Ipod Nano 8gb Owners Manual

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Electronics Buying Guide 2008
Side Impact and Rollover 2005
Enterprise Mac Security: Mac OS X CHARLES EDGE 2015-12-30 Enterprise Mac Security is a definitive, expert-driven update of the popular, slash-dotted first edition which was written in part as a companion to the SANS Institute course for Mac OS X. It contains detailed Mac OS X security information, and walkthroughs on securing systems, including the new 10.11 operating system. A common misconception in the Mac community is that Mac's operating system is more secure than others. While this might be have been true in certain cases, security on the Mac has always still been a crucial issue. With the release of OS X 10.11, the operating system is taking large strides in getting even more secure. Even still, when sharing is enabled or remote control applications are installed, Mac OS X faces a variety of security threats, whether these have been exploited or not. This book caters to both the beginning home user and the seasoned security professional not accustomed to the Mac, establishing best practices for Mac OS X for a wide audience. The authors of this book are seasoned Mac and security professionals, having built many of the largest network infrastructures for Apple and spoken at both DEFCON and Black Hat on OS X security. What You Will Learn The newest security techniques on Mac OS X from the best and brightest Security details of Mac OS X for the desktop and server, and how to secure these systems The details of Mac forensics and Mac hacking How to tackle Apple wireless security Who This Book Is For This book is for new users, switchers, power users, and administrators that need to make sure their Mac systems are secure.
iPhone Hacks David Jurick 2009-04-02 With iPhone Hacks, you can make your iPhone do all you'd expect of a mobile smartphone -- and more. Learn tips and techniques to unleash little-known features, find and create innovative applications for both the iPhone and iPod touch, and unshackle these devices to run everything from network utilities to video game emulators. This book will teach you how to: Import your entire movie collection, sync with multiple computers, and save YouTube videos Remotely access your home network, audio, and video, and even control your desktop Develop native applications for the iPhone and iPod touch on Linux, Windows, or Mac Check email, receive MMS messages, use IRC, and record full-motion video Run any application in the iPhone's background, and mirror its display on a TV Make your iPhone emulate old-school video game platforms, and play classic console and arcade games Integrate your iPhone with your car stereo Build your own electronic bridges to connect keyboards, serial devices, and more to your iPhone without "jailbreaking" iPhone Hacks explains how to set up your iPhone the way you want it, and helps you give it capabilities that will rival your desktop computer. This cunning little handbook is exactly what you need to make the most of your iPhone.
Enterprise Mac Security: Mac OS X Snow Leopard Charles Edge 2010-12-31 A common misconception in the Mac community is that Mac's operating system is more secure than others. While this might be true in certain cases, security on the Mac is still a crucial issue. When sharing is enabled or remote control applications are installed, Mac OS X faces a variety of security threats. Enterprise Mac Security: Mac OS X Snow Leopard is a definitive, expert-driven update of the popular, slash-dotted first edition and was written in part as a companion to the SANS Institute course for Mac OS X. It contains detailed Mac OS X security information, and walkthroughs on securing systems, including the new Snow Leopard operating system. Using the SANS Institute

