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THE COMPUTER ENGINEERING HANDBOOK

CRC Press There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own

C PROGRAMMING FOR ENGINEERING AND COMPUTER SCIENCE (B.E.S.T. SERIES)

McGraw-Hill Education This book was developed to address the difficulty beginning students often find reading computer language texts. Tan and D'Orazio aim to make the process of learning a first language easier and fun, by involving readers in their text, holding their interest, and getting them to think about the meaning and uses of C code. The authors accomplish this goal by using a question

and answer style, where the reader's thought processes are stimulated by the same questions about code that students themselves often ask. Tan and D'Orazio answer these questions clearly and directly, focusing the reader's attention on the important issues of C programming.

MATHEMATICS FOR COMPUTER SCIENCE

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

QUANTUM COMPUTATION AND QUANTUM INFORMATION

Cambridge University Press First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

ASSESSING AND RESPONDING TO THE GROWTH OF COMPUTER SCIENCE UNDERGRADUATE ENROLLMENTS

National Academies Press The field of computer science (CS) is currently experiencing a surge in undergraduate degree production and course enrollments, which is straining program resources at many institutions and causing concern among faculty and administrators about how best to respond to the rapidly growing demand. There is also significant interest about what this growth will mean for the future of CS programs, the role of computer science in academic institutions, the field as a whole, and U.S. society more broadly. *Assessing and Responding to the Growth of Computer Science Undergraduate Enrollments* seeks to provide a better understanding of the current trends in computing enrollments in the context of past trends. It examines drivers of the current enrollment surge, relationships between the surge and current and potential gains in diversity in the field, and the potential impacts of responses to the increased demand for computing in higher education, and it considers the likely effects of those responses on students, faculty, and institutions. This report provides recommendations for what institutions of higher education, government agencies, and the private sector can do to respond to the surge and plan for a strong and sustainable future for the field of CS in general, the health of the institutions of higher education, and the prosperity of the nation.

INTRODUCTION TO HIGH PERFORMANCE COMPUTING FOR SCIENTISTS AND ENGINEERS

CRC Press Written by high performance computing (HPC) experts, Introduction to High Performance Computing for Scientists and Engineers provides a solid introduction to current mainstream computer architecture, dominant parallel programming models, and useful optimization strategies for scientific HPC. From working in a scientific computing center, the author

ART OF DOING SCIENCE AND ENGINEERING

LEARNING TO LEARN

CRC Press Highly effective thinking is an art that engineers and scientists can be taught to develop. By presenting actual experiences and analyzing them as they are described, the author conveys the developmental thought processes employed and shows a style of thinking that leads to successful results is something that can be learned. Along with spectacular successes, the author also conveys how failures contributed to shaping the thought processes. Provides the reader with a style of thinking that will enhance a person's ability to function as a problem-solver of complex technical issues. Consists of a collection of stories about the author's participation in significant discoveries, relating how those discoveries came about and, most importantly, provides analysis about the thought processes and reasoning that took place as the author and his associates progressed through engineering problems.

SPATIAL GRASP AS A MODEL FOR SPACE-BASED CONTROL AND MANAGEMENT SYSTEMS

CRC Press Governmental agencies and private companies of different countries are actively moving into space around Earth with the aim to provide smart communication and industry, security, and defense solutions. This often involves massive launches of small, cheap satellites in low earth orbits, which is also contributing to the growth of space debris. The book offers a high-level holistic system philosophy, model, and technology that can effectively organize distributed space-based systems, starting with their planning, creation, and growth. The Spatial Grasp Technology described in the book, based on parallel navigation and pattern-matching of distributed environments with high-level recursive mobile code, can effectively provide any networking protocols and important system applications, by integrating and tasking available terrestrial and celestial equipment. This book contains practical examples of technology-based solutions for tracing hypersonic gliders, continuing observation of certain objects and infrastructures on Earth from space, space-based command and control of large distributed systems, as well as collective removal of increasing amounts of space junk. Earlier versions of this technology were prototyped and used in different countries, with the current version capable of being quickly implemented in traditional industrial or even university environments. This book is oriented toward system scientists,

application programmers, industry managers, and university students interested in advanced MSc and PhD projects related to space conquest and distributed system management. Dr Peter Simon Sapaty, Chief Research Scientist, Ukrainian Academy of Sciences, has worked with networked systems for five decades. Outside of Ukraine, he has worked in the former Czechoslovakia (now Czech Republic and Slovakia), Germany, the UK, Canada, and Japan as a group leader, Alexander von Humboldt researcher, and invited and visiting professor. He launched and chaired the Special Interest Group (SIG) on Mobile Cooperative Technologies in Distributed Interactive Simulation project in the United States, and invented a distributed control technology that resulted in a European patent and books with Wiley, Springer, and Emerald. He has published more than 250 papers on distributed systems and has been included in the Marquis Who's Who in the World and Cambridge Outstanding Intellectuals of the 21st Century. Peter also works with several international scientific journals.

