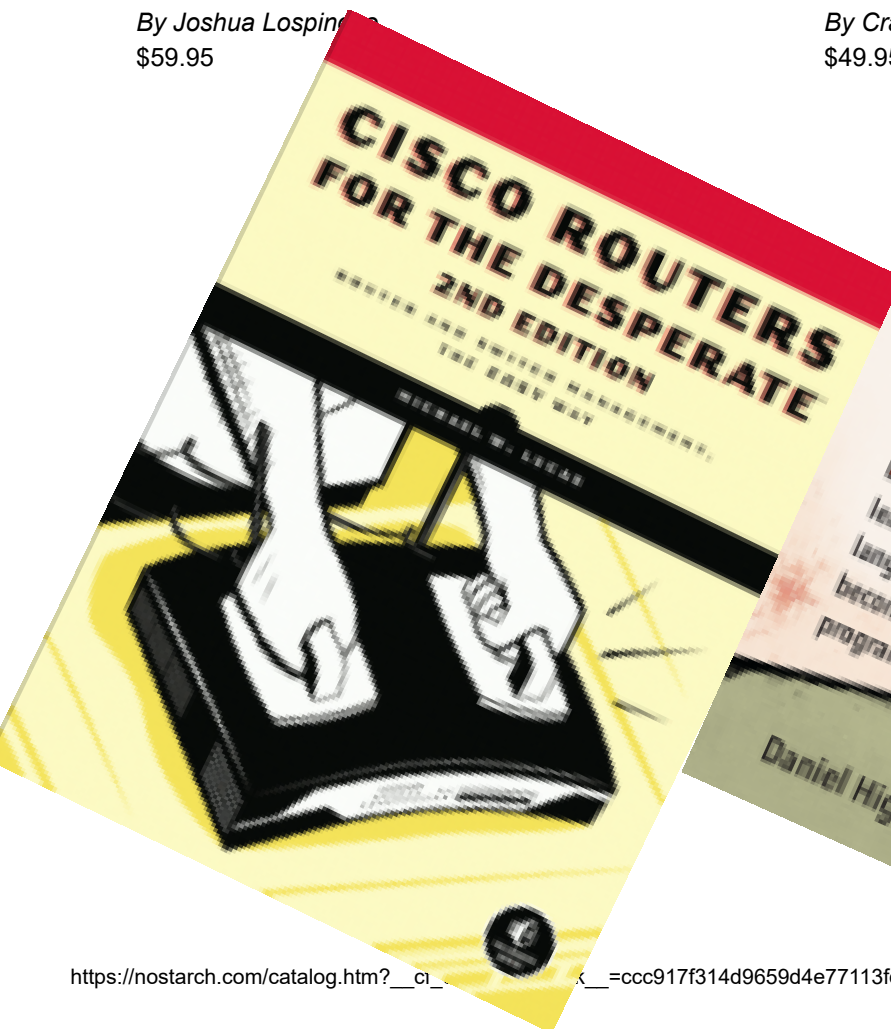A Fast-Paced Introduction
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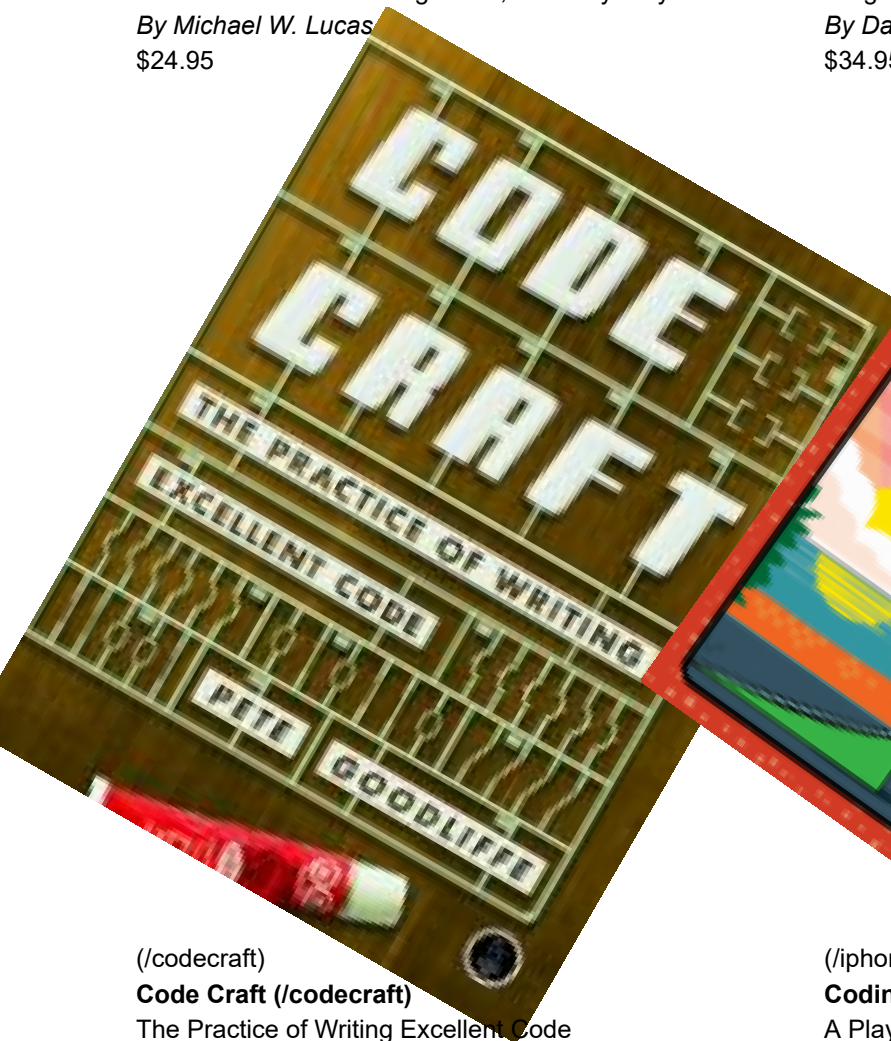
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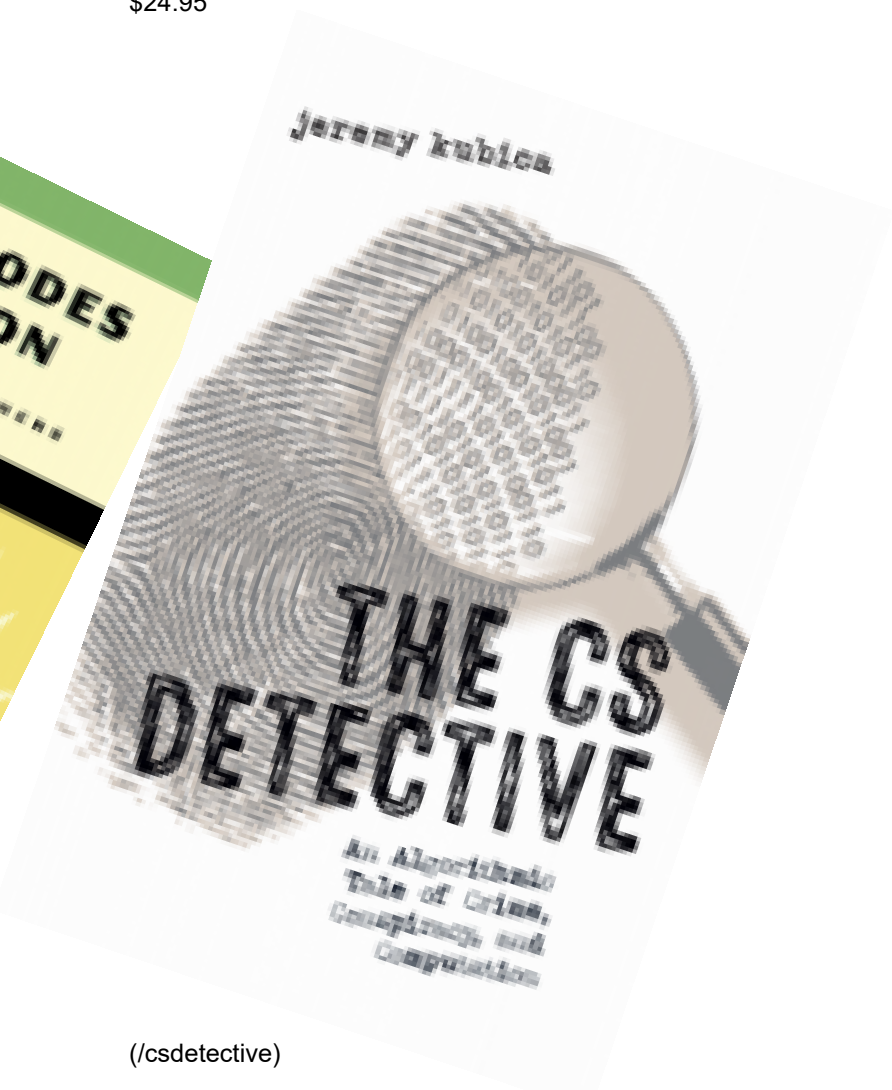
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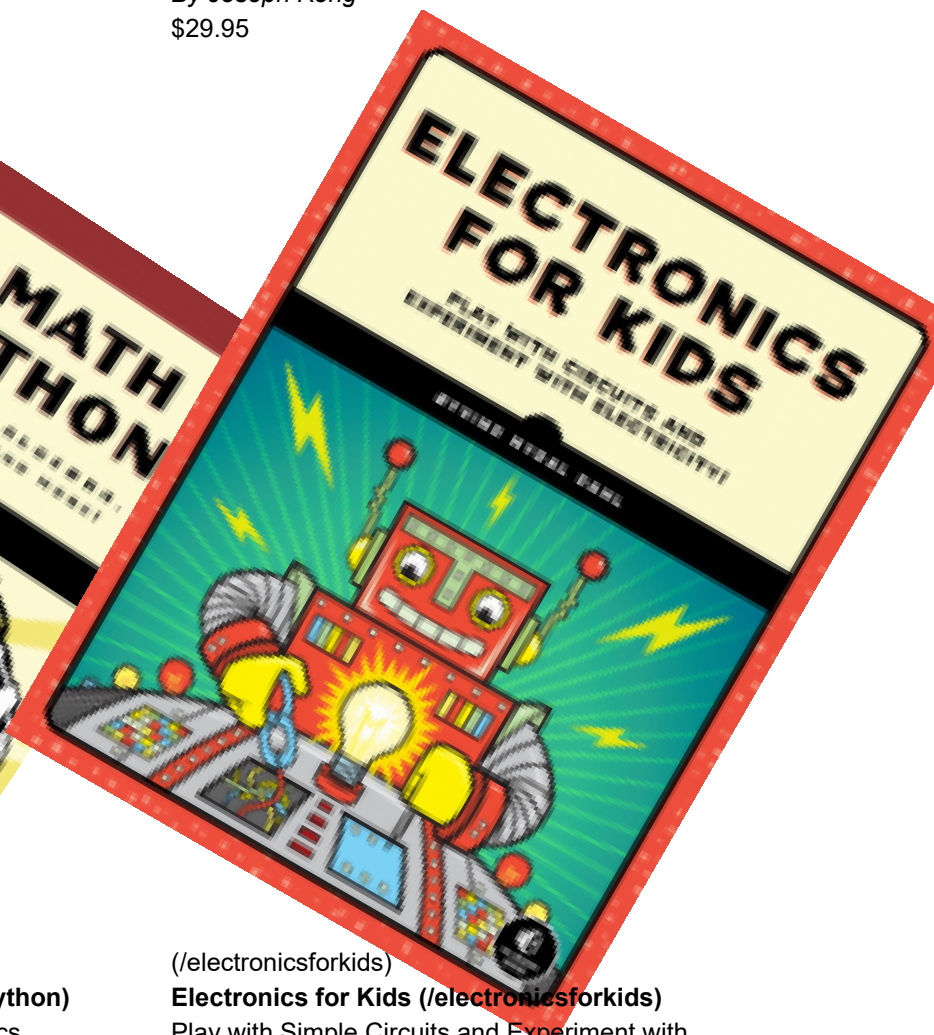(/datavisualization)**
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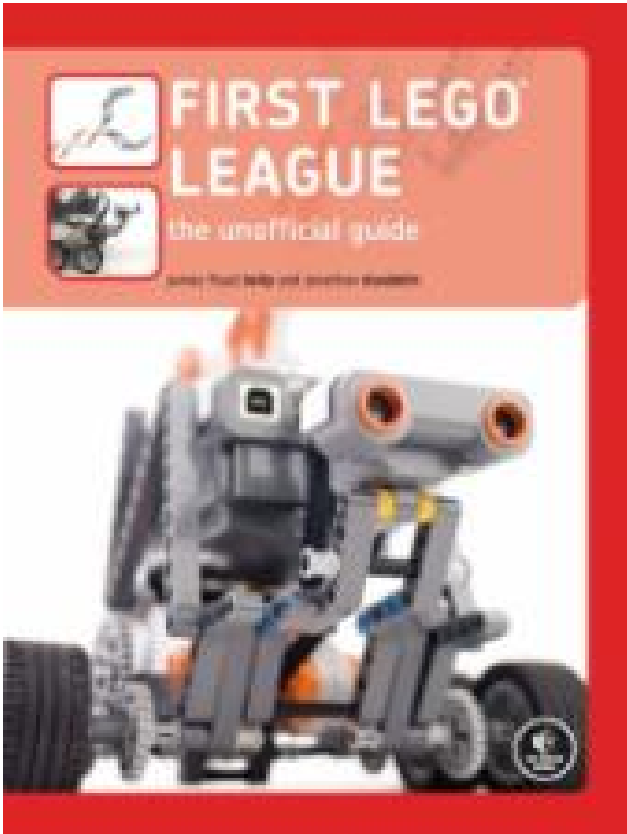*By Marijn Haverbeke*
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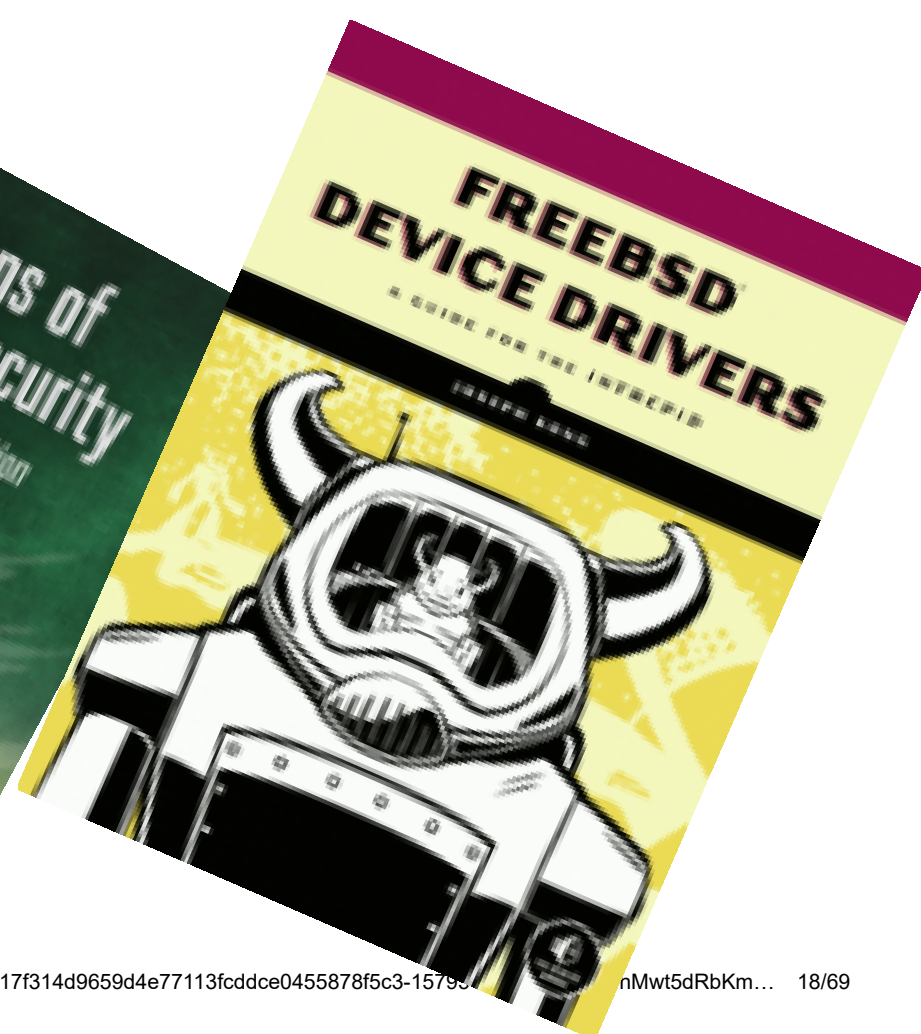*By James Floyd Kelly and Jonathan Daudelin*
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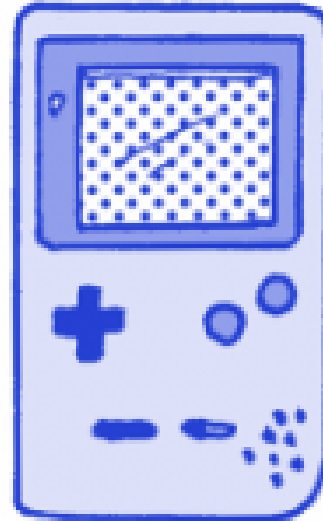*By Joseph Kong*
