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Examples & Explanations Feb 03 2021 Clear, informal, and even humorous, Examples & Explanations: Conflicts of Law, Fourth Edition, explores all topics covered in Conflicts courses, including personal jurisdiction and the Erie doctrine. It covers traditional and modern approaches to choice of law, proof of law, and enforcement of foreign country and sister state judgments. It provides up-to-date coverage of constitutional limits on personal jurisdiction, choice of law, and actions against sister states. Big-picture overviews and accurate statements of rules are reinforced with concrete examples and test-taking tips. The powerful Examples & Explanations pedagogy works especially well for Conflict of Laws where students gain understanding of rules and policies by applying them to new fact patterns. Summaries of leading cases found in most casebooks and a modular organization allows easy adaptation to any course. New to the Fourth Edition: Substantially revised personal jurisdiction chapters to add latest Supreme Court cases New material on full faith and credit and immunity of state governments to suit in sister states in response to recent Supreme Court decisions New material on proof of foreign country law in response to recent Supreme Court decision Additional material on state law proof of law that refers to new developments in state law New examples and explanations that apply most recent changes in law Continued coverage of same-sex marriage rights after Obergefell Professors and students will benefit from: Big picture introductions that provide a helpful road map Accurate summaries of specific rules of law Clear identification of problem areas and legal uncertainties Strategies for answering difficult questions Examples that illustrate practical consequences of rules Explanations that discuss the application of recent Supreme Court decisions

[Economic Dynamics, second edition](#) Apr 05 2021 The second edition of a rigorous and example-driven introduction to topics in economic dynamics that emphasizes techniques for modeling dynamic systems. This text provides an introduction to the modern theory of economic dynamics, with emphasis on mathematical and computational techniques for modeling dynamic systems. Written to be both rigorous and engaging, the book shows how sound understanding of the underlying theory leads to effective algorithms for solving real-world problems. The material makes

extensive use of programming examples to illustrate ideas, bringing to life the abstract concepts in the text. Key topics include algorithms and scientific computing, simulation, Markov models, and dynamic programming. Part I introduces fundamentals and part II covers more advanced material. This second edition has been thoroughly updated, drawing on recent research in the field. New for the second edition: "Programming-language agnostic" presentation using pseudocode. New chapter 1 covering conceptual issues concerning Markov chains such as ergodicity and stability. New focus in chapter 2 on algorithms and techniques for program design and high-performance computing. New focus on household problems rather than optimal growth in material on dynamic programming. Solutions to many exercises, code, and other resources available on a supplementary website.

Essentials of Writing Biomedical Research Papers, Second Edition Oct 11 2021 Provides immediate help for anyone preparing a biomedical paper by giving specific advice on organizing the components of the paper, effective writing techniques, writing an effective results sections, documentation issues, sentence structure and much more. The new edition includes new examples from the current literature including many involving molecular biology, expanded exercises at the end of the book, revised explanations on linking key terms, transition clauses, uses of subheads, and emphases. If you plan to do any medical writing, read this book first and get an immediate advantage.

Introduction to Probability, Second Edition Aug 21 2022 Developed from celebrated Harvard statistics lectures, Introduction to Probability provides essential language and tools for understanding statistics, randomness, and uncertainty. The book explores a wide variety of applications and examples, ranging from coincidences and paradoxes to Google PageRank and Markov chain Monte Carlo (MCMC). Additional application areas explored include genetics, medicine, computer science, and information theory. The authors present the material in an accessible style and motivate concepts using real-world examples. Throughout, they use stories to uncover connections between the fundamental distributions in statistics and conditioning to reduce complicated problems to manageable pieces. The book includes many intuitive explanations, diagrams, and practice problems. Each chapter ends with a section showing how to perform relevant simulations and calculations in R, a free statistical software environment. The second edition adds many new examples, exercises, and explanations, to deepen understanding of the ideas, clarify subtle concepts, and respond to feedback from many students and readers. New supplementary online resources have been developed, including animations and interactive visualizations, and the book has been updated to dovetail with these resources. Supplementary material is available on Joseph Blitzstein's website www.stat110.net. The supplements include: Solutions to selected exercises Additional practice problems Handouts including review material and sample exams Animations and interactive visualizations created in connection with the edX online version of Stat 110. Links to lecture videos available on iTunes U and YouTube There is also a complete instructor's solutions manual available to instructors who require the book for a course.

Graphics Shaders Jul 28 2020 Graphics Shaders: Theory and Practice is intended for a second course in computer graphics at the undergraduate or graduate level, introducing shader programming in general, but focusing on the GLSL shading language. While teaching how to write programmable shaders, the authors also teach and reinforce the fundamentals of computer graphics. The second edition has been updated to incorporate changes in the OpenGL API (OpenGL 4.x and GLSL 4.x0) and also has a chapter on the new tessellation shaders, including many practical examples. The book starts with a quick review of the graphics pipeline, emphasizing features that are rarely taught in introductory courses, but are immediately exposed in shader work. It then covers shader-specific theory for vertex, tessellation, geometry, and fragment shaders using the GLSL 4.x0 shading language. The text also introduces the freely available glman tool that enables you to develop, test, and tune shaders separately from the applications that will use them. The authors explore how shaders can be used to support a wide variety of applications and present examples of shaders in 3D geometry, scientific visualization, geometry morphing, algorithmic art, and more. Features of the Second Edition: Written using the most recent specification releases

