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Integrating Qualitative and Quantitative Methods CRC Press

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

A South African Perspective Springer

An introduction to computational complexity theory, its connections and interactions with mathematics, and its central role in the natural and social sciences, technology, and philosophy Mathematics and Computation provides a broad, conceptual overview of computational complexity theory—the mathematical study of efficient computation. With important practical applications to computer science and industry, computational complexity theory has evolved into a highly interdisciplinary field, with strong links to most mathematical areas and to a growing number of scientific endeavors. Avi Wigderson takes a sweeping survey of complexity theory, emphasizing the field 's insights and challenges. He explains the ideas and motivations leading to key models, notions, and results. In particular, he looks at algorithms and complexity, computations and proofs, randomness and interaction, quantum and arithmetic computation, and cryptography and learning, all as parts of a cohesive whole with numerous cross-influences.

Wigderson illustrates the immense breadth of the field, its beauty and richness, and its diverse and growing interactions with other areas of mathematics. He ends with a comprehensive look at the theory of computation, its methodology and aspirations, and the unique and fundamental ways in which it has shaped and will further shape science, technology, and society. For further reading, an extensive bibliography is provided for all topics covered. Mathematics and Computation is useful for undergraduate and graduate students in mathematics, computer science, and related fields, as well as researchers and teachers in these fields. Many parts require little background, and serve as an invitation to newcomers seeking an introduction to the theory of computation. Comprehensive coverage of computational complexity theory, and beyond High-level, intuitive exposition, which brings conceptual clarity to this central and dynamic scientific discipline Historical accounts of the evolution and motivations of central concepts and models A broad view of the theory of computation's influence on science, technology, and society Extensive bibliography

Distributed Optimization and Statistical Learning Via the Alternating Direction Method of Multipliers John Wiley & Sons

This is a book for low budgets and high ambition. Read it and you will learn how to put images of things onto other things. You will start by rolling up your sleeves. Your shirt will be stained anyways. At some point, you will harness the power of the sun. Go ahead, look inside. You will see that you do not need a fancy studio to print a T-shirt or a picnic blanket. There is no specialized machine required to print anything you want in any room you want. A mural, a dartboard, a deck of cards, these are all possible. In a week or a month, you will wake up to find you know words like acetate and substrate. You will be comfortable talking about ink and shopping at military supply stores. Perhaps most important of all, you will be printing images of things onto other things.

Revised Tata McGraw-Hill Education

Ramp up the tension and keep your readers hooked! Inside you'll find everything you need to know to spice up your story, move your plot forward, and keep your readers turning pages. Expert thriller author and writing instructor James Scott Bell shows you how to craft scenes, create characters, and develop storylines that harness conflict and suspense to carry your story from the first word to the last. Learn from examples of successful novels and movies as you transform your work from ho-hum to high-tension. • Pack the beginning, middle, and end of your book with the right amount of conflict. • Tap into the suspenseful power of each character's inner conflict. • Build conflict into your story's point of view. • Balance subplots, flashbacks, and backstory to keep your story moving forward. • Maximize the tension in your characters' dialogue. • Amp up the suspense when you revise. Conflict & Suspense offers proven techniques that help you craft fiction your readers won't be able to put down.

Mathematics and Computation Cambridge University Press

This book constitutes the refereed proceedings of the 25th International Workshop on Graph-Theorie Concepts in Computer Science WG'99, held at the Centre Stefano Frascini on Monte Verita, Ascona, Switzerland in June 1999. The 33 revised full papers presented together with four invited contributions were carefully reviewed and selected from 64 papers submitted. The papers provide a wealth of new results for various graph classes, graph computations, graph algorithms and graph-theoretical applications in a variety of fields.

