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Sherlock Holmes al computer. Manuale delle investigazioni informatiche Sherlock Holmes: The Thinking Engine Computers and Games for Mental Health and Well-Being Visual-spatial Ability in STEM Education Evidence Based Treatments for Trauma-Related Psychological Disorders Handbook of Biological Confocal Microscopy Bad Blood Cognition in the Real World Structure from Motion using the Extended Kalman Filter Media in Mind Peyman's Principles & Practice of Ophthalmology Life Could Be a Dream Returning to Mechanisms in Psychological Therapies: Understand the Engine Before Steaming In Artificial intelligence and education Medical Education and Ethics: Concepts, Methodologies, Tools, and Applications Artificial Intelligence Aquatic Mesocosm Studies in Ecological Risk Assessment Curious Video Game Machines Mismatch Designing Experiments and Analyzing Data Cumulated Index Medicus The Image Processing Handbook Computers and Computations in the Neurosciences Clinical Perspectives on Autobiographical Memory Abridged Index Medicus Differential and Difference Equations through Computer Experiments Using Technology to Enhance Special Education Programs and Services National Library of Medicine Programs and Services Government Reports Annual Index: Keyword A-L Official Gazette of the United States Patent and Trademark Office 1962 Home Economics Teacher Education

Research Grants Index The Cambridge Handbook of the Imagination Morbidity and Mortality Weekly Report Haptic Rendering Technical Basis of Radiation Therapy A Computer-managed Screening Test of Communication Disorders for Preschool Children Quarterly Bibliography of Computers and Data Processing

Home Economics Teacher Education Nov 22 2020

National Library of Medicine Programs and Services Mar 27 2021

Aquatic Mesocosm Studies in Ecological Risk Assessment Apr 08 2022

Structure from Motion using the Extended Kalman Filter

Dec 16 2022 The fully automated estimation of the 6 degrees of freedom camera motion and the imaged 3D scenario using as the only input the pictures taken by the camera has been a long term aim in the computer vision community. The associated line of research has been known as Structure from Motion (SfM). An intense research effort during the latest decades has produced spectacular advances; the topic has reached a consistent state of maturity and most of its aspects are well known nowadays. 3D vision has immediate applications in many and diverse fields like robotics, videogames and augmented reality; and technological transfer is starting to be a reality. This book describes one of the first systems for sparse point-based 3D reconstruction and egomotion estimation from an image sequence; able to run in real-time at video frame rate and assuming quite weak prior knowledge about camera calibration, motion or scene. Its chapters unify the current perspectives of the robotics and computer vision communities on the 3D vision topic: As usual in robotics sensing, the explicit estimation and propagation of the uncertainty hold a central role in the sequential video processing and is shown to boost the efficiency and performance of the 3D estimation. On the other hand, some of the most relevant topics

discussed in SfM by the computer vision scientists are addressed under this probabilistic filtering scheme; namely projective models, spurious rejection, model selection and self-calibration.

Computers and Computations in the Neurosciences Oct 02 2021
Methods in Neurosciences, Volume 10: Computers and Computations in the Neurosciences discusses the use of computers in the neurosciences. The book deals with data collection, analysis, and modeling, with emphasis on the use of computers. Section I involves data collection using a personal microcomputer system. One paper presents a tutorial on using a PC-based motor control composed of an electronic circuit to adjust the motion of a light microscope stage through a software program. Other papers discuss computer methods in nuclei cartography and a computer-assisted quantitative receptor autoradiography in studying receptor density distribution. Section II deals with data analysis and some computer programs for kinetic modeling of gene expression in neurons. The book also discusses a computerized analysis of opioid receptor heterogeneity by ligand binding in test animals using computerized programs instead of employing manual or graphical methods. Computerized curve-fitting allows the researcher to utilize a more precise mathematical model to describe the binding of one ligand to one class of sites. Section III evaluates data modeling and simulations and describes the practicality of using computers to design model ion channels. Another paper discusses a graphical interaction program called MEMPOT to simulate an electrophysiological investigation of the properties of the membrane potential in stimulated cells. The book also presents a quantitative data gathered from computer simulation of the factors that affect neuronal density per measured sections. The book is suitable for microbiologists, biochemists, neuroscientists, and researchers in the field of medical research, as well as for advanced computer programmers in medical research work.

