

# Computer Crossword Puzzles With Answers

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*PC Mag* 1994-02-08 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

The Crossword Century Alan Connor 2014-07-10 A journalist and word aficionado salutes the 100-year history and pleasures of crossword puzzles Since its debut in *The New York World* on December 21, 1913, the crossword puzzle has enjoyed a rich and surprisingly lively existence. Alan Connor, a comic writer known for his exploration of all things crossword in *The Guardian*, covers every twist and turn: from the 1920s, when crosswords were considered a menace to productive society; to World War II, when they were used to recruit code breakers; to their starring role in a 2008 episode of *The Simpsons*. He also profiles the colorful characters who make up the interesting and bizarre subculture of crossword constructors and competitive solvers, including Will Shortz, the iconic *New York Times* puzzle editor who created a crafty crossword that appeared to predict the outcome of a presidential election, and the legions of competitive puzzle solvers who descend on a Connecticut hotel each year in an attempt to be crowned the American puzzle-solving champion.

At a time when the printed word is in decline, Connor marvels at the crossword's seamless transition onto Kindles and iPads, keeping the puzzle one of America's favorite pastimes. He also explores the way the human brain processes crosswords versus computers that are largely stumped by clues that require wordplay or a simple grasp of humor. A fascinating examination of our most beloved linguistic amusement—and filled with tantalizing crosswords and clues embedded in the text—*The Crossword Century* is sure to attract the attention of the readers who made *Word Freak* and *Just My Type* bestsellers.

*The Software Encyclopedia* 2000

*Proceedings* William C. Ryan 1989 The papers presented at the 1989 National Educational Computing Conference focused on ways of using technology to improve educational quality. Topics of the 50 papers and more than 120 abstracts provided in these proceedings include applications of artificial intelligence and the development of expert systems; authoring systems; using the computer and spreadsheets to develop problem solving and critical thinking skills; computer conferencing; computer networks; computer simulations; teaching programming skills; use of computer technology to assist at-risk students and those with disabilities; computers for math, science, and equity; using the Logo programming language; integrating

computers into Star Schools; the Apple Classroom of Tomorrow; inservice training for teachers using computers in the classroom; using word processing programs in teaching writing; videodisk and hypertext (HyperCard) applications; and the use of telecommunications. An author index is included. (GL)

**Computers and Games** Tony Marsland 2003-06-29

This book constitutes the thoroughly refereed postproceedings of the Second International Conference on Computers and Games, CG 2001, held in Hamamatsu, Japan in October 2000. The 23 revised full papers presented together with two invited contributions and five reviews were carefully refereed and selected during two rounds of reviewing and improvement. The papers are organized in topical sections on search and strategies, learning and pattern acquisition, theory and complexity issues, and further experiments on game; the reviews presented are on computer language games, computer Go, intelligent agents for computer games, RoboCup, and computer Shogi.

**The Computer in Reading and Language Arts** Jay S. Blanchard 1987 In this stimulating and readable book, educators--most of whom have long been involved in computer-based literacy research efforts--provide up-to-date information on computer-based activities in reading and language arts. These experts offer valuable goals and strategies for integrating computer technology into the reading/language arts curriculum, including suggestions for activities that should and should not be used. They also address the basics of developing, evaluating, and using computer-based reading instruction programs. The unique benefits of computer technology to teach English as a second language, writing skills, and the reading process to early readers are thoroughly explored. Innovative Uses of the Computer in the Language Arts Classroom Computerized readability assessment Reinforcement and instructional objectives Student interest profiles Class book files This exciting book--in a broader sense--corrects the failure by many to

consider the literacy issues that invariably surround and govern computer use. While the types of computer-literacy environments differ, the literacy requirements are still the same--the computer and the user must communicate through text. Thus, *The Computer in Reading and Language Arts* provides essential understanding of the literacy requirements and environments involved in computer use.

