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Computer Gaming World

Getting started with your PC. Getting stated with BASIC. Introduction to the tutorial. Medium-resolution graphics - the PSET statement. The POINT function. The LINE statement. Ellipses, arcs, and wedges - the CIRCLE statement. The PAINT statement - the artist's brush. A pie chart program. Animation from BASIC - the GET and PUT statements. Blockbuster - an arcade-style game. The DRAW statement - a language within a language. A character generation package. High-resolution graphics mode. A function-graphing program. Text-mode graphics. Racecar - an arcade-style game. Summary of the tutorial. A grab bag of graphics tricks. Inside PC graphics. The set of characters available from BASIC. The full 255 character set of the IBM PC. Decimal, hexadecimal, and binary conversion table. Glossary.

Automated Solution of Differential Equations by the Finite Element Method

This text describes the functions that the BIOS controls and how these relate to the hardware in a PC. It covers the CMOS and chipset set-up options found in most common modern BIOSs. It also features tables listing error codes needed to troubleshoot problems caused by the BIOS.

Microtimes

The three-volume set LNCS 6838, LNAI 6839, and LNBI 6840 constitutes the thoroughly refereed post-

conference proceedings of the 7th International Conference on Intelligent Computing, ICIC 2011, held in Zhengzhou, China, in August 2011. This volume contains 93 revised full papers, from a total of 281 presentations at the conference - carefully reviewed and selected from 832 initial submissions. The papers address all issues in Advanced Intelligent Computing, especially Methodologies and Applications, including theories, methodologies, and applications in science and technology. They include a range of techniques such as artificial intelligence, pattern recognition, evolutionary computing, informatics theories and applications, computational neuroscience and bioscience, soft computing, human computer interface issues, etc.

PC Mag

This fully corrected second impression of the classic 2006 text on microscopy runs to more than 1,000 pages and covers up-to-the-minute developments in the field. The two-volume work brings together a slew of experts who present comprehensive reviews of all the latest instruments and new versions of the older ones, as well as their associated operational techniques. The chapters draw attention to their principal areas of application. A huge range of subjects are benefiting from these new tools, including semiconductor physics, medicine, molecular biology, the nanoworld in general, magnetism, and ferroelectricity. This fascinating book will be an indispensable guide for a wide range of scientists in university laboratories as well as engineers and

scientists in industrial R&D departments.

High-Performance and Time-Predictable Embedded Computing

Embedded Systems Architecture is a practical and technical guide to understanding the components that make up an embedded system's architecture. This book is perfect for those starting out as technical professionals such as engineers, programmers and designers of embedded systems; and also for students of computer science, computer engineering and electrical engineering. It gives a much-needed 'big picture' for recently graduated engineers grappling with understanding the design of real-world systems for the first time, and provides professionals with a systems-level picture of the key elements that can go into an embedded design, providing a firm foundation on which to build their skills. Real-world approach to the fundamentals, as well as the design and architecture process, makes this book a popular reference for the daunted or the inexperienced: if in doubt, the answer is in here! Fully updated with new coverage of FPGAs, testing, middleware and the latest programming techniques in C, plus complete source code and sample code, reference designs and tools online make this the complete package Visit the companion web site at
http://booksite.elsevier.com/9780123821966/ for source code, design examples, data sheets and more A true introductory book, provides a comprehensive get up and running reference for those new to the field, and updating skills: assumes no prior knowledge

beyond undergrad level electrical engineering Addresses the needs of practicing engineers, enabling it to get to the point more directly, and cover more ground. Covers hardware, software and middleware in a single volume Includes a library of design examples and design tools, plus a complete set of source code and embedded systems design tutorial materials from companion website

Bio-Inspired Computing and Applications

With the continued application of gaming for training and education, which has seen exponential growth over the past two decades, this book offers an insightful introduction to the current developments and applications of game technologies within educational settings, with cutting-edge academic research and industry insights, providing a greater understanding into current and future developments and advances within this field. Following on from the success of the first volume in 2011, researchers from around the world presents up-to-date research on a broad range of new and emerging topics such as serious games and emotion, games for music education and games for medical training, to gamification, bespoke serious games, and adaptation of commercial off-the shelf games for education and narrative design, giving readers a thorough understanding of the advances and current issues facing developers and designers regarding games for training and education. This second volume of Serious Games and Edutainment Applications offers further insights for researchers, designers and educators who

are interested in using serious games for training and educational purposes, and gives game developers with detailed information on current topics and developments within this growing area.