Quarterly Bibliography of Computers and Data Processing Apr 15

2020

Artificial Intelligence May 09 2022 This book constitutes the refereed proceedings of the Second CCF International Conference on Artificial Intelligence, CCF-ICAI 2019, held in Xuzhou, China in August, 2019. The 23 papers presented were carefully reviewed and selected from 97 submissions. The papers are organized in topical sections on deep learning, image and video processing, NLP and recommender system, machine learning algorithms, and AI applications.

Mismatch Feb 06 2022 How inclusive methods can build elegant design solutions that work for all. Sometimes designed objects reject their users: a computer mouse that doesn't work for left-handed people, for example, or a touchscreen payment system that only works for people who read English phrases, have 20/20 vision, and use a credit card. Something as simple as color choices can render a product unusable for millions. These mismatches are the building blocks of exclusion. In *Mismatch*, Kat Holmes describes how design can lead to exclusion, and how design can also remedy exclusion. Inclusive design methods—designing objects with rather than for excluded users—can create elegant solutions that work well and benefit all. Holmes tells stories of pioneers of inclusive design, many of whom were drawn to work on inclusion because of their own experiences of exclusion. A gamer and designer who depends on voice recognition shows Holmes his “Wall of Exclusion,” which displays dozens of game controllers that require two hands to operate; an architect shares her firsthand knowledge of how design can fail communities, gleaned from growing up in Detroit's housing projects; an astronomer who began to lose her eyesight adapts a technique called “sonification” so she can “listen” to the stars. Designing for inclusion is not a feel-good sideline. Holmes shows how inclusion can be a source of innovation and growth, especially for digital technologies. It can be a catalyst for creativity and a boost for the bottom line as a customer base

expands. And each time we remedy a mismatched interaction, we create an opportunity for more people to contribute to society in meaningful ways.

Medical Education and Ethics: Concepts, Methodologies, Tools, and Applications Jun 10 2022 As the healthcare industry continues to expand, a higher volume of new professionals must be integrated into the field. Providing these professionals with a quality education will likewise ensure the further progress and advancements in the medical field. *Medical Education and Ethics: Concepts, Methodologies, Tools, and Applications* presents a compendium of contemporary research on the educational practices and ethical considerations in the medical industry. This multi-volume work contains pedagogical frameworks, emerging trends, case studies, and technological innovations essential for optimizing medical education initiatives. This comprehensive publication is a pivotal resource for medical professionals, upper-level students, researchers, and practitioners.

Handbook of Biological Confocal Microscopy Mar 19 2023 Once the second edition was safely off to the printer, the 110 larger world of micro-CT and micro-MRI and the smaller world authors breathed a sigh of relief and relaxed, secure in the belief revealed by the scanning and transmission electron microscopes. that they would “never have to do that again.” That lasted for 10 To round out the story we even have a chapter on what PowerPoint years. When we finally awoke, it seemed that a lot had happened. does to the results, and the annotated bibliography has been In particular, people were trying to use the Handbook as a text- updated and extended. book even though it lacked the practical chapters needed. There As with the previous editions, the editor enjoyed a tremendous had been tremendous progress in lasers and fiber-optics and in our amount of good will and cooperation from the 124 authors understanding of the mechanisms underlying photobleaching and involved. Both I, and the light microscopy community in general, phototoxicity. It was

time for a new book. I contacted “the usual owe them all a great debt of gratitude. On a more personal note, I suspects” and almost all agreed as long as the deadline was still a would like to thank Kathy Lyons and her associates at Springer for year away.

Evidence Based Treatments for Trauma-Related

Psychological Disorders Apr 20 2023 The second, completely updated edition of this book offers an evidence based guide for clinical psychologists, psychiatrists, psychotherapists and other clinicians working with trauma survivors in various settings. It provides easily digestible, up-to-date information on the basic principles of traumatic stress research and practice, including psychological and sociological theories as well as epidemiological, psychopathological, and neurobiological findings. However, as therapists are primarily interested in how to best treat their traumatized patients, the core focus of the book is on evidence based psychological treatments for trauma-related mental disorders. The full range of trauma and stress related disorders is covered, including Acute Stress Reaction, Complex PTSD and Prolonged Grief Disorder, reflecting important anticipated developments in diagnostic classification. Each of the treatment chapters begins with a short summary of the theoretical underpinnings of the approach, presents a case illustrating the treatment protocol, addresses special challenges typically encountered in implementing this treatment, and ends with an overview of related outcomes and other research findings. Additional chapters are devoted to the treatment of comorbidities, special populations and special treatment modalities and to pharmacological treatments for trauma-related disorders. A novel addition is the chapter on Innovative interventions to increase global mental health. The book concludes by addressing the fundamental question of how to treat whom, and when.