*Resources in Education* 1991

**Neural Computing - An Introduction** R Beale 1990-01-01 Neural computing is one of the most interesting and rapidly growing areas of research, attracting researchers from a wide variety of scientific disciplines. Starting from the basics, *Neural Computing* covers all the major approaches, putting each in perspective in terms of their capabilities, advantages, and disadvantages. The book also highlights the applications of each approach and explores the relationships among models developed and between the brain and its function. A comprehensive and comprehensible introduction to the subject, this book is ideal for undergraduates in computer science, physicists, communications engineers, workers involved in artificial intelligence, biologists, psychologists, and physiologists.

**Really Clever Crosswords** David Levinson Wilk 2004-04 Match wits with one of the country's most popular crossword creators. Since his first puzzle was published in the *New York Times* when he was nineteen years old, the author has been challenging newspaper readers from New York to San Diego and Miami to Spokane. Offering the elegance and sophistication of the toughest daily crosswords yet remaining accessible to newcomers, these 72 puzzles will test your knowledge of history, pop culture, science, literature, sports, and more, as well as your ability to figure out clever themes. If you enjoy solving conundrums such as "What the Russians did in 1999" (10 letters), and "Jean-Claude Van Damme sits on the fence" (14 letters), these really clever crosswords are for you!

Answers: PUTIN PUTIN, BELGIAN WAFFLES  
The Youth Worker's Guide to Creative Bible Study  
Karen Dockrey 1999-04-01 With Jesus as a guide,  
The Youth Worker's Guide to Creative Bible Study  
demonstrates tried and true methods for guiding  
youth to read their Bibles, discover Bible facts,  
understand Bible meaning and then live Bible  
truth.

Cultural Computing Ryohei Nakatsu 2010-08-23  
Welcome to the Second International IFIP  
Entertainment Computing Symposium on  
Cultural Computing (ECS 2010), which was part of  
the 21 IFIP World Computer Congress, held in  
Brisbane, Australia during September 21–23, 2010.  
On behalf of the people who made this conference  
happen, we wish to welcome you to this inter-  
national event. The IFIP World Computer Congress  
has offered an opportunity for researchers and  
practitioners to present their findings and research  
results in several prominent areas of computer  
science and engineering. In the last World  
Computer Congress, WCC 2008, held in Milan, Italy  
in September 2008, IFIP launched a new initiative  
focused on all the relevant issues concerning  
computing and entertainment. As a result, the two-  
day technical program of the First Entertainment  
Computing Symposium (ECS 2008) provided a  
forum to address, explore and exchange information  
on the state of the art of computer-based  
entertainment and allied technologies, their design  
and use, and their impact on society. Based on the  
success of ECS 2008, at this Second IFIP  
Entertainment Computing Symposium (ECS 2010),  
our challenge was to focus on a new area in  
entertainment computing: cultural computing.

**New Frontiers in Artificial Intelligence** Hiromitsu  
Hattori 2009-03-26 Artificial intelligence has  
recently been re-energized to provide the clues  
needed to resolve complicated problems. AI is also  
expected to play a central role in enhancing a wide  
variety of daily activities. JSAI (The Japanese  
Society for Artificial Intelligence) is responsible for  
boosting the activities of AI researchers in Japan,

and their series of annual conferences offers  
attractive forums for the exposition of the latest  
achievements and inter-group communication. In  
the past, the best papers of the conferences were  
published in the LNAI series. This book consists of  
award papers from the 22nd annual conference of  
the JSAI (JSAI 2008) and selected papers from the  
three co-located workshops. Eight papers were  
selected among more than 400 presentations at the  
conference and 18 papers were selected from the 34  
presentations at the co-located workshops; Logic and  
Engineering of Natural Language Semantics 5  
(LENLS 2008), the 2nd International Workshop on  
Juris-informatics (JURISIN 2008), and the First  
International Workshop on Laughter in Interaction  
and Body Movement (LIBM 2008). The award  
papers from JSAI 2008 were selected through a r-  
orous selection process. In the process, papers  
recommended by session chairs, session  
commentators, and PC members were carefully  
reviewed, before the final decision was made.

