

Because there is a law such as gravity, the universe can and will create itself from nothing. Spontaneous creation is the reason there is something rather than nothing, why the universe exists, why we exist. It is not necessary to invoke God to light the blue touch paper and set the universe going. Hawking 2010

Once upon a time Linus Torvalds was a skinny unknown, just another nerdy Helsinki techie who had been fooling around with computers since childhood. Torvalds 2001

The Art of Blizzard celebrates the studio's genesis by examining the creative forces behind these games and showcasing their artistry through more than 700 pieces of concept art, paintings, and sketches. Entertainment 2011

Eric Evans is a thought leader in software design and domain modeling. The founder of Domain Language and author of Domain-Driven Design, he recently founded a modeling community where those interested in domain modeling can come together to learn and discuss effective practices. Evans 2003

No source code? No problem. With IDA Pro, the interactive disassembler, you live in a source code-optional world. IDA can automatically analyze the millions of opcodes that make up an executable and present you with a disassembly. Eagle 2011

References

- Eagle, Chris (2011). *The IDA Pro Book*. No Starch Inc. XXIV pp. ISBN: 1593272898. URL: http://www.ebook.de/de/product/14615016/chris_eagle_the_ida_pro_book.html.
- Entertainment, Blizzard (2011). *The Art of Blizzard*. Insight Editions, Div of Palace Publishing Group, LP. 375 pp. ISBN: 1608870278. URL: http://www.ebook.de/de/product/14742283/blizzard_entertainment_the_art_of_blizzard.html.
- Evans, Eric J. (2003). *Domain-Driven Design*. Addison Wesley. 529 pp. ISBN: 0321125215. URL: http://www.ebook.de/de/product/3258737/eric_j_evans_domain_driven_design.html.
- Hawking, Stephen (2010). *The Grand Design*. Bantam Books. 208 pp. ISBN: 0-553-80537-1.
- Torvalds, Linus (2001). *Just for Fun*. HarperBusiness. 262 pp. ISBN: 0-06-662072-4.