(OpenGL 4.x and GLSL 4.x0) including code examples brought up-to-date with the current standard of the GLSL language. More examples and more exercises A chapter on tessellation shaders An expanded Serious Fun chapter with examples that illustrate using shaders to produce fun effects A discussion of how to handle the major changes occurring in the OpenGL standard, and some C++ classes to help you manage that transition The authors thoroughly explain the concepts, use sample code to describe details of the concepts, and then challenge you to extend the examples. They provide sample source code for many of the book's examples at www.cgeducation.org

SystemC: From the Ground Up, Second Edition May 18 2022 SystemC provides a robust set of extensions to the C++ language that enables rapid development of complex models of hardware and software systems. The authors focus on practical use of the language for modeling real systems, showing: A step-by-step build-up of syntax Code examples for each concept Updates to reflect the SystemC standard, IEEE 1666 Why features are as they are Many resource references How SystemC fits into an ESL methodology This new edition of an industry best seller is updated to reflect the standardization of SystemC as IEEE 1666 and other improvements that reflect feedback from readers of the first edition. The wide ranging feedback also include suggestions from editors of the Japanese and Korean language translations, professors and students, and computer engineers from a broad industrial and geographical spectrum, all who have successfully used the first edition. New chapters have been added on the SystemC Verification Library and the Transaction Level Modeling, and proposed changes to the current SystemC standard. David Black and Jack Donovan, well known consultants in the EDA industry, have teamed with Bill Bunton and Anna Keist, experienced SystemC modeling engineers, to write the second edition of this highly popular classic. As a team the authors bring over 100 years of ASIC and system design experience together to make a very readable introduction to SystemC.

Data Analysis Apr 24 2020 This completely rewritten classic text features many new examples, insights and topics including mediational, categorical, and multilevel models. Substantially reorganized, this edition provides a briefer, more streamlined examination of data analysis. Noted for its model-comparison approach and unified framework based on the general linear model, the book provides readers with a greater understanding of a variety of statistical procedures. This consistent framework, including consistent vocabulary and notation, is used throughout to develop fewer but more powerful model building techniques. The authors show how all analysis of variance and multiple regression can be accomplished within this framework. The model-comparison approach provides several benefits: It strengthens the intuitive understanding of the material thereby increasing the ability to successfully analyze data in the future It provides more control in the analysis of data so that readers can apply the techniques to a broader spectrum of questions It reduces the number of statistical techniques that must be memorized It teaches readers how to become data analysts instead of statisticians. The book opens with an overview of data analysis. All the necessary concepts for statistical inference used throughout the book are introduced in Chapters 2 through 4. The remainder of the book builds on these models. Chapters 5 - 7 focus on regression analysis, followed by analysis of variance (ANOVA), mediational analyses, non-independent or correlated errors, including multilevel modeling, and outliers and error violations. The book is appreciated by all for its detailed treatment of ANOVA, multiple regression, nonindependent observations, interactive and nonlinear models of data, and its guidance for treating outliers and other problematic aspects of data analysis. Intended for advanced undergraduate or graduate courses on data analysis, statistics, and/or quantitative methods taught in psychology, education, or other behavioral and social science departments, this book also appeals to researchers who analyze data. A protected website featuring additional examples and problems with data sets, lecture notes, PowerPoint presentations, and class-tested exam questions is available to adopters. This material uses SAS but can easily be adapted to other programs. A working knowledge of basic algebra and any multiple regression program is assumed.

Docker in Action Jun 19 2022 Even small applications have dozens of components. Large applications may have thousands, which makes them challenging to install, maintain, and remove.

Docker bundles all application components into a package called a container that keeps things tidy and helps manage any dependencies on other applications or infrastructure. *Docker in Action, Second Edition* teaches you the skills and knowledge you need to create, deploy, and manage applications hosted in Docker containers. This bestseller has been fully updated with new examples, best practices, and entirely new chapters. You'll start with a clear explanation of the Docker model and learn how to package applications in containers, including techniques for testing and distributing applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

Engineering Thermodynamics with Worked Examples Jan 26 2023 The laws of thermodynamics have wide ranging practical applications in all branches of engineering. This invaluable textbook covers all the subject matter in a typical undergraduate course in engineering thermodynamics, and uses carefully chosen worked examples and problems to expose students to diverse applications of thermodynamics. This new edition has been revised and updated to include two new chapters on thermodynamic property relations, and the statistical interpretation of entropy. Problems with numerical answers are included at the end of each chapter. As a guide, instructors can use the examples and problems in tutorials, quizzes and examinations. Request Inspection Copy

Blender 3D By Example Apr 29 2023 Get up and running with Blender 3D through a series of practical projects that will help you learn core concepts of 3D design like modeling, sculpting, materials, textures, lighting, and rigging using the latest features of Blender 2.83

Key Features

- Learn the basics of 3D design and navigate your way around the Blender interface
- Understand how 3D components work and how to create 3D content for your games
- Familiarize yourself with 3D Modeling, Texturing, Lighting, Rendering and Sculpting with Blender

Book Description Blender is a powerful 3D creation package that supports every aspect of the 3D pipeline. With this book, you'll learn about modeling, rigging, animation, rendering, and much more with the help of some interesting projects. This practical guide, based on the Blender 2.83 LTS version, starts by helping you brush up on your basic Blender skills and getting you acquainted with the software toolset. You'll use basic modeling tools to understand the simplest 3D workflow by customizing a Viking themed scene. You'll get a chance to see the 3D modeling process from start to finish by building a time machine based on provided concept art. You will design your first 2D character while exploring the capabilities of the new Grease Pencil tools. The book then guides you in creating a sleek modern kitchen scene using Eevee, Blender's new state-of-the-art rendering engine. As you advance, you'll explore a variety of 3D design techniques, such as sculpting, retopologizing, unwrapping, baking, painting, rigging, and animating to bring a baby dragon to life. By the end of this book, you'll have learned how to work with Blender to create impressive computer graphics, art, design, and architecture, and you'll be able to use robust Blender tools for your design projects and video games.

