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The Quest for Artificial Intelligence Nils J. Nilsson
2009-10-30 Artificial intelligence (AI) is a field within computer science that is attempting to

build enhanced intelligence into computer systems. This book traces the history of the subject, from the early dreams of eighteenth-century (and earlier) pioneers to the more

successful work of today's AI engineers. AI is becoming more and more a part of everyone's life. The technology is already embedded in face-recognizing cameras, speech-recognition software, Internet search engines, and health-care robots, among other applications. The book's many diagrams and easy-to-understand descriptions of AI programs will help the casual reader gain an understanding of how these and other AI systems actually work. Its thorough (but unobtrusive) end-of-chapter notes containing citations to important source materials will be of great use to AI scholars and researchers. This book promises to be the definitive history of a field that has captivated the imaginations of scientists, philosophers, and writers for centuries. *Toward a Global Middle Ages* Bryan C. Keene
2019-09-03 This important and overdue book examines illuminated manuscripts and other book arts of the Global Middle Ages. Illuminated manuscripts and illustrated or decorated books—like today's museums—preserve a rich

array of information about how premodern peoples conceived of and perceived the world, its many cultures, and everyone's place in it. Often a Eurocentric field of study, manuscripts are prisms through which we can glimpse the interconnected global history of humanity. *Toward a Global Middle Ages* is the first publication to examine decorated books produced across the globe during the period traditionally known as medieval. Through essays and case studies, the volume's multidisciplinary contributors expand the historiography, chronology, and geography of manuscript studies to embrace a diversity of objects, individuals, narratives, and materials from Africa, Asia, Australasia, and the Americas—an approach that both engages with and contributes to the emerging field of scholarly inquiry known as the Global Middle Ages. Featuring 160 color illustrations, this wide-ranging and provocative collection is intended for all who are interested in engaging in a dialogue about how books and

other textual objects contributed to world-making strategies from about 400 to 1600.

Principles of Lasers Orazio Svelto 2013-06-29

This book is the result of more than ten years of research and teaching in the field of quantum electronics. The purpose of the book is to introduce the principles of lasers, starting from elementary notions of quantum mechanics and electromagnetism. Because it is an introductory book, an effort has been made to make it self contained to minimize the need for reference to other works. For the same reason; the references have been limited (whenever possible) either to review papers or to papers of seminal importance. The organization of the book is based on the fact that a laser can be thought of as consisting of three elements: (i) an active material, (ii) a pumping system, and (iii) a suitable resonator. Accordingly, after an introductory chapter, the next three chapters deal, respectively, with the interaction of radiation with matter, pumping processes, and

the theory of passive optical resonators.

Air Conditioning Engineering W.P. Jones

2007-08-31 Designed for students and professional engineers, the fifth edition of this classic text deals with fundamental science and design principles of air conditioning engineering systems. W P Jones is an acknowledged expert in the field, and he uses his experience as a lecturer to present the material in a logical and accessible manner, always introducing new techniques with the use of worked examples.

Rapid GUI Programming with Python and Qt

Mark Summerfield 2007-10-18 Whether you're building GUI prototypes or full-fledged cross-platform GUI applications with native look-and-feel, PyQt 4 is your fastest, easiest, most powerful solution. Qt expert Mark Summerfield has written the definitive best-practice guide to PyQt 4 development. With Rapid GUI Programming with Python and Qt you'll learn how to build efficient GUI applications that run on all major operating systems, including Windows,

Mac OS X, Linux, and many versions of Unix, using the same source code for all of them. Summerfield systematically introduces every core GUI development technique: from dialogs and windows to data handling; from events to printing; and more. Through the book's realistic examples you'll discover a completely new PyQt 4-based programming approach, as well as coverage of many new topics, from PyQt 4's rich text engine to advanced model/view and graphics/view programming. Every key concept is illuminated with realistic, downloadable examples—all tested on Windows, Mac OS X, and Linux with Python 2.5, Qt 4.2, and PyQt 4.2, and on Windows and Linux with Qt 4.3 and PyQt 4.3.