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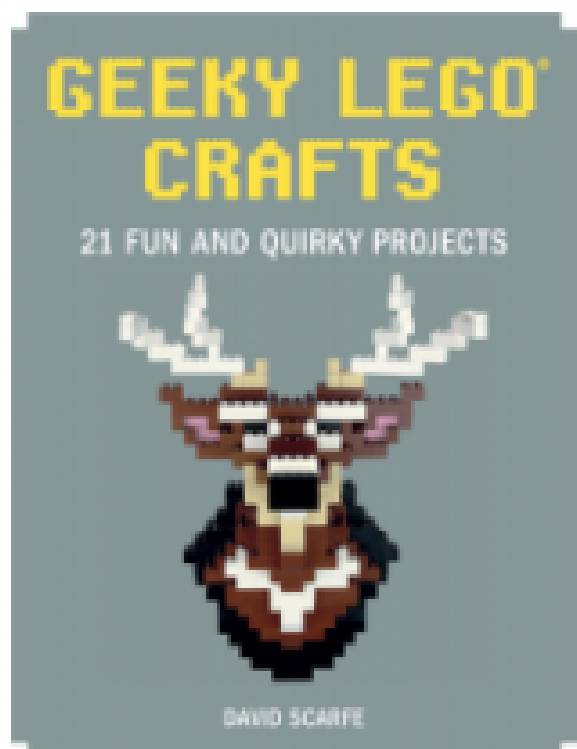
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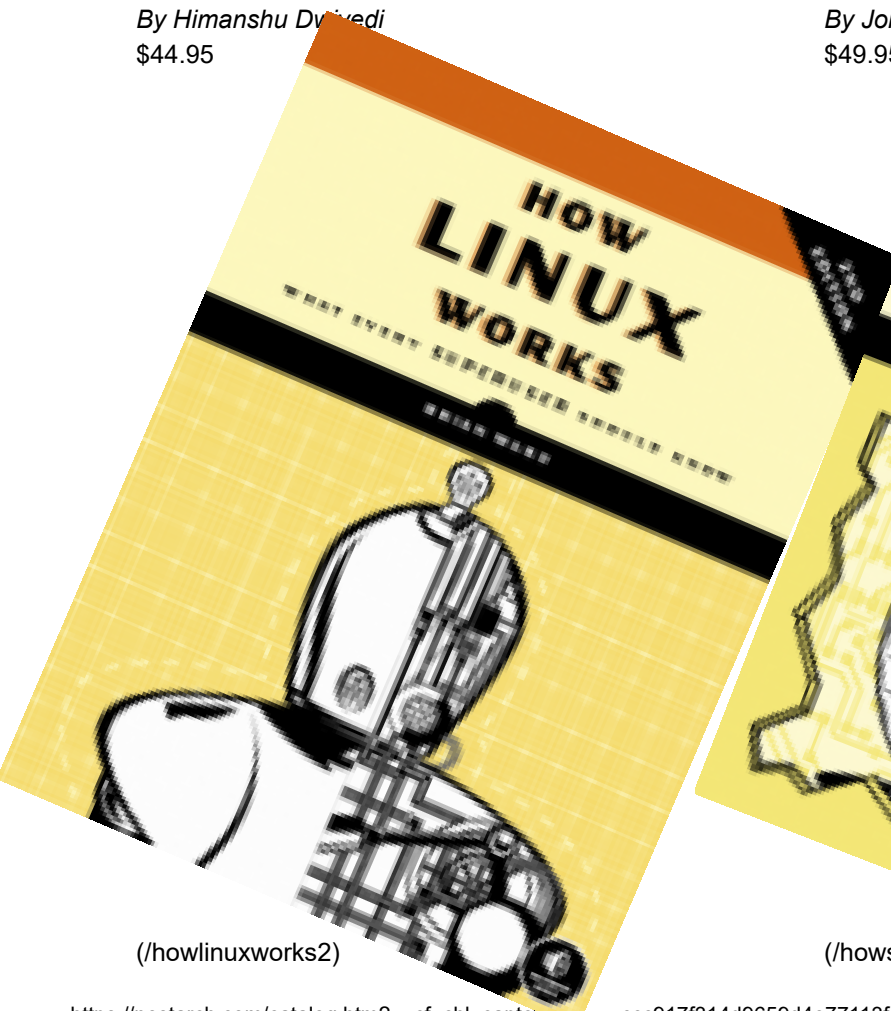Strategies and Guidance from a Battle-Scarred MMO
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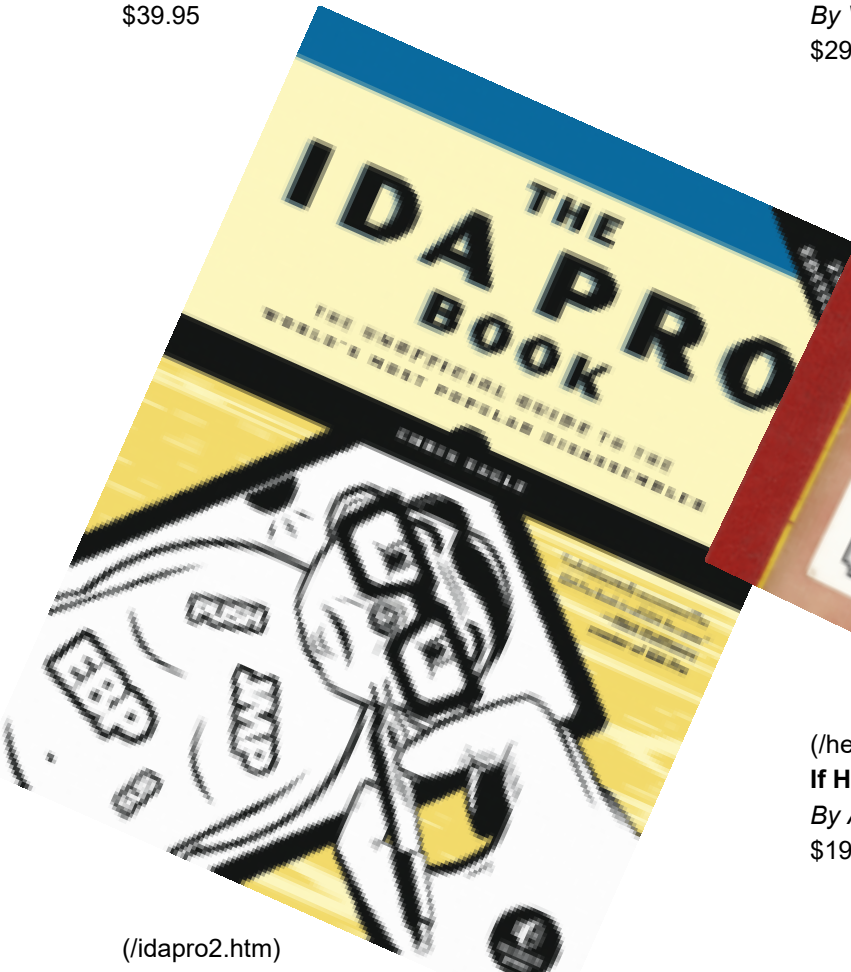$39.95

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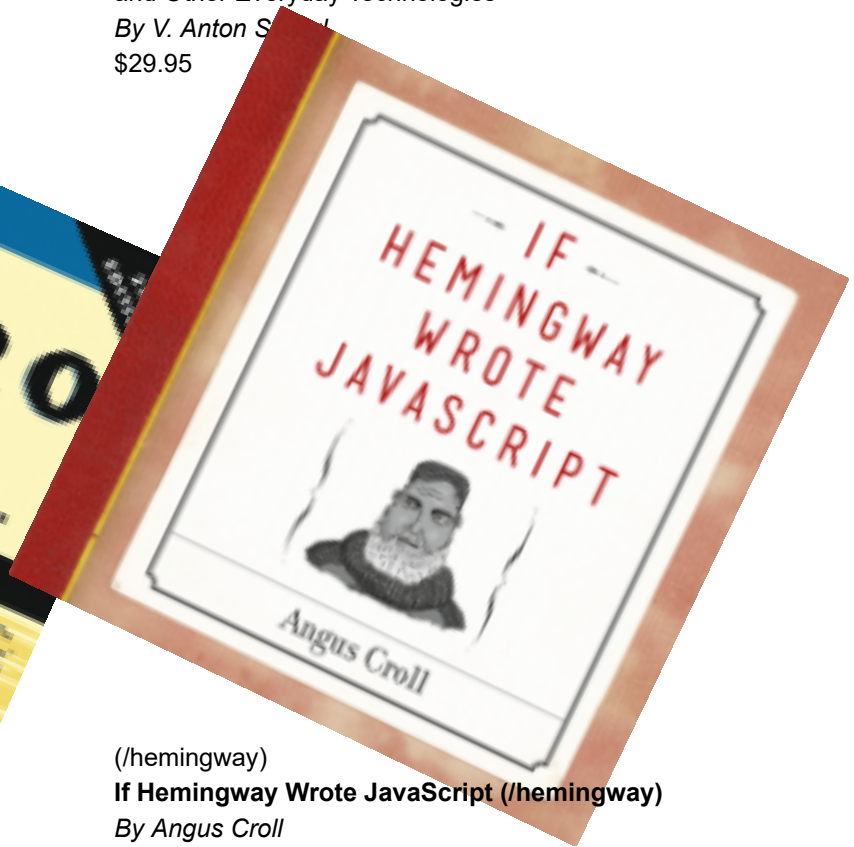*By Angus Croll*
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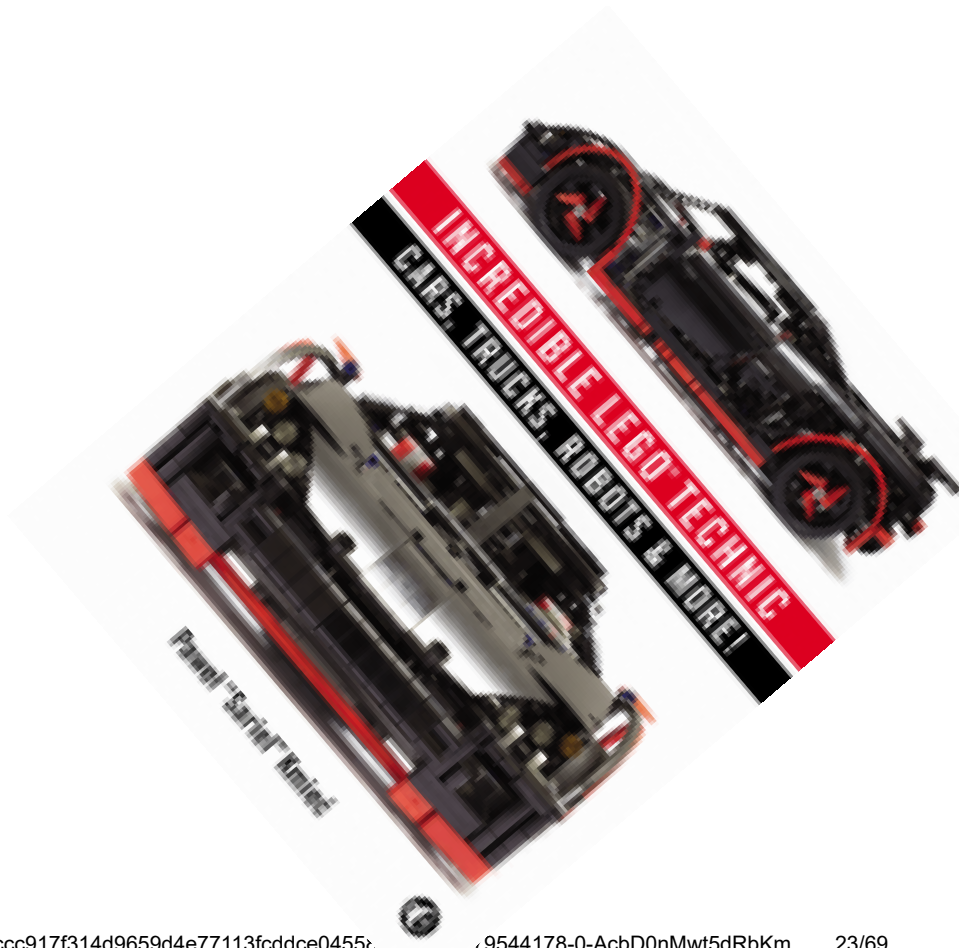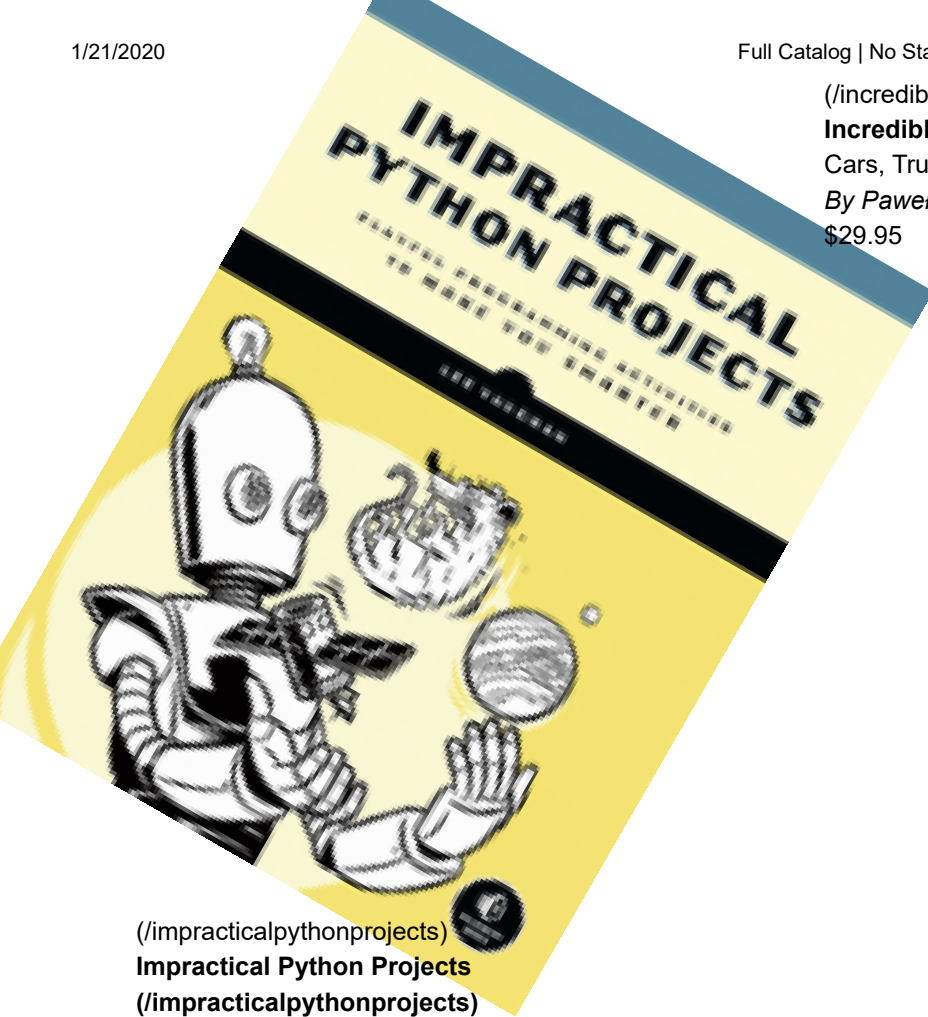
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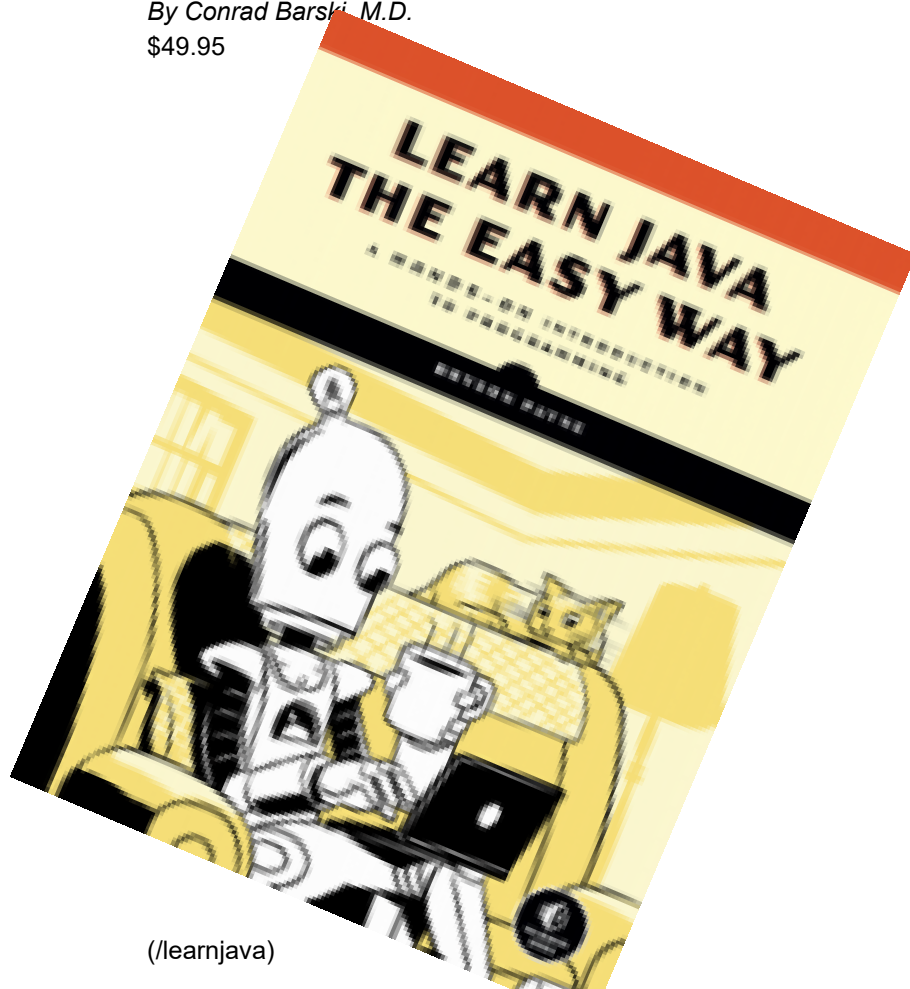