What you will learn

- Explore core 3D modeling tools in Blender such as extrude, bevel, and loop cut
- Understand Blender's Outliner hierarchy, collections, and modifiers
- Find solutions to common problems in modeling 3D characters and designs
- Implement lighting and probes to liven up an architectural scene using Eevee
- Produce a final rendered image complete with lighting and post-processing effects
- Learn character concept art workflows and how to use the basics of Grease Pencil
- Learn how to use Blender's built-in texture painting tools

Who this book is for Whether you're completely new to Blender, or an animation veteran enticed by Blender's newest features, this book will have something for you.

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The Wide World of Blender

Artificial Intelligence By Example Nov 24 2022 Understand the fundamentals and develop your own AI solutions in this updated edition packed with many new examples Key Features AI-based examples to guide you in designing and implementing machine intelligence Build machine intelligence from scratch using artificial intelligence examples Develop machine intelligence from scratch using real artificial intelligence Book Description AI has the potential to replicate humans in every field. Artificial Intelligence By Example, Second Edition serves as a starting point for you to understand how AI is built, with the help of intriguing and exciting examples. This book will make you an adaptive thinker and help you apply concepts to real-world scenarios. Using some of the most interesting AI examples, right from computer programs such as a simple chess engine to cognitive chatbots, you will learn how to tackle the machine you are competing with. You will study some of the most advanced machine learning models, understand how to apply AI to blockchain and Internet of Things (IoT), and develop emotional quotient in chatbots using neural networks such as recurrent neural networks (RNNs) and convolutional neural networks (CNNs). This edition also has new examples for hybrid neural networks, combining reinforcement learning (RL) and deep learning (DL), chained algorithms, combining unsupervised learning with decision trees, random forests, combining DL and genetic algorithms, conversational user interfaces (CUI) for chatbots, neuromorphic computing, and quantum computing. By the end of this book, you will understand the fundamentals of AI and have worked through a number of examples that will help you develop your AI solutions. What you will learn Apply k-nearest neighbors (KNN) to language translations and explore the opportunities in Google Translate Understand chained algorithms combining unsupervised learning with decision trees Solve the XOR problem with feedforward neural networks (FNN) and build its architecture to represent a data flow graph Learn about meta learning models with hybrid neural networks Create a chatbot and optimize its emotional intelligence deficiencies with tools such as Small Talk and data logging Building conversational user interfaces (CUI) for chatbots Writing genetic algorithms that optimize deep learning neural networks Build quantum computing circuits Who this book is for Developers and those interested in AI, who want to understand the fundamentals of Artificial Intelligence and implement them practically. Prior experience with Python programming and statistical knowledge is essential to make the most out of this book.

Solutions Manual to Accompany Statistics by Example, Second Edition by Terry Sincich Sep 22 2022

Discrete Mathematics for New Technology, Second Edition Mar 04 2021 Updated and expanded, Discrete Mathematics for New Technology, Second Edition provides a sympathetic and accessible introduction to discrete mathematics, including the core mathematics requirements for undergraduate computer science students. The approach is comprehensive yet maintains an easy-to-follow progression from the basic mathematical ideas to the more sophisticated concepts examined in the latter stages of the book. Although the theory is presented rigorously, it is illustrated by the frequent use of pertinent examples and is further reinforced with exercises-some with hints and solutions-to enable the reader to achieve a comprehensive understanding of the subject at hand. New to the Second Edition Numerous new examples and exercises designed to illustrate and reinforce mathematical concepts and facilitate students' progression through the topics New sections on typed set theory and an introduction to formal specification Presenting material that is at the foundations of mathematics itself, Discrete Mathematics for New Technology is a readable, friendly textbook designed for non-mathematicians as well as for computing and mathematics undergraduates alike.

My Revision Notes: AQA GCSE (9-1) Citizenship Studies Second Edition Dec 13 2021 Exam board: AQA Level: GCSE Subject: Citizenship Studies First teaching: September 2016 First exams: Summer 2018 Target success in AQA GCSE Citizenship Studies with this proven formula for effective, structured revision; key content coverage is combined with exam-style tasks and practical tips to create a revision guide that students can rely on to review, strengthen and test their knowledge. - Enables students to plan and manage a successful revision programme using the topic-

by-topic planner - Consolidates knowledge with clear and focused content coverage, organised into easy-to-revise chunks - Improves exam technique through exam-style questions with sample answers and expert tips

Problem Solving Mar 24 2020 This book illuminates the complex process of problem solving, including formulating the problem, collecting and analyzing data, and presenting the conclusions.

Sewer Processes Sep 10 2021 Since the first edition was published over a decade ago, advancements have been made in the design, operation, and maintenance of sewer systems, and new problems have emerged. For example, sewer processes are now integrated in computer models, and simultaneously, odor and corrosion problems caused by hydrogen sulfide and other volatile organic compounds, as well as other potential health issues, have caused environmental concerns to rise. Reflecting the most current developments, *Sewer Processes: Microbial and Chemical Process Engineering of Sewer Networks, Second Edition*, offers the reader updated and valuable information on the sewer as a chemical and biological reactor. It focuses on how to predict critical impacts and control adverse effects. It also provides an integrated description of sewer processes in modeling terms. This second edition is full of illustrative examples and figures, includes revisions of chapters from the previous edition, adds three new chapters, and presents extensive study questions.