Practical Statistics for Data Scientists Peter Bruce 2017-05-10 Statistical methods are a key part of data science, yet very few data scientists have any formal statistics training. Courses and books on basic statistics rarely cover the topic from a data science perspective. This practical guide explains how to apply various

statistical methods to data science, tells you how to avoid their misuse, and gives you advice on what's important and what's not. Many data science resources incorporate statistical methods but lack a deeper statistical perspective. If you're familiar with the R programming language, and have some exposure to statistics, this quick reference bridges the gap in an accessible, readable format. With this book, you'll learn: Why exploratory data analysis is a key preliminary step in data science How random sampling can reduce bias and yield a higher quality dataset, even with big data How the principles of experimental design yield definitive answers to questions How to use regression to estimate outcomes and detect anomalies Key classification techniques for predicting which categories a record belongs to Statistical machine learning methods that "learn" from data Unsupervised learning methods for extracting meaning from unlabeled data

Introduction to Electronics Earl D. Gates 2001

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on August 10, 2022 by guest

Now in its fourth edition, Introduction to Electronics continues to offer its readers a complete introduction to basic electricity/electronics principles with emphasis on hands-on application of theory. Expanded discussion of Capacitive AC, Inductive AC, and Resonance Circuits is just the beginning! For the first time, MultiSIM® problems have been integrated into Introduction to Electronics, providing even greater opportunities to apply basic electronics principles and develop critical thinking skills by building, analyzing, and troubleshooting DC and AC circuits. In addition, this electron flow, algebra-based electricity/electronics primer now includes coverage of topics such as surface mount components, Karnaugh maps, and microcontrollers that are becoming increasingly important in today's world. Introduction to Electronics is the ideal choice for readers with no prior electronics experience who seek a basic background in DC and AC circuits that aligns

closely with today's business and industry requirements. Objectives are clearly stated at the beginning of each brief, yet highly focused chapter to focus attention on key points. In addition, all-new photographs are used throughout the book and detailed, step-by-step examples are included to show how math and formulas are used. Chapter-end review questions and summaries ensure mastery, while careers are profiled throughout Introduction to Electronics, 4th Edition to stimulate the reader's interest in further study and/or potential employment in electronics or related fields.

STRUCTURED COMPUTER ORGANIZATION 1996

Mindstorms Seymour A Papert 2020-10-06 In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering

computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Introduction to Computing and Programming in Python Plus My Programming Lab -- Access Card Package

Mark J. Guzdial 2013-10-28 Introduction to Computing and Programming in Python, 3e, uses

multimedia applications to motivate introductory computer science majors or non-majors. The book's hands-on approach shows how programs can be used to build multimedia computer science applications that include sound, graphics, music, pictures, and movies. The students learn a key set of computer science tools and topics, as well as programming skills; such as how to design and use algorithms, and practical software engineering methods. The book also includes optional coverage of HCI, as well as rudimentary data structures and databases using the user-friendly Python language for implementation. Authors Guzdial and Ericson also demonstrate how to communicate compatibly through networks and do concurrent programming. 0133591522 / 9780133591521 Introduction to Computing and Programming in Python & MyProgrammingLab with eText Package Package consists of 0132923513 / 9780132923514 Introduction to Computing and Programming in Python 0133590747 /

9780133590746 MyProgrammingLab with eText -
- Access Code Card -- for Introduction to
Computing and Programming in Python

Integrating the Web into Everyday Library

Services Elizabeth R. Leggett 2015-09-28

Integrating the Web into Everyday Library
Services: A Practical Guide for Librarians is
designed to introduce the reader to advanced
online research techniques by explaining the
concepts behind a variety of modern
technological innovations. It is written with the
idea that the reader will need to conduct
advanced research, help patrons conduct
research, or teach classes about a variety of
Internet-related topics.

Invitation To Computer Science 4/e G.

Michael Schneider 2007

C++ *Plus Data Structures* Nell B. Dale 2003

Computer Science

Code 1999

Practical Programming Paul Gries 2017-12-06

Classroom-tested by tens of thousands of

students, this new edition of the bestselling intro
to programming book is for anyone who wants to
understand computer science. Learn about
design, algorithms, testing, and debugging.
Discover the fundamentals of programming with
Python 3.6--a language that's used in millions of
devices. Write programs to solve real-world
problems, and come away with everything you
need to produce quality code. This edition has
been updated to use the new language features
in Python 3.6.

Foundations of Computer Science Behrouz A.

