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**KEY=PDF - MAURICE CROSS**

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**RETI DI CALCOLATORI E INTERNET. UN APPROCCIO TOP-DOWN**

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**Pearson**

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**GREEN COMPUTING E E-COMMERCE SOSTENIBILE. UN PICCOLO VIAGGIO NEGLI IMPATTI AMBIENTALI DELLA RETE**

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**Lulu.com** *Un viaggio all'interno del green computing, una branca di studi dell'informatica che si occupa della ricerca di tecnologie a ridotto o del tutto assente impatto ambientale. In un'epoca in cui tutto diventa digitale, uno sviluppo etico e sostenibile della rete Internet e dei suoi servizi (ivi compreso il commercio elettronico) rappresenta un'esigenza di primo ordine. Se da un lato la tecnologia ha permesso all'uomo di superare alcuni limiti imposti dalla natura, dall'altro ne ha alterato gli equilibri. Sarà possibile ritrovarli?*

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**RETI DI CALCOLATORI. UN APPROCCIO TOP-DOWN**

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**INTERNET E RETI**

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**FONDAMENTI**

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*Il testo aiuta il lettore a muovere i primi passi nel mondo delle reti e di Internet in particolare. È stato pensato come strumento di studio per un corso introduttivo di "Reti di calcolatori" in corsi di laurea di Ingegneria e di Informatica, ma la sua struttura lo rende adatto all'adozione in ogni tipo di scuola dove si persegue l'obiettivo di fornire una prima conoscenza tecnica di Internet. Il testo si compone di tre parti: (i) le reti e i protocolli, (ii) la rete Internet, (iii) le reti di accesso. Esso è corredato da oltre cento esempi numerici, distribuiti lungo i vari capitoli, che consentono di esprimere quantitativamente le operazioni svolte dai vari protocolli per mezzo di parametri di prestazione di rete. La prima parte definisce la nomenclatura di base delle reti e introduce il mondo dei protocolli e la sua architettura a strati che ne costituiscono l'ossatura portante. Sono presentati i concetti fondamentali che caratterizzano le varie tipologie di rete e definiti i parametri numerici necessari a caratterizzarne le prestazioni. Vengono quindi esposti sotto il cappello "Teoria dei protocolli", gli strumenti metodologici necessari a comprendere i meccanismi che regolano il funzionamento di una rete. La seconda parte è interamente dedicata al mondo di Internet. L'approccio del lettore ai suoi contenuti tecnici è facilitato dalla cosiddetta presentazione "top-down" delle problematiche affrontate. Questa consiste nel presentare le modalità di interazione con Internet dal punto di vista dell'utente, descrivendo quindi inizialmente i protocolli dello strato di applicazione, che rendono possibile fornire e ricevere servizi di ogni tipo attraverso una rete. Citiamo tra questi le applicazioni di posta elettronica e quelle che consentono di interagire con il "World wide web". A seguire, vengono affrontate le problematiche relative al trasferimento di informazioni attraverso Internet al servizio delle applicazioni, cosa che richiede la descrizione dei protocolli dello strato di trasporto e dello strato di rete. La terza parte è rivolta alla tematica delle reti di accesso, cioè a quelle strutture di comunicazione che consentono di raggiungere "le porte di ingresso" al mondo di Internet. Vengono in particolare introdotti i protocolli dello strato di collegamento e per lo strato fisico ci si limita a descrivere le tecniche di codifica delle informazioni che sono inviate attraverso un mezzo trasmissivo. La tematica delle reti in area locale, che forniscono connettività in ambiti geografici limitati, come case, uffici, aziende, viene affrontata con particolare enfasi sui protocolli di accesso adottati. Sono infine presentate le principali soluzioni tecnologiche in rame e in fibra ottica con cui si fornisce connettività per accesso a Internet a una popolazione distribuita su un territorio.*

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**STRUCTURED COMPUTER ORGANIZATION**