Presents new modeling tools for the design and operation of sewer networks Establishes sewer processes as a key element in preserving water quality Includes greatly expanded coverage of odor formation and prediction Details the WATS sewer process model Highlights the importance of aerobic, anoxic, and anaerobic processes *Sewer Processes: Microbial and Chemical Process Engineering of Sewer Networks, Second Edition*, provides a basis for up-to-date understanding and modeling of sewer microbial and chemical processes and demonstrates how this knowledge can be applied for the design, operation, and the maintenance of wastewater collection systems. The authors add chemical and microbial dimensions to the design and management of sewer networks with an overall aim of improved sustainability for the system itself and the surrounding environment.

SAS Guide to Report Writing Feb 27 2023 Using a wealth of easy-to-follow examples, this timesaving book demonstrates the many different styles of reports that are available and the SAS tools used to generate them. Examples enable more experienced programmers to quickly grasp new techniques, while margin notes and additional discussions provide novice users with the details they need for effective learning.

Model Checking, second edition Jun 26 2020 An expanded and updated edition of a comprehensive presentation of the theory and practice of model checking, a technology that automates the analysis of complex systems. Model checking is a verification technology that provides an algorithmic means of determining whether an abstract model—representing, for example, a hardware or software design—satisfies a formal specification expressed as a temporal logic formula. If the specification is not satisfied, the method identifies a counterexample execution that shows the source of the problem. Today, many major hardware and software companies use model checking in practice, for verification of VLSI circuits, communication protocols, software device drivers, real-time embedded systems, and security algorithms. This book offers a comprehensive presentation of the theory and practice of model checking, covering the foundations of the key algorithms in depth. The field of model checking has grown dramatically since the publication of the first edition in 1999, and this second edition reflects the advances in the field. Reorganized, expanded, and updated, the new edition retains the focus on the foundations of temporal logic model while offering new chapters that cover topics that did not exist in 1999: propositional satisfiability, SAT-based model checking, counterexample-guided abstraction refinement, and software model checking. The book serves as an introduction to the field suitable for classroom use and as an essential guide for researchers.

Theory of Machines Through Worked Examples ... Second Edition, Enlarged Oct 23 2022

Learning SAS by Example Jan 22 2020 Learn to program SAS by example! *Learning SAS by Example, A Programmer's Guide, Second Edition*, teaches SAS programming from very basic concepts to more advanced topics. Because most programmers prefer examples rather than reference-type syntax, this book uses short examples to explain each topic. The second edition has

brought this classic book on SAS programming up to the latest SAS version, with new chapters that cover topics such as PROC SGPLOT and Perl regular expressions. This book belongs on the shelf (or e-book reader) of anyone who programs in SAS, from those with little programming experience who want to learn SAS to intermediate and even advanced SAS programmers who want to learn new techniques or identify new ways to accomplish existing tasks. In an instructive and conversational tone, author Ron Cody clearly explains each programming technique and then illustrates it with one or more real-life examples, followed by a detailed description of how the program works. The text is divided into four major sections: Getting Started, DATA Step Processing, Presenting and Summarizing Your Data, and Advanced Topics. Subjects addressed include Reading data from external sources Learning details of DATA step programming Subsetting and combining SAS data sets Understanding SAS functions and working with arrays Creating reports with PROC REPORT and PROC TABULATE Getting started with the SAS macro language Leveraging PROC SQL Generating high-quality graphics Using advanced features of user-defined formats and informats Restructuring SAS data sets Working with multiple observations per subject Getting started with Perl regular expressions You can test your knowledge and hone your skills by solving the problems at the end of each chapter.

Mathematica by Example Sep 29 2020 This third edition of Mathematica by Example is completely compatible with recent Mathematica versions. Highly readable and informative, this volume is geared toward the beginning Mathematica user, and focuses on the most often used features of this powerful tool. The book covers popular applications of mathematics within different areas including calculus, linear algebra, ordinary differential equations, and partial differential equations. * Fully compatible with recent releases of Mathematica * Includes CD-ROM containing all input used in text * Focuses on the beginning Mathematica user * Covers all the basics needed to get up and running with Mathematica, especially for use in mathematics * Written by authors of several successful AP books on Mathematica

Cocos2d-x by Example: Beginner's Guide - Second Edition Apr 17 2022 If you are a game enthusiast who would like to develop and publish your own game ideas onto different app stores, this is the book for you. Some knowledge of C++ or Java is helpful but not necessary.

Combining and Modifying SAS Data Sets Feb 15 2022 Building on the popularity of the first edition, Michele Burlew has revised this popular examples book to include expanded content and new features of SAS software. Completely updated for SAS 9.2, Combining and Modifying SAS Data Sets: Examples, Second Edition, presents examples that show solutions to common programming tasks that involve combining, modifying, and reshaping data sets. Expanded examples demonstrate how to combine data sets vertically and horizontally; retrieve data from lookup tables; modify and update data sets; combine summary and detail data sets; reshape and transpose observations in a data set; and manipulate data in a data set with utilities and functions. The tools used to combine and modify data sets include the SET, MERGE, MODIFY, and UPDATE statements in the DATA step; joins and set operators in PROC SQL; BY-group processing; indexes; hash objects in the DATA step; the use of PROC FORMAT and hash tables as table lookups; and generation data sets. Unique features of this book include the following: Examples are grouped by task, not by code, so you can easily find a solution to a particular task; alternative solutions are presented in addition to the main examples; most examples that combine and modify data sets include both a DATA step and a PROC SQL solution; many examples include a "Closer Look" section that describes in-depth how the example helps you complete the task; and each example stands on its own so you do not need to read the book from beginning to end. Designed for SAS programmers at all levels, this examples book will help simplify the challenging task of combining and modifying data sets.