course as a sister, this book caters to both the beginning home user and the seasoned security professional not accustomed to the Mac, establishing best practices for Mac OS X for a wide audience. The authors of this book are seasoned Mac and security professionals, having built many of the largest network infrastructures for Apple and spoken at both DEFCON and Black Hat on OS X security.
The IPod & ITunes Pocket Guide, Second Edition Christopher Breen 2006 IPod users want to start using their devices as soon as they get their hands on them, and this guide shows them how. In these pages, trusted gadget teacher Christopher Breen reveals the secrets to using the leading portable player. This handy guide offers the quickest way to learn how to use the iTunes Store (including the new movie store!), import songs from CDs, and how to pick the right accessories. Readers will also find thorough coverage of the entire iPod family, including the iPod shuffle ($79-1GB; the world's smallest MP3 player), iPod nano ($149-2GB; $199-4GB; $249-8GB), and the updated iPod ($249-30GB and $349-80GB, which holds up to 20,000 songs or 100 hours of video). Along the way, Christopher offers hints for burning CDs, tips for making the most of the device's storage capabilities,and troubleshooting advice for when the gadgets become uncooperative.
Postgraduate UK study and funding guide 2007 Features information on studying at Postgraduate level in the UK, what is involved, what opportunities there are, lists details £75 million of funding available to Postgraduate students.
Principles of Marketing John F. Tanner, Jr.
Inside Solid State Drives (SSDs) Rino Micheloni 2012-10-15 Solid State Drives (SSDs) are gaining momentum in enterprise and client applications, replacing Hard Disk Drives (HDDs) by offering higher performance and lower power. In the enterprise, developers of data center server and storage systems have seen CPU performance growing exponentially for the past two decades, while HDD performance has improved linearly for the same period. Additionally, multi-core CPU designs and virtualization have increased randomness of storage I/Os. These trends have shifted performance bottlenecks to enterprise storage systems. Business critical applications such as online transaction processing, financial data processing and database mining are increasingly limited by storage performance. In client applications, small mobile platforms are leaving little room for batteries while demanding long life out of them. Therefore, reducing both idle and active power consumption has become critical. Additionally, client storage systems are in need of significant performance improvement as well as supporting small robust form factors. Ultimately, client systems are optimizing for best performance/power ratio as well as performance/cost ratio. SSDs promise to address both enterprise and client storage requirements by drastically improving performance while at the same time reducing power. Inside Solid State Drives walks the reader through all the main topics related to SSDs: from NAND Flash to memory controller (hardware and software), from I/O interfaces (PCIe/SAS/SATA) to reliability, from error correction codes (BCH and LDPC) to encryption, from Flash signal processing to hybrid storage. We hope you enjoy this tour inside Solid State Drives.
Designing Gestural Interfaces Dan Saffer 2008-11-21 If you want to get ahead in this new era of interaction design, this is the reference you need. Nintendo's Wii and Apple's iPhone and iPod Touch have made gestural interfaces popular, but until now there's been no complete source of information about the technology. Designing Gestural Interfaces provides you

with essential information about kinesiology, sensors, ergonomics, physical computing, touchscreen technology, and new interface patterns -- all you need to know to augment your existing skills in "traditional" web design, software, or product development. Packed with informative illustrations and photos, this book helps you: Get an overview of technologies surrounding touchscreens and interactive environments Learn the process of designing gestural interfaces, from documentation to prototyping to communicating to the audience what the product does Examine current patterns and trends in touchscreen and gestural design Learn about the techniques used by practicing designers and developers today See how other designers have solved interface challenges in the past Look at future trends in this rapidly evolving field Only six years ago, the gestural interfaces introduced in the film Minority Report were science fiction. Now, because of technological, social, and market forces, we see similar interfaces deployed everywhere. Designing Gestural Interfaces will help you enter this new world of possibilities.

Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation, Second Edition Lee Reiber 2018-12-06 Master the tools and techniques of mobile forensic investigations Conduct mobile forensic investigations that are legal, ethical, and highly effective using the detailed information contained in this practical guide. Mobile Forensic Investigations: A Guide to Evidence Collection, Analysis, and Presentation, Second Edition fully explains the latest tools and methods along with features, examples, and real-world case studies. Find out how to assemble a mobile forensics lab, collect prosecutable evidence, uncover hidden files, and lock down the chain of custody. This comprehensive resource shows not only how to collect and analyze mobile device data but also how to accurately document your investigations to deliver court-ready documents. •Legally seize mobile devices, USB drives, SD cards, and SIM cards•Uncover sensitive data through both physical and logical techniques•Properly package, document, transport, and store evidence•Work with free, open source, and commercial forensic software•Perform a deep dive analysis of iOS, Android, and Windows Phone file systems•Extract evidence from application, cache, and user storage files•Extract and analyze data from IoT devices, drones, wearables, and infotainment systems•Build SQLite queries and Python scripts for mobile device file interrogation•Prepare reports that will hold up to judicial and defense scrutiny

PC World 2007

PC Mag 2008-09 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.