Curious Video Game Machines Mar 07 2022 The story of video games is often told as the successive rise of computers and consoles from famous names like Atari, Commodore, Nintendo,

Sega, Sony and Microsoft. But beyond this familiar tale, there's a whole world of weird and wonderful gaming machines that seldom get talked about. *Curious Video Game Machines* reveals the fascinating stories behind a bevy of rare and unusual consoles, computers and coin-ops - like Kimtanktics, a 1970s wargame computer made out of calculator parts, or the suite of Korea-exclusive consoles made by car manufacturer Daewoo. Then there's the Casio Loopy, a 1990s console that doubled up as a sticker printer, the RDI Halcyon, a 1985 LaserDisc-based machine that could recognize your voice, and the Interton VC 4000, a German console made by a hearing-aid company, as well as a range of bizarre arcade machines, from early attempts at virtual reality to pedal-powered flying contraptions. There are tales of missed opportunities, like the astonishingly powerful Enterprise 64 computer, which got caught in development hell and arrived too late to make an impact on the British microcomputer market. And there are tales of little-known triumphs, like the Galaksija DIY computer kit that introduced a whole generation of Yugoslavians to computing before the country became engulfed by war. Featuring exclusive interviews with creators, developers and collectors, *Curious Video Game Machines* finally shines a light on the forgotten corners of video-game history.

Research Grants Index Oct 22 2020

Programs and Services Apr 27 2021

Haptic Rendering Jul 19 2020 For a long time, human beings have dreamed of a virtual world where it is possible to interact with synthetic entities as if they were real. It has been shown that the ability to touch virtual objects increases the sense of presence in virtual environments. This book provides an authoritative overview of state-of-the-art haptic rendering algorithms and their applications. The authors examine various approaches and techniques for designing touch-enabled interfaces for a number of applications, including medical training, model design, and

maintainability analysis for virtual prototyping, scientific visualization, and creative processes.

Using Technology to Enhance Special Education May 29 2021 Using Technology to Enhance Special Education, Volume 37 of *Advances in Special Education*, focuses on how general and special educators can use technology to work with children and youth with disabilities.

Cognition in the Real World Jan 17 2023 The only textbook to frame cognitive psychology in the context of our everyday lives. Our lives are governed by cognitive processes, whether we are searching for a face in a crowd, driving to work, or learning a second language. *Cognition in the Real World* brings together expert contributors who explain the processes underlying everyday behaviours. It is set apart from traditional textbooks by being organised by behaviours we are exposed to every day—such as drawing a picture, learning your way around a new city, or deciding how to invest your money. Such activities naturally involve a variety of cognitive functions; by considering these functions in an integrated way, the text provides a complete picture of how behaviours work together, rather than separately. Drawing upon important insights from areas such as developmental psychology and neuroscience, *Cognition in the Real World* demonstrates how cognitive psychology fits with the broader subjects around it, rather than treating it as an independent topic. With a strong foundation in cognitive theory, framed by an original and engaging real-world approach, the text makes the topics of cognition come alive.

Visual-spatial Ability in STEM Education May 21 2023 Each chapter in this book makes a unique contribution to the body of the literature and enhances the understanding of spatial ability and its influence on learning in the STEM disciplines. It addresses spatial abilities, ways to measure them as well as their impact and how they can affect learning subjects in scientific, technology and engineering domains. The volume deliberately covers a wide

range perspectives from cognitive psychology, educational psychology, science, technology, engineering and mathematics, computer science, information technology disciplines to human development. Taking a broad view on the topic, chapters in the book discuss how to define spatial ability and its factors, the measurement of spatial ability and psychometric analyses, and educational strategies to improve spatial skills and their implications for science and technology education. The book thus provides an overview of current thinking about visual-spatial ability, spatial reasoning, and spatial skills.