Digital Terrain Modeling

This is the second edition of Robert Pratten's massively popular Getting Started in Transmedia Storytelling. It's a practical guide to developing cross-platform and pervasive entertainment written by a thought-leader and early practitioner. Whether you're a seasoned pro or a complete newbie, this book is filled with tips and insights gained from years of work in multi-platform interactive storytelling.

Cumulative Book Index

Free Software, Free Society

Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

Embedded Systems Architecture

Biodiesel

The fourth edition of the Handbook of Human Factors and Ergonomicshas been completely revised and updated. This includes allexisting third edition chapters plus new chapters written to covernew areas. These include the following subjects: Managing low-back disorder risk in the workplace Online interactivity Neuroergonomics Office ergonomics Social networking HF&E in motor vehicle transportation User requirements Human factors and ergonomics in aviation Human factors in ambient intelligent environments As with the earlier editions, the main purpose of this handbookis to serve the needs of the human factors and ergonomicsresearchers, practitioners, and graduate students. Each chapter hasa strong theory and scientific base, but is heavily focused on realworld applications. As such, a significant number of case studies,examples, figures, and tables are included to aid in theunderstanding and application of the material covered.

PC

This book gathers high-quality, peer-reviewed research papers presented at the Second International Conference on Computer Science, Engineering and Education Applications (ICCSEEA2019), held in Kiev, Ukraine on 26–27

January 2019, and jointly organized by the National Technical University of Ukraine "Igor Sikorsky Kyiv Polytechnic Institute" and the International Research Association of Modern Education and Computer Science. The papers discuss state-of-the-art topics and advances in computer science; neural networks; pattern recognition; engineering techniques; genetic coding systems; deep learning and its medical applications; and knowledge representation and its applications in education. Given its scope, the book offers an excellent resource for researchers, engineers, management practitioners, and graduate and undergraduate students interested in computer science and its applications in engineering and education.

A Primer on Scientific Programming with Python

Science of Microscopy

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.

The Catholic Periodical Index, a Cumulative Author and Subject Index to a Selected List of Catholic Periodicals

The book serves as a first introduction to computer

programming of scientific applications, using the high-level Python language. The exposition is example and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. From the reviews: Langtangen does an excellent job of introducing programming as a set of skills in problem solving. He guides the reader into thinking properly about producing program logic and data structures for modeling real-world problems using objects and functions and embracing the object-oriented paradigm. Summing Up: Highly recommended. F. H. Wild III, Choice, Vol. 47 (8), April 2010 Those of us who have learned scientific programming in Python 'on the streets' could be a little jealous of students who have the opportunity to take a course out of Langtangen's Primer." John D. Cook, The Mathematical Association of America, September 2011 This book goes through Python in particular, and programming in general, via tasks that scientists will likely perform. It contains valuable information for students new to scientific computing

and would be the perfect bridge between an introduction to programming and an advanced course on numerical methods or computational science. Alex Small, IEEE, CiSE Vol. 14 (2), March /April 2012 "This fourth edition is a wonderful, inclusive textbook that covers pretty much everything one needs to know to go from zero to fairly sophisticated scientific programming in Python" Joan Horvath, Computing Reviews, March 2015

Tensor Network Contractions

Comprehensive overview of the spectroscopic, mineralogical, and geochemical techniques used in planetary remote sensing.

Advances in Computer Science for Engineering and Education II

Resistivity -- Carrier and doping density -- Contact resistance and Schottky barriers -- Series resistance, channel length and width, and threshold voltage -- Defects -- Oxide and interface trapped charges, oxide thickness -- Carrier lifetimes -- Mobility -- Charge-based and probe characterization -- Optical characterization -- Chemical and physical characterization -- Reliability and failure analysis.

The Bios Companion

This book is a tutorial written by researchers and developers behind the FEniCS Project and explores an advanced, expressive approach to the development

of mathematical software. The presentation spans mathematical background, software design and the use of FEniCS in applications. Theoretical aspects are complemented with computer code which is available as free/open source software. The book begins with a special introductory tutorial for beginners. Following are chapters in Part I addressing fundamental aspects of the approach to automating the creation of finite element solvers. Chapters in Part II address the design and implementation of the FEnicS software. Chapters in Part III present the application of FEniCS to a wide range of applications, including fluid flow, solid mechanics, electromagnetics and geophysics.

