
Uw Web Technology Solutions

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*Data-Driven
Science and
Engineering* Simon
and Schuster

Stage 1.
A Hands-On
Introduction to
Data Science
Business and
Economic
Development
Center, Foster
School of
Business,

University of
Washington
An introductory
textbook offering
a low barrier entry
to data science;
the hands-on
approach will
appeal to students
from a range of

disciplines.
Semantic Services,
Interoperability and
Web Applications:
Emerging Concepts

Assoc of Cllge &
Rsrch Libr
"This book offers
suggestions,
solutions, and
recommendations
for new and
emerging research
in Semantic Web
technology,
focusing broadly on
methods and
techniques for
making the Web
more useful and me
aningful"--Provided
by publisher.

**Web Accessib
ility**

Cambridge
University
Press
How long
does it take

for your
website to
load? Web
performance
is just as
critical for
small and
medium-sized
websites as
it is for
massive
websites
that receive
tons of
hits. Before
you pour
money and
time into
rewriting
your code or
replacing
your infrast
ructure,
first
consider a r
everse-
caching
proxy server

like Varnish.
With this
practical
book, you'll
learn how
Varnish can
give your
website or
API an
immediate
performance
boost.
Varnish
mimicks the
behavior of
your
webserver,
caches its
output in
memory, and
serves the
result
directly to
clients
without
having to
access your
webserver.

If you're a web developer familiar with HTTP, this book helps you master Varnish basics, so you can get up and running in no time. You'll learn how to use the Varnish Configuration Language and HTTP best practices to achieve faster performance and a higher hit rate. Understand

how Varnish helps you gain optimum web performance. Use HTTP to improve the cache-ability of your websites, web applications, and APIs. Properly invalidate your cache when the origin data changes. Optimize access to your backend servers. Avoid common mistakes when using Varnish in

the wild. Use logging and debugging tools to examine the behavior of Varnish. [Mindful Tech](#) IGI Global. From email to smart phones, and from social media to Google searches, digital technologies have transformed the way we learn, entertain ourselves, socialize, and work. Despite their usefulness, these technologies have often led to information overload, stress, and

distraction. In recent years many of us have begun to look at the pluses and minuses of our online lives and to ask how we might more skillfully use the tools we 've developed. David M. Levy, who has lived his life between the "fast world" of high tech and the "slow world" of contemplation, offers a welcome guide to being more relaxed, attentive, and emotionally balanced, and more effective, while online. In a series of

exercises carefully designed to help readers observe and reflect on their own use, Levy has readers watch themselves closely while emailing and multitasking, and also to experiment with unplugging for a specified period. Never prescriptive, the book opens up new avenues for self-inquiry and will allow readers—in the workplace, in the classroom, and in the privacy of their homes—to make meaningful and

powerful changes. Positive Intelligence John Wiley & Sons In this issue of Library Technology Reports, editor Booth makes the case that that attention to the core principles of consistency, flexibility, and simplicity go hand in hand with libraries' commitments to open information and accessibility. White Awareness Jones & Bartlett Learning Communication, Management and Information Technology contains the contributions

presented at the International Conference on Communication, Management and Information Technology (ICCMIT 2016, Cosenza, Italy, 26-29 April 2016, organized by the Universal Society of Applied Research (USAR). The book aims at researchers, scientists, engineers, and scholar students interested or involved in Computer Science and Systems, Communication, and Management. Making

Libraries
Accessible
AuthorHouse
In Creating
Inclusive
Learning
Opportunities
in Higher
Education,
Sheryl
Burgstahler
provides a
practical, step-
by-step guide
for putting the
principles of
universal
design into
action. The
book offers
multiple ways
to access,
engage with,
and transform
the higher
education
environment:
making

physical spaces
welcoming to
students of all
abilities;
creating digital
learning and
assistive
technology
programs that
meet the needs
of all users;
developing
universal
design in
higher
education
(UDHE)
syllabi,
assessments
and teaching
practices that
minimize the
need for
academic acco-
mmodations;
and
institutionalizin-
g universal

design supports conceptualize and services. A follow-up to Universal Design in Higher Education, Burgstahler's new book will be a valuable resource for leaders, faculty, and administrators who are interested in acquiring the tools needed to create barrier-free learning environments. Filled with applications, examples, recommendations, and above all, a framework in which to