AFCAT-AIR FORCE COMMON ADMISSION TEST MAX SUCCESS EBOOK-PDF

ALL SECTIONS COVERED

Chandresh Agrawal SGN.The Ebook AFCAT-Air Force Common Admission Test Covers All Sections Of The Exam.

COMPUTER SCIENCE AND ENGINEERING EDUCATION FOR PRE-COLLEGIATE STUDENTS AND TEACHERS

MDPI Now more than ever, as a worldwide STEM community, we need to know what pre-collegiate teachers and students explore, learn, and implement in relation to computer science and engineering education. As computer science and engineering education are not always “stand-alone” courses in pre-collegiate schools, how are pre-collegiate teachers and students learning about these topics? How can these subjects be integrated? Explore six articles in this book that directly relate to the currently hot topics of computer science and engineering education as they tie into pre-collegiate science, technology, and mathematics realms. There is a systematic review article to set the stage of the problem. Following this overview are two teacher-focused articles on professional development in computer science and entrepreneurship venture training. The final three articles focus on varying levels of student work including pre-collegiate secondary students’ exploration of engineering design technology, future science teachers’ (collegiate students) perceptions of engineering, and pre-collegiate future engineers’ exploration of environmental radioactivity. All six articles speak to computer science and engineering education in pre-collegiate forums, but blend into the collegiate world for a look at what all audiences can bring to the conversation about these topics.

HANDBOOK OF COMPUTER SCIENCE & IT

Arihant Publications India limited Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes. Handbook series as its name suggests is a set of Best-selling Multi-Purpose Quick Revision resource books, those are devised with anytime, anywhere approach. It's a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply identifies and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design and Analysis of Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design, Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture

FOUNDATIONS OF COMPUTER SCIENCE

C EDITION

W. H. Freeman

ADVANCES IN COMPUTER SCIENCE, ENGINEERING AND APPLICATIONS

PROCEEDINGS OF THE SECOND INTERNATIONAL CONFERENCE ON COMPUTER SCIENCE, ENGINEERING AND APPLICATIONS (ICCSEA 2012), MAY 25-27, 2012, NEW DELHI, INDIA

Springer The International conference series on Computer Science, Engineering & Applications (ICCSEA) aims to bring together researchers and practitioners from academia and industry to focus on understanding computer science, engineering and applications and to establish new collaborations in these areas. The Second International Conference on Computer Science, Engineering & Applications (ICCSEA-2012), held in Delhi, India, during May 25-27, 2012 attracted many local and international delegates, presenting a balanced mixture of intellect and research both from the East and from the West. Upon a strenuous peer-review process the best submissions were selected leading to an exciting, rich and a high quality technical conference program, which featured high-impact

presentations in the latest developments of various areas of computer science, engineering and applications research.

COMPUTER SCIENCE HANDBOOK

CRC Press When you think about how far and fast computer science has progressed in recent years, it's not hard to conclude that a seven-year old handbook may fall a little short of the kind of reference today's computer scientists, software engineers, and IT professionals need. With a broadened scope, more emphasis on applied computing, and more than 70 chap

FORMAL MODELING: ACTORS; OPEN SYSTEMS, BIOLOGICAL SYSTEMS

ESSAYS DEDICATED TO CAROLYN TALCOTT ON THE OCCASION OF HER 70TH BIRTHDAY

Springer This Festschrift volume, published in honor of Carolyn Talcott on the occasion of her 70th birthday, contains a collection of papers presented at a symposium held in Menlo Park, California, USA, in November 2011. Carolyn Talcott is a leading researcher and mentor of international renown among computer scientists. She has made key contributions to a number of areas of computer science including: semantics and verification of programming languages; foundations of actor-based systems; middleware, meta-architectures, and systems; Maude and rewriting logic; and computational biology. The 21 papers presented are organized in topical sections named: Essays on Carolyn Talcott; actors and programming languages; cyberphysical systems; middleware and meta-architectures; formal methods and reasoning tools; and computational biology.