Artificial intelligence and education Jul 11 2022 Ensuring that AI empowers educators and learners, not over-empowers them, and that future developments and practices are truly for the common good. Artificial intelligence (AI) is increasingly having an impact on education, bringing opportunities as well as numerous challenges. These observations were noted by the Council of Europe's Committee of Ministers in 2019 and led to the commissioning of this report, which sets out to examine the connections between AI and education (AI&ED). In particular, the report presents an overview of AI&ED seen through the lens of the Council of Europe values of human rights, democracy and the rule of law; and it provides a critical analysis of the academic evidence and the myths and hype. The Covid-19 pandemic school shutdowns triggered a rushed adoption of educational technology, which increasingly includes AI-assisted classrooms tools (AIED). This AIED, which by definition is designed to influence child development, also impacts on critical issues such as privacy, agency and human dignity - all of which are yet to be fully explored and addressed. But AI&ED is not only about teaching and learning with AI, but also teaching and learning about AI (AI literacy), addressing both the technological dimension and the often-forgotten human dimension of AI. The report concludes with a provisional needs analysis - the aim being to stimulate further critical debate by the Council of Europe's member states and

other stakeholders and to ensure that education systems respond both proactively and effectively to the numerous opportunities and challenges introduced by AI&ED.

Media in Mind Nov 15 2022 Where do you end, and where do media begin? In *Media in Mind*, author Daniel Reynolds draws upon naturalist philosophies of the mind from John Dewey through contemporary theories of embodied and extended cognition to make the case that the lines separating media from the minds of their users are not blurry or variable so much as they never existed to begin with. Through analyses of films and video games from 1900 to the present, *Media in Mind* shows how media forms and technologies challenge dominant models of perception and mental representation, and how they complicate theoretical understanding of concepts like the platform and the interface. In order to do justice to the profound and literally mind-changing power of media, Reynolds argues, we need to think not so much about the relationship between media and the mind as about the roles that media play in our minds. Through this crucial distinction, *Media in Mind* surveys more than a century of media theory to illustrate the ways that scholars of film and digital media have situated and reconsidered a series of divisions between media, user, and world, and how these conceptual divisions have reflected and inflected their ways of understanding the mind.

The Image Processing Handbook Nov 03 2021 Consistently rated as the best overall introduction to computer-based image processing, *The Image Processing Handbook* covers two-dimensional (2D) and three-dimensional (3D) imaging techniques, image printing and storage methods, image processing algorithms, image and feature measurement, quantitative image measurement analysis, and more. Incorporating image processing and analysis examples at all scales, from nano- to astro-, this Seventh Edition: Features a greater range of computationally intensive algorithms than previous versions Provides better

organization, more quantitative results, and new material on recent developments Includes completely rewritten chapters on 3D imaging and a thoroughly revamped chapter on statistical analysis Contains more than 1700 references to theory, methods, and applications in a wide variety of disciplines Presents 500+ entirely new figures and images, with more than two-thirds appearing in color The Image Processing Handbook, Seventh Edition delivers an accessible and up-to-date treatment of image processing, offering broad coverage and comparison of algorithms, approaches, and outcomes.

Peyman's Principles & Practice of Ophthalmology Oct 14 2022 This two-volume set is a complete guide to the diagnosis and management of ophthalmic diseases and disorders. Volume One begins with an overview of basic sciences, ocular pathology, and clinical examination. The remainder of this volume and Volume Two discuss numerous diseases that may occur in different parts of the eye. The second edition has been fully revised and features many new topics including innovative techniques in cataract surgery, imaging modalities, pharmacotherapy, new surgical procedures, and much more. This comprehensive text is highly illustrated with nearly 1900 clinical photographs, radiological images, diagrams, tables and boxes. Key points Two-volume guide to diagnosis and management of ophthalmic disorders and diseases Fully revised, second edition with many new topics Highly illustrated with nearly 1900 photographs, diagrams and tables Previous edition (Vol 1 9780721672113 and Vol 2 9780721672120) published in 1980

Clinical Perspectives on Autobiographical Memory Sep 01 2021 Autobiographical memory plays a key role in psychological well-being, and the field has been investigated from multiple perspectives for over thirty years. One large body of research has examined the basic mechanisms and characteristics of autobiographical memory during general cognition, and another body has studied what happens to it during psychological

disorders, and how psychological therapies targeting memory disturbances can improve psychological well-being. This edited collection reviews and integrates current theories on autobiographical memory when viewed in a clinical perspective. It presents an overview of basic applied and clinical approaches to autobiographical memory, covering memory specificity, traumatic memories, involuntary and intrusive memories, and the role of self-identity. The book discusses a wide range of psychological disorders, including depression, post-traumatic stress disorder (PTSD), borderline personality disorder and autism, and how they affect autobiographical memory. It will be of interest to students of psychology, clinicians and therapists alike.