Mac Life 2008-10 MacLife is the ultimate magazine about all things Apple. It's authoritative, ahead of the curve and endlessly entertaining. MacLife provides unique content that helps readers use their Macs, iPhones, iPods, and their related hardware and software in every facet of their personal and professional lives.

Daily Graphic Ransford Tetteh 2010-07-07

Mobile Unleashed Don Dingee 2015-12-08 This is the origin story of technology super heroes: the creators and founders of ARM, the company that is responsible for the processors found inside 95% of the world's mobile devices today. This is also the evolution story of how three companies - Apple, Samsung, and Qualcomm - put ARM technology in the hands of billions of people through smartphones, tablets, music players, and more. It was anything but a straight line from idea to success for ARM. The story starts with the triumph of BBC Micro engineers Steve Furber and Sophie Wilson, who make the audacious decision to design their own microprocessor - and it works the first time. The question becomes, how to sell it? Part I follows ARM as its founders launch their own company, select a new leader, a new strategy, and find themselves partnered with Apple, TI, Nokia, and other companies just as digital technology starts to unleash mobile devices. ARM grows rapidly, even as other semiconductor firms struggle in the dot com meltdown, and establishes itself as a standard for embedded RISC processors. Apple aficionados will find the opening of Part II of interest the

moment Steve Jobs returns and changes the direction toward fulfilling consumer dreams. Samsung devotees will see how that firm evolved from its earliest days in consumer electronics and semiconductors through a philosophical shift to innovation. Qualcomm followers will learn much of their history as it plays out from satellite communications to development of a mobile phone standard and emergence as a leading fabless semiconductor company. If ARM could be summarized in one word, it would be "collaboration." Throughout this story, from Foreword to Epilogue, efforts to develop an ecosystem are highlighted. Familiar names such as Google, Intel, Mediatek, Microsoft, Motorola, TSMC, and others are interwoven throughout. The evolution of ARM's first 25 years as a company wraps up with a shift to its next strategy: the Internet of Things, the ultimate connector for people and devices. Research for this story is extensive, simplifying a complex mobile industry timeline and uncovering critical points where ARM and other companies made fateful and sometimes surprising decisions. Rare photos, summary diagrams and tables, and unique perspectives from insiders add insight to this important telling of technology history.

Understanding New Media Robert K. Logan 2010 Marshall McLuhan made many predictions in his seminal 1964 publication, Understanding Media: Extensions of Man. Among them were his predictions that the Internet would become a «Global Village», making us more interconnected than television; the closing of the gap between consumers and producers; the elimination of space and time as barriers to communication; and the melting of national borders. He is also famously remembered for coining the expression «the medium is the message». These predictions form the genesis of this new volume by Robert Logan, a friend and colleague who worked with McLuhan. In Understanding New Media Logan expertly updates Understanding Media to analyze the «new media» McLuhan foreshadowed and yet was never able to analyze or experience. The book is designed to reach a new generation of readers as well as appealing to scholars and students who are familiar with Understanding Media. Visit the companion website, understandingnewmedia.org, for the latest updates on this book.

PC Magazine 2008

Radio Frequency and Microwave Electronics Illustrated Matthew M. Radmanesh 2001 Foreword by Dr. Asad Madni, C. Eng., Fellow IEEE, Fellow IEE Learn the fundamentals of RF and microwave electronics visually, using many thoroughly tested, practical examples RF and microwave technology are essential throughout industry and to a world of new applications-in wireless communications, in Direct Broadcast TV, in Global Positioning System (GPS), in healthcare, medical and many other sciences. Whether you're seeking to strengthen your skills or enter the field for the first time, Radio Frequency and Microwave Electronics Illustrated is the fastest way to master every key measurement, electronic, and design principle you need to be effective. Dr. Matthew Radmanesh uses easy mathematics and a highly graphical approach with scores of examples to bring about a total comprehension of the subject. Along the way, he clearly introduces everything from wave propagation to impedance matching in transmission line circuits, microwave linear amplifiers to hard-core nonlinear active circuit design in Microwave Integrated Circuits (MICs). Coverage includes: A scientific framework for learning RF and microwaves easily and effectively Fundamental RF and microwave concepts and their applications The characterization of two-port networks at RF and microwaves using S-parameters Use of the Smith Chart to simplify analysis of complex design problems Key design considerations for microwave amplifiers: stability, gain, and noise Workable considerations in the design of practical active circuits: amplifiers, oscillators, frequency converters, control circuits RF and Microwave Integrated Circuits (MICs) Novel use of "live math" in circuit analysis and design Dr. Radmanesh has drawn upon his many years of practical experience in the microwave industry and educational arena to introduce an exceptionally wide range of practical concepts and design methodology and techniques in the most comprehensible fashion. Applications include small-signal, narrow-band, low noise, broadband and multistage transistor amplifiers; large signal/high power amplifiers; microwave transistor oscillators, negative-resistance circuits, microwave mixers, rectifiers and