Secondary School Literacy Instruction Betty Roe  
2012-12-13 Well known for its detailed and practical  
explanations of reading, writing, and study  
strategies, SECONDARY SCHOOL LITERACY  
INSTRUCTION is required reading for all non-  
literacy teaching majors. Its motivational pedagogy  
especially appeals to pre-service teachers, who  
quickly realize that the text will help them  
improve their students' progress. Two hallmark  
chapters on content area teaching have brought this  
text wide acclaim for its unique application of  
literacy and study skills in all secondary subject  
areas. The text also is recognized for its proven  
pedagogy, including Meeting the Challenge, which  
puts ideas into classroom practice, and Focus on  
English Language Learners and Focus on  
Struggling Readers, which highlight important  
applications for these special needs learners in easy-  
to-locate sections in each chapter. Available with  
InfoTrac Student Collections  
<http://goengage.com/infotrac>. Important Notice:  
Media content referenced within the product

description or the product text may not be available in the ebook version.

**The Big Book of Crossword Puzzles II** Thomas Joseph 2004-05 A huge collection of crossword puzzles at a great price. Test your knowledge of trivia, history, pop culture, vocabulary, and literature, and see if you can decipher clever clues, playful puns, and tricky twists. You'll need to keep historical context in mind when you try your hand at a selection of classics from the 1950s and 1960s. Test your mettle against contemporary champions with puzzles that were worked out under tournament conditions by three top solvers. See if you're championship caliber by comparing your times with theirs—although just finishing these puzzles is an accomplishment of which to be proud. Exercise your mind with theme puzzles created by some of the most talented crossword constructors around. A soft cover and spiral binding make it easy to settle in with your chosen puzzle, and all solutions are included.

**Essential Vocabulary: Computer Words (eBook)** Remedia Publications Staff 2022-08-01 Interest Level: 3-12 Reading Level: 3-4 The future looks brighter for students who use these activities to develop valuable life skills! These activities introduce 108 computer vocabulary words in context and then reinforced in motivating exercises that emphasize word pronunciations and definitions. Interesting stories and real-life activities improve problem solving and writing skills. Glossary pages feature words about computer parts, computer types, computer careers, and the Internet. As students work their way through the exercises, they will gain knowledge that will allow them to become more confident and independent when using a computer.

**The Handy Math Answer Book** Patricia Barnes-Svarney 2012-05-01 From modern-day challenges such as balancing a checkbook, following the stock market, buying a home, and figuring out credit card finance charges to appreciating historical developments by Pythagoras, Archimedes, Newton,

and other mathematicians, this engaging resource addresses more than 1,000 questions related to mathematics. Organized into chapters that cluster similar topics in an easily accessible format, this reference provides clear and concise explanations about the fundamentals of algebra, calculus, geometry, trigonometry, and other branches of mathematics. It contains the latest mathematical discoveries, including newly uncovered historical documents and updates on how science continues to use math to make cutting-edge innovations in DNA sequencing, superstring theory, robotics, and computers. With fun math facts and illuminating figures, *The Handy Math Answer Book* explores the uses of math in everyday life and helps the mathematically challenged better understand and enjoy the magic of numbers.

**InfoWorld** 1982-10-18 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

*A Computer Science Reader* Eric A. Weiss 2012-12-06 A Computer Science Reader covers the entire field of computing, from its technological status through its social, economic and political significance. The book's clearly written selections represent the best of what has been published in the first three-and-a-half years of ABACUS, Springer-Verlag's international quarterly journal for computing professionals. Among the articles included are: - U.S. versus IBM: An Exercise in Futility? by Robert P. Bigelow - Programmers: The Amateur vs. the Professional by Henry Ledgard - The Composer and the Computer by Lejaren Hiller - SDI: A Violation of Professional Responsibility by David L. Parnas - Who Invented the First Electronic Digital Computer? by Nancy Stern - Foretelling the Future by Adaptive Modeling by Ian H. Witten and John G. Cleary - The Fifth Generation: Banzai or Pie-in-the-Sky? by Eric A. Weiss This volume contains more than 30 contributions by outstanding and authoritative authors grouped into the magazine's regular

categories: Editorials, Articles, Departments, Reports from Correspondents, and Features. A Computer Science Reader will be interesting and important to any computing professional or student who wants to know about the status, trends, and controversies in computer science today.