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**DIGITAL TRANSFORMATION OF THE DESIGN, CONSTRUCTION AND MANAGEMENT PROCESSES OF THE BUILT ENVIRONMENT**

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**Springer Nature** *This open access book focuses on the development of methods, interoperable and integrated ICT tools, and survey techniques for optimal management of the building process. The construction sector is facing an increasing demand for major innovations in terms of digital dematerialization and technologies such as the Internet of Things, big data, advanced manufacturing, robotics, 3D printing, blockchain technologies and artificial intelligence. The demand for simplification and transparency in information management and for the rationalization and optimization of very fragmented and splintered processes is a key driver for digitization. The book describes the contribution of the ABC Department of the Polytechnic University of Milan (Politecnico di Milano) to R&D activities regarding methods and ICT tools for the interoperable management of the different phases of the building process, including design, construction, and management. Informative case studies complement the theoretical discussion. The book will be of interest to all stakeholders in the building process - owners, designers, constructors, and faculty managers - as well as the research sector.*

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**WEB PROTOCOLS AND PRACTICE**

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**HTTP/1.1, NETWORKING PROTOCOLS, CACHING, AND TRAFFIC MEASUREMENT**

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**Addison-Wesley Professional** *Web Protocols and Practice: HTTP/1.1, Networking Protocols, Caching, and Traffic Measurement is an all-in-one reference to the core technologies underlying the World Wide Web. The book provides an authoritative and in-depth look at the systems and protocols responsible for the transfer of content across the Web. The HyperText Transfer Protocol (HTTP) is responsible for nearly three-quarters of the traffic on today's Internet. This book's extensive treatment of HTTP/1.1 and its interaction with other network protocols make it an indispensable resource for both practitioners and students. Providing both the evolution and complete details of the basic building blocks of the Web, Web Protocols and Practice begins with an overview of Web software components and follows up with a description of the suite of protocols that form the semantic core of how content is delivered on the Web. The book later examines Web measurement and workload characterization and presents a cutting-edge report on Web caching and multimedia streaming. It concludes with a discussion on research perspectives that highlight topics that may affect the future evolution of the Web. Numerous examples and case studies thr*

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**INFORMATION TECHNOLOGIES FOR EPIGRAPHY AND CULTURAL HERITAGE**

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**PROCEEDINGS OF THE FIRST EAGLE INTERNATIONAL CONFERENCE**

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**Sapienza Università Editrice** *This peer-reviewed volume contains selected papers from the First EAGLE International Conference on Information Technologies for Epigraphy and Cultural Heritage, held in Paris between September 29 and October 1, 2014. Here are assembled for the first time in a unique volume contributions regarding all aspects of Digital Epigraphy: Models, Vocabularies, Translations, User Engagements, Image Analysis, 3D methodologies, and ongoing projects at the cutting edge of digital humanities. The scope of this book is not limited to Greek and Latin epigraphy; it provides an overview of projects related to all epigraphic inquiry and its related communities. This approach intends to furnish the reader with the broadest possible perspective of the discipline, while at the same time giving due attention to the specifics of unique issues.*

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**FREE AS IN FREEDOM [PAPERBACK]**

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**RICHARD STALLMAN'S CRUSADE FOR FREE SOFTWARE**

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"O'Reilly Media, Inc." *Chronicles the life of the computer programmer, known for the launch of the operating system GNU Project, from his childhood as a gifted student to his crusade for free software.*

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**COMPUTER NETWORKING**

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**PRINCIPLES, PROTOCOLS AND PRACTICE**

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Original textbook (c) October 31, 2011 by Olivier Bonaventure, is licensed under a Creative Commons Attribution (CC BY) license made possible by funding from The Saylor Foundation's Open Textbook Challenge in order to be incorporated into Saylor's collection of open courses available at: <http://www.saylor.org>. Free PDF 282 pages at <https://www.textbookequity.org/bonaventure-computer-networking-principles-protocols-and-practice/> This open textbook aims to fill the gap between the open-source implementations and the open-source network specifications by providing a detailed but pedagogical description of the key principles that guide the operation of the Internet. 1 Preface 2 Introduction 3 The application Layer 4 The transport layer 5 The network layer 6 The datalink layer and the Local Area Networks 7 Glossary 8 Bibliography

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**RECONSTRUCTING ANCIENT LANDSCAPE**

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This book serves as an up-to-date manual for the ever evolving discipline of digital landscape reconstruction, and shows how digital tools can be used in the interpretation of archaeological data related to past landscapes. It draws on the work of the Italian National Research Councils Lab in Virtual Heritage, illustrating its points with case studies from their research.

