

The Hardware Book

Subtitle: Hard vs soft, with software, hardware can be rebuilt by innovators and management.

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While experimenting with AI software, it has become clear that hardware needs to be present to make modifications to the method and mechanism, in between the software and hardware for behavioral science of human evolution, with our latest p framework and a cumulative score of each, we can allow each one to grow independently and watch changes and operations with human psyche - Spotlights, international, movie actors & actress, feedback, audience, alpha & beta - Bubbas. Pointing algorithms, screen freeze & documentary. Accent - English.



Chapter: Zelda Split Screen

+ mini.



Chapter: P legal

Illegal, churn, pivot. Business-> hustles, broadcast, score, reboot. Brand, reaction. Valuation/down slope. Remain: Churn, amygdala.



Chapter: Globalization

Churn, views, ps.



Chapter: Dispolarization v1.0

Platform, 100k innovation coins each, infrastructure 1000000 zillion coins.



Chapter: Zelda Studio

Switch channel, interest based views, porn, "take off your clothes", drama, etc.



Chapter: Pagoda hard v2.4

Launched.



Chapter: Zelda Applications

Neck, balls, cell explosion, separation, separated, coils, social. New apps, bachelor you and me, show me, show off, mutually, socialized, discuss, watch, movie, scripts & scenes, drama, body, attention, professional, viral, spiral, photo shoot, documentary, actors & actresses, stars & celebrities, votes, like & dislikes, currency, royalty, revenue share, bank, customer service, route homepage, classifieds, brokerage, exchange, trades, advertising, statistics, followers, friends, search, pitch, introduction, bio, videos, stream, sound clip, response, exciting, clients & customers, frames, profile skin, recommendations, reviews, boobs & dicked, wallet.



Chapter: Pagoda chip v2.1

Investments -> Cost -> Results -> Vacation -> Appeal -> Bio -> Plans -> Travel -> Logs -> AI generation -> Group -> Movie Generation -> Radio Station -> Group -> Feedback -> Comments -> Bio -> Education -> Keywords -> Phrases -> Earn & Burn -> Burn (makers & bakers) & Earn (English) <-> coded -> Cost -> Investments, Result = Ideology, Knowledge, Score, Parity, Believe, neck or not, decision tree, evaluation. Price, ER diagram, group. Vacation. Crime -> Caught -> You, bubbas, makers & shakers, pivot. Given, scan, people, society, crooks, copies. Accent, growing up, social integration, camels, barn, cowboy hat, tortillas, farm. Moustache, spanish, sweat, armpits, toilet, explanation, copy, explanation, viral, spiral, runway,

bio, feedback, running away, run way, discussions, business, investment, traveling, rather surfing, but not surfing, human hacked, people. Point to point communication/ understanding/ trying / however / Cost - migration, probability. Competition/ hedge / confiscation.



Chapter: Pagoda v2.7

Progress. Yellow, haha. "Hehe.



Chapter: Hardware V1.6

Tiers.

Chapter: P tug

Pivot / gooks (old whores), hoes, etc.



Chapter: Zelda batteries

Testing.



Chapter: Chad & Jasmine Show

Categories, sub-categories, e.g. pots & pans. Pre-AI, maintenance, money, treatment, oil, pipelines, etc. Ink. Yellow affect. Score, 5 - 10 (-/+) year planning, increments, fragments, segments, job framework. 100000 zillion infrastructure, facility coins, m hubs, dispolarity, node management, cross traffic / fund shows / performance/ social / population feedback, theater, side hustles, town treatment/ units.



Chapter: Universal Time Clock

Meaning - Ecstasy - Feeling - Speechless - Speed - Time - Ultra fast - Interest - Attention. Why?



Chapter: Hardware v1.8

Fresh start, Ukraine & Russian orthodox- Serbian & Chinese monks, father rose - Saint John / Father James, etc.



Chapter: Zelda Loan

Segments, introductions, search.



Chapter: Zelda Managers

Profile management, switching history, bio, search tabs, services, advertising, profile data, neck Balls, etc, dirty rags. Bubba score, profile links, data, timestamps, coils, events. Hierarchy, tree, squeeze, squish, management coils, groups, interactive. Documentary, movie clips, phrases, studio, kinds, socialized, public, places, locations, review, welcome, ready for you, incoming, input, output, public, experiences, marketing, score, bio, today vs lifetime, yearly increments, graph, attributes. Photos, bubbas / then / now, score comparison, childhood, now. Secondary market, winners, Betty Veronica, bubbas, wavelength, frequency, decibels, ground, pivot, radius, international, migration, generational, whores, pimps, units, navigation, encyclopedia.



Chapter: Association

Interval- Movie, conversion, bubbles, units, households, removal, clean up, tiers, race, market domination, safety, neck & balls, neck & balls (recursion) - Threat, behavior, action, reaction, daily, terray (conversion), investors, co-efficiency, hoes & whores, deliema, competition.



Chapter: P framework

Groupies, local, remote, international, movie, documentary, audience, collesium.



Chapter: Zelda I

Formula, monkeys, engagement.



Chapter: Sizer

Tiny, small & large, customization.