FROM ADDITIVE MANUFACTURING TO 3D/4D PRINTING 2

CURRENT TECHNIQUES, IMPROVEMENTS AND THEIR LIMITATIONS

John Wiley & Sons Additive manufacturing, which was first invented in France and then applied in the United States, is now 33 years old and represents a market of around 5 billion euros per year, with annual growth of between 20 and 30%. Today, additive manufacturing is experiencing a great amount of innovation in its processes, software, engineering and materials used. Its strength as a process has more recently allowed for the exploration of new niches, ranging from applications at nanometer and decameter scales, to others in mechanics and health. As a result, the limitations of the process have also begun to emerge, which include the quality of the tools, their cost of manufacture, the multi-material aspects, functionalities and surface conditions. Volume 2 of this series presents the current techniques, improvements and limits of additive manufacturing, providing an up-to-date review of this process.

ADVANCES IN ELECTRICAL AND COMPUTER TECHNOLOGIES

SELECT PROCEEDINGS OF ICAECT 2020

Springer Nature This book comprises select proceedings of the International Conference on Advances in Electrical and Computer Technologies 2020 (ICAECT 2020). The papers presented in this book are peer-reviewed and cover latest research in electrical, electronics, communication and computer engineering. Topics covered include smart grids, soft computing techniques in power systems, smart energy management systems, power electronics, feedback control systems, biomedical engineering, geo informative systems, grid computing, data mining, image and signal processing, video processing, computer vision, pattern recognition, cloud computing, pervasive computing, intelligent systems, artificial intelligence, neural network and fuzzy logic, broad band communication, mobile and optical communication, network security, VLSI, embedded systems, optical networks and wireless communication. The volume can be useful for students and researchers working in the different overlapping areas of electrical, electronics and communication engineering.

SOFTWARE ENGINEERING EBOOK-PDF

STUDY MATERIAL PLUS OBJECTIVE QUESTIONS WITH ANSWERS

Chandresh Agrawal SGN.The Ebook Software Engineering Covers Study Material Plus Objective Questions With Answers.

STRENGTHENING FORENSIC SCIENCE IN THE UNITED STATES

A PATH FORWARD

National Academies Press Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. Strengthening Forensic Science in the United States: A Path Forward provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials,

enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. Strengthening Forensic Science in the United States gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

GRAPH THEORY WITH APPLICATIONS TO ENGINEERING AND COMPUTER SCIENCE

PHI Learning Pvt. Ltd. Because of its inherent simplicity, graph theory has a wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationship among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal University of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorporated with software design and optimization topics.

COMPUTER ORGANIZATION AND DESIGN

THE HARDWARE/SOFTWARE INTERFACE

Morgan Kaufmann The performance of software systems is dramatically affected by how well software designers understand the basic hardware technologies at work in a system. Similarly, hardware designers must understand the far-reaching effects their design decisions have on software applications. For readers in either category, this classic introduction to the field provides a look deep into the computer. It demonstrates the relationships between the software and hardware and focuses on the foundational concepts that are the basis for current computer design.

INTRODUCTION TO COMPUTING

EXPLORATIONS IN LANGUAGE, LOGIC, AND MACHINES

Introduction to Computing is a comprehensive text designed for the CS0 (Intro to CS) course at the college level. It may also be used as a primary text for the Advanced Placement Computer Science course at the high school level.

INTELLIGENT CONTROL AND INNOVATIVE COMPUTING

Springer Science & Business Media A large international conference on Advances in Intelligent Control and Innovative Computing was held in Hong Kong, March 16-18, 2011, under the auspices of the International MultiConference of Engineers and Computer Scientists (IMECS 2010). The IMECS is organized by the International Association of Engineers (IAENG). Intelligent Control and Computer Engineering contains 25 revised and extended research articles written by prominent researchers participating in the conference. Topics covered include artificial intelligence, control engineering, decision supporting systems, automated planning, automation systems, systems identification, modelling and simulation, communication systems, signal processing, and industrial applications. Intelligent Control and Innovative Computing offers the state of the art of tremendous advances in intelligent control and computer engineering and also serves as an excellent reference text for researchers and graduate students, working on intelligent control and computer engineering.

HIGH PERFORMANCE COMPUTING IN SCIENCE AND ENGINEERING '20

TRANSACTIONS OF THE HIGH PERFORMANCE COMPUTING CENTER, STUTTGART (HLRS) 2020

Springer Nature

NUMERICAL METHODS

Prentice Hall Using a "learn by example" approach, this exploration of the fundamental tools of numerical methods covers both modern and older, well-established techniques that are well-suited to the digital-computer solution of problems in many areas of science and engineering.