ROS Robotics By Example Aug 29 2020 Learning how to build and program your own robots with the most popular open source robotics programming framework About This Book Get to know the fundamentals of ROS and apply its concepts to real examples Learn how to write robotics applications without getting bogged down in hardware problems Learn to implement best practices in ROS development Who This Book Is For This book is for robotic enthusiasts, researchers and

professional robotics engineers who would like to build robot applications using ROS. It gives the robotics beginner and the ROS newbie an immensely practical introduction to robot building and robotics application coding. Basic knowledge of GNU/Linux and the ability to write simple applications is assumed, but no robotics knowledge, practical or theoretical, is needed. What You Will Learn Control a robot without requiring a PhD in robotics Simulate and control a robot arm Control a flying robot Send your robot on an independent mission Learning how to control your own robots with external devices Program applications running on your robot Extend ROS itself Extend ROS with the MATLAB Robotics System Toolbox In Detail ROS is a robust robotics framework that works regardless of hardware architecture or hardware origin. It standardizes most layers of robotics functionality from device drivers to process control and message passing to software package management. But apart from just plain functionality, ROS is a great platform to learn about robotics itself and to simulate, as well as actually build, your first robots. This does not mean that ROS is a platform for students and other beginners; on the contrary, ROS is used all over the robotics industry to implement flying, walking and diving robots, yet implementation is always straightforward, and never dependent on the hardware itself. ROS Robotics has been the standard introduction to ROS for potential professionals and hobbyists alike since the original edition came out; the second edition adds a gradual introduction to all the goodness available with the Kinetic Kame release. By providing you with step-by-step examples including manipulator arms and flying robots, the authors introduce you to the new features. The book is intensely practical, with space given to theory only when absolutely necessary. By the end of this book, you will have hands-on experience on controlling robots with the best possible framework. Style and approach ROS Robotics By Example, Second Edition gives the robotics beginner as well as the ROS newbie an immensely practical introduction to robot building and robotics application coding. ROS translates as "robot operating system"; you will learn how to control a robot via devices and configuration files, but you will also learn how to write robot applications on the foundation of this operating system. Database Jan 02 2021 "The chapter on object-relational database should be a great selling point for the book. No one else has the coverage on object relational that this chapter has; for example, the other new texts emphasize the purely object model. I think that the approach here is much more practical." --Betty Salzberg, Northeastern University "The coverage of this book is wonderful, especially the cutting-edge of object-relational systems . . . [and] this is the only text I have seen that is not by Jeffrey Ullman that treats the theoretical material appropriately. The chapter on dependencies and relational design is excellent. Examples abound, the explanations are crisp and clear, and the appropriate concepts are discussed. I cannot wait to use it." --Bill Grosky, Wayne State University "This book makes an excellent text for anyone just approaching database systems. It's both an accessible refresher for those of us who have not been paying careful attention to developments in this area and a useful reference for designers and implementers who need just-in-time education." --Jim Gray, Microsoft Research "This book is excellent!" --Mike Hartstein, Oracle Corporation, Senior Director of Oracle8i Product Management This second edition relies on the same successful approach that distinguished the first: it covers the principles of database theory with unmatched thoroughness, and it rigorously links theory to the real world of database programming and administration. A careful discussion of SQL standards and a multitude of examples drawn from actual databases-Oracle, DB2, and Informix-complements the authors' concept-oriented instruction, allowing you to develop product-specific understanding and to learn the important differences between the SQL dialects that will enable you to write portable applications. New Features Focuses extensively on the object-relational model that is rapidly gaining acceptance and revolutionizing the database industry. Collection types and UDF's are thoroughly covered. Introduces new relational features of SQL taken from the latest versions of today's most popular database products, Oracle, DB2, and Informix. Offers thorough coverage of the SQL-99 standard, including additions designed to help you take full advantage of the object-relational model. Provides expanded programming examples intended to improve your understanding of transaction processing and error handling. Explains clearly the principles of logical database design, including those

relating to the E-R model and normalization, with a number of new illustrations and examples. Presents the latest indexing and query processing techniques, such as bitmap indexing, and shows how to use them to achieve significant performance improvements.

The Art of Unit Testing Jul 20 2022 Summary The Art of Unit Testing, Second Edition guides you step by step from writing your first simple tests to developing robust test sets that are maintainable, readable, and trustworthy. You'll master the foundational ideas and quickly move to high-value subjects like mocks, stubs, and isolation, including frameworks such as Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, working with legacy code, and even "untestable" code. Along the way, you'll learn about integration testing and techniques and tools for testing databases and other technologies. About this Book You know you should be unit testing, so why aren't you doing it? If you're new to unit testing, if you find unit testing tedious, or if you're just not getting enough payoff for the effort you put into it, keep reading. The Art of Unit Testing, Second Edition guides you step by step from writing your first simple unit tests to building complete test sets that are maintainable, readable, and trustworthy. You'll move quickly to more complicated subjects like mocks and stubs, while learning to use isolation (mocking) frameworks like Moq, FakeItEasy, and Typemock Isolator. You'll explore test patterns and organization, refactor code applications, and learn how to test "untestable" code. Along the way, you'll learn about integration testing and techniques for testing with databases. The examples in the book use C#, but will benefit anyone using a statically typed language such as Java or C++. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. What's Inside Create readable, maintainable, trustworthy tests Fakes, stubs, mock objects, and isolation (mocking) frameworks Simple dependency injection techniques Refactoring legacy code About the Author Roy Osherove has been coding for over 15 years, and he consults and trains teams worldwide on the gentle art of unit testing and test-driven development. His blog is at ArtOfUnitTesting.com. Table of Contents PART 1 GETTING STARTED The basics of unit testing A first unit test PART 2 CORE TECHNIQUES Using stubs to break dependencies Interaction testing using mock objects Isolation (mocking) frameworks Digging deeper into isolation frameworks PART 3 THE TEST CODE Test hierarchies and organization The pillars of good unit tests PART 4 DESIGN AND PROCESS Integrating unit testing into the organization Working with legacy code Design and testability *PROC TABULATE by Example, Second Edition (Hardcover Edition)* Aug 09 2021 An abundance of real-world examples highlights Lauren Haworth Lake's and Julie McKnight's *PROC TABULATE by Example, Second Edition*. Beginning and intermediate SAS users will find this step-by-step guide to producing tables and reports using the TABULATE procedure both convenient and inviting. Topics are presented in order of increasing complexity, making this an excellent training manual or self-tutorial. The concise format also makes this a quick reference guide for specific applications for more advanced users. A very handy section on common problems and their solutions is also included. With this book, you will quickly learn how to generate tables using macros, handle percentages and missing data, modify row and column headings, and produce one-, two-, and three-dimensional tables using PROC TABULATE. Also provided are more advanced tips on complex formatting with the Output Delivery System (ODS) and exporting PROC TABULATE output to other applications.