detectors, switches, phase shifters and attenuators. The book is intended to provide a workable knowledge and intuitive understanding of RF and microwave electronic circuit design. Radio Frequency and Microwave Electronics Illustrated includes a comprehensive glossary, plus appendices covering key symbols, physical constants, mathematical identities/formulas, classical laws of electricity and magnetism, Computer-Aided-Design (CAD) examples and more. About the Web Site The accompanying web site has an "E-Book" containing actual design examples and methodology from the text, in Microsoft Excel environment, where files can easily be manipulated with fresh data for a new design.

PC Mag 2006-08-22 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 Unauthorized Guide to iPhone, iPad, and iPod Repair Timothy L. Warner 2013-04-26 DON'T JUNK IT, FIX IT--AND SAVE A FORTUNE! The only reference & tutorial of its kind--in full color! Fix your own iPhone, iPad, or iPod with secret repair knowledge Apple doesn't want you to have! This groundbreaking, full-color book shows you how to resurrect expensive Apple mobile iDevices you thought were dead for good, and save a fortune. Apple Certified Repair Technician Timothy L. Warner demystifies everything about iDevice repair, presenting simple, step-by-step procedures and hundreds of crisp, detailed, full-color photos. He'll walk you through safely taking apart your iDevice, replacing what's broken, and reliably reassembling it. You'll learn where to get the tools and exactly how to use them. Warner even reveals sources for broken Apple devices you can fix at low cost--for yourself, or even for resale! Replace All These iDevice Components: • Battery • Display • SIM card • Logic board • Dock connector Take Apart, Fix, and Reassemble: • iPod nano (5th & 7th Gen) • iPod touch (4th & 5th Gen) • iPhone (3GS, 4, 4S, & 5) • iPad (iPad 2, iPad 4th Gen, & iPad mini) Fix Common Software-Related Failures: • Emergency data recovery • Jailbreaking • Carrier unlocking Do What Apple Never Intended: • Resurrect a waterlogged iDevice • Prepare an iDevice for resale • Install non-Apple Store apps • Perform out-of-warranty repairs All technical content reviewed & approved by iFixit, world leader in iDevice parts, tools, and repair tutorials!

PC Mag 2007-03-06 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.

Spotify For Dummies Kim Gilmour 2011-10-19 The ultimate beginner guide to the groundbreaking music service, Spotify! Spotify is a free online streaming music platform that allows users to listen to songs on demand over the Internet--without having to buy or own the actual tracks. This fun and friendly guide walks you through how best to use this sweet-sounding service. Covering everything from using Spotify on selected mobile phones to creating and sharing your own playlists, Spotify For Dummies has it all. Experienced author Kim Gilmour details the ins and outs of this revolutionary music, from installing and setup to discovering new artists and taking your musical enjoyment to new levels. Explores the social networking aspects of Spotify and how to integrate with them Helps you navigate through the various editions of Spotify Shows you how to take Spotify with you on your mobile device Encourages you to merge your own music collection with Spotify This book is spot on! Start using Spotify today with this handy guide by your side.