Forouzan 2007-12 Based on the ACM model
curriculum guidelines, this text covers the
fundamentals of computer science required for
first year students embarking on a computing
degree. Data representation of text, audio,
images, and numbers; computer hardware and
software, including operating systems and
programming languages; data organization
topics such as SQL database models - they're all
[included]. Progressing from the bits and bytes

level to the higher levels of abstraction, this birds-eye view provides the foundation to help you succeed as you continue your studies in programming and other areas in the computer field.-Back cover.

Java Illuminated Julie Anderson 2012 With a variety of interactive learning features and user-friendly pedagogy, the Third Edition provides a comprehensive introduction to programming using the most current version of Java.

Throughout the text the authors incorporate an "active learning approach" which asks students to take an active role in their understanding of the language through the use of numerous interactive examples, exercises, and projects. Object-oriented programming concepts are developed progressively and reinforced through numerous Programming Activities, allowing students to fully understand and implement both basic and sophisticated techniques. In response to students growing interest in animation and visualization the text includes techniques for

producing graphical output and animations beginning in Chapter 4 with applets and continuing throughout the text. You will find Java Illuminated, Third Edition comprehensive and user-friendly. Students will find it exciting to delve into the world of programming with hands-on, real-world applications!New to the Third Edition:-Includes NEW examples and projects throughout-Every NEW copy of the text includes a CD-ROM with the following: *programming activity framework code*full example code from each chapter*browser-based modules with visual step-by-step demonstrations of code execution*links to popular integrated development environments and the Java Standard Edition JDK-Every new copy includes full student access to TuringsCraft Custom CodeLab. Customized to match the organization of this textbook, CodeLab provides over 300 short hands-on programming exercises with immediate feedback.Instructor Resources: Test Bank, PowerPoint Lecture Outlines, Solutions to

Programming Activities in text, and Answers to the chapter exercises Also available: Java Illuminated: Brief Edition, Third Edition (ISBN-13: 978-1-4496-3202-1). This Brief Edition is suitable for the one-term introductory course.

Databases Illuminated Catherine M. Ricardo
2011-03-03 Databases Illuminated, Second Edition integrates database theory with a practical approach to database design and implementation. The text is specifically designed for the modern database student, who will be expected to know both theory and applied design and implementation as professionals in the field. This Second Edition has been revised and updated to incorporate information about the new releases of Access 2010, Oracle 11g, and InterSystems Cache. It includes material on the most recent topics such as, web access, JDBC, web programming, XML, data mining, and other emerging database technologies and applications. Instructor resources include Microsoft PowerPoint lecture slides, solutions to

all the exercises and projects in the text, test bank, and a complete instructor's manual that includes objectives and teaching hints. Student resources include an open access companion website featuring: -downloadable code -projects with step-by-step guidance that ensure students fully understand each step before moving on to the next. -hands-on lab exercises that allow students to apply the concepts learned from the text -additional information not included in the text to allow for further study The integrated, modern approach to databases, combined with strong pedagogical features, accessible writing, and a full package of student and instructor's resources, makes Databases Illuminated, Second Edition the perfect textbook for courses in this exciting field. New and Key Features of the updated Second Edition: -Covers the new features of the current versions of popular database management systems, including Oracle 11, Access 2010, and InterSystems Cache. - Incorporates the new curriculum

recommendations in ACM Computer Science Curriculum 2008 and ACM/AIS IS2010 Curriculum Guidelines for IS2010.2, Data and Information Management, including more attention to security, concurrency, and net-centric computing. The chapter on computer ethics has been updated to take into account new regulations and practices. -Contains more material on recent and relevant topics, such as Web access, JDBC, web programming, XML, data warehousing, data mining, and other emerging database technologies and applications. -Includes the extensive object-relational features of the current release of Oracle, with downloadable code for students to implement; Object-oriented databases are implemented using InterSystems Cache, with downloadable code included on the website.

Computer Science Illuminated Nell B. Dale
2013 This guide offers students an overview of computer science principles, and provides a solid foundation for those continuing their study in this

dynamic and exciting discipline. New features of this edition include: a chapter on computer security providing readers with the latest information on preventing unauthorized access; types of malware and anti-virus software; protecting online information, including data collection issues with Facebook, Google, etc.; security issues with mobile and portable devices; a new section on cloud computing offering readers an overview of the latest way in which businesses and users interact with computers and mobile devices; a rewritten section on social networks including new data on Google+ and Facebook; updates to include HTML5; revised and updated Did You Know callouts are included in the chapter margins; revisions of recommendations by the ACM dealing with computer ethic issues. --

Physics of Light and Optics (Black & White)
Michael Ware 2015
User-designed Computing Louis Schlueter 1982
This book examines the term 'real-time

information' and distinguishes it as 'real-control information' while looking at the problems associated with computerizing real-control information, and making the end-user the architect of their own systems. This book explains how data-processing management can deliver large-scale, user-oriented computer services and yet effectively manage the related computer resources and provide system safety.