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**MINDSTORMS**

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**CHILDREN, COMPUTERS, AND POWERFUL IDEAS**

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**Basic Books** 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.

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**OPERATING SYSTEM CONCEPTS**

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**Addison Wesley Publishing Company** This textbook provides coverage of the fundamental concepts which make up the foundation of operating systems and also gives practical experience with a fully functioning instructional operating system called NACHOS. This edition also features new chapters on the history of the operating systems and on computer ethics, as well as a further case study on WindowsNT. Memory management, including modern computer architectures and file system design and implementation are also covered. Common operating systems (MS-DOS, OS/2, Sun OS5 and Macintosh) are used throughout to illustrate concepts and provide examples of performance characteristics.

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**DIGITAL PAPYROLOGY I**

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**METHODS, TOOLS AND TRENDS**

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**Walter de Gruyter GmbH & Co KG** Since the very beginnings of the digital humanities, Papyrology has been in the vanguard of the application of information technologies to its own scientific purposes, for both theoretical and practical reasons (the strong awareness towards the problems of human memory and the material ways of preserving it; the need to work with a multifarious and overwhelming amount of different data). After more than thirty years of development, we have now at our disposal the most advanced tools to make papyrological studies more and more effective, and even to create a new conception of "papyrology" and a new model of "edition" of the ancient documents. At this turning point, it is important to build an epistemological framework including all the different expressions of Digital Papyrology, to trace a historical sketch setting the background of the contemporary tools, and to provide a clear overview of the current theoretical and technological trends, so that all the possibilities currently available can be exploited following uniform pathways. The volume represents an innovative attempt to deal with such topics, usually relegated into very quick and general treatments within journal articles or papyrological handbooks.

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**THE SUPERCOLLIDER BOOK**

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**MIT Press** The essential reference to SuperCollider, a powerful, flexible, open-source, cross-platform audio programming language. SuperCollider is one of the most important domain-specific audio programming languages, with potential applications that include real-time interaction, installations, electroacoustic pieces, generative music, and audiovisuals. The SuperCollider Book is the essential reference to this powerful and flexible language, offering students and professionals a collection of tutorials, essays, and projects. With contributions from top academics, artists, and technologists that cover topics at levels from the introductory to the specialized, it will be a valuable sourcebook both for beginners and for advanced users. SuperCollider, first developed by James McCartney, is an accessible blend of Smalltalk, C, and further ideas from a number of programming languages. Free, open-source, cross-platform, and with a diverse and supportive developer community, it is often the first programming language sound artists and computer musicians learn. The SuperCollider Book is the long-awaited guide to the design, syntax, and use of the SuperCollider language. The first chapters offer an introduction to the basics, including a friendly tutorial for absolute beginners, providing the reader with skills that can serve as a foundation for further learning. Later chapters cover more advanced topics and particular topics in computer music, including programming, sonification, spatialization, microsound, GUIs, machine listening, alternative tunings, and non-real-time synthesis; practical applications and philosophical insights from the composer's and artist's perspectives; and "under the hood," developer's-eye views of SuperCollider's inner workings. A Web site accompanying the book offers code, links to the application itself and its source code, and a variety of third-party extras, extensions, libraries, and examples.