Macworld 2006

Windows Forensic Analysis DVD Toolkit Harlan Carvey 2018-04-22 Windows Forensic Analysis DVD Toolkit, 2nd Edition, is a completely updated and expanded version of Harlan Carvey's best-selling forensics book on incident response and investigating cybercrime on Windows systems. With this book, you will learn how to analyze data during live and post-mortem investigations. New to this edition is Forensic Analysis on a Budget, which collects freely available tools that are essential for small labs, state (or below) law enforcement, and educational organizations. The book also includes new pedagogical elements, Lessons from the Field, Case Studies, and War

Stories that present real-life experiences by an expert in the trenches, making the material real and showing the why behind the how. The companion DVD contains significant, and unique, materials (movies, spreadsheet, code, etc.) not available anyplace else because they were created by the author. This book will appeal to digital forensic investigators, IT security professionals, engineers, and system administrators as well as students and consultants. Best-Selling Windows Digital Forensic book completely updated in this 2nd Edition Learn how to Analyze Data During Live and Post-Mortem Investigations DVD Includes Custom Tools, Updated Code, Movies, and Spreadsheets!

Linux For Dummies Richard Blum 2009-07-17 One of the fastest ways to learn Linux is with this perennial favorite Eight previous top-selling editions of Linux For Dummies can't be wrong. If you've been wanting to migrate to Linux, this book is the best way to get there. Written in easy-to-follow, everyday terms, Linux For Dummies 9th Edition gets you started by concentrating on two distributions of Linux that beginners love: the Ubuntu LiveCD distribution and the gOS Linux distribution, which comes pre-installed on Everex computers. The book also covers the full Fedora distribution. Linux is an open-source operating system and a low-cost or free alternative to Microsoft Windows; of numerous distributions of Linux, this book covers Ubuntu Linux, Fedora Core Linux, and gOS Linux, and includes them on the DVD. Install new open source software via Synaptic or RPM package managers Use free software to browse the Web, listen to music, read e-mail, edit photos, and even run Windows in a virtualized environment Get acquainted with the Linux command line If you want to get a solid foundation in Linux, this popular, accessible book is for you. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

BBC Music Magazine 2006

Game On! Dustin Hansen 2016-11-22 Find out about the fast and furious growth and evolution of video games (including how they are quickly taking over the world!) by looking at some of the most popular, innovative, and influential games ever, from Pong, the very first arcade game ever, to modern hits like Uncharted. Learn about the creators and inspiration (Mario was named after Nintendo's landlord after he barged into a staff meeting demanding rent), discover historical trivia and Easter eggs (The developers of Halo 2 drank over 24,000 gallons of soda while making the game), and explore the innovations that make each game special (The ghosts in Pac-Man are the first example of AI in a video game). Whether you consider yourself a hard-core gamer or are just curious to see what everyone is talking about, Game On! is the book for you!

Mac Life 2007-09

Absolute Beginner's Guide to IPod and ITunes Brad Miser 2007 An introduction to the key features of iPod, iTunes, and the iTunes music store explains how to customize one's device by setting preferences, create and use playlists, copy files, burn an audio CD, preview music tracks, and search for and download songs.

Donny'S Unauthorized Technical Guide to Harley-Davidson, 1936 to Present Donny Petersen 2011-01-20 Volume I: The Twin Cam is the updated first volume of Petersen's long-awaited Donny's Unauthorized Technical Guide to Harley-Davidson, 1936 to Present series. This twelve-volume series by the dean of motorcycle technology examines the theory, design, and practical aspects of all things Harley-Davidson.

Host Your Web Site In The Cloud: Amazon Web Services Made Easy Jeffrey Barr 2010-09-21 Host Your Web Site On The Cloud is your step-by-step guide to this revolutionary approach to hosting and managing your web applications. Cloud computing gives you the tools you need to prepare and cope with a traffic onslaught. You'll have the confidence to withstand a traffic surge without melting your servers or sending you into bankruptcy. There are a number of ways to use the cloud to host existing applications, build creative new ones, and improve the cost-effectiveness and efficiency or organizations large and small. You'll learn how to: gain a thorough understanding of cloud computing master the fundamentals of Amazon Web Services install and configure visual and command line tools store, retrieve, and distribute data

quickly and easily build applications that scale manage the monitoring, load balancing, and scaling capabilities of cloud computing As a developer, you need room & flexibility to be innovative. Why waste time worrying about the technical aspects of server capacity? AWS handles security, load balancing, and server resources virtually so you're not restricted to one physical server.