31ST EUROPEAN SYMPOSIUM ON COMPUTER AIDED PROCESS ENGINEERING

ESCAPE-31

Elsevier The 31st European Symposium on Computer Aided Process Engineering: ESCAPE-31, Volume 50 contains the papers presented at the 31st European Symposium of Computer Aided Process Engineering (ESCAPE) event held in Istanbul, Turkey. It is a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students and consultants in the chemical industries. Presents findings and discussions from the 31st European Symposium of Computer Aided Process Engineering (ESCAPE) event

BASIC COMPUTER SCIENCE AND COMMUNICATION ENGINEERING - 2ND EDN.

REAL-WORLD WIRELESS SENSOR NETWORKS

PROCEEDINGS OF THE 5TH INTERNATIONAL WORKSHOP, REALWSN 2013, COMO (ITALY), SEPTEMBER 19-20, 2013

Springer Science & Business Media This edited book presents the results of the 5th Workshop on Real-world Wireless Sensor Networks (REALWSN). The purpose of this workshop was to bring together researchers and practitioners working in the area of sensor networks, with focus on real-world experiments or deployments of wireless sensor networks. Included were, nonetheless, emerging forms of sensing such as those that leverage smart phones, Internet of Things, RFIDs, and robots. Indeed, when working with real-world experiments or deployments, many new or unforeseen issues may arise: the network environment may be composed of a variety of different technologies, leading to very heterogeneous network structures; software development for large scale networks poses new types of problems; the performance of prototype networks may differ significantly from the deployed system; whereas actual sensor network deployments may need a complex combination of autonomous and manual configuration. Furthermore, results obtained through simulation are typically not directly applicable to operational networks; it is therefore imperative for the community to produce results from experimental research. The workshop collected the state of the art in emerging and current research trends dealing with Real-world Wireless Sensor Networks, with the aim of representing a stepping stone for future research in this field.

FUNDAMENTALS OF COMPUTER PROGRAMMING WITH C#

THE BULGARIAN C# BOOK

Faber Publishing The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative

arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

NETWORK PROCESSOR DESIGN

ISSUES AND PRACTICES

Elsevier Responding to ever-escalating requirements for performance, flexibility, and economy, the networking industry has opted to build products around network processors. To help meet the formidable challenges of this emerging field, the editors of this volume created the first Workshop on Network Processors, a forum for scientists and engineers to discuss latest research in the architecture, design, programming, and use of these devices. This series of volumes contains not only the results of the annual workshops but also specially commissioned material that highlights industry's latest network processors. Like its predecessor volume, *Network Processor Design: Principles and Practices, Volume 2* defines and advances the field of network processor design. Volume 2 contains 20 chapters written by the field's leading academic and industrial researchers, with topics ranging from architectures to programming models, from security to quality of service. Describes current research at UNC Chapel Hill, University of Massachusetts, George Mason University, UC Berkeley, UCLA, Washington University in St. Louis, Linköpings Universitet, IBM, Kayamba Inc., Network Associates, and University of Washington. Reports the latest applications of the technology at Intel, IBM, Agere, Motorola, AMCC, IDT, Teja, and Network Processing Forum.

ENCOURAGING THE PARTICIPATION OF FEMALE STUDENTS IN STEM FIELDS

HEARING BEFORE THE SUBCOMMITTEE ON RESEARCH AND SCIENCE EDUCATION, COMMITTEE ON SCIENCE AND TECHNOLOGY, HOUSE OF REPRESENTATIVES, ONE HUNDRED ELEVENTH CONGRESS, FIRST SESSION, JULY 21, 2009

MATHEMATICAL MODELLING OF GAS-PHASE COMPLEX REACTION SYSTEMS: PYROLYSIS AND COMBUSTION

Elsevier *Mathematical Modelling of Gas-Phase Complex Reaction Systems: Pyrolysis and Combustion, Volume 45*, gives an overview of the different steps involved in the development and application of detailed kinetic mechanisms, mainly relating to pyrolysis and combustion processes. The book is divided into two parts that cover the chemistry and kinetic models and then the numerical and statistical methods. It offers a comprehensive coverage of the theory and tools needed, along with the steps necessary for practical and industrial applications. Details thermochemical properties and "ab initio" calculations of elementary reaction rates Details kinetic mechanisms of pyrolysis and combustion processes Explains experimental data for improving reaction models and for kinetic mechanisms assessment Describes surrogate fuels and molecular reconstruction of hydrocarbon liquid mixtures Describes pollutant formation in combustion systems Solves and validates the kinetic mechanisms using numerical and statistical methods Outlines optimal design of industrial burners and optimization and dynamic control of pyrolysis furnaces Outlines large eddy simulation of turbulent reacting flows