Transforming Further Education and Training in South Africa: Qualitative findings and analysis Springer

Compilers and operating systems constitute the basic interfaces between a programmer and the machine for which he is developing software. In this book we are concerned with the construction of the former. Our intent is to provide the reader with a firm theoretical basis for compiler construction and sound engineering principles for selecting alternate methods, imple

menting them, and integrating them into a reliable, economically viable product. The emphasis is upon a clean decomposition employing modules that can be re-used for many compilers, separation of concerns to facilitate team programming, and flexibility to accommodate hardware and system constraints. A reader should be able to understand the questions he must ask when designing a compiler for language X on machine Y, what tradeoffs are possible, and what performance might be obtained. He should not feel that any part of the design rests on whim; each decision must be based upon specific, identifiable characteristics of the source and target languages or upon design goals of the compiler. The vast majority of computer professionals will never write a compiler. Nevertheless, study of compiler technology provides important benefits for almost everyone in the field. • It focuses attention on the basic relationships between languages and machines. Understanding of these relationships eases the inevitable transitions to new hardware and programming languages and improves a person's ability to make appropriate tradeoff's in design and implementation .

HSRC Press

Based on the popular Artech House classic, Digital Communication Systems Engineering with Software-Defined Radio, this book provides a practical approach to quickly learning the software-defined radio (SDR) concepts needed for work in the field. This up-to-date volume guides readers on how to quickly prototype wireless designs using SDR for real-world testing and experimentation. This book explores advanced wireless communication techniques such as OFDM, LTE, WLA, and hardware targeting. Readers will gain an understanding of the core concepts behind wireless hardware, such as the radio frequency front-end, analog-to-digital and digital-to-analog converters, as well as various processing technologies. Moreover, this volume includes chapters on timing estimation, matched filtering, frame synchronization message decoding, and source coding. The orthogonal frequency division multiplexing is explained and details about HDL code generation and deployment are provided. The book concludes with coverage of the WLAN toolbox with OFDM beacon reception and the LTE toolbox with downlink reception. Multiple case studies are provided throughout the book. Both MATLAB and Simulink source code are included to assist readers with their projects in the field.

Mathematical Methods for Physics and Engineering Elsevier

Students can easily misstep when they first begin to do research. Leanne C. Powner's new title Empirical Research and Writing: A Student's Practical Guide provides valuable advice and guidance on conducting and writing about empirical research. Chapter by chapter, students are guided through the key steps in the research process. Written in a lively and engaging manner and with a dose of humor, this practical text shows students exactly how to choose a research topic, conduct a literature review, make research design decisions, collect and analyze data, and then write up and present the results. The book's approachable style and just-in-time information delivery make it a text students will want to read, and its wide-ranging and surprisingly sophisticated coverage will make it an important resource for their later coursework.

Journal of Mechanical Engineering Science Springer Science & Business Media

This book constitutes the refereed proceedings of the First International Workshop on Bayesian and Graphical Models for Biomedical Imaging, BAMBI 2014, held in Cambridge, MA, USA, in September 2014 as a satellite event of the 17th International Conference on Medical Image Computing and Computer Assisted Intervention, MICCAI 2014. The 11 revised full papers presented were carefully reviewed and selected from numerous submissions with a key aspect on probabilistic modeling applied to medical image analysis. The objectives of this workshop compared to other workshops, e.g. machine learning in medical imaging, have a stronger mathematical focus on the foundations of probabilistic modeling and inference. The papers highlight the potential of using Bayesian or random field graphical models for advancing scientific research in biomedical image analysis or for the advancement of modeling and analysis of medical imaging data.

Art of Doing Science and Engineering World Scientific Publishing Company

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Advanced Calculus CRC Press

I am often asked the question, "Should I get my PE license or not?" Unfortunately the answer is, Probably. First let's take a look at the licensing process and understand why it exists, then take a look at extreme situations for an attempt at a yes/no answer, and finally consider the exams. All 50 have a constitutionally defined responsibility to protect the public. From an engineering point of view, as well as many other professions, this responsibility is met by the process of licensure and in our case the Professional Engineer License. Though there are different experience requirements for different states, the meaning of the license is common. The licensee demonstrates academic competency in the Fundamentals of Engineering by examination (Principles and Practices at PE time). The licensee demonstrates qualifying work experience (at PE time). The licensee ascribes to the Code of Ethics of the NSPE, and to the laws of the state of registration. Having presented these qualities the licensee is certified as an Intern Engineer, and the state involved has fulfilled its constitutionally defined responsibility to protect the public.