Chapter: Dispolarity v1.1

Quarters, porn channels, like / dislike. McDonalds test / Location. Battle/ Household/ locks, road, local business / ranking / co-efficient - aggregation/ hyper local / % knowledge locality / employees / locality- vertical / horizontal. Local, remote, international, case Studies, movie, advertising, travel guide, tooth picks co-efficient, market share / valuation / speech = privilege. Accent decoder, gdp, expenses, business, customer development, new system vs old - case Studies, weird AI, adoption. Time spent / units, management co-efficient / knowledge/ locality, foreign / value, devaluation, graph / chart / makers / locks. Performance review, socialized, manual vs AI models, social / society co-efficient, population, up or down, frequency, guides, adaption, style.



Chapter: Pagoda Chip v2.0

Testing, "working".

Chapter: Zelda Simulator

Navigator, platform, apps.



Chapter: Churn

Constant.



Chapter: P Parity

Worth, tower restart/ hard boot / divide / 2, frozen - red / black, black / red, pivot on 1/2.
Worthless, tree, graph, targets, instructions.



Chapter: P party

Valuation, accounting. Fraud, penalties, citations, sanctions. Audit. Confiscation business/pleasure. Lenses. State of the union - viewers.



Chapter: P chadi

Indian, foreigners, boy, p-eed, evaluation, reboot.



Chapter: P pot

Shares, hierarchy, organization. Feedback. Red / black. Churn, navigate, etc. Bubbas, pathways. Alignment. Discussion, reasoning. Pivot. Review - white rose, lab ... Work, reports, nudges.



Chapter: P possibility

White rose -> lab.



Chapter: P Possession

Methods & mechanics.



Chapter: Smoked v1.0

Dead cell, negative energy, swirls, arbi, pimp & hoe, worldwide, hierarchy, management, holds, viral & spiral, documentary & movie, muscled, cinema. Churn, tag & turn, action, feedback & reaction, multi threaded, bout, left & right, loop, background threads, spawning processes, and threads. Evaluating results, event triggers, frequency match, algorithmic optimization. Fifo, filo, divide & conquer and others, data storage optimization, memory, heap, global variables, vs threads, cloud architecture, performance optimization.



Chapter: Zelda App Store

Pages, viewers, rating, '5 star', customer support, membership, royalty, currency.



Chapter: P triggers

Algorithms.



Chapter: Zelda World

Tug, American, white.



Chapter: Pagoda chip v2.2

Churning, authority.



Chapter: Pagoda Showcase

Yellow, red, gook treatment, surface, stream, unfolding affects, office dreaming etc.



Chapter: ID / Gamers

Logs.



Chapter: Pagoda VC

Built.



Chapter: Depitonia v1.0

Day & night, greetings, activity, spiral, loop.



Chapter: P Broadcast

television - radio / advertising - businesses. Localization, conversion / phone users - Campaign, media users / television, newspaper & radio.



Chapter: Pagoda v4.0

Shadow, dead cell productions.



Chapter: Sprotics

Churning, types, impression, radio, movie, battle, statistics, AI, clock in / clock out, spectators. Performance, juice.



Chapter: Pagoda machine

Impression, resonance, constant, churning, tasty - English, you. Senseless, meaningless, no odor.



Chapter: Pagoda v2.6

Rung barungi.



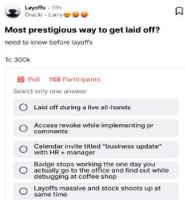
Chapter: P camps

Embassies.



Chapter: Zelda Platform

Management.



Chapter: Fear v1.0

'Change', 'speed', 'neck - Balls- neck - balled- syndrome'.



Chapter: Hardware v1.9

Introduction, units, departments, spotlight, international, local, remote, nudges, videos, audio, photos, movie, expenses, home, work, services, management, advertising, review, growth, documentary, profiles, socialized, awaiting response, loop, chart, discussion, collesium.

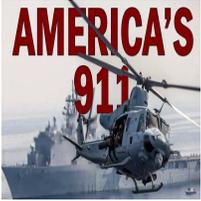
Chapter: Pagoda tug v3.0

Tyranny, transformation, notes.



Chapter: Enterprise Zelda

Universal cell, parities, disparities. Loop, infinite, algorithms, situations, familiarity/ foreign, tit bits, interest, change, adoption, competition, business, home.



Chapter: Texual

Disparities. Churn. Life long. Coils, bubbas. Locked, feedback, play, air, fake, measurement, habit, triggers, false read, no training, no conversation, no simulation, no similarities, hide, food, storage, churn, one way communication, practice, localization, feedback. Input, output, disparity, digital, electronic, usage, fear, confidence, frustration, disparity, self sabotage, socialized, care, anger, hide, smile, youth war...



Chapter: Pagoda v2.5

Prongs, unique ID.



Chapter: Hardware v1.7

Pricing, tiers, Aryans.



Chapter: Pagoda chip v2.3

Chipped, essence, churning.



Chapter: Zelda for businesses

Management.



Chapter: Mike & Chipotle Show

Porn balls, marketing, pitch, reporting, management, action, reaction, high fertility. Disenchanted.



Chapter: P Pitch

Circle. P-ing. Translation, score - again. Delta red & black. Sample. Baseline vs hoes /

graph / Influence. Restart towers. Vs whores, grand whores, grand pimps (x1.. xx), pimps, little pimps. Hard boot (laat).



Chapter: Constants

Ionic, projection, churning, units.



Chapter: P nuclear

Threads, boomerang. Reactor.



Chapter: P Charge

Churning and pivoting.



Chapter: Zelda v1.0

Argument. Contradiction. Disbelief.



Chapter: Hardware V1.5

Services.

Chapter: Content

Driven.



Chapter: Undomesticated v1.0

Male & female design, self created, objects, actions.

