

# Graphics Card Buying Guide 2012

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*EBOOK: Using Information Technology Complete Edition* - Brian Williams 2012-03-16

*EBOOK: Using Information Technology Complete Edition*

**Social Media for Nurses** - Ramona Nelson, PhD, BC-RN, FAAN, ANEF 2012-11-12

"[T]he authors recognize the role the nurse has in empowering patients to take charge of their health by using social media responsibly... the information presented in this book can be useful to nurses in a variety of settings and with different levels of understanding regarding social media. The authors masterfully present information on Web 2.0 and Health 2.0 applications for nurses at the point of care, educators, advanced practice practitioners, administrators, and nursing students." -- Michelle E. Block, RN, PhD, Nursing Science Quarterly This book clearly and comprehensively presents the knowledge and skills nurses and health professionals need in order to effectively use the Internet and interactive social media to educate health consumers. By understanding and using Web 2.0 and Health 2.0 applications and technology, nurses will have access to a critical tool for improving the health of individuals, families, and communities, as well as enhancing their own professional development. The different types of health care information sites available on the Internet are addressed along with criteria for evaluating them. The text provides a framework for understanding the devices that support social media and depicts the many scenarios in which social

media can be used to promote health. Also included are examples of research studies related to health care informatics. Each chapter begins with clear and concise learning objectives and explanations of related terms. A theoretical foundation for understanding the concepts in the chapter is included, along with web-based resources that support additional in-depth learning. Discussion questions and exercises stimulate the development of critical thinking skills and promote point-of-care applications. Advances in technology and point-of-care use expected to come in the near future are woven throughout. The text will be of value for all nurse education and practice settings. Key Features: Provides easily understood information on interactive social media applications and their implications for nursing and health delivery Illustrates how to use social networking tools and sites effectively Describes the types of health care information websites available and how to evaluate them Addresses the many devices that support social media and when to use them Includes a database of tools and resources to assist educators, students, administrators, and practitioners in their use of the Internet and social media

PC Graphics & Video - 1997

**A+ Guide to Hardware** - Jean Andrews 2013-01-09

This step-by-step, highly visual text provides you with a comprehensive introduction to managing and maintaining computer hardware. Written

by best-selling author and educator Jean Andrews, **A+ GUIDE TO HARDWARE**, Sixth Edition closely integrates the CompTIA A+ Exam objectives to prepare you for the hardware portions of the 220-801 and 220-802 certification exams. The new Sixth Edition also features extensive updates to reflect current technology, techniques, and industry standards in the dynamic, fast-paced field of PC repair. Each chapter covers both core concepts and advanced topics, organizing material to facilitate practical application and encourage you to learn by doing. Supported by a wide range of supplemental resources to enhance learning—including innovative tools, interactive exercises and activities, and online study guides—this proven text offers an ideal way to prepare you for success as a professional PC repair technician. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Greater Delaware Valley Regional Industrial Purchasing Guide - 1987**

*Boys' Life* - 2012-07

Boys' Life is the official youth magazine for the Boy Scouts of America. Published since 1911, it contains a proven mix of news, nature, sports, history, fiction, science, comics, and Scouting.

Regional Industrial Buying Guide - 1995

**Training Guide Installing and Configuring Windows Server 2012 R2 (MCSA)** - Mitch Tulloch 2014-05-08

Fully updated for Windows Server 2012 R2! Designed to help enterprise administrators develop real-world, job-role-specific skills - this Training Guide focuses on deploying and managing core infrastructure services in Windows Server 2012 R2. Build hands-on expertise through a series of lessons, exercises, and suggested practices - and help maximize your performance on the job. This Microsoft Training Guide: Provides in-depth, hands-on training you take at your own pace Focuses on job-role-specific expertise for deploying and managing core infrastructure services Creates a foundation of skills which, along with on-the-job

experience, can be measured by Microsoft Certification exams such as 70-410 Topics include: Preparing for Windows Server 2012 R2 Deploying servers Server remote management New Windows PowerShell capabilities Deploying domain controllers Active Directory administration Network administration Advanced networking capabilities  
Computer Concepts: Illustrated Brief - Dan Oja 2012-02-16