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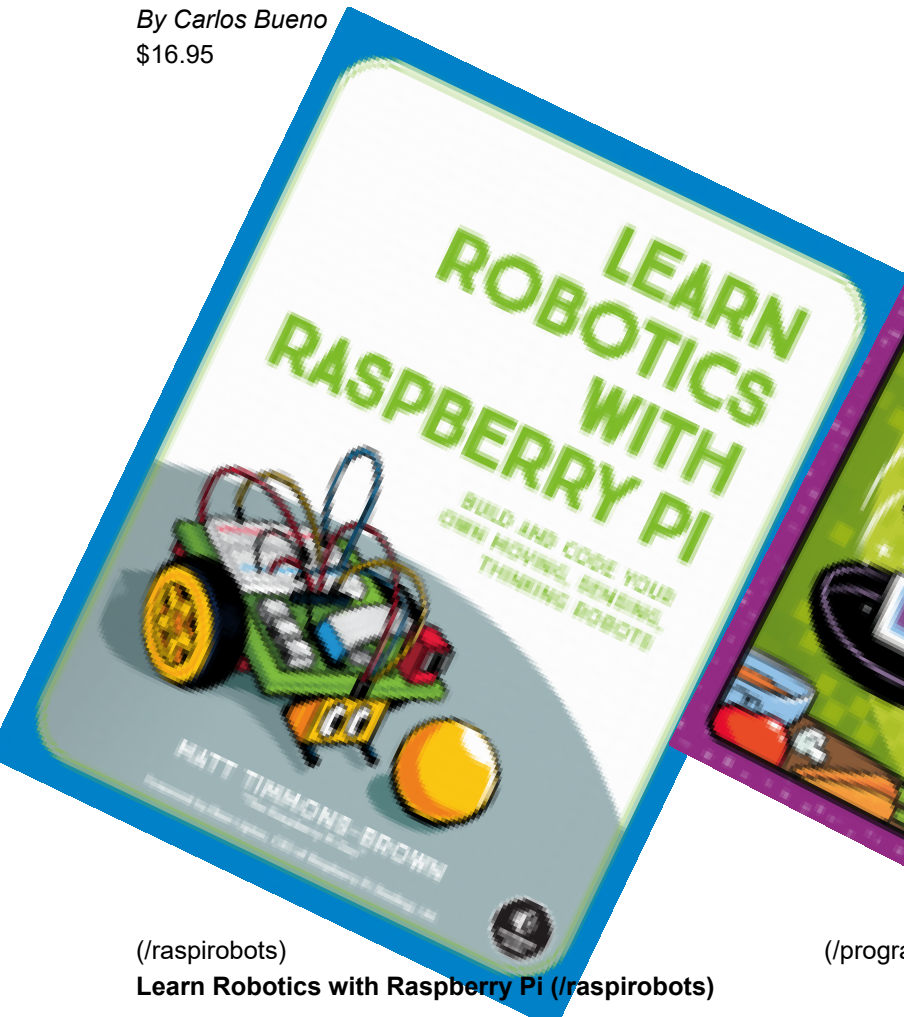
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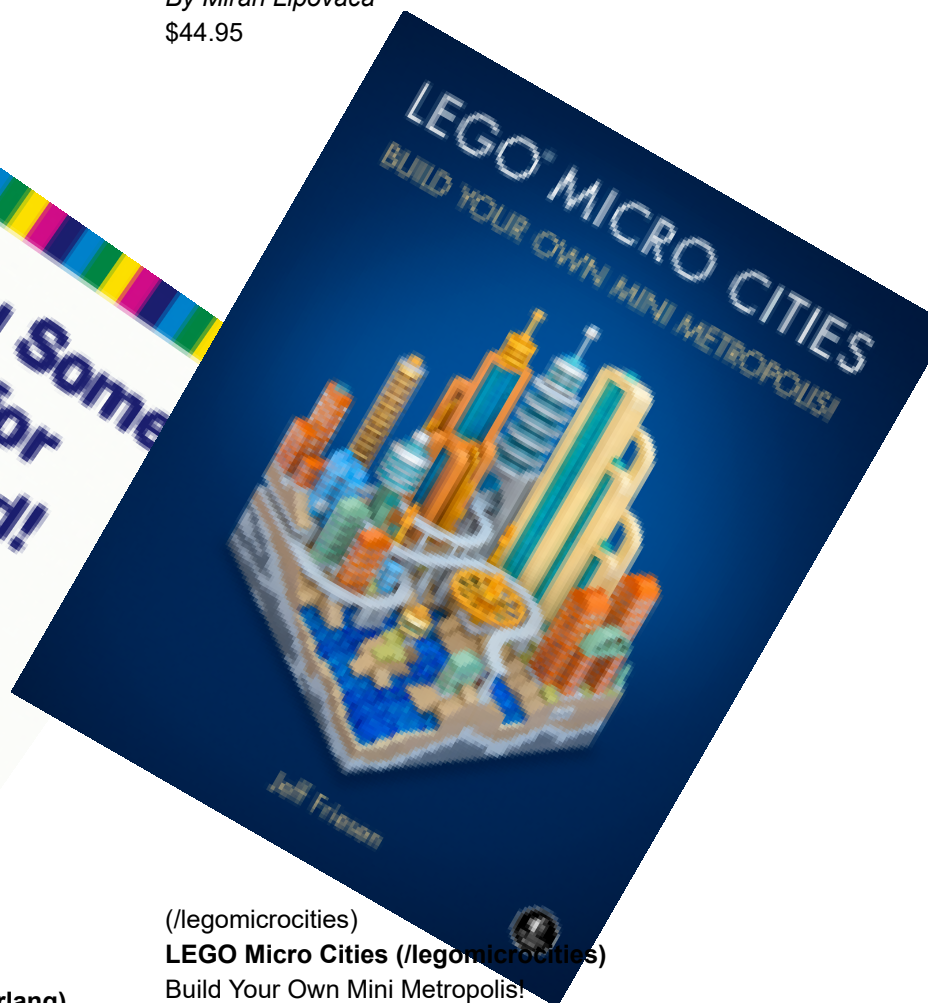
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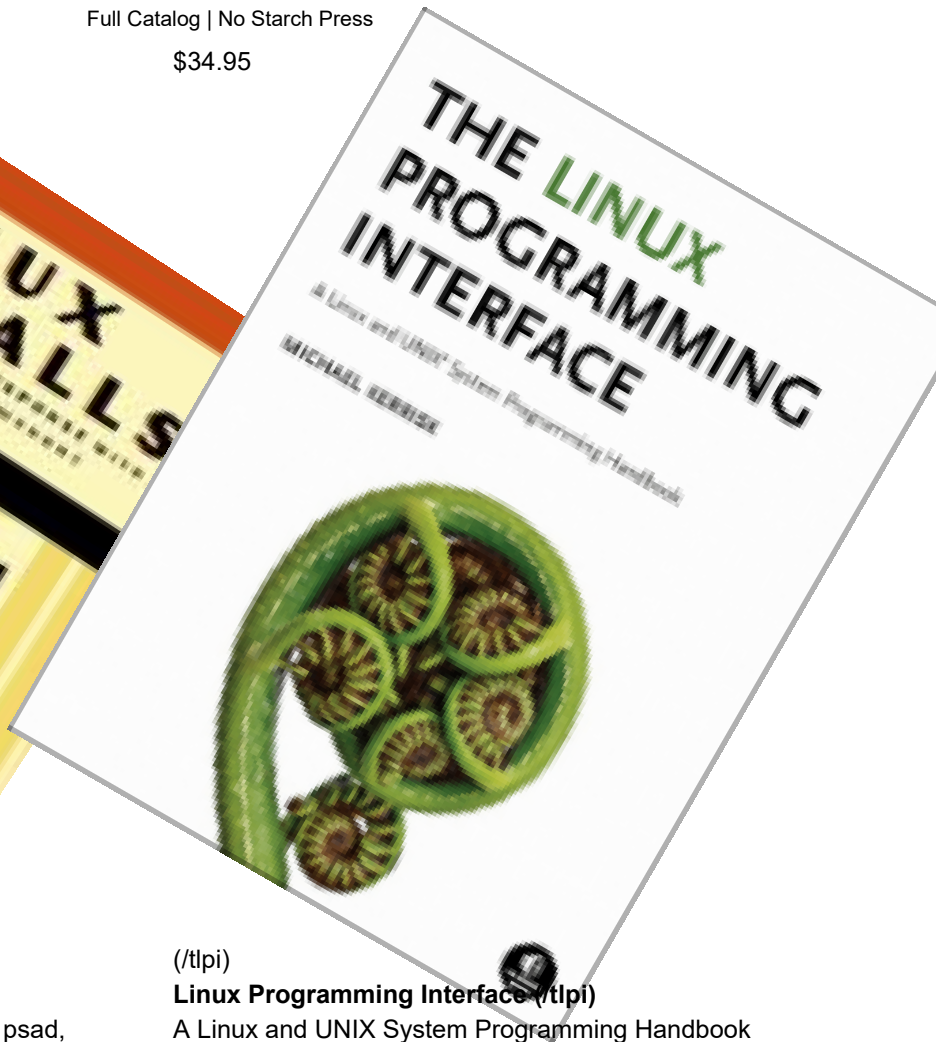*By OccupyTheWeb*

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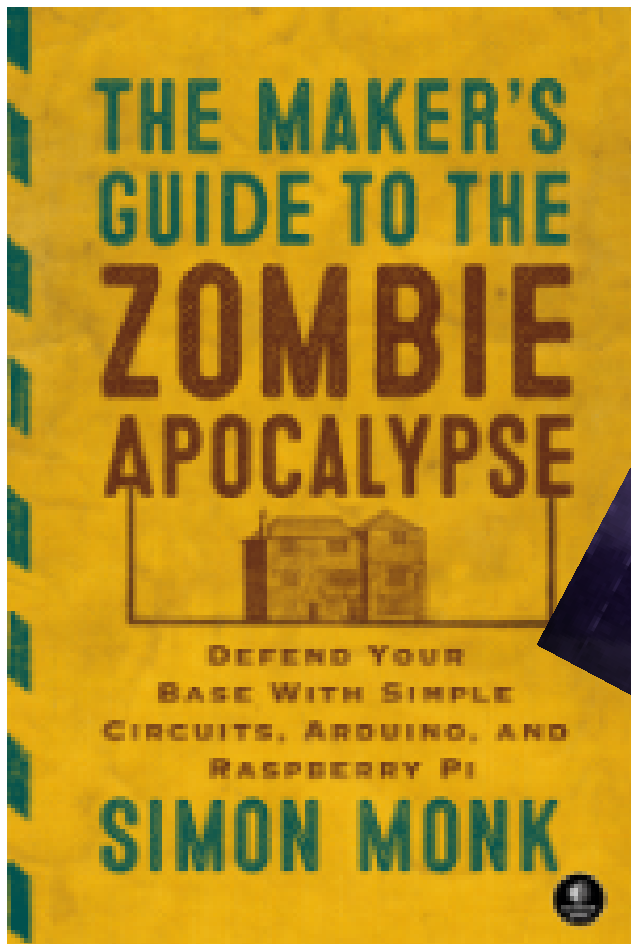(/puzzlescriptgames)**

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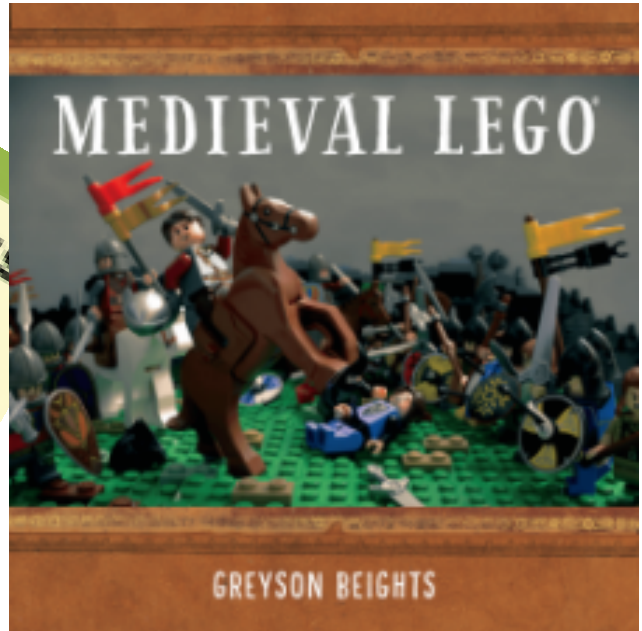
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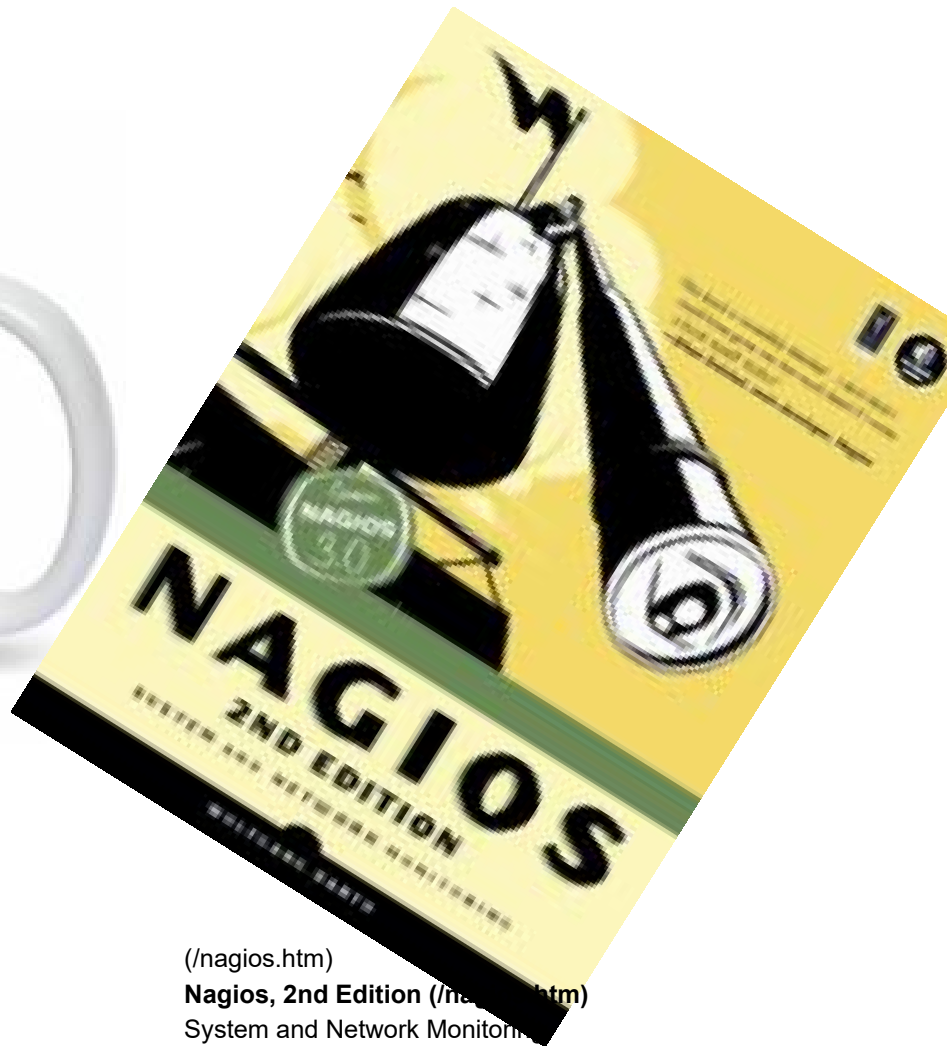*By Sean McManus*
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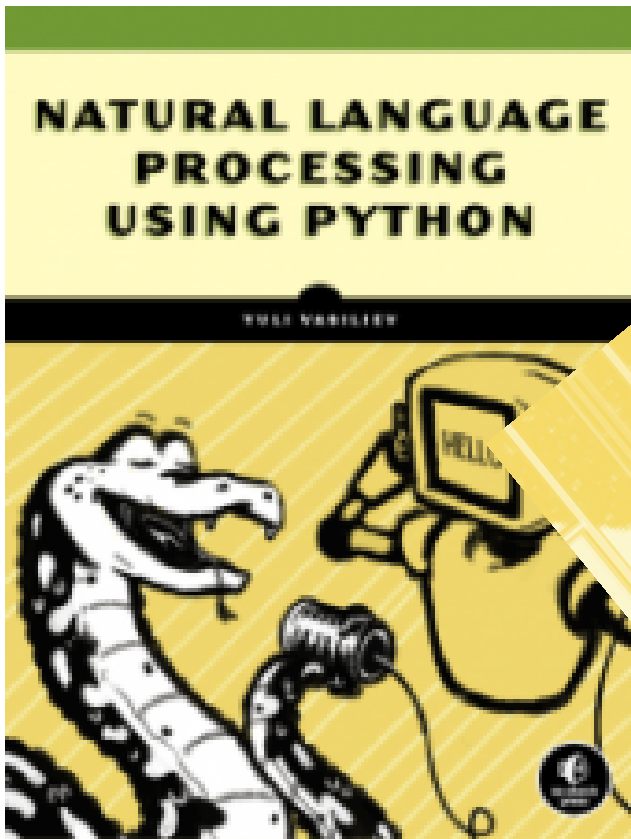and JavaScript