Java Illuminated Anderson 2018-01-15 Written for the one- to three-term introductory programming course, the fifth edition of Java Illuminated provides learners with an interactive, user-friendly approach to learning the Java programming language. Comprehensive but accessible, the text takes a progressive approach to object-oriented programming, allowing students to build on established skills to develop new and increasingly complex classes. Java Illuminated follows an activity-based active learning approach that ensures student engagement and interest.

Computer Literacy BASICS Connie Morrison 2012-09-20 Bring your computer literacy course back to the BASICS. COMPUTER LITERACY BASICS: A COMPREHENSIVE GUIDE TO IC3 provides an introduction to computer concepts and skills, which maps to the newest Computing Core Certification (IC3) standards. Designed with new learners in mind, this text covers Computing Fundamentals, Key Applications, and Living Online everything your students need to be prepared to pass the IC3 exam, and finish the course as confident computer users. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Computer Science J. Glenn Brookshear 1994 Now in its eighth edition, this book continues to provide a comprehensive, accessible, and up-to-date introduction to the dynamic field of computer science using a breadth-first approach. The table of contents and the text itself have been revised and expanded to reflect changes in

the field, including the trend toward using Web and Internet Technology, the evolution of Objects, and the important growth in the field of databases. Specifically, chapter three from the previous edition has been expanded into two chapters. Chapter three will now only cover Operating Systems and the new chapter four will focus on Networks and the Internet. Anyone interested in gaining a thorough introduction to Computer Science.

Explorations in Computer Science R. Mark Meyer 2003-01-01 Designed to expose students to a breadth of topics, this laboratory manual actively engages students in problem solving and experimentation.

Introduction to Computation and Programming Using Python, second edition John V. Guttag 2016-08-12 The new edition of an introductory text that teaches students the art of computational problem solving, covering topics ranging from simple algorithms to information visualization. This book introduces students with

little or no prior programming experience to the art of computational problem solving using Python and various Python libraries, including PyLab. It provides students with skills that will enable them to make productive use of computational techniques, including some of the tools and techniques of data science for using computation to model and interpret data. The book is based on an MIT course (which became the most popular course offered through MIT's OpenCourseWare) and was developed for use not only in a conventional classroom but in a massive open online course (MOOC). This new edition has been updated for Python 3, reorganized to make it easier to use for courses that cover only a subset of the material, and offers additional material including five new chapters. Students are introduced to Python and the basics of programming in the context of such computational concepts and techniques as exhaustive enumeration, bisection search, and efficient approximation algorithms. Although it

covers such traditional topics as computational complexity and simple algorithms, the book focuses on a wide range of topics not found in most introductory texts, including information visualization, simulations to model randomness, computational techniques to understand data, and statistical techniques that inform (and misinform) as well as two related but relatively advanced topics: optimization problems and dynamic programming. This edition offers expanded material on statistics and machine learning and new chapters on Frequentist and Bayesian statistics.

C++ Primer Stanley Lippman 2012-08-06
Bestselling Programming Tutorial and Reference Completely Rewritten for the New C++11 Standard Fully updated and recast for the newly released C++11 standard, this authoritative and comprehensive introduction to C++ will help you to learn the language fast, and to use it in modern, highly effective ways. Highlighting today's best practices, the authors show how to

use both the core language and its standard library to write efficient, readable, and powerful code. C++ Primer, Fifth Edition, introduces the C++ standard library from the outset, drawing on its common functions and facilities to help you write useful programs without first having to master every language detail. The book's many examples have been revised to use the new language features and demonstrate how to make the best use of them. This book is a proven tutorial for those new to C++, an authoritative discussion of core C++ concepts and techniques, and a valuable resource for experienced programmers, especially those eager to see C++11 enhancements illuminated. Start Fast and Achieve More Learn how to use the new C++11 language features and the standard library to build robust programs quickly, and get comfortable with high-level programming Learn through examples that illuminate today's best coding styles and program design techniques Understand the "rationale behind the rules": why

C++11 works as it does Use the extensive crossreferences to help you connect related concepts and insights Benefit from up-to-date learning aids and exercises that emphasize key points, help you to avoid pitfalls, promote good practices, and reinforce what you've learned Access the source code for the extended examples from informit.com/title/0321714113 C++ Primer, Fifth Edition, features an enhanced, layflat binding, which allows the book to stay open more easily when placed on a flat surface. This special binding method—notable by a small space inside the spine—also increases durability.