Computer Concepts Illustrated is designed to help students learn and retain the most relevant and essential information about computers and technology in today's digital world! This edition has been revised to cover the latest important computing trends and skills, but maintains the pedagogical and streamlined design elements that instructors and students know and love about the Illustrated Series. New for this edition, make the most of Computer Concepts Illustrated with the all-in-one CourseMate digital solution complete with a media-rich ebook, interactive quizzes and activities, and the Engagement Tracker for hassle-free, automatic grading! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**A Year of Flowers** - Melanie Muenchinger 2012-07-01

A one-of-a-kind set containing realistic floral elements for building arrangements and blooms to fit every season—tulips in spring, sunflowers for Thanksgiving, poinsettias for those festive winter months—this guide enables crafters of all skill levels to create handmade floral cards utilizing a single stamp set by Gina K. Designs. Organizing 32 projects by month and holiday, the book features detailed, step-by-step instructions for both simple and multilayered designs in a variety of color palettes and layouts, from whimsical to vintage. With its built-in calendar and address book, A Year of Flowers will not only allow crafters to grow and perfect their card-making skills over the course of the year but also help them sit down, plan, create, and get cards out on time.  
Computer Concepts: Illustrated Introductory - June Jamrich Parsons 2012-03-29

Computer Concepts Illustrated is designed to help students learn and retain the most relevant and essential information about computers and

technology in today's digital world! This edition has been revised to cover the latest important computing trends and skills, but maintains the pedagogical and streamlined design elements that instructors and students know and love about the Illustrated Series. New for this edition, make the most of Computer Concepts Illustrated with the all-in-one CourseMate digital solution complete with a media-rich ebook, interactive quizzes and activities, and the Engagement Tracker for hassle-free, automatic grading! Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

2012 Artist's & Graphic Designer's Market - Mary Burzlaff Bostic  
2011-10-14

NEW LOOK, NEW FEATURES, UPDATED RESOURCES: ALL THE TOOLS YOU NEED TO BUILD A SUCCESSFUL ART CAREER! 2012 Artist's & Graphic Designer's Market is the must-have reference guide for emerging artists, who want to establish a successful career in fine art, illustration, cartooning or graphic design. For years, artists have relied on us to help them find new markets and navigate the changing business landscape. The 2012 Artist's & Graphic Designer's Market introduces a whole host of new features and guarantees the most up-to-date, individually verified listings possible. In addition to the 100% updated market listings, artists will find new resources they'll want to use everyday including:

- Complete, up-to-date contact information for more than 1,600 art market listings, including galleries, magazines, book publishers, greeting card companies, ad agencies, syndicates, art fairs and more
- Articles on the business of freelancing from basic copyright information to tips on promoting your work
- NEW! Special features on selling more art in 2012, secrets to social media success, pocket-sized promotion, creating an online presence, fine-tuning your sales pitch and generating referrals
- NEW! Informative articles on getting the most from workshops, handling problems creatively, applying creative thinking to running your business and managing your clients
- NEW! Inspiring and informative interviews with successful professionals including graphic designer Tom Davie and artist and illustrator Mike

Maydak • Information on grants, residencies, organizations, publications and websites that offer support and direction for creative artists of all types PLEASE NOTE: Free subscriptions are NOT included with the e-book edition of this title.

**How To Transfer Cell Phone Images** - Jerry Hughes 2012-08-31  
Avoid losing your digital camera photos if you lose your digital camera.

**THOMAS REGIONAL INDUSTRIAL BUYING GUIDE NORTHERN CALIFORNIA 2004** -

Shopping Guide to Japan - Boye Lafayette De Mente 2012-01-09  
Bargain shopping in Japan can be a challenge, but this book succinctly explains all the ins and outs to making the most of your Japanese shopping experience. Japan is the shopping capital of the world—unequaled in the number, variety and convenience of its shopping venues. The Shopping Guide to Japan is a one-of-a kind Japan guidebook that provides detailed information about methods of payment, prices, taxes, tax-free goods, store hours, discount days, store etiquette, returns and refunds, and in-store bargaining. The shopping book covers all of the main shopping categories in Japan—from boutiques and department stores to flea markets, shopping streets, train station shopping, bargain shopping and airport shopping. In addition to the primary shopping areas in Tokyo, Nagoya, Kyoto, Osaka and Kobe, the book covers Sendai and Sapporo in the north and Naha on the Island of Okinawa.