*No Is Not an Answer* Peter Weisz 2016-06-29 An uproarious, inspiring, and thoroughly engaging memoir by the former Associate Dean at the University of Maryland School of Engineering. With a disarming charm coupled with a gritty determination, Dr. Marilyn Berman Pollans broke down barriers to opportunity and cracked through thick glass ceilings. Her pioneering efforts have resulted in a new generation of women entering the previously male-dominated field of engineering. This jocular and absorbing memoir recounts her struggles, her setbacks, and ultimately the victory of her indomitable spirit.

### **32 Quick & Fun Content Area Computer Activities Grade 5**

**Chips Challenging Champions** J. Schaeffer 2002-04-17 One of the earliest dreams of the fledgling field of artificial intelligence (AI) was to build computer programs that could play games as well as or better than the best human players. Despite early optimism in the field, the challenge proved to be surprisingly difficult. However, the 1990s saw amazing progress. Computers are now better than humans in checkers, Othello and Scrabble; are at least as good as the best humans in backgammon and chess; and are rapidly improving at hex, go, poker, and shogi. This book documents the progress made in computers playing games and puzzles. The book is the definitive source for material of high-performance game-playing programs.

**Crosswords for Kids** Andy Croswo 2020-08-11 Are you looking for a fun and useful pastime, which keeps your son/daughter from spending whole hours in front of the TV or smartphone, without getting any benefit? Do you want to entertain your children by improving their concentration and

critical thinking? Do you think that reviewing is also useful, even if in part, for school preparation? If the answer is "yes", then you have found the ideal crossword puzzle book for your children.

**CONTENT** Do you know that the content of these crossword puzzles is the result of human work and not of a computer? Indeed, each crossword puzzle is the result of manual research for the needs of children attending the classes 3rd, 4th, 5th and 6th grade. Topics are grouped into five distinct sections. Each section contains one or more specific topics. Each crossword puzzles contains clues relating to the section itself. **TARGET** 1. ♥ Expand cultural background by discovering new topics, or remembering forgotten ones 2. ♥ Strengthening attention and critical thinking 3. ♥ Stimulate the aptitude for seeking information 4. ♥ Stimulating the deepening of some topics, also thanks to curiosity nuggets 5. ♥Of course, entertain with fun your children ★**RECOMMENDATION** and **EXTRA CONTENT**★ A fun, progressive, difficulty but don't worry! In the last pages of the book you'll find the answers to the clues. There are, little extra curiosities as gifts for your children. If you want: ♥ to raise your children's with a positive critical sense ♥ to keep them entertained away from the TV ♥to develop their cultural background ✓Then I invite you to order this crossword puzzle book now, by clicking on the "Add to cart" button. ✓

*Brain-Compatible Activities for Mathematics, Grades 4-5* David A. Sousa 2017-01-24 *Brain-Compatible Activities for Mathematics, Grades 4–5* provides brain-friendly, ready-to-use mathematics lessons for the classroom. Teachers will find step-by-step guidance and all the necessary reproducible materials for mathematics instruction that involves group work, reflection, movement, and visualization. Through activities such as Scuba Division, Party Planners, Sunken Treasure, and Parachute Drop, intermediate learners will enjoy developing skills connected with multiplication and division, fractions and decimals, geometry and measurement, algebra, data analysis, and more.

Aligned with NCTM standards and focal points, the instructional strategies enhance motivation and content retention, while addressing individual intelligences. Also included is instruction to:

Promote writing as an important learning tool  
Use concrete models to make concepts meaningful  
Connect mathematical ideas to the real world  
Incorporate graphic organizers to help students organize their thinking  
Deepen and revitalize instruction using Sousa's proven brain-compatible approach for helping every student develop self-confidence in mathematics!