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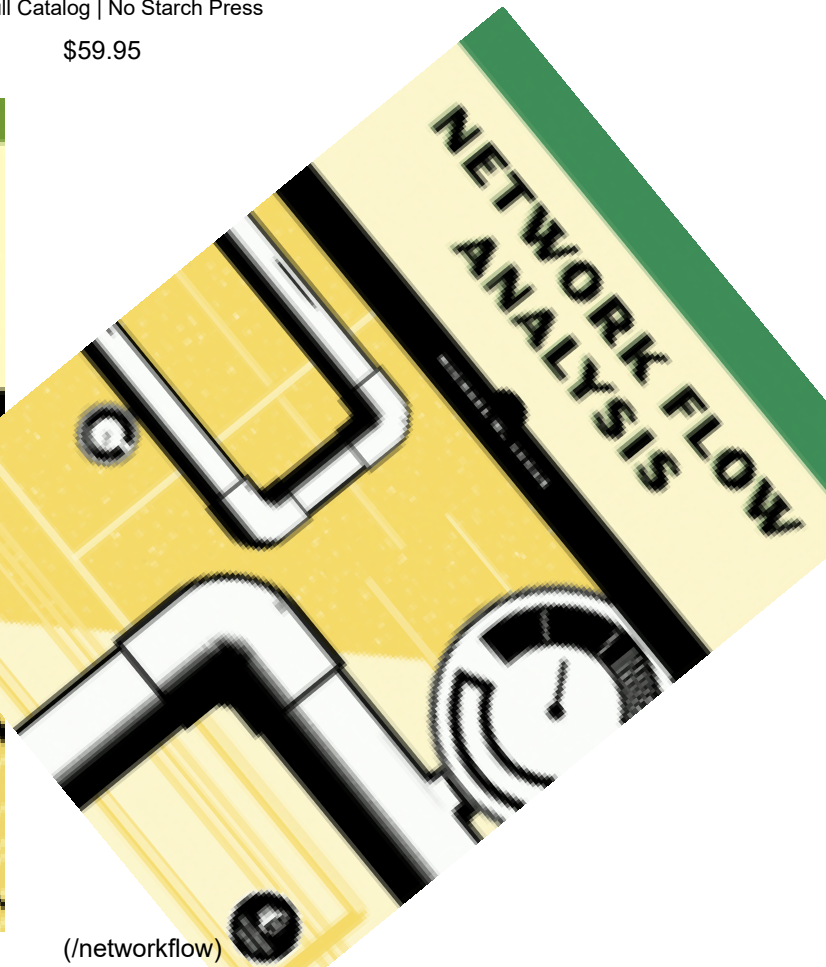**Mug of Vi (/mug.htm)**
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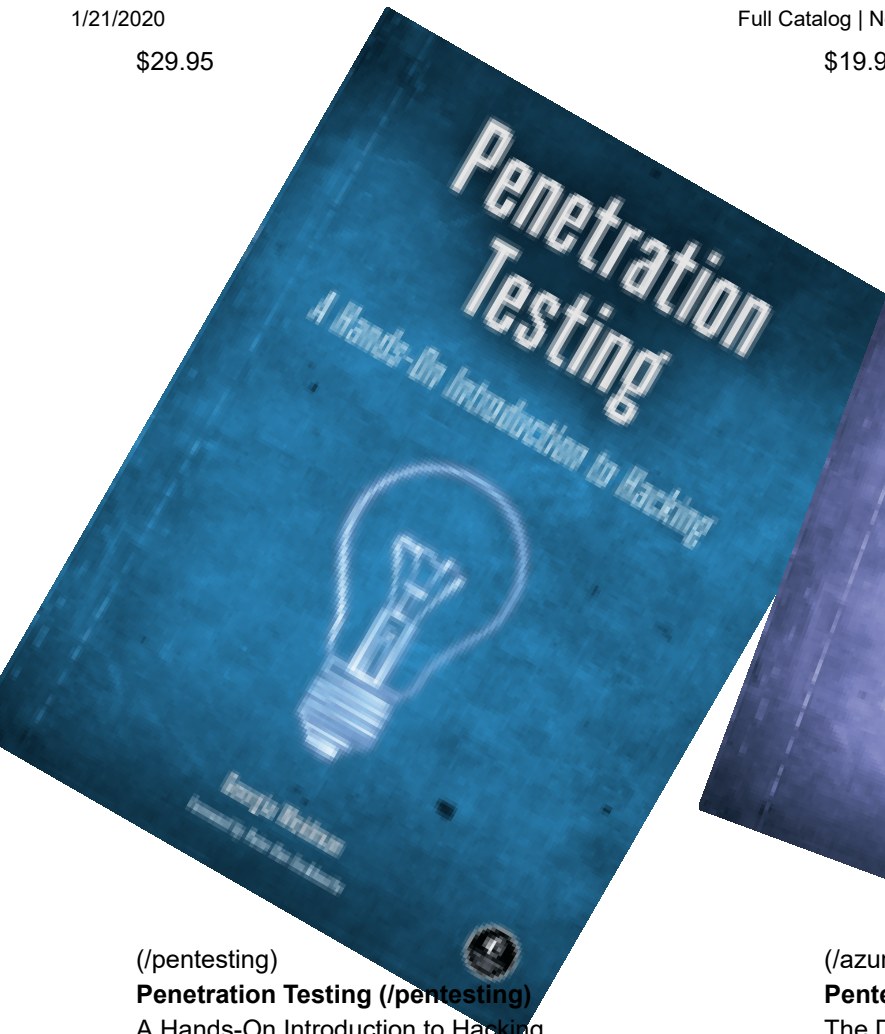*By Michael W. Lucas*
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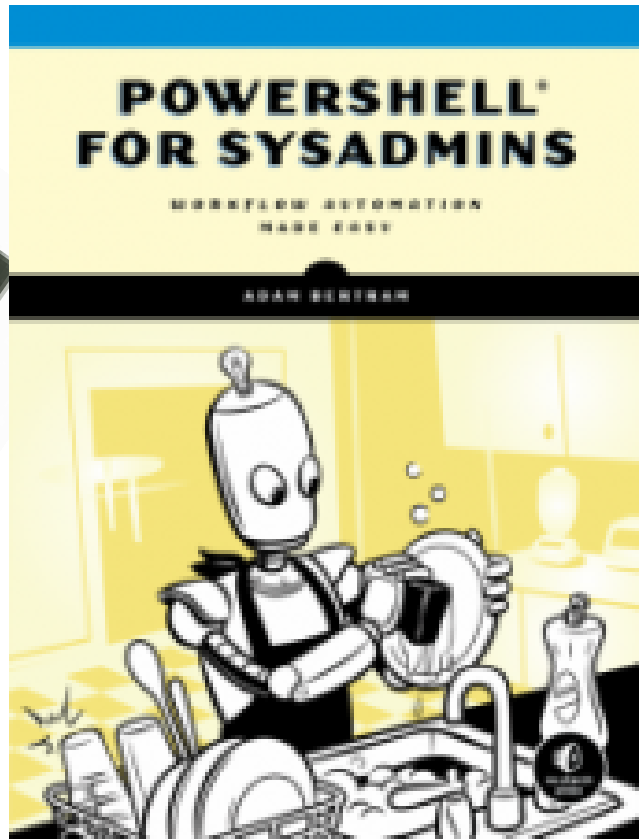130 Programs That Get Things Done

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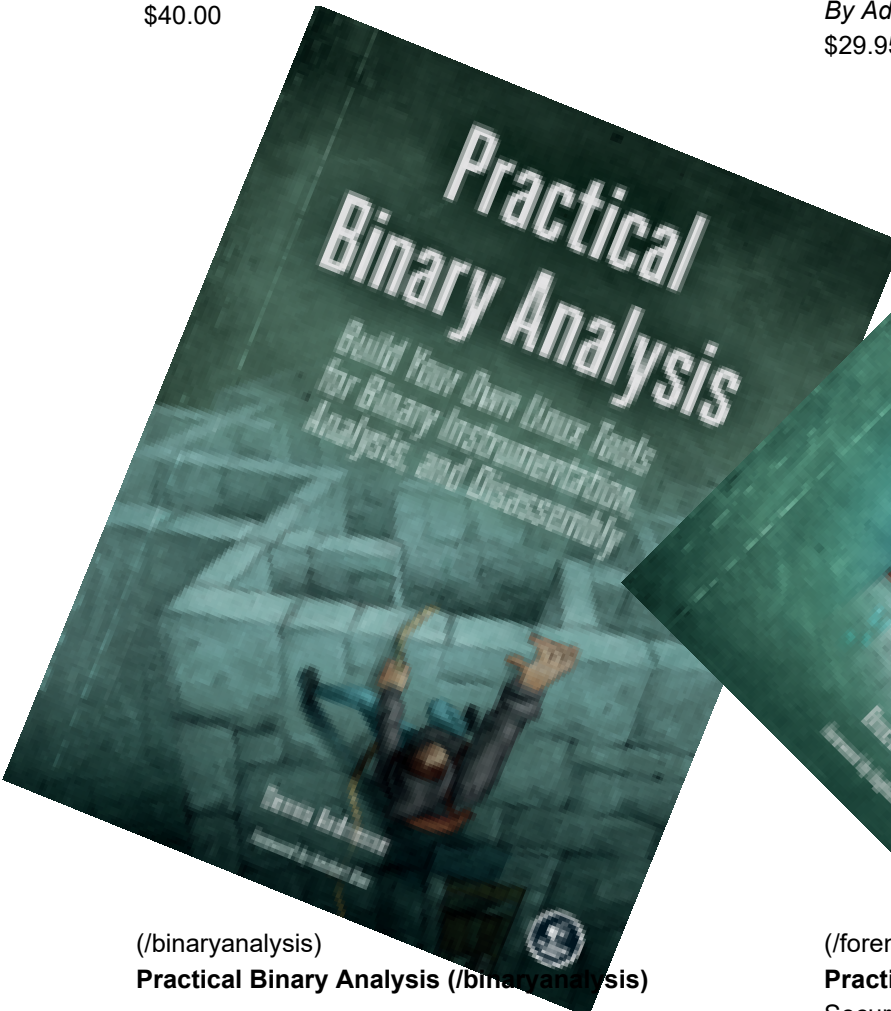$40.00

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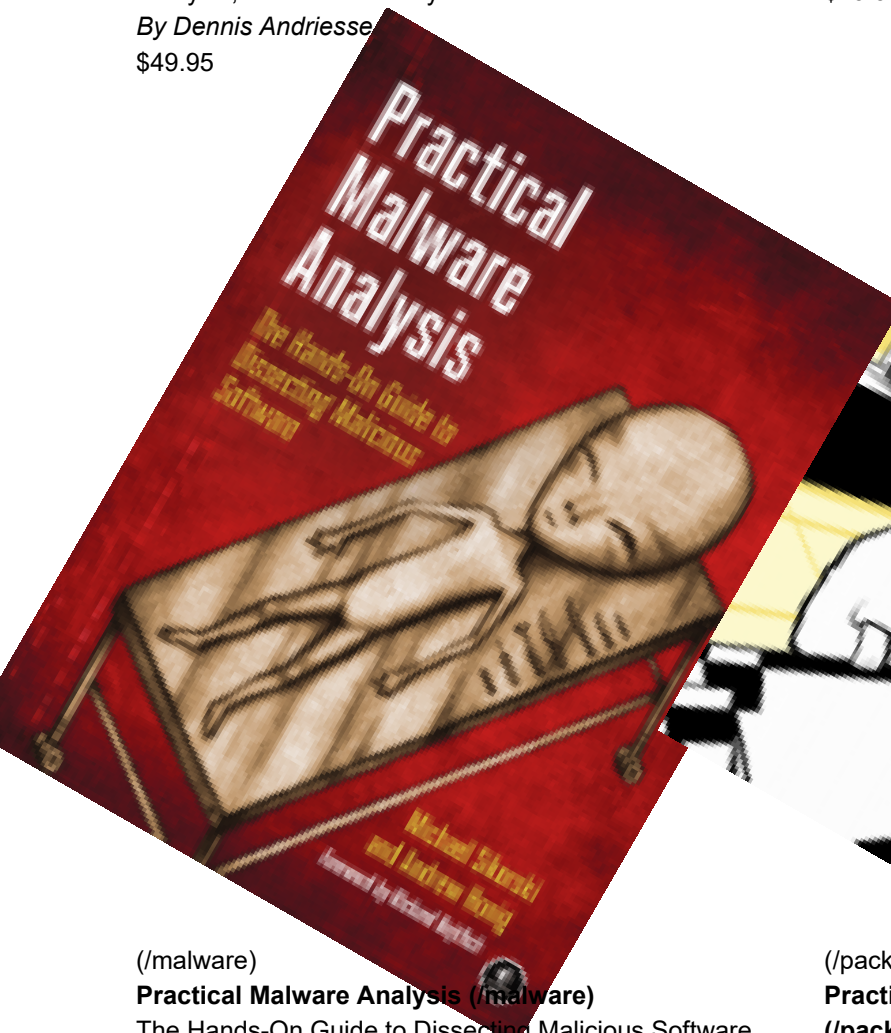
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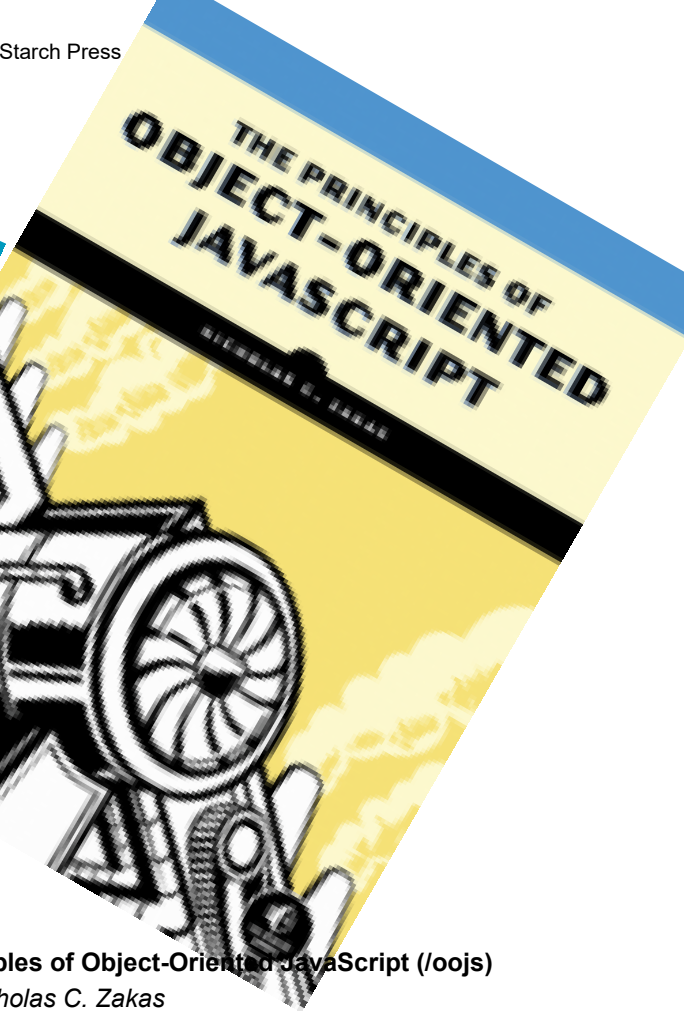**Practical Packet Analysis, 3rd Edition