UDHE, this volume will help educators meet the design needs of all students and honor the principles of diversity and inclusivity. Uberland Springer THIS BOOK DELIVERS two decades -- 900+ PROJECTS 500+ companies -- thousands of people -- an executive point summary -- a revolution from analog to digital. DICK'S SPORTING GOODS Ecommerce, IBM Software, PNC Training, ATT Multi-Source,

HOLIDAY INN Image, BAYER, FISHER, WASHINGTON, PSU, NASCAR, more. PC Mag American Mathematical Soc. We live in a highly connected world with multiple self-interested agents interacting and myriad opportunities for conflict and cooperation. The goal of game theory is to understand these opportunities. This book presents a

rigorous economics including
introduction to (auctions and convexity,
the matching fixed-point
mathematics of markets), theorems, and
game theory social choice probabilistic
without losing (voting arguments. The
sight of the joy theory), book is
of the subject. biology appropriate for
This is done by (signaling and a first course in
focusing on evolutionary game theory at
theoretical stability), and either the
highlights (e.g., learning theory. undergraduate
at least six Both classical or graduate
Nobel Prize topics, such as level, whether
winning results zero-sum in mathematics,
are developed games, and economics,
from scratch) modern topics, computer
and by such as science, or
presenting sponsored statistics. The
exciting search importance of
connections of auctions, are game-theoretic
game theory to covered. Along thinking
other fields the way, transcends the
such as beautiful academic
computer mathematical setting—for
science tools used in every action
(algorithmic game theory we take, we
game theory), are introduced, must consider

not only its direct effects, but also how it influences the incentives of others.

The Mountain World Scientific Chamine exposes how your mind is sabotaging you and keeping you from achieving your true potential. He shows you how to take concrete steps to unleash the vast, untapped powers of your mind.

Digital Rights Management University of Oklahoma Press PCMag.com is a leading authority on technology,

delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology. Universal Design in Higher Education MIT Press Interdisciplinary approaches to transportation and urban planning are vital when addressing the challenges of modern cities. As urban populations increase and environmental concerns rise, traditional methods of planning often fall

short. By integrating insights from diverse fields like sociology, environmental science, engineering, and economics, planners can develop better solutions for increased sustainability, equity, and efficiency. This collaboration may enhance transportation system designs while fostering vibrant urban environments. Embracing an interdisciplinary approach is necessary to allow innovative strategies responding to emerging social, economic, and environmental

factors. Interdisciplinary Approaches to Transportation and Urban Planning explores the relationship between transportation systems and urban planning strategies, emphasizing the need for interdisciplinary collaboration to address challenges of contemporary urban environments. It provides a comprehensive overview of the latest research, innovative approaches, and practical solutions in the field of urban planning and transportation. This book covers

topics such as cloud computing, smart cities, and urban mobility, and is a useful resource for architects, government officials, computer engineers, policymakers, economists, environmental scientists, academicians, and researchers. Practical Guide to Clinical Computing Systems Yale University Press Using our moral and technical imaginations to create responsible innovations: theory, method, and applications for value

sensitive design. Implantable medical devices and human dignity. Private and secure access to information. Engineering projects that transform the Earth. Multigenerational information systems for international justice. How should designers, engineers, architects, policy makers, and others design such technology? Who should be involved and what values are implicated? In Value Sensitive

Design, Batya Friedman and David Hendry describe how both moral and technical imagination can be brought to bear on the design of technology. With value sensitive design, under development for more than two decades, Friedman and Hendry bring together theory, methods, and applications for a design process that engages human values at every stage. After presenting the theoretical foundations of value sensitive design, which

lead to a deep rethinking of technical design, Friedman and Hendry explain seventeen methods, including stakeholder analysis, value scenarios, and multilifespan timelines. Following this, experts from ten application domains report on value sensitive design practice. Finally, Friedman and Hendry explore such open questions as the need for deeper investigation of indirect stakeholders and further method development.

This definitive account of the state of the art in value sensitive design is an essential resource for designers and researchers working in academia and industry, students in design and computer science, and anyone working at the intersection of technology and society. LTE Cellular Narrowband Internet of Things (NB-IoT) CRC Press Unique selling point: • This book explains the complicated 5G NB-IoT

technology in a way that is easy to understand for a wide spectrum of users
Core audience: • Professionals working with 5G, IoT, communications and networks, and those studying for such roles
Place in the market: • Provides instructions and lessons that are practical to implement at home, office, city, building, industrial locations, or with the Cloud.
Digital Media
Harvard Education Press
This textbook seeks to bring readers with no prior knowledge or experience in interfacial