*Japan Electronics Buyers' Guide* - 1966

CompTIA A+ Complete Review Guide - Emmett Dulaney 2012-09-17  
A concise, focused study aid for the 2012 edition of CompTIA A+ Certification exams More than a million PC technicians hold the CompTIA A+ certification, which is a require certification by some software and hardware vendors. Designed to work with the Sybex family of certification guides for exams 220-801 and 220-802, this Review Guide is organized by objective to provide a quick review and reinforcement of important exam topics. It includes more than 170 review questions, and

reader will have access to 4 practice exams, over 100 electronic flashcards, and a searchable Glossary of Key Term. Provides effective review and reinforcement to help prepare students for the CompTIA A+ certification exams A perfect companion to other Sybex CompTIA A+ Study Guides Covers all exam objectives, including hardware, networking, laptops and printers, operating procedures, operating systems, security, mobile devices, and troubleshooting Packed with tightly focused review questions, and access to bonus practice exams, electronic flashcards, and a searchable list of key terms to reinforce study Includes review for both required exams: 220-801 and 220-802 CompTIA A+ Complete Review Guide adds additional support to prepare you to achieve the number one certification for PC technicians.

**Microsoft Office 2011 for Mac: Introductory** - Gary B. Shelly  
2012-03-02

Introduce your students to the new generation of Microsoft Office for Mac with the new generation of Shelly Cashman Series books! For the past three decades, the Shelly Cashman Series has effectively introduced computer skills to millions of students. With Office 2011 for Mac, we're continuing our history of innovation by enhancing our proven pedagogy to reflect the learning styles of today's students. In Microsoft Office 2011 for Mac: Introductory you'll find features that are specifically designed to engage students, improve retention, and prepare them for future success. Our trademark step-by-step, screen-by-screen approach now encourages students to expand their understanding of the Office 2011 software through experimentation, exploration, and planning ahead. Brand new end of chapter exercises prepare students to become more capable software users by requiring them to use critical thinking and problem-solving skills to create real-life documents. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**A History of Competitive Gaming** - Lu Zhouxiang 2022-05-13

Competitive gaming, or esports - referring to competitive tournaments of video games among both casual gamers and professional players - began in the early 1970s with small competitions like the one held at Stanford

University in October 1972, where some 20 researchers and students attended. By 2022 the estimated revenue of the global esports industry is in excess of \$947 million, with over 200 million viewers worldwide. Regardless of views held about competitive gaming, esports have become a modern economic and cultural phenomenon. This book studies the full history of competitive gaming from the 1970s to the 2010s against the background of the arrival of the electronic and computer age. It investigates how competitive gaming has grown into a new form of entertainment, a sport-like competition, a lucrative business and a unique cultural sensation. It also explores the role of competitive gaming in the development of the video game industry, making a distinctive contribution to our knowledge and understanding of the history of video games. A History of Competitive Gaming will appeal to all those interested in the business and culture of gaming, as well as those studying modern technological culture.

*Broadband as a Video Platform* - Judith O'Neill 2014-02-05

This volume features contributions from a conference held in Lusaka, Zambia, to explore the role and prospects of broadband in Africa as a video platform—with emphasis on the strategies and building blocks for deployment and advancement. While it may seem that such networks and their applications are not a realistic scenario for developing countries, it would be short-sighted and economically dangerous to ignore the emerging trends. The pace of introduction of next-generation networks in industrialized countries is rapid and the developing world will not be able to stand aside. The risks of falling behind are great and in any country there will be elements of business and society who wish to forge ahead. Policymakers and network architects need to be prepared. Media companies and broadcasters, in particular, must be alert to the new developments as should be medical and educational institutions. The availability of advanced high-speed business application tools in a country will affect its participation in international transactions and its economic growth. This volume features contributions from industry leaders, policymakers and scholars, representing a variety of perspectives, including technology and infrastructure management,

economic development, marketing, education and health. The authors collectively discuss how broadband deployment as a platform with sufficient speed for video may be encouraged by public policy and regulation and how investment in broadband for this and related purposes can improve the quality of life and experience in Sub Saharan Africa in media and data, while being a financeable, commercially sound business.