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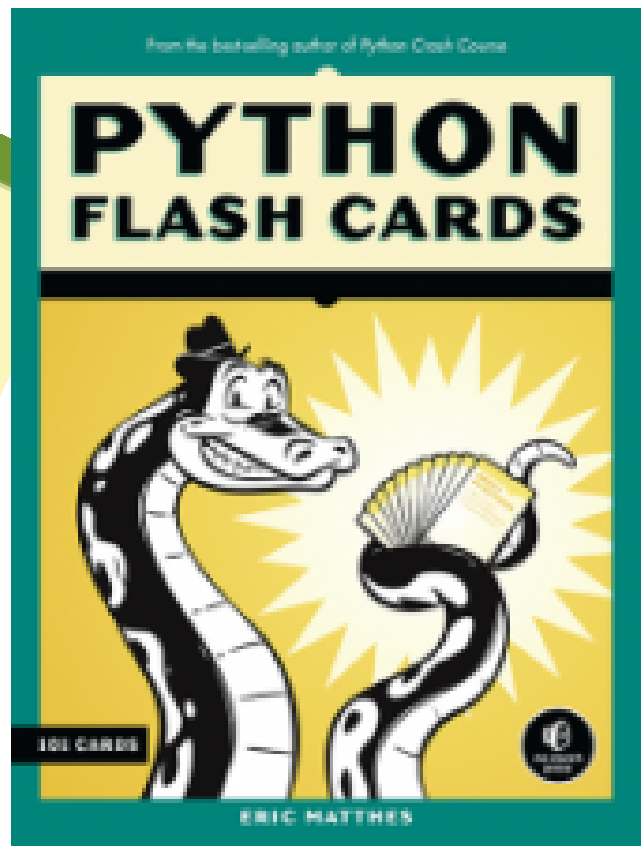
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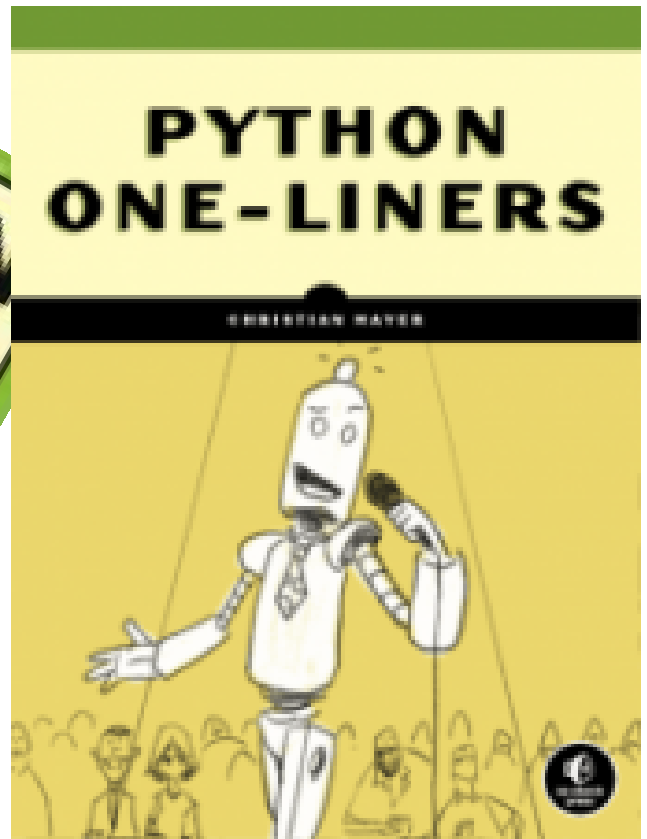*By Jason R. Briggs*
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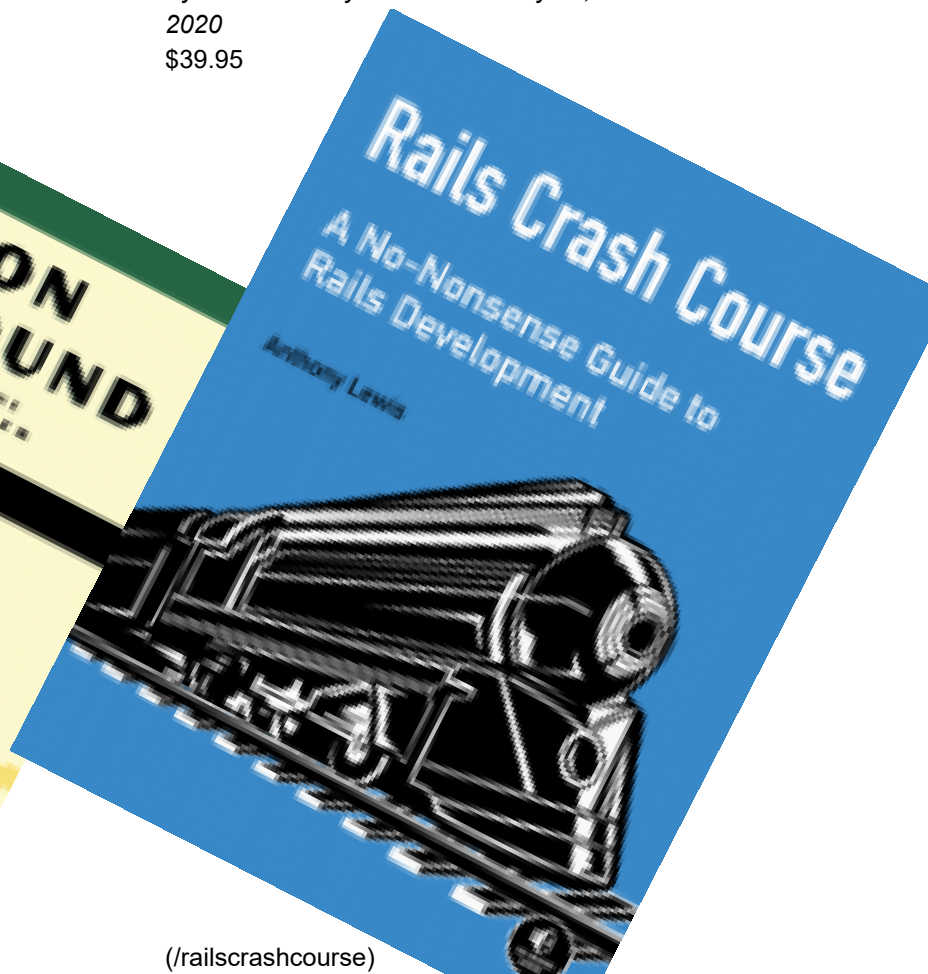
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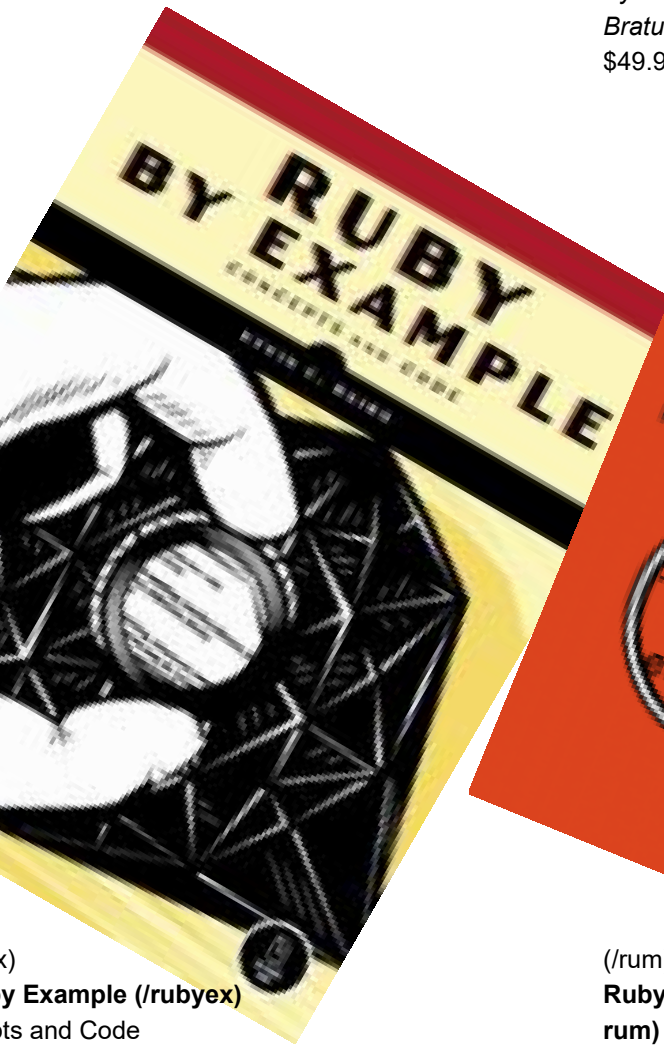
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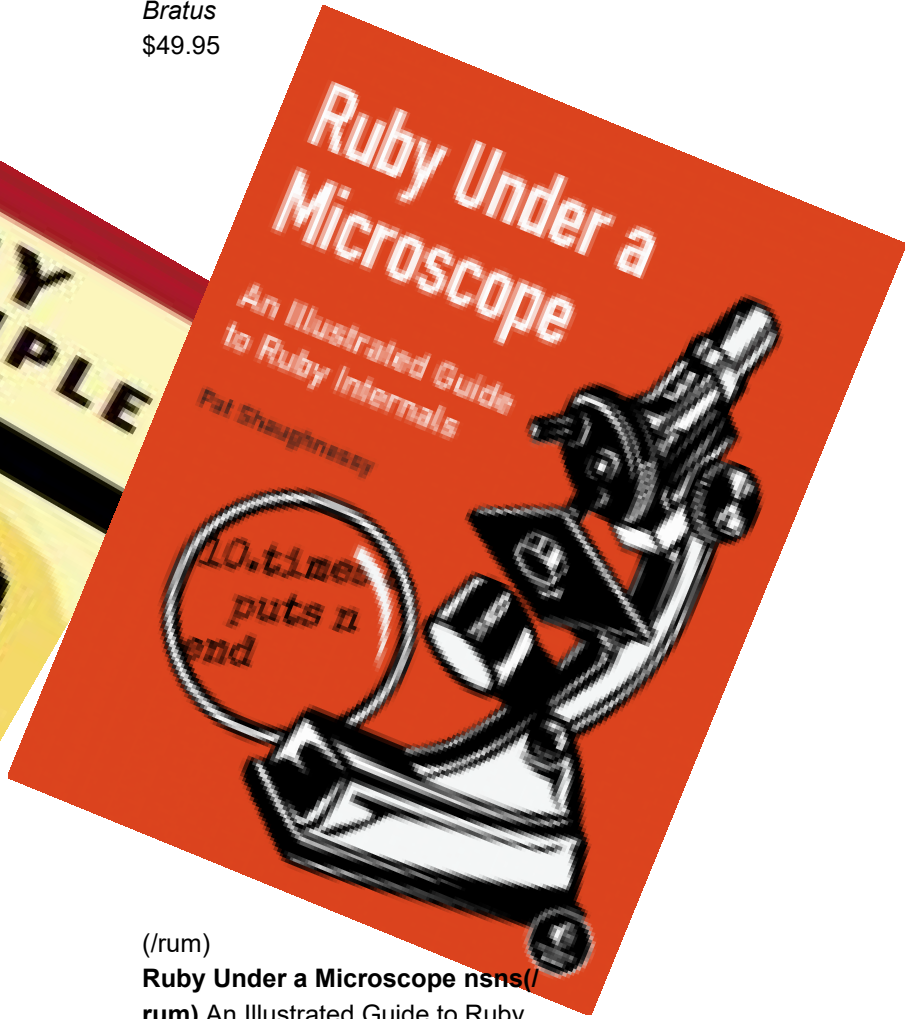
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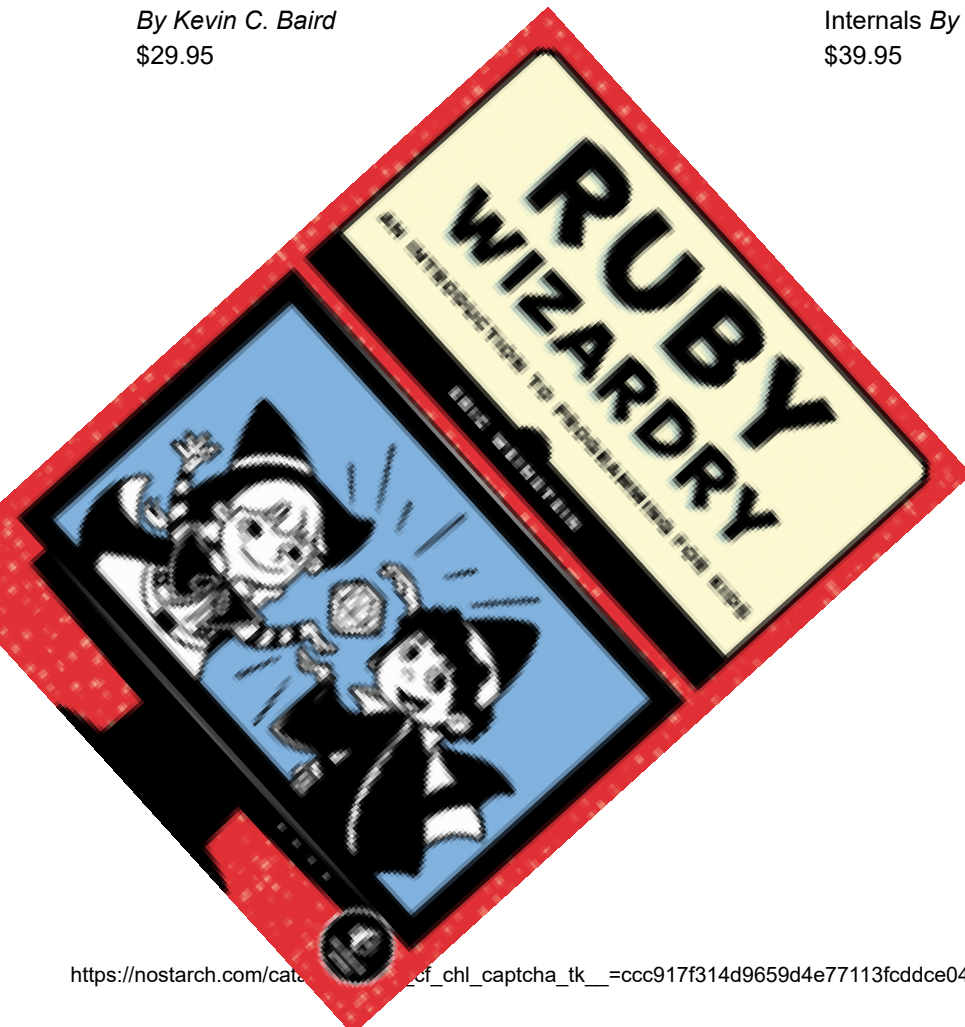*By Eric Weinstein*
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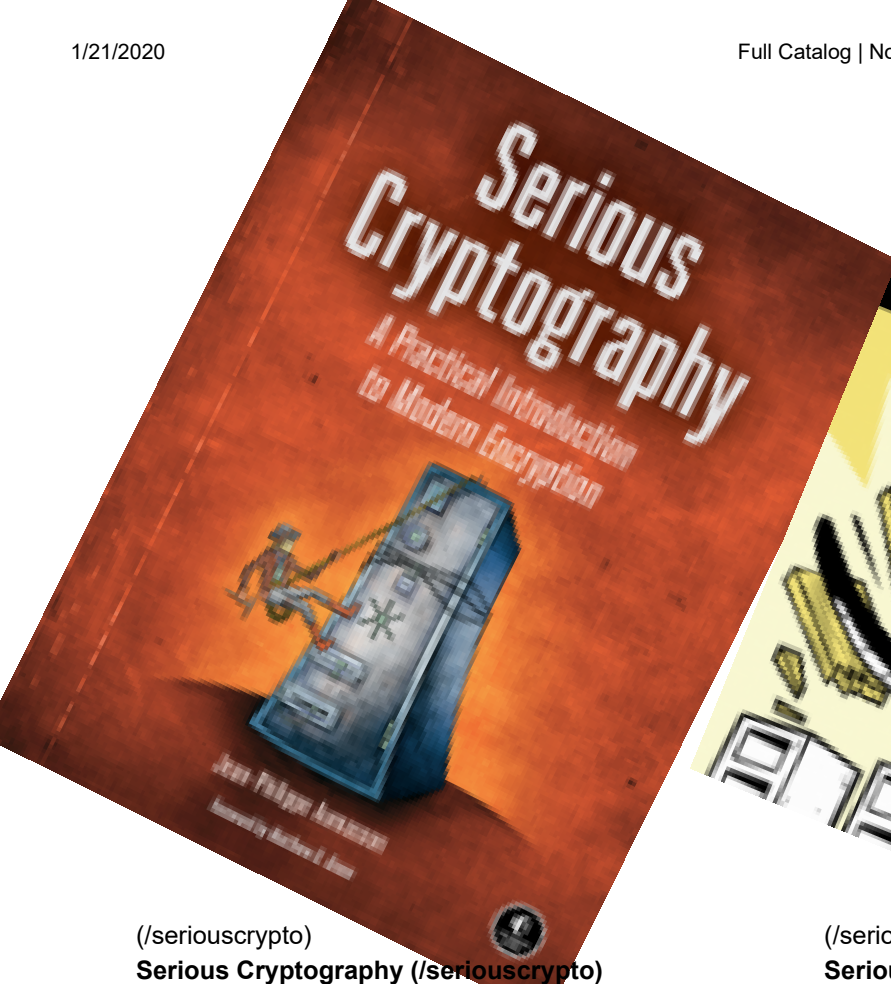