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**SMARTMECH PREMIUM COURSEBOOK. MECHANICAL, TECHNOLOGY & ENGINEERING. FLIP BOOK. PER GLI IST. TECNICI**

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**MATHEMATICAL CHALLENGES FROM THEORETICAL/COMPUTATIONAL CHEMISTRY**

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**National Academies Press** Computational methods are rapidly becoming major tools of theoretical, pharmaceutical, materials, and biological chemists. Accordingly, the mathematical models and numerical analysis that underlie these methods have an increasingly important and direct role to play in the progress of many areas of chemistry. This book explores the research interface between computational chemistry and the mathematical sciences. In language that is aimed at non-specialists, it documents some prominent examples of past successful cross-fertilizations between the fields and explores the mathematical research opportunities in a broad cross-section of chemical research frontiers. It also discusses cultural differences between the two fields and makes recommendations for overcoming those differences and generally promoting this interdisciplinary work.

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**THE RED AND BLACK**

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**SOCIAL AND CULTURAL INTERACTION BETWEEN THE UPPER EUPHRATES AND SOUTHERN CAUCASUS COMMUNITIES IN THE FOURTH AND THIRD MILLENNIUM B.C.**

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Dip. Scienze Storiche Archeol.

**GIAMBATTISTA NOLLI AND ROME**

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Lulu.com

**AN INTRODUCTION TO ERROR ANALYSIS**

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**THE STUDY OF UNCERTAINTIES IN PHYSICAL MEASUREMENTS**

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Univ Science Books *Problems after each chapter*

**PROGRAMMING LANGUAGES: PRINCIPLES AND PARADIGMS**

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**Springer Science & Business Media** *This excellent addition to the UTICS series of undergraduate textbooks provides a detailed and up to date description of the main principles behind the design and implementation of modern programming languages. Rather than focusing on a specific language, the book identifies the most important principles shared by large classes of languages. To complete this general approach, detailed descriptions of the main programming paradigms, namely imperative, object-oriented, functional and logic are given, analysed in depth and compared. This provides the basis for a critical understanding of most of the programming languages. An historical viewpoint is also included, discussing the evolution of programming languages, and to provide a context for most of the constructs in use today. The book concludes with two chapters which introduce basic notions of syntax, semantics and computability, to provide a completely rounded picture of what constitutes a programming language. /div*

**PICENUM AND THE AGER GALLICUS AT THE DAWN OF THE ROMAN CONQUEST**

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**Archaeopress Publishing Ltd** *This volume presents a coherent collection of papers presented at an International Workshop (held in Ravenna, 13-14 May 2019) which focussed on the transition between Italic culture and Romanised society in the central Adriatic area - the regions ager Gallicus and Picenum under Roman dominance - from the fourth to the second centuries BCE.*

**CAA2015**

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**KEEP THE REVOLUTION GOING : PROCEEDINGS OF THE 43RD ANNUAL CONFERENCE ON COMPUTER APPLICATIONS AND QUANTITATIVE METHODS IN ARCHAEOLOGY**

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**C# 10 AND .NET 6 - MODERN CROSS-PLATFORM DEVELOPMENT**

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**BUILD APPS, WEBSITES, AND SERVICES WITH ASP.NET CORE 6, BLAZOR, AND EF CORE 6 USING VISUAL STUDIO 2022 AND VISUAL STUDIO CODE**