[Australian Master GST Guide 2012](#) - Philip McCouat 2012-02

[Institutional Buying Guide](#) - 1996

[Security+ Guide to Network Security Fundamentals](#) - Mark Ciampa 2012-07-27

Reflecting the latest trends and developments from the information security field, best-selling Security+ Guide to Network Security Fundamentals, Fourth Edition, provides a complete introduction to practical network and computer security and maps to the CompTIA Security+ SY0-301 Certification Exam. The text covers the fundamentals of network security, including compliance and operational security; threats and vulnerabilities; application, data, and host security; access control and identity management; and cryptography. The updated edition includes new topics, such as psychological approaches to social engineering attacks, Web application attacks, penetration testing, data loss prevention, cloud computing security, and application programming development security. The new edition features activities that link to the Information Security Community Site, which offers video lectures, podcats, discussion boards, additional hands-on activities and more to provide a wealth of resources and up-to-the minute information. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

**Graphic Design Business** - 2012-07-15

It's time to make your mark in the world of graphic design. There's no doubt you've imagined it-placing your name and logo on business cards, taking creative control and being your own boss. Why not turn your

fantasy into reality? Whether you want to start a part-time graphic design business, a full-time operation or build a substantial company with a full staff of graphic designers, everything you need to get started is at your fingertips. Learn the basic requirements, startup costs, day-to-day operations and even what to do when things don't go as planned. Industry experts and successful graphic designers share what they've learned and give you the motivation and priceless tips and tricks to help you reach success. Learn how to: Discover your market and their needs Choose a business environment that works for you Create a business brand that gets noticed Write a marketing plan that captures clients and creates referrals Develop profitable client relationships Set your fees Boost profits by expanding your specialty or your business Combine your creativity with Entrepreneur's expert advice-and design your own successful graphic design business today! The First Three Years In addition to industry specific information, you'll also tap into Entrepreneur's more than 30 years of small business expertise via the 2nd section of the guide - Start Your Own Business. SYOB offers critical startup essentials and a current, comprehensive view of what it takes to survive the crucial first three years, giving you exactly what you need to survive and succeed. Plus, you'll get advice and insight from experts and practicing entrepreneurs, all offering common-sense approaches and solutions to a wide range of challenges.

- Pin point your target market
- Uncover creative financing for startup and growth
- Use online resources to streamline your business plan
- Learn the secrets of successful marketing
- Discover digital and social media tools and how to use them
- Take advantage of hundreds of resources
- Receive vital forms, worksheets and checklists

From startup to retirement, millions of entrepreneurs and small business owners have trusted Entrepreneur to point them in the right direction. We'll teach you the secrets of the winners, and give you exactly what you need to lay the groundwork for success. BONUS: Entrepreneur's Startup Resource Kit! Every small business is unique. Therefore, it's essential to have tools that are customizable depending on your business's needs. That's why with Entrepreneur is also offering you access to our Startup Resource Kit. Get

instant access to thousands of business letters, sales letters, sample documents and more - all at your fingertips! You'll find the following:

**The Small Business Legal Toolkit** When your business dreams go from idea to reality, you're suddenly faced with laws and regulations governing nearly every move you make. Learn how to stay in compliance and protect your business from legal action. In this essential toolkit, you'll get answers to the "how do I get started?" questions every business owner faces along with a thorough understanding of the legal and tax requirements of your business. **Sample Business Letters 1000+** customizable business letters covering each type of written business communication you're likely to encounter as you communicate with customers, suppliers, employees, and others. Plus a complete guide to business communication that covers every question you may have about developing your own business communication style. **Sample Sales Letters** The experts at Entrepreneur have compiled more than 1000 of the most effective sales letters covering introductions, prospecting, setting up appointments, cover letters, proposal letters, the all-important follow-up letter and letters covering all aspects of sales operations to help you make the sale, generate new customers and huge profits.