[A Computer-managed Screening Test of Communication Disorders for Preschool Children](#) May 17 2020

[Abridged Index Medicus](#) Jul 31 2021

Morbidity and Mortality Weekly Report Aug 20 2020

The Cambridge Handbook of the Imagination Sep 20 2020

The human imagination manifests in countless different forms. We imagine the possible and the impossible. How do we do this so effortlessly? Why did the capacity for imagination evolve and manifest with undeniably manifold complexity uniquely in human beings? This handbook reflects on such questions by collecting perspectives on imagination from leading experts. It showcases a rich and detailed analysis on how the imagination is understood across several disciplines of study, including anthropology, archaeology, medicine, neuroscience, psychology, philosophy, and the arts. An integrated theoretical-empirical-applied picture of the field is presented, which stands to inform researchers, students, and practitioners about the issues of relevance across the board when considering the imagination. With each chapter, the nature of human imagination is examined - what it entails, how it evolved, and why it singularly defines us as a species.

Government Reports Annual Index: Keyword A-L Feb 23 2021

Designing Experiments and Analyzing Data Jan 05 2022

Designing Experiments and Analyzing Data: A Model Comparison Perspective (3rd edition) offers an integrative conceptual framework for understanding experimental design and data analysis. Maxwell, Delaney, and Kelley first apply fundamental principles to simple experimental designs followed by an application of the same principles to more complicated designs. Their integrative conceptual framework better prepares readers to understand the logic behind a general strategy of data analysis that is appropriate for a wide variety of designs, which allows for the introduction of more complex topics that are generally omitted from other books. Numerous pedagogical features further facilitate understanding: examples of published research demonstrate the applicability of each chapter's content; flowcharts assist in choosing the most appropriate procedure; end-of-chapter lists of important formulas highlight key ideas and assist readers in locating the initial presentation of equations; useful programming code and tips are provided throughout the book and in associated resources available online, and extensive sets of exercises help develop a deeper understanding of the subject. Detailed solutions for some of the exercises and realistic data sets are included on the website (DesigningExperiments.com). The pedagogical approach used throughout the book enables readers to gain an overview of experimental design, from conceptualization of the research question to analysis of the data. The book and its companion website with web apps, tutorials, and detailed code are ideal for students and researchers seeking the optimal way to design their studies and analyze the resulting data.

Sherlock Holmes: The Thinking Engine Jul 23 2023 Man vs Machine it is 1895, and Sherlock Holmes is settling back into life as a consulting detective at 221B Baker Street, when he and Watson learn of strange goings-on amidst the dreaming spires of Oxford. A Professor Quantock has built a wondrous computational

device, which he claims is capable of analytical thought to rival the cleverest men alive. Naturally Sherlock Holmes cannot ignore this challenge. He and Watson travel to Oxford, where a battle of wits ensues between the great detective and his mechanical counterpart as they compete to see which of them can be first to solve a series of crimes, from a bloody murder to a missing athlete. But as man and machine vie for supremacy, it becomes clear that the Thinking Engine has its own agenda...

Returning to Mechanisms in Psychological Therapies: Understand the Engine Before Steaming In Aug 12 2022

1962 Dec 24 2020 An engaging history of the 1962 baseball season and a tumultuous American year.

Differential and Difference Equations through Computer

Experiments Jun 29 2021 Phaser is a sophisticated program for IBM personal computers, developed at Brown University by the author and some of his students, which enables users to experiment with differential and difference equations and dynamical systems in an interactive environment using graphics. This book begins with a brief discussion of the geometric interpretation of differential equations and numerical methods, and proceeds to guide the student through the use of the program. To run Phaser, you need an IBM PC, XT, AT, or PS/2 with an IBM Color Graphics Board (CGB), Enhanced Graphics Adapter (VGA). A math coprocessor is supported; however, one is not required for Phaser to run on the above hardware.