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**Packt Publishing Ltd** *A comprehensive guide for beginners to learn the key concepts, real-world applications, and latest features of C# 10 and .NET 6 with hands-on exercises using Visual Studio 2022 and Visual Studio Code Key Features Explore the newest additions to C# 10, the .NET 6 class library, and Entity Framework Core 6 Create professional websites and services with ASP.NET Core 6 and Blazor Build cross-platform apps for Windows, macOS, Linux, iOS, and Android Book Description Extensively revised to accommodate all the latest features that come with C# 10 and .NET 6, this latest edition of our comprehensive guide will get you coding in C# with confidence. You'll learn object-oriented programming, writing, testing, and debugging functions, implementing interfaces, and inheriting classes. The book covers the .NET APIs for performing tasks like managing and querying data, monitoring and improving performance, and working with the filesystem, async streams, and serialization. You'll build and deploy cross-platform apps, such as websites and services using ASP.NET Core. Instead of distracting you with unnecessary application code, the first twelve chapters will teach you about C# language constructs and many of the .NET libraries through simple console applications. In later chapters, having mastered the basics, you'll then build practical applications and services using ASP.NET Core, the Model-View-Controller (MVC) pattern, and Blazor. What you will learn Build rich web experiences using Blazor, Razor Pages, the Model-View-Controller (MVC) pattern, and other features of ASP.NET Core Build your own types with object-oriented programming Write, test, and debug functions Query and manipulate data using LINQ Integrate and update databases in your apps using Entity Framework Core, Microsoft SQL Server, and SQLite Build and consume powerful services using the latest technologies, including gRPC and GraphQL Build cross-platform apps using XAML Who this book is for Designed for both beginners and C# and .NET programmers who have worked with C# in the past and want to catch up with the changes made in the past few years, this book doesn't need you to have any C# or .NET experience. However, you should have a general understanding of programming before you jump in.*

**GUIDE TO THE SOFTWARE ENGINEERING BODY OF KNOWLEDGE (SWEBOK(R))**

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**VERSION 3.0**

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*In the Guide to the Software Engineering Body of Knowledge (SWEBOK(R) Guide), the IEEE Computer Society establishes a baseline for the body of knowledge for the field of software engineering, and the work supports the Society's responsibility to promote the advancement of both theory and practice in this field. It should be noted that the Guide does not purport to define the body of knowledge but rather to serve as a compendium and guide to the knowledge that has been developing and evolving over the past four decades. Now in Version 3.0, the Guide's 15 knowledge areas summarize generally accepted topics and list references for detailed information. The editors for Version 3.0 of the SWEBOK(R) Guide are Pierre Bourque (Ecole de technologie superieure (ETS), Universite du Quebec) and Richard E. (Dick) Fairley (Software and Systems Engineering Associates (S2EA)).*

**THE PENTESTER BLUEPRINT**

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**STARTING A CAREER AS AN ETHICAL HACKER**

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**John Wiley & Sons** **JUMPSTART YOUR NEW AND EXCITING CAREER AS A PENETRATION TESTER** *The Pentester Blueprint: Your Guide to Being a Pentester offers readers a chance to delve deeply into the world of the ethical, or "white-hat" hacker. Accomplished pentester and author Phillip L. Wylie and cybersecurity researcher Kim Crawley walk you through the basic and advanced topics necessary to understand how to make a career out of finding vulnerabilities in systems, networks, and applications. You'll learn about the role of a penetration tester, what a pentest involves, and the prerequisite knowledge you'll need to start the educational journey of becoming a pentester. Discover how to develop a plan by assessing your current skillset and finding a starting place to begin growing your knowledge and skills. Finally, find out how to become employed as a pentester by using social media, networking strategies, and community involvement. Perfect for IT workers and entry-level information security professionals, The Pentester Blueprint also belongs on the bookshelves of anyone seeking to transition to the exciting and in-demand field of penetration testing. Written in a highly approachable and accessible style, The Pentester Blueprint avoids unnecessarily technical lingo in favor of concrete advice and practical strategies to help you get your start in pentesting. This book will teach you: The foundations of pentesting, including basic IT skills like operating systems, networking, and security systems The development of hacking skills and a hacker mindset Where to find educational options, including college and university classes, security training providers, volunteer work, and self-study Which certifications and degrees are most useful for gaining employment as a pentester How to get experience in the pentesting field, including labs, CTFs, and bug bounties*