iOS Forensic Analysis Sean Morrissey 2011-09-22 iOS Forensic Analysis provides an in-depth look at investigative processes for the iPhone, iPod Touch, and iPad devices. The methods and procedures outlined in the book can be taken into any courtroom. With never-before-published iOS information and data sets that are new and evolving, this book gives the examiner and investigator the knowledge to complete a full device examination that will be credible and accepted in the forensic community.

iPod & iTunes For Dummies Tony Bove 2008-01-29 Whether it's the iPod Nano, iPod Shuffle, video iPod, or some other variation, iTunes and iPods go together like treble and bass. It's so easy to purchase the latest music and videos, download podcasts, and even keep track of your calendar on your iPod—so why wouldn't you? But if it's so easy, why do you need iPod & iTunes For Dummies? iPods now come in everything from 1GB to 80GB models and play movies, store photos, function as a spare hard drive, and even wake you up in the morning. If this is your first one, you'll find no better place to get acquainted with it than in this bestselling book. If you've just purchased a brand-new iPod, you'll find this Fifth Edition packed with valuable tidbits about the latest and greatest features. You'll discover how to: Set up an iTunes account Build a playlist of streaming radio stations Synchronize your iPod with other devices Record memos and appointments Play movies from your iPod on a TV Connect your iPod to your car stereo or portable speakers Add and edit iTunes song information Organize music and media into iTunes playlists Fine-tune sound playback with either the iPod or iTunes equalizer Transfer music to your iPod from old tapes and phonograph records Find out how to use every feature of your favorite iPod model and get the scoop on making the most of iTunes with iPod & iTunes For Dummies, 5th Edition!

Return on Engagement Tim Frick 2013-04-26 First published in 2010. Routledge is an imprint of Taylor & Francis, an informa company.

Kiplinger's Personal Finance 2008-11 The most trustworthy source of information available today on savings and investments, taxes, money management, home ownership and many other personal finance topics.

Adobe Photoshop Elements 3.0 2005 Showcases the computer graphics program's updated features while demonstrating fundamental and advanced Photoshop concepts and displaying professionally designed projects.

Building Apple Watch Projects Stuart Grimshaw 2016-02-29 Discover exciting and fun projects by building brilliant applications for the Apple Watch About This Book Explore the opportunities opened up to developers by Apple's latest device: the Apple Watch Be a crackerjack at developing software across a broad range of watch app categories From an eminent author, master all stages of development, from the first stage through to a completed project Who This Book Is For If you have some basic knowledge of programming in Swift and are looking for the best way to get started with Apple Watch development, this book is just the right one for you! What You Will Learn Understand the concept of the Apple Watch as an autonomous device as well as it being paired with the iPhone Get your app up and running Design exciting, inspiring, and attractive layouts for your apps Make your user interface more engaging using images and animation Enable your Watch and iPhone apps to transport and share data Leverage the feature-rich set of WatchKit technologies provided by Apple Connect your apps to the Internet Submit your app to the App Store In Detail With Apple's eagerly

anticipated entry into the wearable arena, the field is wide open for a new era of app development. The Apple Watch is one of the most important technologies of our time. This easy-to-understand book takes beginners on a delightful journey of discovering the features available to the developer, right up to the completion of medium-level projects ready for App Store submission. It provides the fastest way to develop real-world apps for the Apple Watch by teaching you the concepts of Watch UI, visual haptic and audio, message and data exchange between watch and phone, Web communication, and finally Visual, haptic as well as audio feedback for users. By the end of this book, you will have developed at least four fully functioning apps for deployment on watchOS 2. Style and approach This is a step-by-step guide to developing apps for the Apple Watch with the help of screenshots and fully coded working examples.

Consumer Reports Volume Seventy-one 2006

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.