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""EXPOSURE OF THE AMERICAN POPULATION TO RADIOACTIVE FALLOUT FROM NUCLEAR WEAPONS TESTS""; ""Copyright""; ""Preface""; ""Acknowledgments""; ""Contents""; ""EXECUTIVE SUMMARY""; ""METHODS USED TO ESTIMATE DOSES AND HEALTH EFFECTS""; ""Sources of information""; ""1 INTRODUCTION""; ""BACKGROUND AND CONTEXT""; ""THE CONGRESSIONALLY REQUESTED FEASIBILITY STUDY""; ""THE NATIONAL RESEARCH COUNCIL'S INVOLVEMENT""; ""2 THE COMMITTEE'S REVIEW""; ""TECHNICAL APPROACH AND CONTENTS OF THE DRAFT REPORT""; ""ASSESSMENT OF THE DOSE RECONSTRUCTION"" ""Deposition Density of Nevada Test Site Fallout Radionuclides"" ""Iodine-131""; ""Other Radionuclides""; ""External Doses from Nevada Test Site Fallout""; ""Internal Doses from Nevada Test Site Fallout""; ""Deposition Density of Global Fallout Radionuclides""; ""External Doses from Global Fallout""; ""Internal Doses from Global Fallout""; ""DOCUMENT LOCATION AND RETRIEVAL""; ""ASSESSMENT OF THE ESTIMATES OF CANCER RISK""; ""THE VALUE OF FURTHER REFINEMENTS OF THE 131I NEVADA TEST SITE CALCULATIONS AND UNCERTAINTY ANALYSIS""; ""Dosimetric Refinements""; ""Epidemiologic Refinements"" ""COMMUNICATION WITH THE PUBLIC ABOUT EXPOSURE AND CANCER RISK"" ""Overview of the Proposed Communication Plan""; ""The 131I/Nevada Test Site Communication Plan""; ""Would Adapting the 131I/Nevada Test Site Communication Plan Work for the Feasibility Study?""; ""Communication Issues for Option 1""; ""COMMENTS ON THE OPTIONS FOR FUTURE WORK""; ""3 COMMITTEE RECOMMENDATIONS""; ""Estimates of dose from Nevada Test Site and global fallout""; ""Document location and retrieval""; ""Estimates of cancer and non-cancer risks""; ""Communication with the public about exposure and cancer risk"" ""REFERENCES"" ""Appendix A SPECIFIC COMMENTS""; ""APPENDIX B COMMITTEE ACTIVITIES""; ""FIRST COMMITTEE MEETING""; ""SECOND COMMITTEE MEETING""; ""THIRD COMMITTEE MEETING""; ""FOURTH COMMITTEE MEETING""; ""GLOSSARY""; ""ABBREVIATIONS, ACRONYMS AND DEFINITIONS""; ""Committee Biographies""

Corona SDK is one of the most popular app and game mobile development platforms in the world, and Learn Corona SDK Game Development walks you through creating a full-featured Corona game from scratch to the App Store. You'll learn Lua basics (the foundation of Corona), how to add and manipulate graphics, and how to use controls like multitouch, accelerometer, and gyroscope. You'll also learn how to use Box2D (Corona physics under the hood), and how to add sound effects and music. As you're polishing your game, you'll also learn about ads, in-app purchases, and OpenFeint and Game Center integration. Finally, you'll learn the ins and outs of getting a game into the App Store or other app marketplaces. Whether you're developing exclusively for iOS, or whether you're developing for Android or other platforms, Learn Corona SDK Game Development explains just what you need to launch your career as a mobile game developer. What you'll learn Just enough Lua to get started with Corona How to put your Corona code together How to work with images and effects Adding music and sound Game physics and AI Working with app stores and marketplaces Who this book is for Beginning mobile game developers, with a grasp of the basics of programming, who want a complete walkthrough of the Corona app and game development tool, or iOS or Android developers who want to learn about Corona SDK. Table of Contents Part I: Get Ready... Get Set... 1. Introducing Corona 2. Getting To Know Lua Part II: Go! 3. Application Structure 4. Title, main menu and settings screens 5. The Game, Part I: Core Game Code 6. The Game, Part II: The Main Loop 7. The Game, Part

III: Player Control Input 8. The Game, Part IV: Collision Events
9. Wrapping Up Part III: The Post-Game Show 10. Odds And Ends
11. Testing And Publishing