Linux Nov 12 2021 Chosen by BookAuthority as one of BookAuthority's Best Linux Mint Books of All Time *Linux: The Textbook, Second Edition* provides comprehensive coverage of the contemporary use of the Linux operating system for every level of student or practitioner, from beginners to advanced users. The text clearly illustrates system-specific commands and features using Debian-family Debian, Ubuntu, and Linux Mint, and RHEL-family CentOS, and stresses universal commands and features that are critical to all Linux distributions. The second edition of the book includes extensive updates and new chapters on system administration for desktop, stand-alone PCs, and server-class computers; API for system programming, including thread programming with pthreads; virtualization methodologies; and an extensive tutorial on systemd service management. Brand new online content on the CRC Press website includes an instructor's workbook, test bank, and In-

Chapter exercise solutions, as well as full downloadable chapters on Python Version 3.5 programming, ZFS, TC shell programming, advanced system programming, and more. An author-hosted GitHub website also features updates, further references, and errata. Features New or updated coverage of file system, sorting, regular expressions, directory and file searching, file compression and encryption, shell scripting, system programming, client-server-based network programming, thread programming with pthreads, and system administration Extensive in-text pedagogy, including chapter objectives, student projects, and basic and advanced student exercises for every chapter Expansive electronic downloads offer advanced content on Python, ZFS, TC shell scripting, advanced system programming, internetworking with Linux TCP/IP, and many more topics, all featured on the CRC Press website Downloadable test bank, workbook, and solutions available for instructors on the CRC Press website Author-maintained GitHub repository provides other resources, such as live links to further references, updates, and errata

Statistics in Engineering Feb 21 2020 Engineers are expected to design structures and machines that can operate in challenging and volatile environments, while allowing for variation in materials and noise in measurements and signals. *Statistics in Engineering, Second Edition: With Examples in MATLAB and R* covers the fundamentals of probability and statistics and explains how to use these basic techniques to estimate and model random variation in the context of engineering analysis and design in all types of environments. The first eight chapters cover probability and probability distributions, graphical displays of data and descriptive statistics, combinations of random variables and propagation of error, statistical inference, bivariate distributions and correlation, linear regression on a single predictor variable, and the measurement error model. This leads to chapters including multiple regression; comparisons of several means and split-plot designs together with analysis of variance; probability models; and sampling strategies. Distinctive features include: All examples based on work in industry, consulting to industry, and research for industry Examples and case studies include all engineering disciplines Emphasis on probabilistic modeling including decision trees, Markov chains and processes, and structure functions Intuitive explanations are followed by succinct mathematical justifications Emphasis on random number generation that is used for stochastic simulations of engineering systems, demonstration of key concepts, and implementation of bootstrap methods for inference Use of MATLAB and the open source software R, both of which have an extensive range of statistical functions for standard analyses and also enable programming of specific applications Use of multiple regression for times series models and analysis of factorial and central composite designs Inclusion of topics such as Weibull analysis of failure times and split-plot designs that are commonly used in industry but are not usually included in introductory textbooks Experiments designed to show fundamental concepts that have been tested with large classes working in small groups Website with additional materials that is regularly updated Andrew Metcalfe, David Green, Andrew Smith, and Jonathan Tuke have taught probability and statistics to students of engineering at the University of Adelaide for many years and have substantial industry experience. Their current research includes applications to water resources engineering, mining, and telecommunications. Mahayaudin Mansor worked in banking and insurance before teaching statistics and business mathematics at the Universiti Tun Abdul Razak Malaysia and is currently a researcher specializing in data analytics and quantitative research in the Health Economics and Social Policy Research Group at the Australian Centre for Precision Health, University of South Australia. Tony Greenfield, formerly Head of Process Computing and Statistics at the British Iron and Steel Research Association, is a statistical consultant. He has been awarded the Chambers Medal for outstanding services to the Royal Statistical Society; the George Box Medal by the European Network for Business and Industrial Statistics for Outstanding Contributions to Industrial Statistics; and the William G. Hunter Award by the American Society for Quality.