Starting Out with Programming Logic and Design Tony Gaddis 2013 Starting Out with Programming Logic and Design, Third Edition, is a language-independent introductory programming book that orients students to programming concepts and logic without assuming any previous programming experience. In the successful, accessible style of Tony Gaddis' best-selling texts, useful examples and detail-oriented

explanations allow students to become comfortable with fundamental concepts and logical thought processes used in programming without the complication of language syntax. Students gain confidence in their program design skills to transition into more comprehensive programming courses. The book is ideal for a programming logic course taught as a precursor to a language-specific introductory programming course, or for the first part of an introductory programming course.

Starting Out with Java: Early Objects PDF eBook, Global Edition Tony Gaddis 2015-04-17 This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the

“why”—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In *Starting Out with Java: Early Objects*, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis’s accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students:

Student and instructor resources are available to expand on the topics presented in the text. [Radio Production](#) Robert McLeish 2015-09-16 Radio Production is for professionals and students interested in understanding the radio industry in today’s ever-changing world. This book features up-to-date coverage of the purpose and use of radio with detailed coverage of current production techniques in the studio and on location. In addition there is exploration of technological advances, including handheld digital recording devices, the use of digital, analogue and virtual mixing desks and current methods of music storage and playback. Within a global context, the sixth edition also explores American radio by providing an overview of the rules, regulations, and purpose of the Federal Communications Commission. The sixth edition includes: Updated material on new digital recording methods, and the development of outside broadcast techniques, including Smartphone use. The use of social media as

news sources, and an expansion of the station's presence. Global government regulation and journalistic codes of practice. Comprehensive advice on interviewing, phone-ins, news, radio drama, music, and scheduling. This edition is further enhanced by a companion website, featuring examples, exercises, and resources: www.focalpress.com/cw/mcleish.

R in a Nutshell Joseph Adler 2012-09-26 If you're considering R for statistical computing and data visualization, this book provides a quick and practical guide to just about everything you can do with the open source R language and software environment. You'll learn how to write R functions and use R packages to help you prepare, visualize, and analyze data. Author Joseph Adler illustrates each process with a wealth of examples from medicine, business, and sports. Updated for R 2.14 and 2.15, this second edition includes new and expanded chapters on R performance, the ggplot2 data visualization package, and parallel R computing with Hadoop.

Get started quickly with an R tutorial and hundreds of examples Explore R syntax, objects, and other language details Find thousands of user-contributed R packages online, including Bioconductor Learn how to use R to prepare data for analysis Visualize your data with R's graphics, lattice, and ggplot2 packages Use R to calculate statistical tests, fit models, and compute probability distributions Speed up intensive computations by writing parallel R programs for Hadoop Get a complete desktop reference to R [Starting Out with Java](#) Tony Gaddis 2015-05-29 NOTE: You are purchasing a standalone product; MyProgrammingLab® does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for 0134059875 / 9780134059877 Starting Out with Java: From Control Structures through Objects plus MyProgrammingLab with Pearson eText -- Access Card Package, 6/e Package consists of: 0133957055 / 9780133957051 Starting Out with Java: From

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with Java: From Control Structures through
Objects, 6/e MyProgrammingLab should only be
purchased when required by an instructor. For
courses in computer programming in Java
Starting Out with Java: From Control Structures
through Objects provides a brief yet detailed
introduction to programming in the Java
language. Starting out with the fundamentals of
data types and other basic elements, readers
quickly progress to more advanced programming
topics and skills. By moving from control
structures to objects, readers gain a
comprehensive understanding of the Java
language and its applications. As with all Gaddis
texts, the Sixth Edition is clear, easy to read, and
friendly in tone. The text teaches by example
throughout, giving readers a chance to apply
their learnings by beginning to code with Java.