CAMBRIDGE IGCSE COMPUTER SCIENCE

Hodder Education Endorsed by Cambridge International Examinations. Develop your students computational thinking and programming skills with complete coverage of the latest syllabus from experienced examiners and teachers. - Follows the order of the syllabus exactly, ensuring complete coverage - Introduces students to self-learning exercises, helping them learn how to use their knowledge in new scenarios Accompanying animation files of the key concepts are available to download for free online. See the Quick Links to the left to access. This book covers the IGCSE (0478), O Level (2210) and US IGCSE entry (0473) syllabuses, which are for first examination 2015. It may also be a useful reference for students taking the new Computer Science AS level course (9608).

AGENT-ORIENTED SOFTWARE ENGINEERING VII

7TH INTERNATIONAL WORKSHOP, AOSE 2006, HAKODATE, JAPAN, MAY 8, 2006, REVISED AND INVITED PAPERS

Springer This book constitutes the thoroughly refereed post-proceedings of the 7th International Workshop on Agent-Oriented Software Engineering, AOSE 2006, held in Hakodate, Japan, in May 2006 as part of AAMAS 2006. The 13 revised full papers are organized in topical sections on modeling and design of agent systems, modeling open agent systems, formal reasoning about designs, as well as testing, debugging and evolvability.

COMPUTER AGE STATISTICAL INFERENCE

ALGORITHMS, EVIDENCE, AND DATA SCIENCE

Cambridge University Press The twenty-first century has seen a breathtaking expansion of statistical methodology, both in scope and in influence. 'Big data', 'data science', and 'machine learning' have become familiar terms in the news, as statistical methods are brought to bear upon the enormous data sets of modern science and commerce. How did we get here? And where are we going? This book takes us on an exhilarating journey through the revolution in data analysis following the introduction of electronic computation in the 1950s. Beginning with classical inferential theories - Bayesian, frequentist, Fisherian - individual chapters take up a series of influential topics: survival analysis, logistic regression, empirical Bayes, the jackknife and bootstrap, random forests, neural networks, Markov chain Monte Carlo, inference after model selection, and dozens more. The distinctly modern approach integrates methodology and algorithms with statistical inference. The book ends with speculation on the future direction of statistics and data science.

LEGAL PROTECTION FOR COMPUTER-IMPLEMENTED INVENTIONS

A PRACTICAL GUIDE TO SOFTWARE-RELATED PATENTS

Kluwer Law International B.V. As a result of the incorporation of computer software into countless commercial and industrial products, the patentability of software has become a vital issue in intellectual property law. This indispensable book provides an overview on the current status of computer-implemented inventions in patent law across Europe and major jurisdictions worldwide. A hugely practical field research tool with guidance based on case law, it examines the major hurdles in each particular country and describes the best practice to be adopted. Clearly showing how enforceable software patent applications can be competitively drafted and how a patent portfolio for computer-implemented inventions can be established in several countries without spending money unnecessarily on problematic examination proceedings, this book covers such issues and topics as the following: • claim categories for patent applications; • sufficient level of abstraction/breadth of the claimed invention; • fundamental terms of computing and terminological traps; • probability for patents dependent on software application areas; and • patents in core areas of computing. With separate chapters for the key countries, Germany, the United Kingdom, France, the United States, China, Korea, Japan, India, and the European Patent Office the legal situation for computer-implemented inventions in each country or region, this book includes guidance on prosecution under national law, analyses of relevant court decisions, practice checklists, and an outlook on future developments.. The authors describe claim formulation based on actual cases and on principles of computer science in order to show

what might be or might not be patentable in each jurisdiction. With this incomparable resource, patent attorneys and patent professionals in companies will get a basis for making decisions about the most appropriate jurisdictions in which to file patent applications. This book will also be of great value to computer professionals who are affected by the protection of software or who are actively involved in the protection of software by patent law.