phenomena, colloid science or nanoscience to the point where they can comfortably enter the current scientific and technical literature in the area.
Designed as a pedagogical tool, this textbook recognizes the cross-disciplinary nature of the subject. To facilitate learning, the topics are developed from the beginning with ample cross-referencing. The understanding of concepts is enhanced by clear descriptions of

experiments and provisions of figures and illustrations.
Calling Bullshit Academic Press
This book provides an overview of digital rights management (DRM), including: an overview of terminology and issues facing libraries, plus an overview of the technology including standards and off-the-shelf products. It discusses the role and implications of DRM for existing library services, such as integrated

library management systems, electronic reserves, commercial database licenses, digital asset management systems and digital library repositories. It also discusses the impact that DRM 'trusted system' technologies, already in use in complementary areas, such as course management systems and web-based digital media distribution, may have on libraries. It also discusses

strategies for implementing DRM in libraries and archives for safeguarding intellectual property in the web environment. - A practical guide that places DRM within the context of the services and practices of the library and offers guidance on getting started - An understandable overview of the technologies and standards involved in digital rights management - An overview of the DRM landscape beyond libraries,

with an emphasis on how this landscape impacts libraries and shapes DRM generally. In particular, the e-learning and digital media distribution arenas are embracing DRM, with significant potential impact Communication, Management and Information Technology "O'Reilly Media, Inc." This first book-length analysis of Amazon's Kindle explores the platform's technological, bibliographical,

and social impact on publishing. Four Shades of Gray offers the first book-length analysis of Amazon's Kindle and its impact on publishing. Simon Peter Rowberry recounts how Amazon built the infrastructure for a new generation of digital publications, then considers the consequences of having a single company control the direction of the

publishing industry. Exploring the platform from the perspectives of technology, texts, and uses, he shows how the Kindle challenges traditional notions of platforms as discrete entities. He argues that Amazon's influence extends beyond "disruptive technology" to embed itself in all aspects of the publishing trade; yet despite industry

pushback, he says, the Kindle has had a positive influence on publishing. Rowberry documents the first decade of the Kindle with case studies of Kindle Popular Highlights, an account of the digitization of books published after 1922, and a discussion of how Amazon's patent filings reflect a shift in priorities. Rowberry argues that while it was initially convenient for

the book trade to outsource ebook development to Amazon, doing so has had adverse consequences for publishers in the mid- and long term, limiting opportunities for developing an inclusive and forward-thinking digital platform. While it has forced publishers to embrace digital forms, the Kindle has also empowered some previously marginalized readerships.

Although it is still too early to judge the long-term impact of ebooks compared with that of the older technologies of clay tablets, the printing press, and offset printing, the shockwaves of the Kindle continue to shape publishing. Portfolios for Interior Designers Saunders Universal Design in Higher Education looks

at the design of physical and technological environments at institutions of higher education; at issues pertaining to curriculum and instruction; and at the full array of student services. Universal Design in Higher Education is a comprehensive guide for researchers and practitioners on creating fully accessible college and university programs. It is founded upon, and contributes to, theories of universal design in education that

have been gaining increasingly wide attention in recent years. As greater numbers of students with disabilities attend postsecondary educational institutions, administrators have expressed increased interest in making their programs accessible to all students. This book provides both theoretical and practical guidance for schools as they work to turn this admirable goal into a reality. It addresses a comprehensive

range of topics on universal design for higher education institutions, thus making a crucial contribution to the growing body of literature on special education and universal design. This book will be of unique value to university and college administrators, and to special education researchers, practitioners, and activists. Game Theory, Alive Guilford Publications Computer simulation experiments are essential to

modern scientific discovery, whether that be in physics, chemistry, biology, epidemiology, ecology, engineering, etc. Surrogates are meta-models of computer simulations, used to solve mathematical models that are too intricate to be worked by hand. Gaussian process (GP) regression is a supremely flexible tool for the analysis of computer simulation experiments. This book presents an applied introduction to GP regression for modelling and optimization of computer

simulation experiments. Features: • Emphasis on methods, applications, and reproducibility. • R code is integrated throughout for application of the methods. • Includes more than 200 full colour figures. • Includes many exercises to supplement understanding, with separate solutions available from the author. • Supported by a website with full code available to reproduce all methods and examples. The book is primarily designed as a textbook for postgraduate students studying

GP regression from mathematics, statistics, computer science, and engineering. Given the breadth of examples, it could also be used by researchers from these fields, as well as from economics, life science, social science, etc.