# Exhibit A

**A L A R M** Find authenticated court documents without watermarks at <u>docketalarm.com</u>.

DOCKET



Complete listing of Waite Group Publishing's books in reverse publication order.

#### Win32 Game Developer's Guide with DirectX 3

Published: Feb 97 ISBN: 1571690301

#### FrontPage '97 Web Designer's Guide

Published: Feb 97 ISBN: 157169045X

#### Visual Basic 5 Interactive Course

Published: Feb 97 ISBN:1571690778

#### Visual Basic 5 Client/Server How-To: The Definitive Visual Basic Problem-Solver for Server Apps

Published: Feb 97 ISBN: 1571690786

VBScript SuperBible Published: Feb 97 ISBN: 1571690816

#### Laura Lemay's Java 1.1 Interactive Course

Published: Feb-97 ISBN: 1571690832

#### JavaScript Interactive Course

Published: Feb-97 ISBN: 1571690840

#### HTML 3.2 Plus How-To

Published: Feb-97 ISBN:1571690913

#### **Microsoft Office 97 Interactive Course**

Published: Feb-97 ISBN: 157169093X

#### JavaScript How-To

Published: Dec-96 ISBN: 1-57169-047-6

#### JavaScript Primer Plus

Published: Dec-96 ISBN: 1-57169-041-7

Oracle How-To Published: Dec-96

DOCKF

Find authenticated court documents without watermarks at <u>docketalarm.com</u>.

2 of 6

ISBN: 1-57169-048-4

#### **Black Art of Java Game Programming**

Published: Nov-96 ISBN: 1-57169-043-3

#### **CGI Primer Plus for Windows**

Published: Nov-96 ISBN: 1-57169-025-5

#### Caligari TrueSpace 2 3D Modeling Construction Kit

Published: Nov-96 ISBN: 1-57169-029-8

#### Web Database Construction Kit

Published: Nov-96 ISBN: 1-57169-032-8

#### Web Database Primer Plus

Published: Nov-96 ISBN: 1-57169-070-0

#### Java Language API Superbible

Published: Oct-96 ISBN: 1-57169-038-7

#### Talk Java To Me

Published: Oct-96 ISBN: 1-57169-044-1

#### Web Publisher's Construction Kit with Netscape Plug-Ins

Published: Oct-96 ISBN: 1-57169-049-2

#### CGI How-To

Published: Sep-96 ISBN: 1-57169-028-X

HTML 3 Interactive Course Published: Sep-96 ISBN: 1-57169-066-2

#### Java How-To

Published: Sep-96 ISBN: 1-57169-035-2

#### Microsoft Access 2.0 How-To CD

Published: Sep-96 ISBN: 1-878739-93-X

#### Perl 5 Interactive Course

Published: Sep-96 ISBN: 1-57169-064-6

DOCKET

#### Visual Basic 4 OLE, Database, & Controls SuperBible

Published: Sep-96 ISBN: 1-57169-007-7

#### C++ Interactive Course

Published: Aug-96 ISBN: 1-57169-063-8

#### **OpenGL SuperBible**

Published: Aug-96 ISBN: 1-57169-073-5

#### Secrets of Delphi 2

Published: Aug-96 ISBN: 1-57169-026-3

#### Web Publisher's Construction Kit with HTML 3.2

Published: Aug-96 ISBN: 1-57169-079-4

#### **Delphi 2 Developer's Solutions**

Published: Jul-96 ISBN: 1-57169-071-9

#### Java Networking and AWT API SuperBible

Published: Jul-96 ISBN: 1-57169-031-X

#### **Microsoft Foundation Class**

Published: Jul-96 ISBN: 1-57169-021-2

#### Spells of Fury

Published: Jul-96 ISBN: 1-57169-067-0

#### Visual C++ 4 How-To

Published: Jul-96 ISBN: 1-57169-069-7

#### Perl 5 How-To

Published: Jun-96 ISBN: 1-57169-058-1

#### Windows 95 Multimedia & ODBC API Bible

Published: Jun-96 ISBN: 1-57169-011-5

#### Visual Basic 4 API How-To Published: May-96

ISBN: 1-57169-072-7

DOCKE.

Web Publisher's Construction Kit with VRML/Live 3D Published: May-96 ISBN: 1-57169-068-9

#### PowerBuilder 5 How-To

Published: Apr-96 ISBN: 1-57169-055-7

#### Windows 95 API How-To

Published: Apr-96 ISBN: 1-57169-060-3

#### Windows 95 Common Controls & Messages API Bible

Published: Apr-96 ISBN: 1-57169-010-7

#### **Black Art of Macintosh Game Programming**

Published: Mar-96 ISBN: 1-57169-059-X

#### Build Your Own Flight Sim in C++

Published: Mar-96 ISBN: 1-57169-022-0

#### HTML 3 How-To

Published: Mar-96 ISBN: 1-57169-050-6

#### Java Primer Plus

Published: Mar-96 ISBN: 1-57169-062-X

#### Microsoft Access 95 How-To

Published: Mar-96 ISBN: 1-57169-052-2

#### Certified Course in Visual Basic 4

Published: Feb-96 ISBN: 1-57169-056-5

#### Windows 95 Win32 Programming API Bible

Published: Feb-96 ISBN: 1-57169-009-3

#### Visual Basic 4 Database How-To

Published: Oct-95 ISBN: 1-878739-94-8

#### Visual Basic 4 How-To Published: Oct-95 ISBN: 1-57169-001-8

#### **Black Art of 3D Game Programming**

Published: Sep-95 ISBN: 1-57169-004-2

DOCKET

## DOCKET A L A R M



# Explore Litigation Insights

Docket Alarm provides insights to develop a more informed litigation strategy and the peace of mind of knowing you're on top of things.

## **Real-Time Litigation Alerts**



Keep your litigation team up-to-date with **real-time alerts** and advanced team management tools built for the enterprise, all while greatly reducing PACER spend.

Our comprehensive service means we can handle Federal, State, and Administrative courts across the country.

### **Advanced Docket Research**



With over 230 million records, Docket Alarm's cloud-native docket research platform finds what other services can't. Coverage includes Federal, State, plus PTAB, TTAB, ITC and NLRB decisions, all in one place.

Identify arguments that have been successful in the past with full text, pinpoint searching. Link to case law cited within any court document via Fastcase.

## **Analytics At Your Fingertips**



Learn what happened the last time a particular judge, opposing counsel or company faced cases similar to yours.

Advanced out-of-the-box PTAB and TTAB analytics are always at your fingertips.

### API

Docket Alarm offers a powerful API (application programming interface) to developers that want to integrate case filings into their apps.

#### LAW FIRMS

Build custom dashboards for your attorneys and clients with live data direct from the court.

Automate many repetitive legal tasks like conflict checks, document management, and marketing.

#### FINANCIAL INSTITUTIONS

Litigation and bankruptcy checks for companies and debtors.

#### E-DISCOVERY AND LEGAL VENDORS

Sync your system to PACER to automate legal marketing.