Train the Trainer Dec 01 2020 What makes a training course successful? What is the secret to conducting an effective and memorable training course? What makes a great trainer? Why some training courses are useful, motivating and educational while others are boring and forgettable? This book provides you with a comprehensive set of guidelines on all aspects of training. The

methodologies, scenarios and exercises presented in this book will ensure that you, as a trainer, are equipped with all the tools and skills needed to deliver a great training course. At Skills Converged, we specialise in supporting the training community with our state-of-the-art training materials. Over the years we have delivered numerous courses and have received extensive feedback from trainers who have used our products all over the world. We know what makes a training course successful and what makes one fail. In this book, we share our most treasured findings and experiences with you. We want to help you become the best trainer you can be and in turn, train as many people as possible around the world. Research shows that one of the fastest ways to learn is through examples. This book contains a large number of examples, case studies, and important research in the field of adult education for you to employ. Whether you are teaching soft skills, management, IT, technical courses or arts and crafts, you can benefit from this book as the lessons are applicable to teach any topic. This Second Edition has been extensively expanded with several chapters and now includes the entirety of our highly praised Train the Trainer Self-Study Course. In this book you will learn: - How to get the most from your training courses - How to avoid barriers to learning - How to take advantage of principles of Accelerated Learning - How to conduct a Training Needs Analysis - How to present confidently - How to avoid bad training delivery practices - How to plan your course - How to arrange the training environment optimally - How to keep the delegates constantly engaged - How to respond when you are being challenged - How to avoid poor statements that can hinder learning - How to take advantage of the power of story-telling - How to run training exercises to get the most from them

Elementary Korean Second Edition Mar 16 2022 This is a comprehensive and detailed introductory Korean textbook and language learning package. Korean is now the 15th most popular language taught at American universities. This new edition of Elementary Korean, the most comprehensive and detailed introductory Korean textbook available, offers beginning learners of Korean everything they need to learn the language effectively. Perfect for a first-year university-level course use or for the independent language learner. No prior knowledge of the language is necessary. The new format, now with dozens of illustrations, presents Korean vocabulary and Korean grammar in an accessible and understandable manner while extensive conversations and exercises help to reinforce the Korean language and build reading and listening comprehension. This edition includes: Downloadable audio and a dedicated website. Rich and highly nuanced examples with brand new illustrations. Detailed but on-technical grammar notes, ample writing exercises with an accompanying answer key. Detailed examples of authentic dialogue. Highly technical grammar notes. Plenty of writing practice. Dialogues, reading texts, and written exercises are in Hangul, the Korean alphabet, so students are quickly able to read and write authentic Korean. Layered lessons are designed to build on each other, making Korean easy to learn from the most popular introductory Korean language textbook available. Included is downloadable audio that helps learners to speak like a native and a web-based practice component through the University of British Columbia that can help students to learn Korean even beyond the pages of this book. According to the Modern Language Association, enrollment in Korean in American universities is growing rapidly. Available separately is the companion Elementary Korean Workbook. This helpful workbook will assist you in practicing and polishing your Korean language skills. Each lesson supplements the corresponding lesson in the textbook. There are ten activities per lesson, offering a range of exercises and practice opportunities to enable you to achieve proficiency in everyday, conversational Korean.

SystemVerilog for Design Second Edition May 06 2021 In its updated second edition, this book has been extensively revised on a chapter by chapter basis. The book accurately reflects the syntax and semantic changes to the SystemVerilog language standard, making it an essential reference for systems professionals who need the latest version information. In addition, the second edition features a new chapter explaining the SystemVerilog "packages", a new appendix that summarizes the synthesis guidelines presented throughout the book, and all of the code examples have been updated to the final syntax and rerun using the latest version of the Synopsys, Mentor, and Cadance

tools.

Theory of Knowledge for the IB Diploma: Skills for Success Second Edition Dec 21 2019 Build confidence in a range of key Theory of Knowledge skills with this practical companion, full of advice and guidance from an experienced TOK expert. - Learn to apply analytical skills with Deeper Thinking, showing you how to go beyond simply identifying and explaining. - Develop awareness of the practical application of knowledge with In Practice pointers, offering guidance on how topics can be used in TOK activities. - Improve your ability to respond to knowledge questions, a crucial part of assessment success. - Avoid making the mistakes that others make in the assessments with TOK Traps that highlight common errors and misconceptions. Also available: Theory of Knowledge for the IB Diploma 9781510474314 Theory of Knowledge Student eTextbook 9781510475458 Theory of Knowledge Whiteboard eTextbook 9781510475441 Theory of Knowledge: Teaching for Success 9781510474659 Theory of Knowledge: Skills for Success Student eTextbook 9781510475472

HTML5 Game Development by Example: Beginner's Guide Jan 14 2022 HTML5 is a markup language used to structure and present content for the World Wide Web and is a core technology of the Internet. It is supported across different platforms and is also supported by various browsers. Its innovative features, such as canvas, audio, and video elements, make it an excellent game building tool. HTML5 Game Development by Example Beginner's Guide Second Edition is a step-by-step tutorial that will help you create several games from scratch, with useful examples. Starting with an introduction to HTML5, the chapters of this book help you gain a better understanding of the various concepts and features of HTML5. By the end of the book, you'll have the knowledge, skills, and level of understanding you need to efficiently develop games over the network using HTML5.

Statistical Rethinking Dec 25 2022 Statistical Rethinking: A Bayesian Course with Examples in R and Stan builds readers' knowledge of and confidence in statistical modeling. Reflecting the need for even minor programming in today's model-based statistics, the book pushes readers to perform step-by-step calculations that are usually automated. This unique computational approach ensures that readers understand enough of the details to make reasonable choices and interpretations in their own modeling work. The text presents generalized linear multilevel models from a Bayesian perspective, relying on a simple logical interpretation of Bayesian probability and maximum entropy. It covers from the basics of regression to multilevel models. The author also discusses measurement error, missing data, and Gaussian process models for spatial and network autocorrelation. By using complete R code examples throughout, this book provides a practical foundation for performing statistical inference. Designed for both PhD students and seasoned professionals in the natural and social sciences, it prepares them for more advanced or specialized statistical modeling. Web Resource The book is accompanied by an R package (rethinking) that is available on the author's website and GitHub. The two core functions (map and map2stan) of this package allow a variety of statistical models to be constructed from standard model formulas.