Using a Microcomputer in the Classroom Gary G. Bitter 1993 Addressing the role of computers in learning and the means of integrating and applying computer technology into the curriculum, this text emphasizes all the important basic topics related to technology in education. There is coverage of multimedia/hypermedia, designing lesson plans, and how to evaluate and choose software, all supported by numerous forms and charts.

Microsoft Excel Simple Projects Eric LeMoine 2001-04-01

**Humorous Crosswords** Cathy Millhauser 2003 Puns can make you laugh or groan, but when they're clues to these challenging and fun crossword puzzles, they'll make you smile with satisfaction. Can you find the five-letter word for "a race that's always a tie"? (Answer: ASCOT.) How about the three-letter word for "performing a scull operation"? (Answer: ROW.) If you can get those in short order, how about moving on to a 10-letter word for "small fries." (That answer is MICROCHIP.) Most of the puzzles are built around themes with several related words such as vegetables, insects, or Dr. Seuss books. But watch out--the vegetables may be spelled backwards; the insects are puns; and some of the Dr. Seuss puzzle answers include FIGURE OF SNEETCH, GRINCH MEAN TIME, and LAUNCHED A WOCKET. You can find the answers in back, but they're scattered around to make it harder to cheat.

**Media Skills for Middle Schools** Lucille W. Van

Vliet 1999 These practical and useful lesson plans promote teaching information and computer skills as an integral part of the middle school curriculum. Emphasizing the vital role shared by media specialists, teachers, and administrators in connecting students to the Information Superhighway, this new edition contains current goals, terminology, learning strategies, and resources that encompass the Information Age.

**Thiagi's Interactive Lectures** Sivasailam Thiagarajan 2005 World-famous lecturer, Thiagi, master of fun and games in training, has created a valuable resource for using lectures in the workplace setting for training and learning. He offers readers seven well-tested interactive lecture methods capable of turning almost any stand-up lecture into true two-way communication by incorporating highly stimulating game elements and exercises. Readers are encouraged to photocopy or modify these useful tools to meet the specific needs of most audiences and lecture topics.

Cooperative Learning Activities in the Library Media Center Lesley S. J. Farmer 1999 Farmer's popular book helps you understand, develop, and implement cooperative learning activities with middle and high school students. Recent findings about cooperative learning are incorporated into the strategies, as well as such trends and developments as team planning, outcome-based assessment, information literacy, and the new national guidelines for library media programs.

Computer Science Illuminated Nell Dale 2010-03-10 Revised and updated with the latest information in the field, the Fourth Edition of Computer Science Illuminated continues to engage and enlighten students on the fundamental concepts and diverse capabilities of computing. Written by two of today's most respected computer science educators, Nell Dale and John Lewis, the text provides a broad overview of the many aspects of the discipline from a generic view point. Separate program language chapters are available as bundle items for those instructors who would like to explore a particular

programming language with their students. The many layers of computing are thoroughly explained beginning with the information layer, working through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. Perfect for introductory computing and computer science courses, the fourth edition's thorough presentation of computing systems provides computer science majors with a solid foundation for further study, and offers non-majors a comprehensive and complete introduction to computing.

*Dynamic Physical Education for Elementary School Children* Victor Paul Dauer 1989

**Spy Teacher's Resource Guide** Saddleback Educational Publishing 2009-09-01 Even struggling readers will find it hard to resist our exciting series of eBooks in a variety of popular genres. These stories deal with mature themes involving culturally diverse characters. Written specifically for the struggling reader, these fast-paced books maintain student interest until the last page. Questions at the end of each title test students' strategy skills, vocabulary, and comprehension. The Teacher's Resource Guide contains 48-pages. Reproducible exercises including pre-reading activities to introduce story themes and vocabulary; crossword and hidden word puzzles; language arts extension; traditional comprehension questions; and a book report. Simply select and print the activities that you need.