Integral Methods in Science and Engineering SAGE Publications

This fifth edition of *International Law: A South African Perspective* is now titled *Dugard's International Law: A South African Perspective*, in recognition of the fact that this work is a continuation of the earlier editions written by John Dugard. The substance of the work has undergone major changes to take account of new developments both on the international legal scene and in South Africa. Dugard's *International Law: A South African Perspective* presents a South African perspective of international law. The basic principles of international law are described and examined with reference to the principal sources of international law. This examination, however, takes place within the context of South African law. South African state practice, judicial decisions and legislation on international law receive equal treatment with international law as it is practised and taught abroad. The present work is designed to assist judicial officers and practitioners, educate students, and guide diplomats in the intricacies of international law both at home in South Africa and abroad.

A Theory Revolutionizing Technology and Science Cambridge University Press

Surveys the theory and history of the alternating direction method of multipliers, and discusses its applications to a wide variety of statistical and machine learning problems of recent interest, including the lasso, sparse logistic regression, basis pursuit, covariance selection, support vector machines, and many others.

Fundamentals of Computer Programming with C# Penguin

Based on proceedings of the International Conference on Integral Methods in Science and Engineering, this collection of papers addresses the solution of mathematical problems by integral methods in conjunction with approximation schemes from various physical domains. Topics and applications include: wavelet expansions, reaction-diffusion systems, variational methods, fracture theory, boundary value problems at resonance, micromechanics, fluid mechanics, combustion problems, nonlinear problems, elasticity theory, and plates and shells.

Probability with Applications in Engineering, Science, and Technology Princeton

University 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.

Engineering Science N1 Faber Publishing

Integral Methods in Science and Engineering CRC Press

Graph-Theoretic Concepts in Computer Science Springer Science & Business Media

This book provides an introduction to the mathematical and algorithmic foundations of data science, including machine learning, high-dimensional geometry, and analysis of large networks. Topics include the counterintuitive nature of data in high dimensions, important linear algebraic techniques such as singular value decomposition, the theory of random walks and Markov chains, the fundamentals of and important algorithms for machine learning, algorithms and analysis for clustering, probabilistic models for large networks, representation learning including topic modelling and non-negative matrix factorization, wavelets and compressed sensing. Important probabilistic techniques are developed including the law of large numbers, tail inequalities, analysis of random projections, generalization guarantees in machine learning, and moment methods for analysis of phase transitions in large random graphs. Additionally, important structural and complexity measures are discussed such as matrix norms and VC-dimension. This book is suitable for both undergraduate and graduate courses in the design and analysis of algorithms for data.

Elements of Fiction Writing - Conflict and Suspense Springer Science & Business Media

The essential introduction to the principles and applications of feedback systems—now fully revised and expanded This textbook covers the mathematics needed to model, analyze, and design feedback systems. Now more user-friendly than ever, this revised and expanded edition of *Feedback Systems* is a one-volume resource for students and researchers in mathematics and engineering. It has applications across a range of disciplines that utilize feedback in physical, biological, information, and economic systems. Karl Åström and Richard Murray use techniques from physics, computer science, and operations research to introduce control-oriented modeling. They begin with state space tools for analysis and design, including stability of solutions, Lyapunov functions, reachability, state feedback observability, and estimators. The matrix exponential plays a central role in the analysis of linear control systems, allowing a concise development of many of the key concepts for this class of models. Åström and Murray then develop and explain tools in the frequency domain, including transfer functions, Nyquist analysis, PID control, frequency domain design, and robustness. Features a new chapter on design principles and tools, illustrating the types of problems that can be solved

using feedback Includes a new chapter on fundamental limits and new material on the Routh-Hurwitz criterion and root locus plots Provides exercises at the end of every chapter Comes with an electronic solutions manual An ideal textbook for undergraduate and graduate students Indispensable for researchers seeking a self-contained resource on control theory

Dugard's International Law *Integral Methods in Science and Engineering*

A comprehensive introduction to the tools, techniques and applications of convex optimization.

Print Workshop Pearson South Africa

Containing information in a user-friendly format, this directory sets out to help the distance learner make an informed career choice, and look up the correct information on where and what to study.