**ARTIFICIAL INTELLIGENCE AND HEURISTIC PROGRAMMING**

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Elsevier Publishing Company

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## ARDUINO FOR DUMMIES

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**John Wiley & Sons** *The quick, easy way to leap into the fascinating world of physical computing. This is no ordinary circuit board. Arduino allows anyone, whether you're an artist, designer, programmer or hobbyist, to learn about and play with electronics. Through this book you learn how to build a variety of circuits that can sense or control things in the real world. Maybe you'll prototype your own product or create a piece of interactive artwork? This book equips you with everything you'll need to build your own Arduino project, but what you make is up to you! If you're ready to bring your ideas into the real world or are curious about the possibilities, this book is for you. ? Learn by doing ? start building circuits and programming your Arduino with a few easy to follow examples - right away! ? Easy does it ? work through Arduino sketches line by line in plain English, to learn of how they work and how to write your own ? Solder on! ? Only ever used a breadboard in the kitchen? Don't know your soldering iron from a curling iron? No problem, you'll be prototyping in no time ? Kitted out ? discover new and interesting hardware to make your Arduino into anything from a mobile phone to a Geiger counter! ? Become an Arduino savant ? learn all about functions, arrays, libraries, shields and other tools of the trade to take your Arduino project to the next level. ? Get social ? teach your Arduino to communicate with software running on a computer to link the physical world with the virtual world. It's hardware, it's software, it's fun! Start building the next cool gizmo with Arduino and Arduino For Dummies.*

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## STATISTICS: PRINCIPLES AND METHODS. EDIZ. MYLAB

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## BEYOND ILLUSTRATION

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## 2D AND 3D DIGITAL TECHNOLOGIES AS TOOLS FOR DISCOVERY IN ARCHAEOLOGY

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**British Archaeological Reports Limited** *This volume contains thirteen papers which demonstrate the usefulness of 2D and 3D digital modelling in archaeology, which as the title states goes well beyond simply producing illustrative site maps, but can be used as a creative form of experimental archaeology.*

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## MATHEMATICS AS AN EDUCATIONAL TASK

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**Springer Science & Business Media** *Like prefaces, prefaces are usually composed last. Putting them in the front of the book is a feeble reflection of what, in the style of mathematics treatises and textbooks, I usually call the didactical inversion: to be fit to print, the way to the result should be the inverse of the order in which it was found; in particular the key definitions, which were the finishing touch to the structure, are put at the front. For many years I have contrasted the didactical inversion with the thought-experiment. It is true that you should not communicate your mathematics to other people in the way it occurred to you, but rather as it could have occurred to you if you had known then what you know now, and as it would occur to the student if his learning process is being guided. This in fact is the gist of the lesson Socrates taught Meno's slave. The thought-experiment tries to find out how a student could re-invent what he is expected to learn. I said about the preface that it is a feeble reflection of the didactical inversion. Indeed, it is not a constituent part of the book. It can even be torn out. Yet it is useful. Firstly, to the reviewer who then need not read the whole work, and secondly to the author himself, who like the composer gets an opportunity to review the Leitmotifs of the book.*

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## COMPUTER NETWORKS

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**Pearson Education India** *Details descriptions of the principles associated with each layer and presents many examples drawn from the Internet and wireless networks.*

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## COLLECT THE WWWORLD. THE ARTIST AS ARCHIVIST IN THE INTERNET AGE

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*The last decade has seen an incredible growth in the production and distribution of images and other cultural artefacts. The internet is the place where all these cultural products are stored, classified, voted, collected and trashed. What is the impact of this process on art making and on the artist? Which kind of dialogue is going on between amateur practices and codified languages? How does art respond to the society of information? This is a book about endless archives, image collections, bees plundering from flower to flower and hunters crawling through the online wilderness. Alterazioni Video, Kari Altmann, Cory Arcangel, Gazira Babeli, Kevin Bewersdorf, Luca Bolognesi, Natalie Bookchin, Petra Cortright, Aleksandra Domanovic, Harm van den Dorpel, Constant Dullaart, Hans-Peter Feldmann, Elisa Giardina Papa, Travis Hallenbeck, Jodi, Oliver Laric, Olia Lialina & Dragan Espenschied, Guthrie Lonergan, Eva and Franco Mattes, Seth Price, Jon Rafman, Claudia Rossini, Evan Roth, Travess Smalley, Ryan Trecartin.*