Reinforcement Learning, second edition Oct 31 2020 The significantly expanded and updated new edition of a widely used text on reinforcement learning, one of the most active research areas in artificial intelligence. Reinforcement learning, one of the most active research areas in artificial intelligence, is a computational approach to learning whereby an agent tries to maximize the total amount of reward it receives while interacting with a complex, uncertain environment. In Reinforcement Learning, Richard Sutton and Andrew Barto provide a clear and simple account of the field's key ideas and algorithms. This second edition has been significantly expanded and updated, presenting new topics and updating coverage of other topics. Like the first edition, this second edition focuses on core online learning algorithms, with the more mathematical material set off in shaded boxes. Part I covers as much of reinforcement learning as possible without going beyond the tabular case for which exact solutions can be found. Many algorithms presented in this part are new to the second edition, including UCB, Expected Sarsa, and Double Learning. Part II extends these ideas to function approximation, with new sections on such topics as artificial neural networks and the Fourier basis, and offers expanded treatment of off-policy learning and policy-gradient methods. Part III has new chapters on reinforcement learning's relationships to psychology

and neuroscience, as well as an updated case-studies chapter including AlphaGo and AlphaGo Zero, Atari game playing, and IBM Watson's wagering strategy. The final chapter discusses the future societal impacts of reinforcement learning.

Maple V by Example May 26 2020 A carefully designed tutorial geared to assist a wide range of users. The presentation focuses on the most frequently used features of Maple V, and it addresses popular applications of mathematics within each of these areas.

Refactoring Jun 07 2021 The Definitive Refactoring Guide, Fully Revamped for Ruby With refactoring, programmers can transform even the most chaotic software into well-designed systems that are far easier to evolve and maintain. What's more, they can do it one step at a time, through a series of simple, proven steps. Now, there's an authoritative and extensively updated version of Martin Fowler's classic refactoring book that utilizes Ruby examples and idioms throughout-not code adapted from Java or any other environment. The authors introduce a detailed catalog of more than 70 proven Ruby refactorings, with specific guidance on when to apply each of them, step-by-step instructions for using them, and example code illustrating how they work. Many of the authors' refactorings use powerful Ruby-specific features, and all code samples are available for download. Leveraging Fowler's original concepts, the authors show how to perform refactoring in a controlled, efficient, incremental manner, so you methodically improve your code's structure without introducing new bugs. Whatever your role in writing or maintaining Ruby code, this book will be an indispensable resource. This book will help you Understand the core principles of refactoring and the reasons for doing it Recognize "bad smells" in your Ruby code Rework bad designs into well-designed code, one step at a time Build tests to make sure your refactorings work properly Understand the challenges of refactoring and how they can be overcome Compose methods to package code properly Move features between objects to place responsibilities where they fit best Organize data to make it easier to work with Simplify conditional expressions and make more effective use of polymorphism Create interfaces that are easier to understand and use Generalize more effectively Perform larger refactorings that transform entire software systems and may take months or years Successfully refactor Ruby on Rails code

Unity 2018 By Example Jul 08 2021 Build exciting 2D/3D games and virtual reality applications with the help of hands-on examples Key Features Create five different types of games from scratch with Unity 2018 Import custom content into Unity from third-party tools such as Maya and Blender Learn to build NPCs with artificial intelligent behavior. Book Description Unity is the most exciting and popular engine used for developing games. With its 2018 release, Unity has become the primary source of both game development and virtual reality content. In Unity 2018 By Example, you'll learn how to use Unity in order to make amazing games from popular genres - from action shooters to mind-bending puzzle games to adventure and Virtual Reality (VR) games. Even if you have no previous experience of using Unity, this book will help you understand the toolsets it provides in depth. In addition to this, you'll understand how to create time-critical collection games, twin-stick space shooters, platformers, and action-fest games with intelligent enemies. Finally, you'll get to grips with creating VR games with the new toolsets introduced by Unity to help you develop amazing VR experiences. To make things easier, you will be provided with step-by-step tutorials for making five great games in Unity 2018, along with a detailed explanation of all the fundamental concepts. By the end of this book, you'll have established a strong foundation in making games with Unity 2018. What you will learn Understand core Unity concepts, such as game objects, components, and scenes Study level-design techniques for building immersive and interesting worlds Make functional games with C# scripting Use the toolset creatively to build games with different themes and styles Handle player controls and input functionality Work with terrains and world-creation tools Get to grips with making both 2D and 3D games Who this book is for You don't need to have any previous experience with Unity to enjoy Unity 2018 By Example, although you need to have basic knowledge of C#.

SAS Functions by Example, Second Edition Mar 28 2023 Fully updated for SAS 9.2, Ron Cody's SAS Functions by Example, Second Edition, is a must-have reference for anyone who programs in Base SAS. With the addition of functions new to SAS 9.2, this comprehensive reference manual now

includes more than 200 functions, including new character, date and time, distance, probability, sort, and special functions. This new edition also contains more examples for existing functions and more details concerning optional arguments. Like the first edition, the new edition also includes a list of SAS programs, an alphabetic list of all the functions in the book, and a comprehensive index of functions and tasks. Beginning and experienced SAS users will benefit from this useful reference guide to SAS functions. This book is part of the SAS Press program.

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