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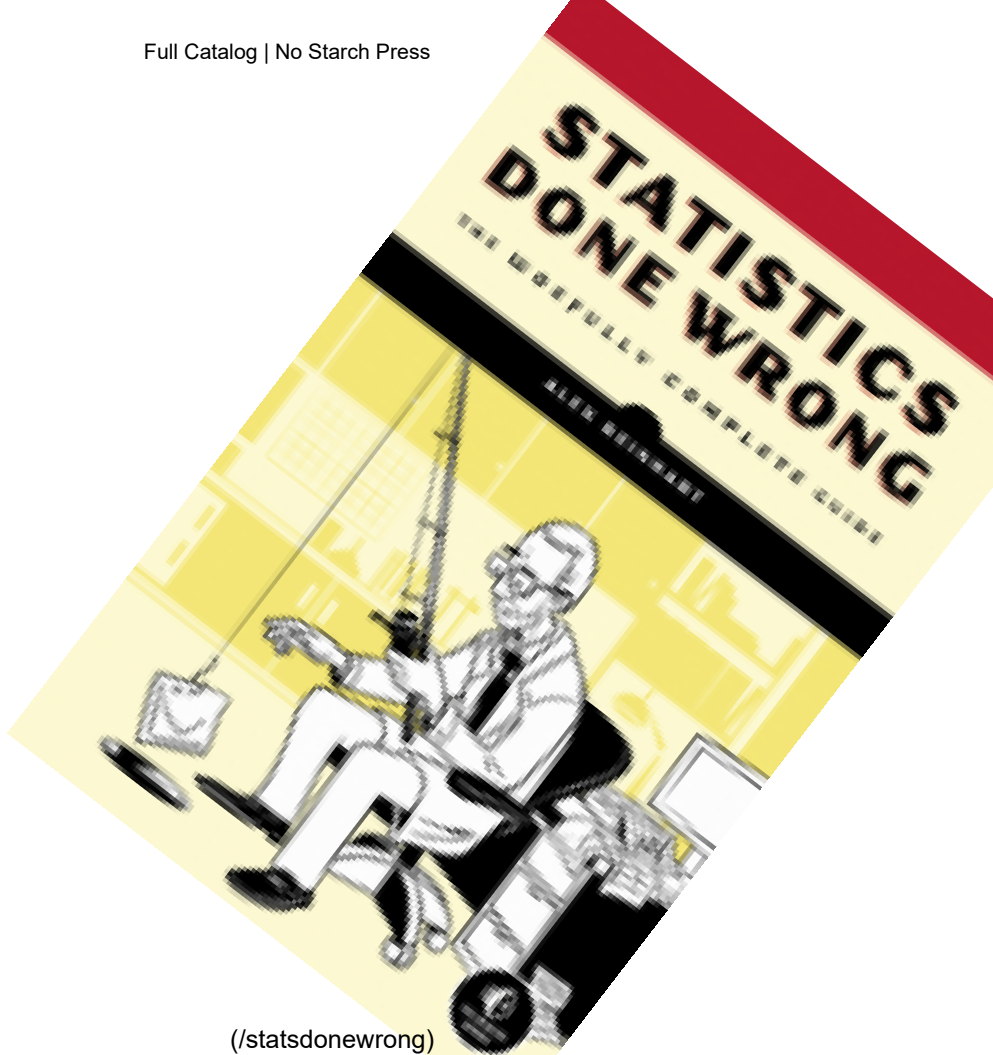
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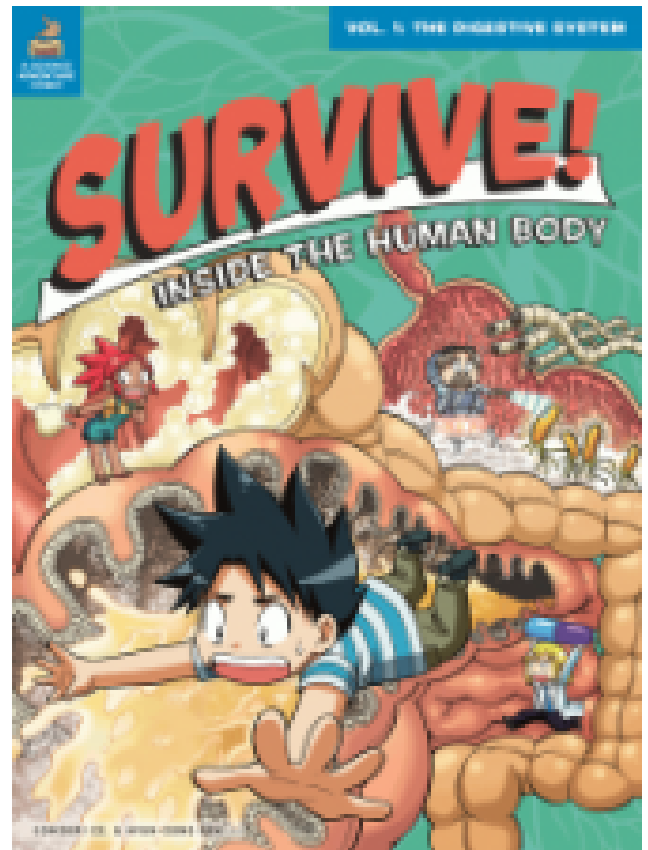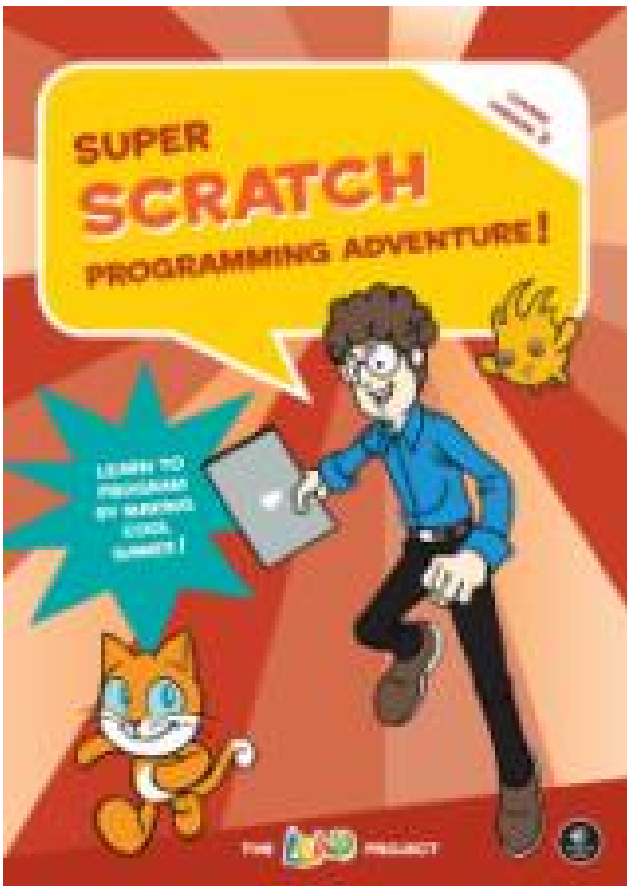**Steampunk LEGO (/steampunk)**
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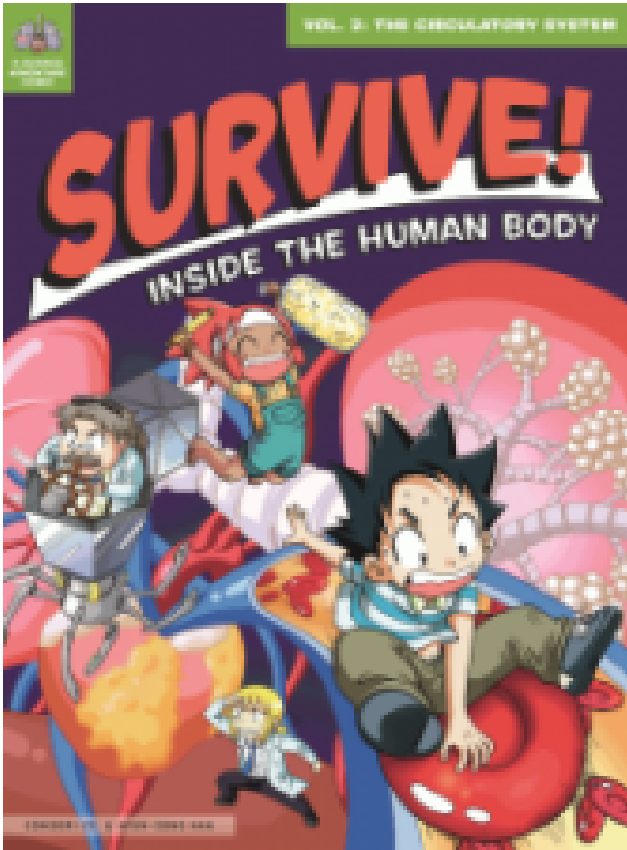**Survive! Inside the Human Body, Vol. 1
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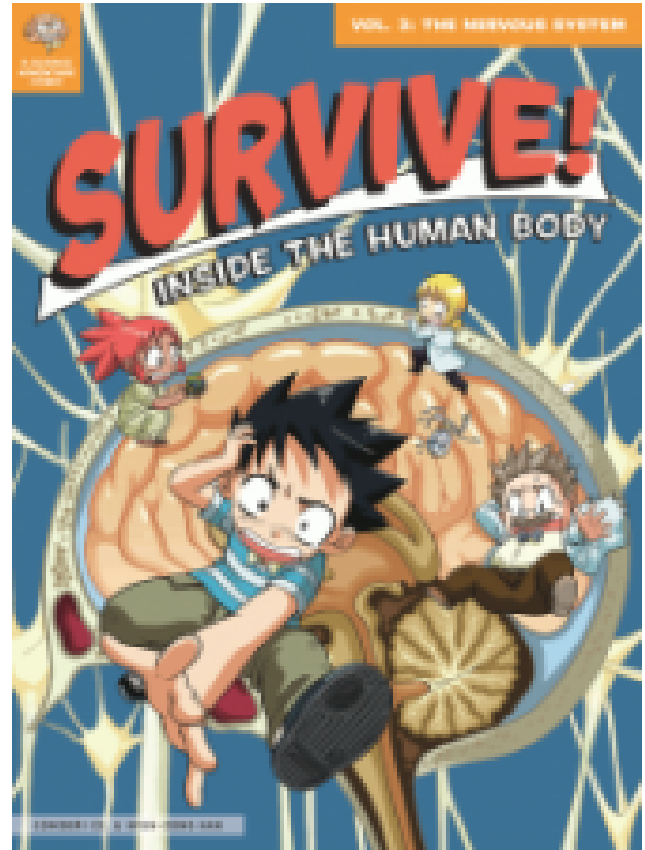
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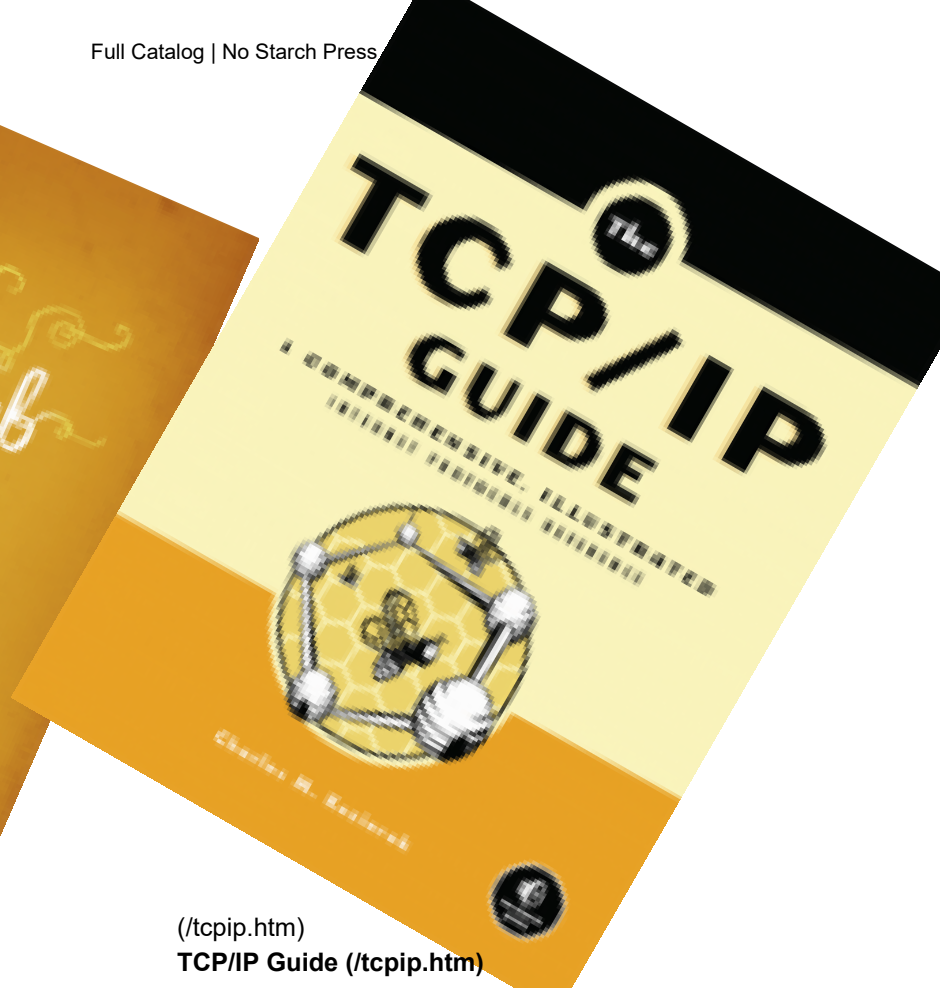
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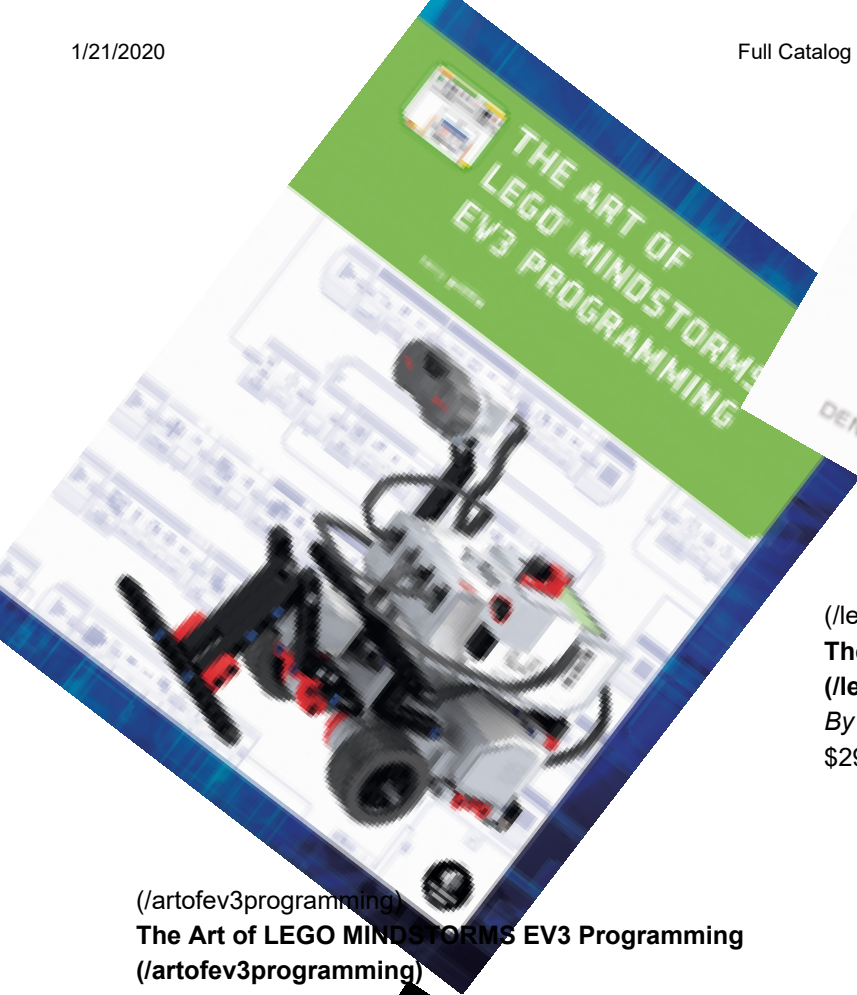
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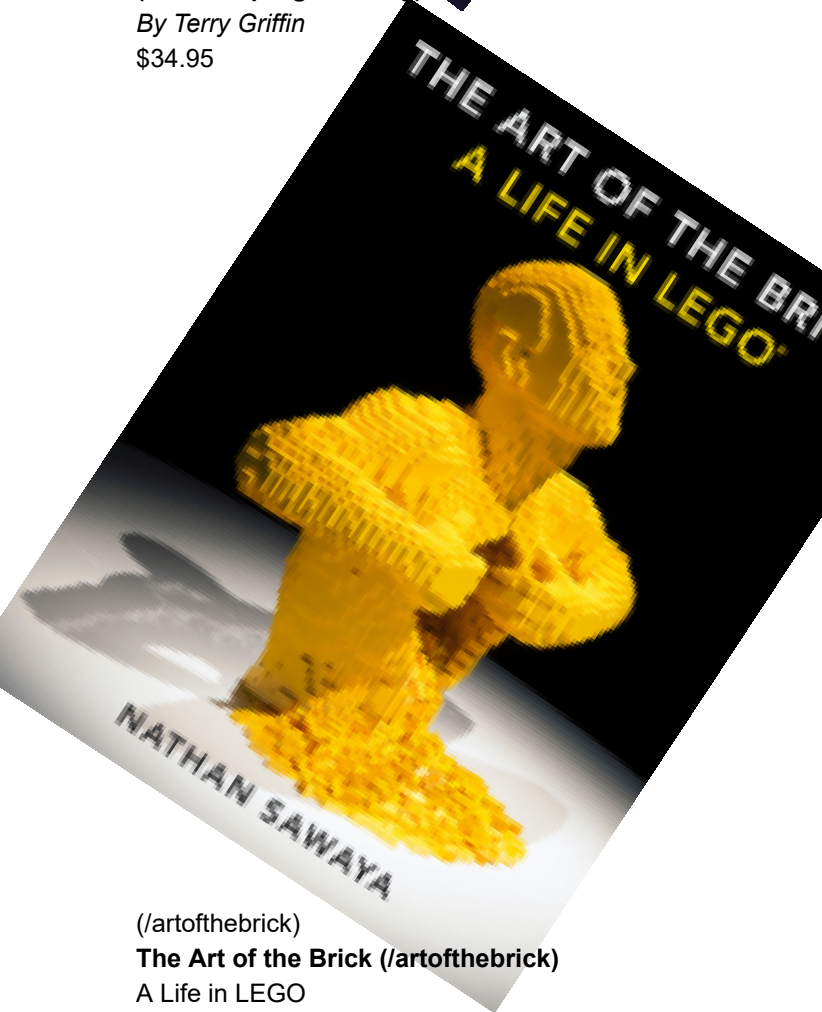