Sherlock Holmes al computer. Manuale delle investigazioni informatiche Aug 24 2023

Official Gazette of the United States Patent and Trademark Office Jan 25 2021

Computers and Games for Mental Health and Well-Being Jun 22

2023 Recent years have seen important developments in the computer and game industry, including the emergence of the concept of serious games. It is hypothesized that tools such as games, virtual reality, or applications for smartphones may foster

learning, enhance motivation, promote behavioral change, support psychotherapy, favor empowerment, and improve some cognitive functions. Computers and games may create supports for training or help people with cognitive, emotional, or behavioral change. Games take various formats, from board games to informatics to games with interactive rules of play. Similarly, computer tools may vary widely in format, from self-help or assisted computerized training to virtual reality or applications for smartphones. Some tools that may be helpful for mental health were specifically designed for that goal, whereas others were not. Gamification of computer-related products and games with a numeric format tend to reduce the gap between games and computers tools and increase the conceptual synergy in such fields. Games and computer design share an opportunity for creativity and innovation to help create, specifically design, and assess preventive or therapeutic tools. Computers and games share a design conception that allows innovative approaches to overcome barriers of the real world by creating their own rules. Yet, despite the potential interest in such tools to improve treatment of mental disorders and to help prevent them, the field remains understudied and information is under-disseminated in clinical practice. Some studies have shown, however, that there is potential interest and acceptability of tools that support various vehicles, rationales, objectives, and formats. These tools include traditional games (e.g., chess games), popular electronic games, board games, computer-based interventions specifically designed for psychotherapy or cognitive training, virtual reality, apps for smartphones, and so forth. Computers and games may offer a true opportunity to develop, assess, and disseminate new prevention and treatment tools for mental health and well-being. Currently, there is a strong need for state-of-the-art information to answer questions such as the following: Why develop such tools for mental health and well-being? What are the potential additions to traditional treatments? What are the best strategies

or formats to improve the possible impact of these tools? Are such tools useful as a first treatment step? What is the potential of a hybrid model of care that combines traditional approaches with games and/or computers as tools? What games and applications have already been designed and studied? What is the evidence from previous studies? How can such tools be successfully designed for mental health and well-being? What is rewarding or attractive for patients in using such treatments? What are the worldwide developments in the field? Are some protocols under development? What are the barriers and challenges related to such developments? How can these tools be assessed, and how can the way that they work, and for whom, be measured? Are the potential benefits of such products specific, or can these additions be attributed to nonspecific factors? What are the users' views on such tools? What are the possible links between such tools and social networks? Is there a gap between evidence-based results and market development? Are there any quality challenges? What future developments and studies are needed in the field?

Technical Basis of Radiation Therapy Jun 17 2020 With contributions by numerous experts

Bad Blood Feb 18 2023 NATIONAL BESTSELLER • The gripping story of Elizabeth Holmes and Theranos—one of the biggest corporate frauds in history—a tale of ambition and hubris set amid the bold promises of Silicon Valley, rigorously reported by the prize-winning journalist. With a new Afterword covering her trial and sentencing, bringing the story to a close. “Chilling ... Reads like a thriller ... Carreyrou tells [the Theranos story] virtually to perfection.” —The New York Times Book Review In 2014, Theranos founder and CEO Elizabeth Holmes was widely seen as the next Steve Jobs: a brilliant Stanford dropout whose startup “unicorn” promised to revolutionize the medical industry with its breakthrough device, which performed the whole range of laboratory tests from a single drop of blood. Backed by investors such as Larry Ellison and Tim Draper, Theranos sold

shares in a fundraising round that valued the company at more than \$9 billion, putting Holmes's worth at an estimated \$4.5 billion. There was just one problem: The technology didn't work. Erroneous results put patients in danger, leading to misdiagnoses and unnecessary treatments. All the while, Holmes and her partner, Sunny Balwani, worked to silence anyone who voiced misgivings—from journalists to their own employees.

Life Could Be a Dream Sep 13 2022 *Life Could Be a Dream* started out as a joke, a spur-of-the-moment, see-just-how-goofy-a-story-can-begin sort of nonsense. From there it became a challenge to see how long it could be kept going without becoming totally nonsensical. Then it became more and more enjoyable, until at some point it became for me a labor of love that occasionally made me cry or laugh as I wrote. Now I've proofed it at least twenty times, and it has truly become a part of me. All of the characters are based on people I have known during my almost-eighty years, but I shall name none of them. Those who are still living know who they are, and those who have gone on to "Level X" will know that they, too, are a part of this and of me, because love is eternal.

Cumulated Index Medicus Dec 04 2021