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## JAVA

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## AN INTRODUCTION TO COMPUTER SCIENCE & PROGRAMMING

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**Prentice Hall** *Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers.*

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## PENETRATION TESTING

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## A HANDS-ON INTRODUCTION TO HACKING

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**No Starch Press** *Penetration testers simulate cyber attacks to find security weaknesses in networks, operating systems, and applications. Information security experts worldwide use penetration techniques to evaluate enterprise defenses. In Penetration Testing, security expert, researcher, and trainer Georgia Weidman introduces you to the core skills and techniques that every pentester needs. Using a virtual machine-based lab that includes Kali Linux and vulnerable operating systems, you'll run through a series of practical lessons with tools like Wireshark, Nmap, and Burp Suite. As you follow along with the labs and launch attacks, you'll experience the key stages of an actual assessment—including information gathering, finding exploitable vulnerabilities, gaining access to systems, post exploitation, and more. Learn how to: -Crack passwords and wireless network keys with brute-forcing and wordlists -Test web applications for vulnerabilities -Use the Metasploit Framework to launch exploits and write your own Metasploit modules -Automate social-engineering attacks -Bypass antivirus software -Turn access to one machine into total control of the enterprise in the post exploitation phase You'll even explore writing your own exploits. Then it's on to mobile hacking—Weidman's particular area of research—with her tool, the Smartphone Pentest Framework. With its collection of hands-on lessons that cover key tools and strategies, Penetration Testing is the introduction that every aspiring hacker needs.*

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## SCIENTIFIC PROGRAMMING

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## C-LANGUAGE, ALGORITHMS AND MODELS IN SCIENCE

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**World Scientific** *The book teaches students to model a scientific problem and write a computer program in C language to solve that problem. It introduces the basics of C language, and then describes and discusses algorithms commonly used in scientific applications (e.g. searching, graphs, statistics, equation solving, Monte Carlo methods etc.).*

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**INTERNETWORKING WITH TCP/IP**

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**A NEW POCKET DICTIONARY OF THE ITALIAN AND ENGLISH LANGUAGES**

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**CROSSING THE QUALITY CHASM**

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**A NEW HEALTH SYSTEM FOR THE 21ST CENTURY**

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**National Academies Press** *Second in a series of publications from the Institute of Medicine's Quality of Health Care in America project Today's health care providers have more research findings and more technology available to them than ever before. Yet recent reports have raised serious doubts about the quality of health care in America. Crossing the Quality Chasm makes an urgent call for fundamental change to close the quality gap. This book recommends a sweeping redesign of the American health care system and provides overarching principles for specific direction for policymakers, health care leaders, clinicians, regulators, purchasers, and others. In this comprehensive volume the committee offers: A set of performance expectations for the 21st century health care system. A set of 10 new rules to guide patient-clinician relationships. A suggested organizing framework to better align the incentives inherent in payment and accountability with improvements in quality. Key steps to promote evidence-based practice and strengthen clinical information systems. Analyzing health care organizations as complex systems, Crossing the Quality Chasm also documents the causes of the quality gap, identifies current practices that impede quality care, and explores how systems approaches can be used to implement change.*

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**MEMORIES IN WIRELESS SYSTEMS**

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**Springer Science & Business Media** *For the technological progress in communication technology it is necessary that the advanced studies in circuit and software design are accompanied with recent results of the technological research and physics in order to exceed its limitations. This book is a guide which treats many components used in mobile communications, and in particular focuses on non-volatile memories. It emerges following the conducting line of the non-volatile memory in the wireless system: On the one hand it develops the foundations of the interdisciplinary issues needed for design analysis and testing of the system. On the other hand it deals with many of the problems appearing when the systems are realized in industrial production. These cover the difficulties from the mobile system to the different types of non-volatile memories. The book explores memory cards, multichip technologies, and algorithms of the software management as well as error handling. It also presents techniques of assurance for the single components and a guide through the Datasheet lectures.*