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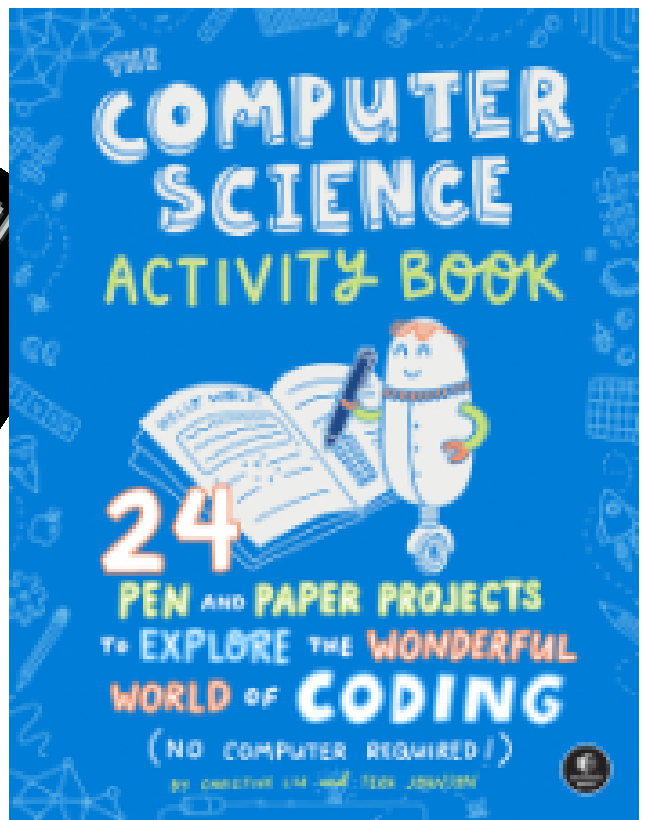
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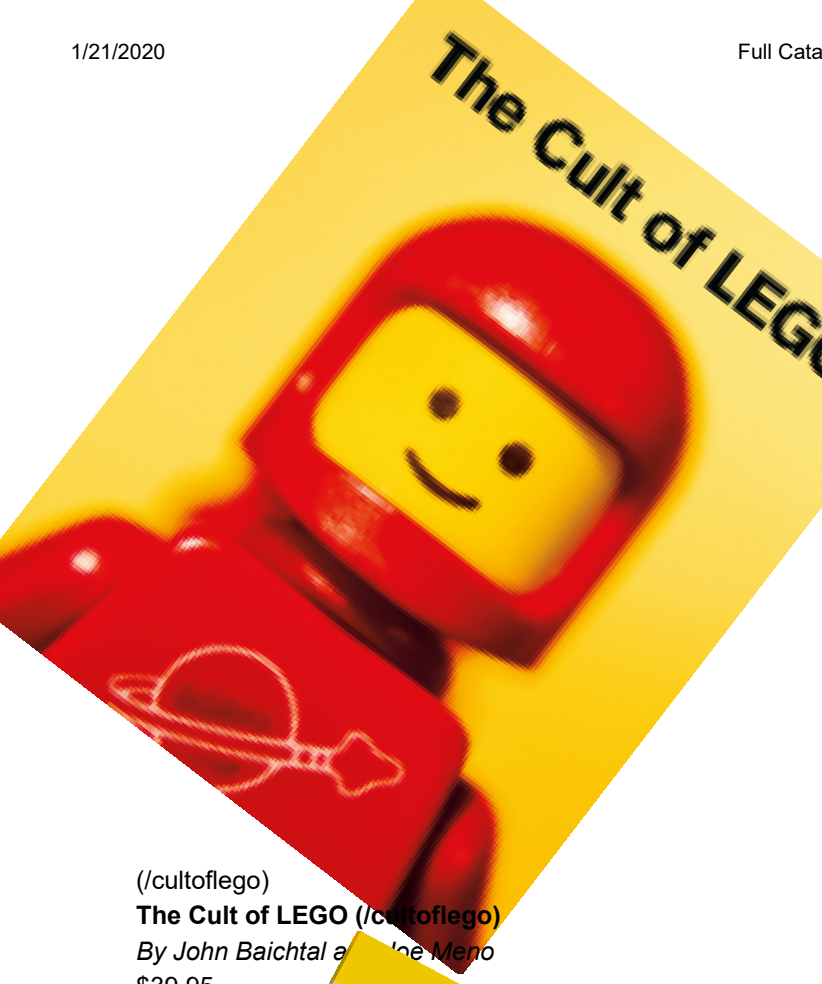
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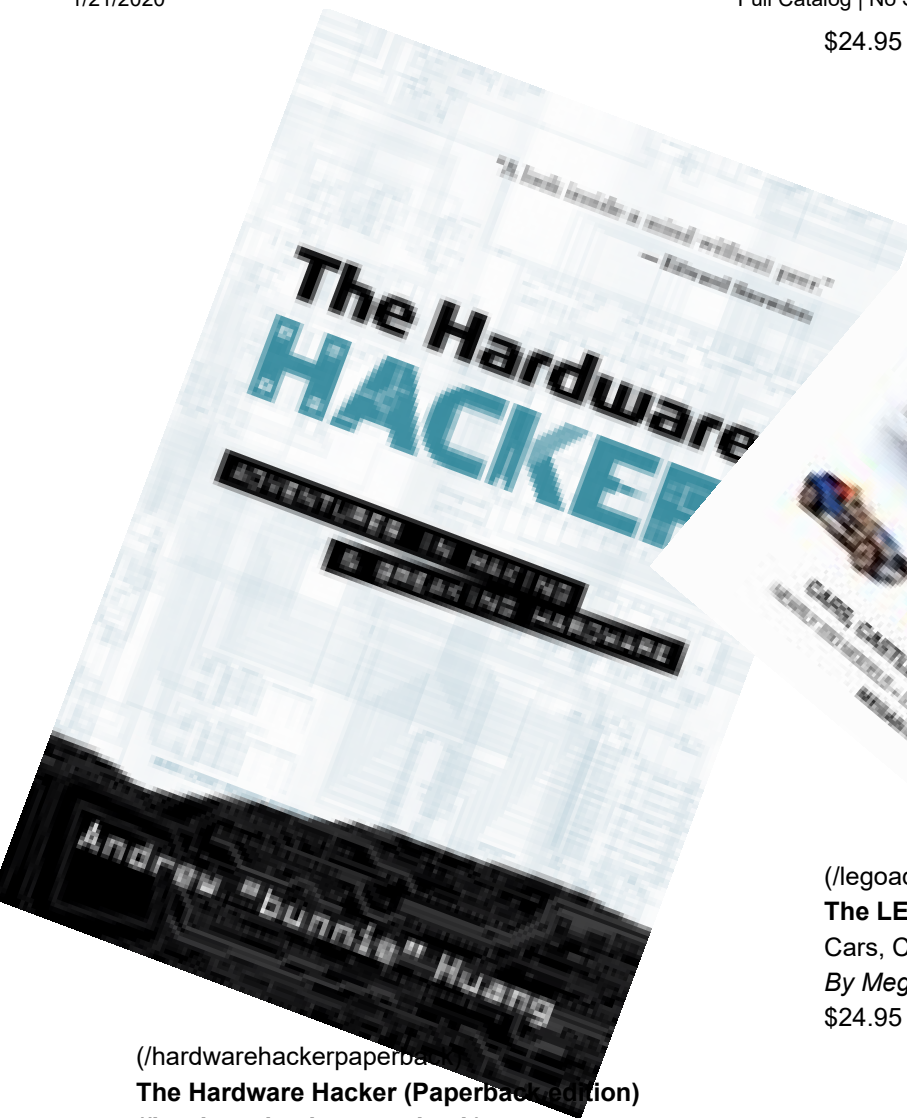
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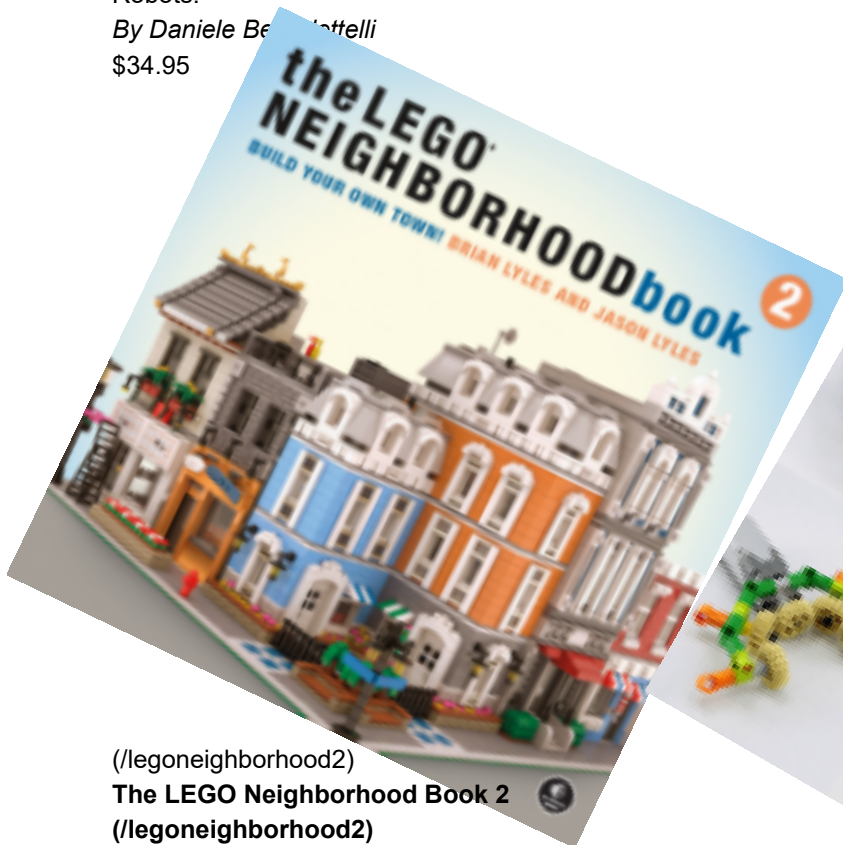
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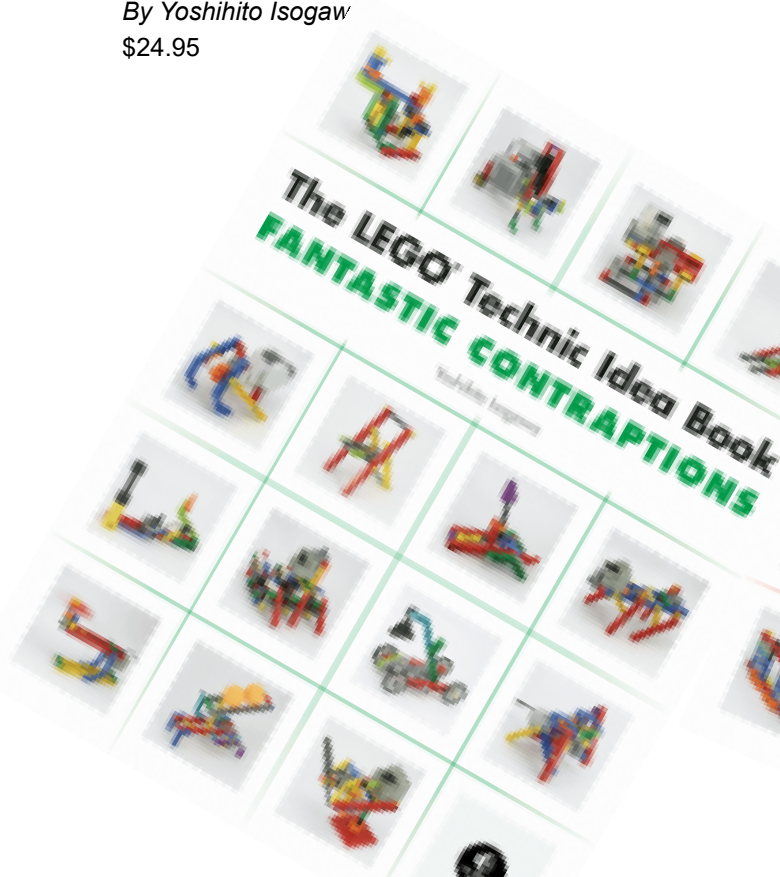
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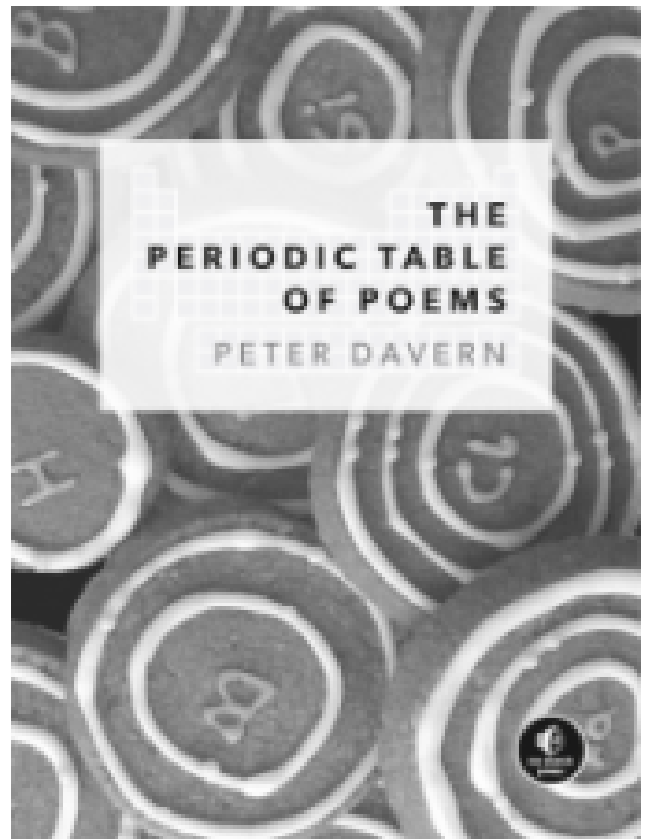$25.00

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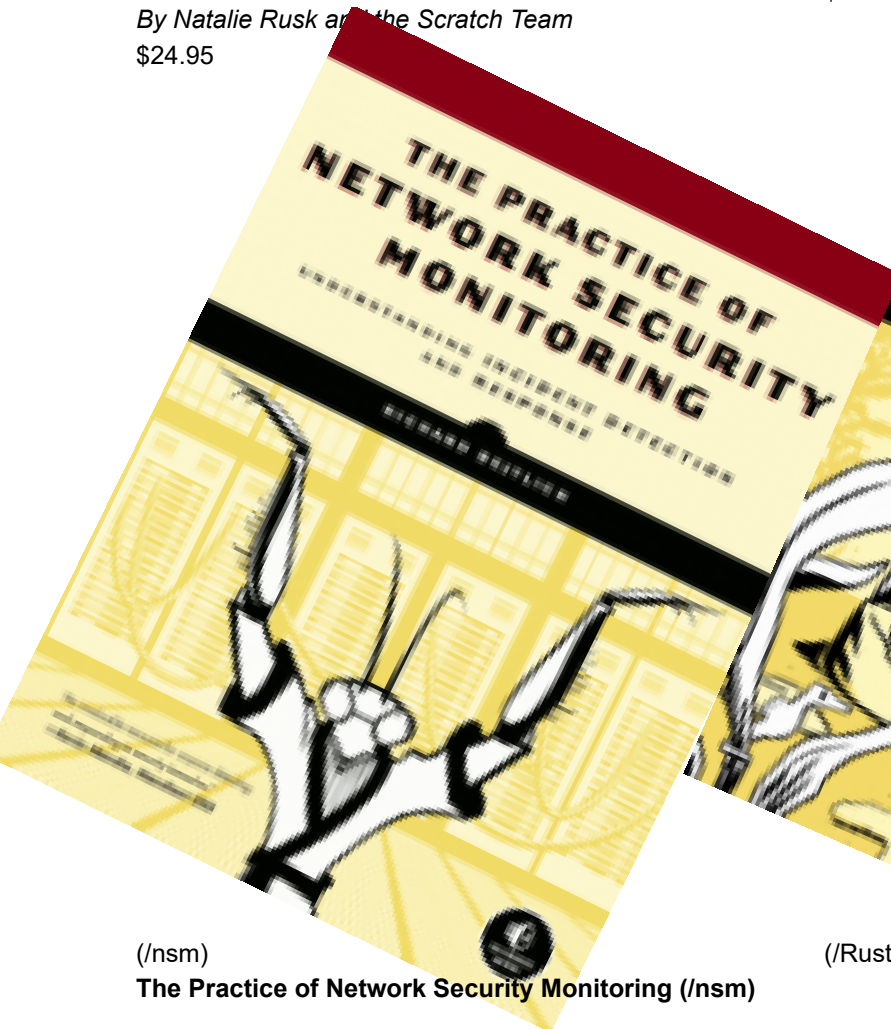*By Natalie Rusk and the Scratch Team*