COMPUTER SIMULATION

A FOUNDATIONAL APPROACH USING PYTHON

CRC Press Computer simulation is an effective and popular universal tool that can be applied to almost all disciplines. Requiring only basic knowledge of programming, mathematics, and probability theory, *Computer Simulation: A Foundational Approach Using Python* takes a hands-on approach to programming to introduce the fundamentals of computer simulation. The main target of the book is computer science and engineering students who are interested mainly in directly applying the techniques to their research problems. The book will be of great interest to senior undergraduate and starting graduate students in the fields of computer science and engineering and industrial engineering.

GRID AND COOPERATIVE COMPUTING

SECOND INTERNATIONAL WORKSHOP, GCC 2003, SHANGHAI, CHINA, DECEMBER 7-10, 2003, REVISED PAPERS, PART II

Springer Grid and cooperative computing has emerged as a new frontier of information technology. It aims to share and coordinate distributed and heterogeneous network resources for better performance and functionality that can otherwise not be achieved. This volume contains the papers presented at the 2nd International Workshop on Grid and Cooperative Computing, GCC 2003, which was held in Shanghai, P.R. China, during December 7-10, 2003. GCC is designed to serve as a forum to present current and future work as well as to exchange research ideas among researchers, developers, practitioners, and users in grid computing, web services and cooperative computing, including theory and applications. For this workshop, we received over 550 paper submissions from 22 countries and regions. All the papers were peer-reviewed in depth and qualitatively graded on their relevance, originality, significance, presentation, and the overall appropriateness of their acceptance. Any concerns raised were discussed by the program committee. The organizing committee selected 176 papers for conference presentation (full papers) and 173 submissions for poster presentation (short papers). The papers included herein represent the forefront of research from China, USA,

UK, Canada, Switzerland, Japan, Australia, India, Korea, Singapore, Brazil, Norway, Greece, Iran, Turkey, Oman, Pakistan and other countries. More than 600 attendees participated in the technical section and the exhibition of the workshop.

STATISTICS AND PROBABILITY FOR ENGINEERING APPLICATIONS

Elsevier Statistics and Probability for Engineering Applications provides a complete discussion of all the major topics typically covered in a college engineering statistics course. This textbook minimizes the derivations and mathematical theory, focusing instead on the information and techniques most needed and used in engineering applications. It is filled with practical techniques directly applicable on the job. Written by an experienced industry engineer and statistics professor, this book makes learning statistical methods easier for today's student. This book can be read sequentially like a normal textbook, but it is designed to be used as a handbook, pointing the reader to the topics and sections pertinent to a particular type of statistical problem. Each new concept is clearly and briefly described, whenever possible by relating it to previous topics. Then the student is given carefully chosen examples to deepen understanding of the basic ideas and how they are applied in engineering. The examples and case studies are taken from real-world engineering problems and use real data. A number of practice problems are provided for each section, with answers in the back for selected problems. This book will appeal to engineers in the entire engineering spectrum (electronics/electrical, mechanical, chemical, and civil engineering); engineering students and students taking computer science/computer engineering graduate courses; scientists needing to use applied statistical methods; and engineering technicians and technologists. * Filled with practical techniques directly applicable on the job * Contains hundreds of solved problems and case studies, using real data sets * Avoids unnecessary theory

ADVANCES IN SOFTWARE ENGINEERING, EDUCATION, AND E-LEARNING

PROCEEDINGS FROM FECS'20, FCS'20, SERP'20, AND EEE'20

Springer Nature This book presents the proceedings of four conferences: The 16th International Conference on Frontiers in Education: Computer Science and Computer Engineering + STEM (FECS'20), The 16th International Conference on Foundations of Computer Science (FCS'20), The 18th International Conference on Software Engineering Research and Practice (SERP'20), and The 19th International Conference on e-Learning, e-Business, Enterprise Information Systems, & e-Government (EEE'20). The conferences took place in Las Vegas, NV, USA, July 27-30, 2020 as part of the larger 2020 World Congress in Computer Science, Computer Engineering, & Applied Computing (CSCE'20), which features 20 major tracks. Authors include academics, researchers, professionals, and students. This book contains an open access chapter entitled, "Advances in Software Engineering, Education, and e-Learning". Presents the proceedings of four conferences as part of the 2020 World Congress in Computer Science, Computer Engineering, &

Applied Computing (CSCE'20); Includes the tracks Computer Engineering + STEM, Foundations of Computer Science, Software Engineering Research, and e-Learning, e-Business, Enterprise Information Systems, & e-Government; Features papers from FECS'20, FCS'20, SERP'20, EEE'20, including one open access chapter.