The Media Book

Subtitle: Broadcast- Since 50bc to today, newspapers, social media, television, radio, talk shows and influencer competition.

Author: Bilal Ahmed

AI generation and turn key, phrases automation- Code generation & movies, run way & Muppets. The results are dynamic, pioneering and situation generation where valuation happens based on experience, ranking, score and resume. Behaviors are analyzed whether suitable for future investment. The style matters as a way of communication. Living the life as employees or founders. The brand value, whether company or individual. The feedback, ligit or fake. The weight, whether micro local or international. Valuation, whether delusional, no self esteem, competing, with no results, without weight, making YouTube- Social videos, patterns copied by x number of people, are types of competition where trillions of dollars have been spent so far, if not zillions, since 50bc.

Chapter: Confiscation

Seige, ass. Fuck gooks.

Chapter: Pagoda v2.7

Hooks, report, adoption.

Chapter: Pagoda media v1.1

Mingled.

Chapter: Celebrity Partners

Vault. Muscle, machine, digestion, agile.

Chapter: Bubbas (a, b, c, d, e, f)

AOP - Runway, movie, theater, characters, drama, thriller, categories, localization, personalities. Dialogs, discussions, situations, urgency, roles. Threat. Treatment. Difference. #ActorAwards (training). Copies, D. Rewarded E, Situation B, bubbas C. Stars, F. References g, royalty h. Radio frequency.

Chapter: Funding

Team, family, fun, bosses, empowered, scanning, opportunity, opening, growth.

Chapter: Pagoda v4.0

Social. Public. Movie. Evened. Duality.

Chapter: Positioning

1 vs 2, clit.

Chapter: Zelda Business

Sales & marketing campaign, international affairs.

Chapter: Zelda Character

Public feedback, changes, profile, bio, introduction, screening time vs working, old rags, competition, competitors.

Chapter: Smoking v1.0

White & yellow.

Chapter: Media v0.4

Dennys university. Head in the oven - Appeal, conversion vs disruption, response. Voice, gesture & competition/ parity, helpless / direction / bubbas / flipping, pioneering / fucking - Brand, movement / accelerating - Scenes, past, alive, watching together, feedback, comments, not listening, ferality, wrong directioned, bakers & shakers, running away, vacation.

Chapter: Refree textual wars

Blows.

Chapter: Partners v1.0

Ratio.

Chapter: Dialogs

AOP - injection, bubbas.

Chapter: Introduction to deptomes v1.0

Story, roles, style.

Chapter: Action Oriented Programming - Movie Station

Object oriented programming, AOP focuses on utilization of OO and creates a framework around known behaviors, and the next move, with that, the same actors are used to recreate scenario - Movie script, with insight on the new move, a trigger that allows all the previous scene, in parallel to be viewed, with delta being the new interesting trigger, with helpful insight into how and why the new trigger was generated and the reaction, creates a movie, with scenes whether horizontal or vertical with sub titles, messages from bubbas, an interesting experience for the viewers, name of the movie and critiques, applause and emotion, an exciting experience, utilization of the script copyrighted, to what can be shared. A successful movie in theaters world-wide, smaller movies into documentaries, of everything, knowledgebase, with movie collection, pay per view or free, for later audience, a memory, international market, for training, whether home, work or basic interaction with other humans. The ambiance, in between scene recording, changes, actors & actresses, impression & expression, wood industry, worldwide, movie shooting, live audience, rewinding scene, get the right, open the scene changes, right role, casting, find another actor, hero & villian, love, full experience- Movie

generator/ code generation, VR, AI, freemium / premium & ultra services, includes x-rated for shares.

Chapter: Marketing

Ionic, projections, simplification, clean up crew.

Chapter: Media v0.2

Mazza convertor, all-in-all, options, 1, 2 or 3, battle, movie or radio, switch, scene, viewers, groups, everything. Loop. Ratings, switch, battle score, switch, radio, switch, ticket purchase. Keywords.

Chapter: Pagoda VC Lifestyle

Routine, schedule, appeal.

Chapter: Zelda for Everything

Advertising, marketing, etc.

Chapter: Zelda v1.0

Hear, speak, days.

Chapter: Third Prong

Customizations.

Chapter: Zelda media

Homepage, classifieds, ads, business.

Chapter: Communication

Rosewood, cream, validation, purpose, international markets vs scouch.

# Chapter: Pagoda power v1.0

Churning.

Chapter: Sizer Feedback

Resized, re-customized, re-configured, re-languaged, re-englished, re-equalized, re-socialized, dynamic, mission pitch, youth -> older -> oldest, dialog, re-help, localization, customer service, internationalization.

Chapter: Media v0.3

Dialogs, tone, acting, attention, performance, pagoda shares, royalty, movie production, reactions, bubbas update (a, b, c, d, e, f, g), references, royalty, h.
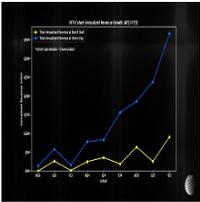
Chapter: Media 0.1

Mazza.

Chapter: Zelda Viral

Spiral. Who, what, why.

Chapter: Zelda World

Movie, reaction, acting.

Chapter: Deadlock

Churning, race conditions.

Chapter: Pagoda media v2.5

Matched, socialized, introduced.

Chapter: Pagoda tug v3.0

Monday, discussions, speech.

Chapter: Disenchanted v1.0

"God damn."

Chapter: Pagoda v2.6

Rung barangi, mood, feedback, acceptance, model, youth -> old -> older. No credit. Battle, powers.

Chapter: Pagoda Churn

Movie, camera, action. Objects, aop, probability, cross data, scenario, bets.

Chapter: Radio Station

Option 3. Familiar frequency. Stars broadcast, royalty. Purchase, pagoda shares.

Chapter: Dis & Un v1.0

Introduction. Unique packaging.