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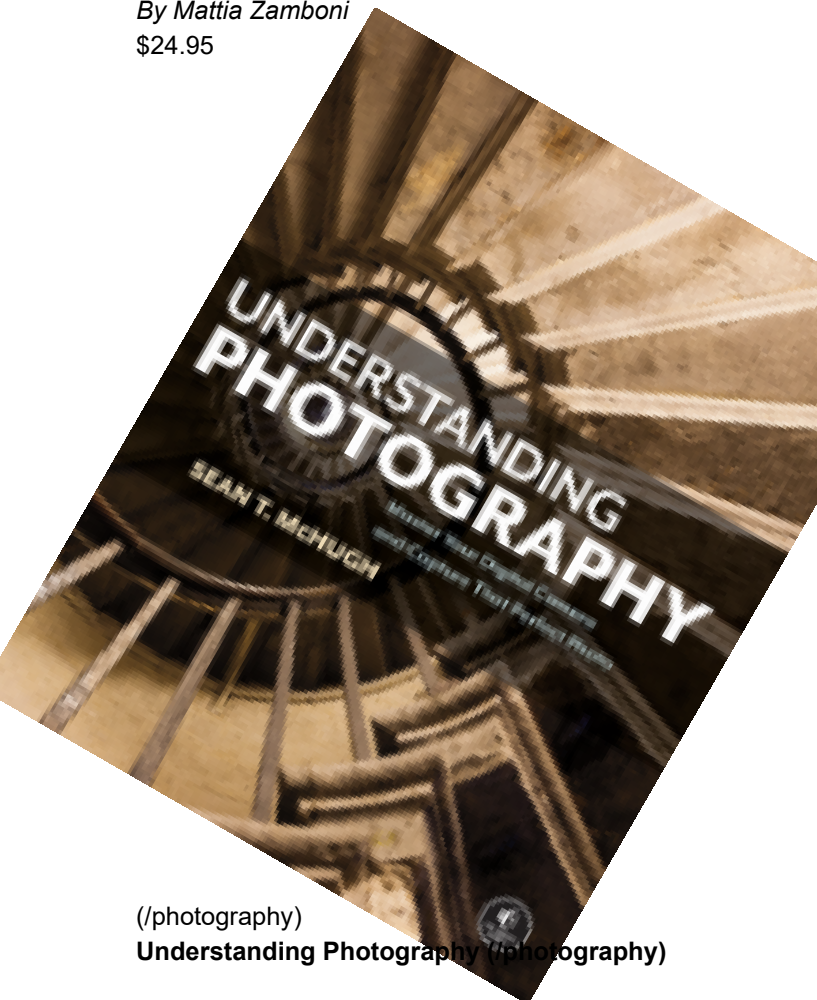*By Mattia Zamboni*
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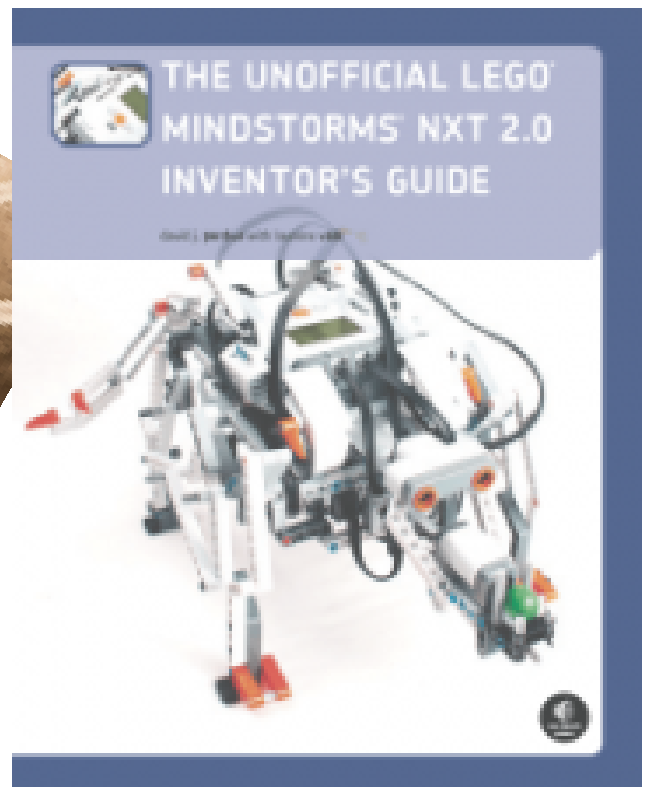The Definitive Guide for JavaScript Developers
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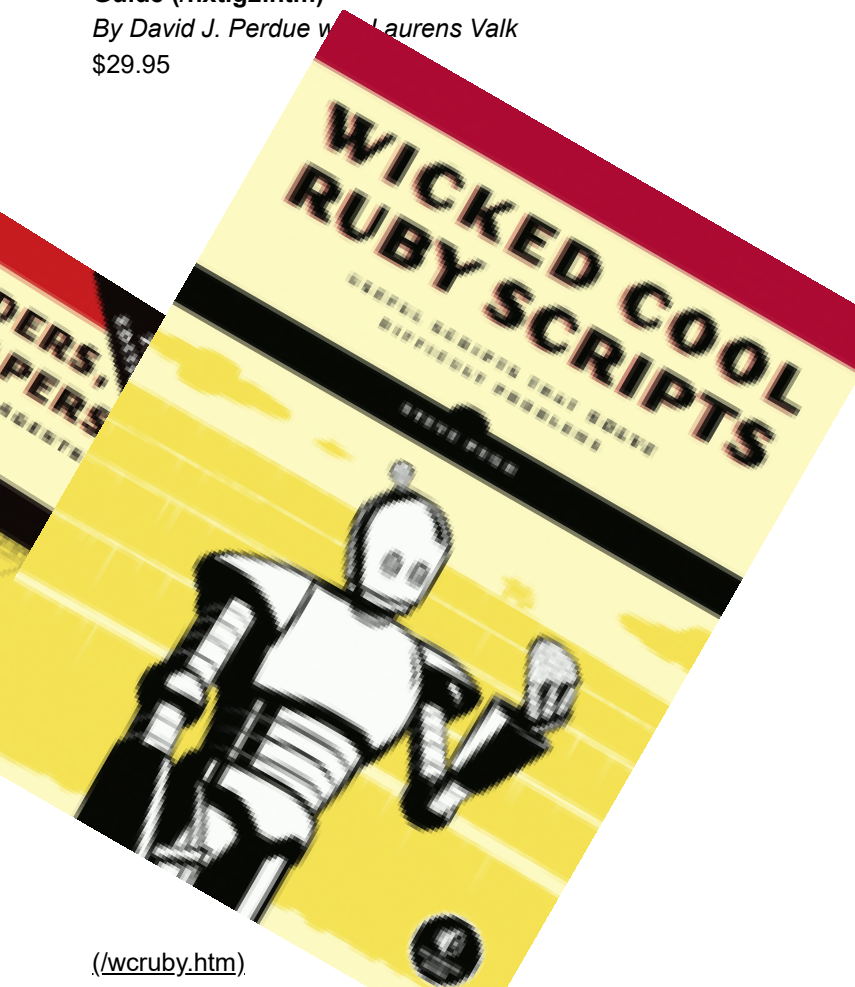*By David J. Perdue with Laurens Valk*
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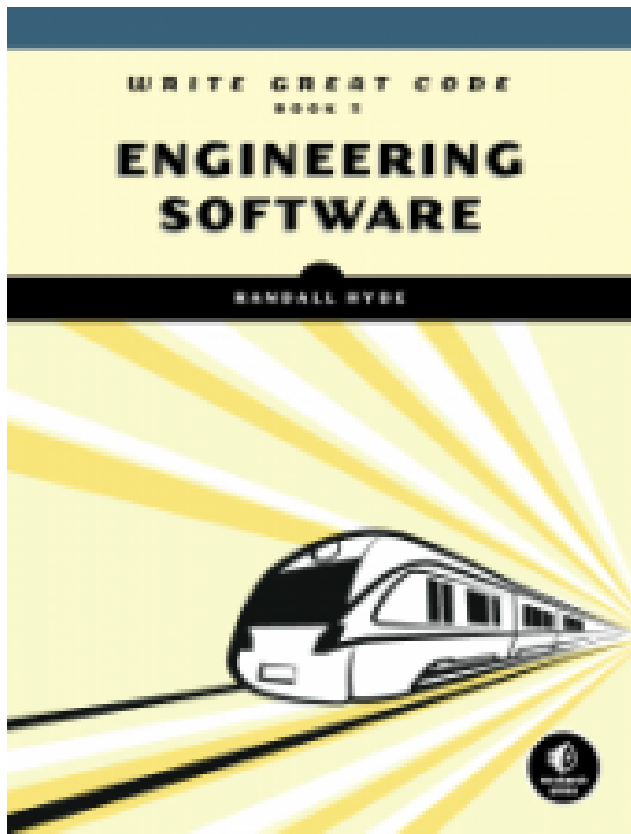*By Randall Hyde*
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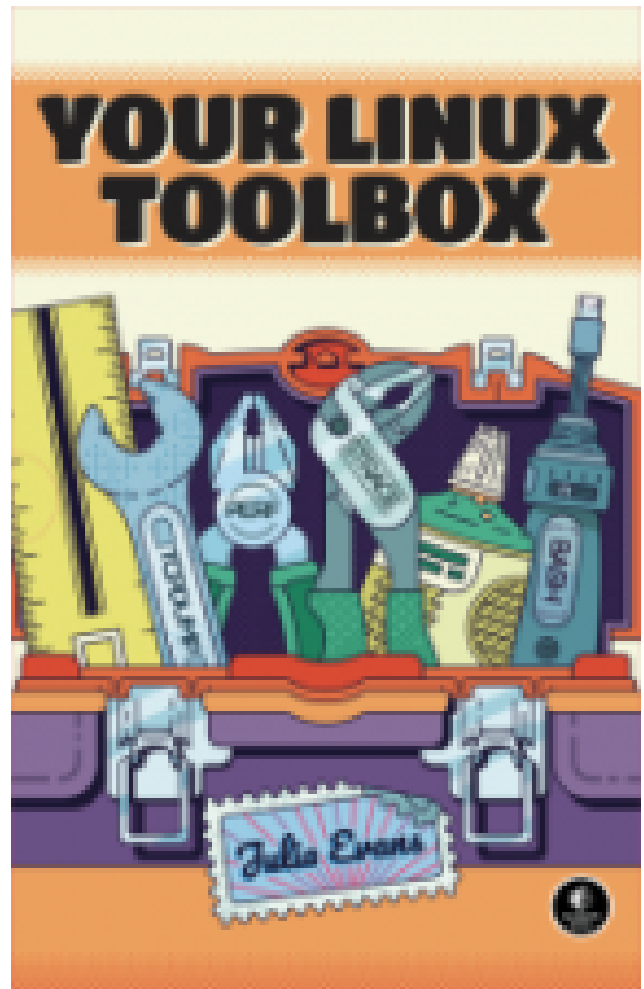Thinking Low-Level, Writing High-Level
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