[Visual Strategies](#) - Felice Frankel 2012-01-01

Helps scientists and engineers to communicate research results by showing how to create effective graphics for use in journal submissions, grant proposals, conference posters, presentations and more.

**Superfandom: How Our Obsessions are Changing What We Buy and Who We Are** - Zoe Fraade-Blonar 2017-03-21

An in-depth look at the influence of fans—society's alpha consumers—on our lives and culture. As fandom sheds its longtime stigmas of geekiness and hysteria, fans are demanding more from the celebrities and brands they love. Digital tools have given organizations—from traditional businesses to tech startups—direct, real-time access to their most devoted consumers, and it's easy to forget that this access flows both ways. This is the new "fandom-based economy": a convergence of brand owner and brand consumer. Fan pressures hold more clout than ever before as audiences demand a say in shaping the future of the things

they love. In *Superfandom*, Zoe Fraade-Blonar and Aaron M. Glazer explain this new era of symbiosis. For producers, it can mean a golden opportunity: brands such as Polaroid and Surge, preserved by the passion of a handful of nostalgic fans, can now count on an articulate, creative, and, above all, loyal audience. Yet, the new economy has its own risks—it's also easier than ever for companies to lose their audience's trust, as Valve did when it tried to introduce a paid mod system for its *Skyrim* video game. Examining key cases that span a wide range of consumer markets, Fraade-Blonar and Glazer explain why some kinds of engagement with fans succeed and some backfire. Throughout, the authors probe fandom's history, sociology, and psychology. From the nineteenth-century American Alice Drake, who bribed her way into the houses of her favorite European composers, to Hatsune Miku, the Japanese virtual celebrity whose songs are composed entirely by fans, the dynamics of fandom—the activities we perform to show we belong to a group of people with common interests—may be as old as culture itself. For groupies of financier Warren Buffet and enthusiasts of *Cards Against Humanity* alike, the consumer relationship has been transformed. *Superfandom* is an essential guide for those who care about, contribute to, and live in our rapidly expanding fan-driven economy.

**Electronic Musician** - 1999

[Focus On: 100 Most Popular American Game Show Hosts](#) - Wikipedia contributors

**Electronics Buyers' Guide** - 1985

*Exporters Directory/U.S. Buying Guide* - 1983

[Thomas Regional Industrial Buying Guide](#) - 2003

[The Complete Idiot's Guide to Selling Your Crafts on Etsy](#) - Marcia Layton Turner 2013-03-05

Etsy is a wildly popular website where crafters and craftsmen alike have

discovered a portal where they can market and sell their handmade wares - literally around the globe. According to the latest stats from Etsy, there are over 14 million registered members, over 800,000 shops, over 39 million unique visitors each month, and transactions spanning across 150 countries. Those numbers represent a global marketplace for someone interested in selling their handmade items, but they also mean a tremendous challenge when a seller is faced with the daunting task of making their Etsy storefront visible among the thousands of others. Any successful Etsy seller will tell you the difference between a successful Etsy storefront and the storefront that gets lost in the mix often boils down to the tricky details. The Complete Idiot's Guide® to Selling Your Crafts with Etsy is written by someone who has proven selling success on Etsy and knows the tricks that will get a storefront noticed - and wares shipping out the door. From having the right keywords in place for optimum searchability, to creating an attractive storefront that will create return customers and loads of traffic, The Complete Idiot's Guide® to Selling Your Crafts with Etsy will help you learn the tricks of the trade and help you build the successful Etsy business you have always wanted.

*Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, 4th Edition (Exams 220-801 & 220-802) - Mike Meyers 2012-08-21*

Essential Skills for a Successful IT Career Written by the leading authority on CompTIA A+ certification and training, this instructive, full-color guide will help you pass CompTIA A+ exams 220-801 and 220-802 and become an expert hardware technician. Mike Meyers' CompTIA A+ Guide to Managing and Troubleshooting PCs, Fourth Edition is completely up-to-date with the new CompTIA A+ standards. Inside, you'll find helpful on-the-job tips, end-of-chapter practice questions, and hundreds of photographs and illustrations. Answers and solutions to the end-of-chapter sections are only available to instructors and are not printed inside the book. Learn how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP,

Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content features: Practice exams for 801 & 802 with hundreds of questions One hour+ of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities Adobe Digital Editions free eBook download (subject to Adobe's system requirements) Each chapter includes: Learning objectives Photographs and illustrations Real-world examples Try This! and Cross Check exercises Key terms highlighted Tech Tips, Notes, and Warnings Exam Tips End-of-chapter quizzes and lab projects

**IAAPA International Directory & Buyer's Guide - 2002**

**CompTIA A+ Certification All-in-One Exam Guide, 8th Edition (Exams 220-801 & 220-802) - Michael Meyers 2012-08-01**

The bestselling CompTIA A+ reference and test preparation guide--fully revised for the new 2012 exam topics Written by the leading authority on CompTIA A+ certification and training, the new edition of this trusted resource offers complete, up-to-date coverage of CompTIA A+ exams 220-801 and 220-802. You'll find learning objectives at the beginning of each chapter, exam tips, practice exam questions, and in-depth explanations. Prepare for the exams with confidence! McGraw-Hill is a Gold-Level CompTIA Authorized Partner offering Authorized CompTIA Approved Quality Content to give you the competitive edge on exam day. This comprehensive guide also serves as an essential on-the-job reference after certification. Covers all exam objectives, including how to: Work with CPUs, RAM, BIOS settings, motherboards, power supplies, and other PC components Install, configure, and troubleshoot hard drives Manage input devices and removable media Install, upgrade, and troubleshoot Windows XP, Windows Vista, and Windows 7 Troubleshoot all common PC problems Install video and multimedia cards Work with

smartphones, tablets, and other mobile devices Install and configure wired and wireless networks Connect to the Internet Protect your PC and your network Install, configure, and manage printers Work with virtualization technologies Understand safety and environmental issues Electronic content includes: Practice exams for 801 & 802 with hundreds of questions More than one hour of free video training from Mike Meyers A collection of Mike's latest favorite shareware and freeware PC tools and utilities Adobe Digital Edition eBook—free download (subject to Adobe's system requirements)

*Marketing Information Guide* - 1969

*Computer Buyer's Guide and Handbook* - 2001

**A Guide Book for The Test of Academic English Proficiency (TaepTM)** - TIM LC UMM 2021-05-17

A Guide Book for the Test of Academic English Proficiency (TAEPTM) is written to fulfill the learners' need to achieve a good score in TAEPTM. TAEPTM is a standardized test designed to measure the English proficiency of non-native speakers of English in non- English speaking countries. This book encompasses a variety of materials covering Listening Comprehension, Grammar, and Reading Comprehension. Every unit presents pre test, post test, and the materials for the tests. The tests are constructed to measure learners' capabilities before and after experiencing using the book. Meanwhile, the materials are completed

with explanation, practical strategies and the practices. To improve the quality of this Guidebookfor TAEPTM, criticisms, and suggestions for better editions are highly welcomed.

*Project Equality Buyer's Guide* - 1994

*The Complete Guide to Game Audio* - Aaron Marks 2012-10-12

Turn your musical passion into a profitable career with this essential guide to the business and technical skills you need to succeed in the multi-billion dollar games industry. Step-by-step instructions lead you through the entire music and sound effects process - from developing the essential skills and purchasing the right equipment to keeping your clients happy. Learn everything you need to: Find the jobs. Identify your niche, implement a business and marketing plan that includes a great demo reel, and plug into the established network to find clients. Make the deals. Make the bidding and contract process work for you by knowing the standard industry terminology, understanding how to set fees, and employing non-confrontational negotiating tactics to reach sound agreements that establish acceptable boundaries for change orders, reworks, payment options, and other essentials. Create music and sound effects for games. Master the exacting specifications for composing music and creating sound effects on the various gaming platforms and systems. The companion DVD features audio and cinematic examples, demos of useful sound editing and sequencing programs, and sample business contracts.