Also available with MyProgrammingLab
MyProgrammingLab is an online homework,
tutorial, and assessment program designed to
work with this text to engage students and
improve results. Within its structured
environment, students practice what they learn,
test their understanding, and pursue a
personalized study plan that helps them better
absorb course material and understand difficult
concepts. MyProgrammingLab allows you to
engage your students in the course material
before, during, and after class with a variety of
activities and assessments.

Fundamentals of Multimedia Ze-Nian Li
2014-04-09 This textbook introduces the
“Fundamentals of Multimedia”, addressing real
issues commonly faced in the workplace. The
essential concepts are explained in a practical
way to enable students to apply their existing
skills to address problems in multimedia. Fully
revised and updated, this new edition now
includes coverage of such topics as 3D TV, social

networks, high-efficiency video compression and conferencing, wireless and mobile networks, and their attendant technologies. Features: presents an overview of the key concepts in multimedia, including color science; reviews lossless and lossy compression methods for image, video and audio data; examines the demands placed by multimedia communications on wired and wireless networks; discusses the impact of social media and cloud computing on information sharing and on multimedia content search and retrieval; includes study exercises at the end of each chapter; provides supplementary resources for both students and instructors at an associated website.

Learn Java with Examples in BlueJ G. Suden
2019-05-07 Learn Java with examples in BlueJ, gets you started programming in Java right away. Learning a complex new language is not an easy task especially when it's an object-oriented programming language like Java. This practical beginner's guide enables you to: Gain a solid

understanding of Java. Understand difference between Procedure Oriented Programming (POP) and Object Oriented Programming (OOP). Teach you fundamental concepts of Object Oriented Programming, Objects and Classes. Each program shown with its associated output. Explanation of difficult lines of code. All programs compiled and executed in the BlueJ Development Environment. Extensive examples provided in each chapter. Empower you to develop logical and analytical thinking using object-oriented approach in Java. A hands-on and exercise-rich book in Java programming for beginners. Start brewing up great programs with Java! Knowledge of other programming languages is not required. Book designed to teach Java in readable style with small and direct programs making even arcane concepts clear.

Reflective Practice Gillie Bolton 2010-02-04
Lecturers, why waste time waiting for the post to arrive? Request your e-inspection copy today! In the new third edition of this popular and highly

readable book, the author draws on her considerable experience and extensive research to demonstrate a creative dynamic mode of reflection and reflexivity. Using expressive and explorative writing combined with in-depth group work/mentoring alongside appropriate focussed research, it enables critical yet sensitive examinations of practice. Gillie offers a searching and thorough approach which increases student and professional motivation, satisfaction, and deep levels of learning. She clearly explains reflection; reflexivity; narrative; metaphor, and complexity, and grounds the literary and artistic methods in educational theory and values. Clear step-by-step practical methods are given for every aspect of the process. New to this edition are: A chapter presenting different ways of undertaking and facilitating reflective practice Further international coverage, including material from Australia, New Zealand and the United States. The Third Edition also includes: An annotated glossary explaining key terms End-of-

chapter activities and exercises Suggested further reading, and clear guides on chapter contents and how to use the book. Companion website www.uk.sagepub.com/bolton An accompanying companion website includes a range of free additional materials for lecturers and students to use in tutorials and for independent study, including discussion, workshop exercises, glossary and online readings. The methods are appropriate to, and used worldwide by, students and professionals across education; medicine and healthcare; clinical psychology; therapy; social work; pastoral care; counselling; police; business management; organisational consultancy; leadership training. **History of Computer Art** Thomas Dreher 2020-08-20 The development of the use of computers and software in art from the Fifties to the present is explained. As general aspects of the history of computer art an interface model and three dominant modes to use computational processes (generative, modular, hypertextual)

are presented. The "History of Computer Art" features examples of early developments in media like cybernetic sculptures, computer graphics and animation (including music videos and demos), video and computer games, reactive installations, virtual reality, evolutionary art and net art. The functions of relevant art works are explained more detailed than usual in such histories.

Principles of Neural Science Eric R. Kandel

1991

Cambridge International AS and A Level Computer Science Coursebook

Programming and Problem Solving with C++ Nell B. Dale 1996-01-01

Encyclopedia of Computer Science and Technology Harry Henderson 2009-01-01

Presents an illustrated A-Z encyclopedia containing approximately 600 entries on computer and technology related topics.