[The Everything Giant Book of Easy Crosswords](#)  
Charles Timmerman 2009-09-18 Crossword enthusiasts will love this book. Our largest collection of easy crosswords yet, it's packed with more than 300 crosswords from puzzlemaster Charles Timmerman. While perfect for beginners, these puzzles will also appeal to more advanced fans who enjoy a light and easy crossword every once in a while. This extra-large volume is sure to excite gamers searching for puzzles they can do easily and with confidence. And solving crossword puzzles can

help to improve vocabulary, memory, and problem-solving skills. Crossword fans young and old will find it's the perfect companion for hours of puzzling fun!

**Quick, Answer Me Before I Forget the Question**

Lynette Padwa 2007-12-18 An entertaining and informative look at aging addresses a host of common questions about midlife in an easy-to-follow Q-&-A format that furnishes essential facts about such topics as memory loss, money, baldness, plastic surgery, health, and other life experiences. Original.

*The Addison-Wesley Book of Apple Software 1984*  
Jeffrey Stanton 1984

**Computer Science Illuminated** Nell B. Dale 2013

This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

**Encyclopedia of Mobile Computing and Commerce**

Taniar, David 2007-04-30 The "Encyclopedia of Mobile Computing and Commerce" presents current trends in mobile computing and their commercial applications. Hundreds of internationally renowned scholars and practitioners have written comprehensive articles exploring such topics as location and context awareness, mobile networks, mobile services, the socio impact of mobile

technology, and mobile software engineering.

**Roberto Busa, S. J., and the Emergence of**

**Humanities Computing** Steven E. Jones 2016-03-31

It's the founding myth of humanities computing and digital humanities: In 1949, the Italian Jesuit scholar, Roberto Busa, S.J., persuaded IBM to offer technical and financial support for the mechanized creation of a massive lemmatized concordance to the works of St. Thomas Aquinas. Using Busa's own papers, recently accessioned in Milan, as well as IBM archives and other sources, Jones illuminates this DH origin story. He examines relationships between the layers of hardware, software, human agents, culture, and history, and answers the question of how specific technologies afford and even constrain cultural practices, including in this case the academic research agendas of humanities computing and, later, digital humanities.

**Narrative as Virtual Reality 2** Marie-Laure Ryan

2015-12-01 Following the cognitive approaches that have rehabilitated immersion as the product of fundamental processes of world-construction and mental simulation, she details the many forms that interactivity has taken—or hopes to take—in digital texts, from determining the presentation of signs to affecting the level of story.

*Grandma's Book of Crosswords* Clarity Media

2014-11-17 Welcome to this book of 100 crosswords for Grandma: the perfect gift for Grandma's birthday or at Christmas! The book features a huge range of novel crossword variants so there'll be plenty to challenge Grandma's crossword solving skills. Solutions to all puzzles are at the back of the book, and there are full instructions at the start of

the book on every puzzle type. Here's a list of the crossword puzzle types on offer in this book full of all-new puzzles: - Half-alphabet crosswords: all answers must only contain letters from the first half of the alphabet. - Jigsaw crosswords: piece the puzzle back together from small pieces - Ladder crosswords: fill the ladder-shaped grid - Just the Once crossword: 26 clues, each starts with a letter from A-Z once. - Word squares: mini-crosswords where the answers read the same horizontally and vertically - Pangram crosswords: every letter from A-Z appears in the grid - Star letter crosswords: every answer contains the stated letter - Triplet crosswords: every answer starts with one of three stated letters - Anagram crosswords: the clues are anagrams of the answers: can you solve them? - A-Z puzzles: 26 blanks must be filled with A-Z just once: can you work out where? - Double definition: one puzzle, two clues per answer - Every letter counts: Each stated letter appears in the solution grid once - Skeleton crosswords: Solve the crossword and fill the grid pattern in at the same time - Spiral crosswords: answers work round in a spiral format to the centre of the grid - Vowelless crosswords: the clues are the answers without their vowels With no less than 15 fun and novel crossword variants, this book of puzzles is a cut above the standard fare of a book containing ordinary quick crosswords, and sure to provide many hours of crossword-solving fun. All of our books are printed on very high quality paper making the puzzle experience all the more enjoyable! For other puzzle books and gift ideas, visit [www.puzzle-book.co.uk](http://www.puzzle-book.co.uk)