National Library Service Cumulative Book Review Index, 1905-1974: Titles. [A-Z

Nowadays, the prevalence of computing systems in our lives is so ubiquitous that we live in a cyber-physical world dominated by computer systems, from pacemakers to cars and airplanes. These systems demand for more computational performance to process large amounts of data from multiple data sources with guaranteed processing times. Actuating outside of the required timing bounds may cause the failure of the system, being vital for systems like planes, cars, business monitoring, e-trading, etc. High-Performance and Time-Predictable Embedded Computing presents recent advances in software architecture and tools to support such complex systems, enabling the design of embedded computing devices which are able to deliver high-performance whilst guaranteeing the application required timing

bounds. Technical topics discussed in the book include: Parallel embedded platformsProgramming modelsMapping and scheduling of parallel computationsTiming and schedulability analysisRuntimes and operating systems The work reflected in this book was done in the scope of the European project P-SOCRATES, funded under the FP7 framework program of the European Commission. High-performance and time-predictable embedded computing is ideal for personnel in computer/communication/embedded industries as well as academic staff and master/research students in computer science, embedded systems, cyber-physical systems and internet-of-things.

Remote Compositional Analysis

Written by experts, Digital Terrain Modeling: Principles and Methodology provides comprehensive coverage of recent developments in the field. The topics include terrain analysis, sampling strategy, acquisition methodology, surface modeling principles, triangulation algorithms, interpolation techniques, on-line and off-line quality control in data acquisition, DTM accuracy assessment and mathematical models for DTM accuracy prediction, multi-scale representation, data management, contouring, visual analysis (or visualization), the derivation of various types of terrain parameters, and future development and applications.

Getting Started in Transmedia Storytelling

Subject Catalog

Buildings are one of the main causes of the emission of greenhouse gases in the world. Europe alone is responsible for more than 30% of emissions, or about 900 million tons of CO2 per year. Heating and air conditioning are the main cause of greenhouse gas emissions in buildings. Most buildings currently in use were built with poor energy efficiency criteria or, depending on the country and the date of construction, none at all. Therefore, regardless of whether construction regulations are becoming stricter, the real challenge nowadays is the energy rehabilitation of existing buildings. It is currently a priority to reduce (or, ideally, eliminate) the waste of energy in buildings and, at the same time, supply the necessary energy through renewable sources. The first can be achieved by improving the architectural design, construction methods, and materials used, as well as the efficiency of the facilities and systems; the second can be achieved through the integration of renewable energy (wind, solar, geothermal, etc.) in buildings. In any case, regardless of whether the energy used is renewable or not, the efficiency must always be taken into account. The most profitable and clean energy is that which is not consumed.

Backpacker

The Cumulative Book Index

Mazda RX-7 Performance Handbook

Handbook of Human Factors and Ergonomics

Raspberry Pi Projects For Dummies

Macworld

High-performance tweaks for the most popular cars and motorcycles. Tips and techniques from the experts will help you maximize the horsepower, handling, and appearance of your car.

Graphics for the IBM PC

Raspberry Pi Projects

The Catholic Periodical and Literature Index

Essay Collection covering the point where software, law and social justice meet.

St. Louis Daily Market Reporter and Merchants Exchange Price Current

PC Magazine

This book presents in-depth information on the state of the art of global biodiesel production and investigates its impact on climate change. Subsequently, it comprehensively discusses biodiesel production in terms of production systems (reactor technologies) as well as biodiesel purification and upgrading technologies. Moreover, the book reviews essential parameters in biodiesel production systems as well as major principles of operation, process control, and trouble-shooting in these systems. Conventional and emerging applications of biodiesel by-products with a view to further economize biodiesel production are also scrutinized. Separate chapters are dedicated to economic risk analysis and critical comparison of biodiesel production systems as well as techno-economical aspects of biodiesel plants. The book also thoroughly investigates the important aspects of biodiesel production and combustion by taking advantage of advanced sustainability analysis tools including life cycle assessment (LCA) and exergy techniques. In closing, the application of Omics technologies in biodiesel production is presented and discussed. This book is relevant to anyone with an interest in renewable, more sustainable fuel and energy solutions.

MacUser

The PC Engineer's Reference Book

Learn to build software and hardware projects featuring the Raspberry Pi! Congratulations on becoming a proud owner of a Raspberry Pi! Following primers on getting your Pi up and running and programming with Python, the authors walk you through 16 fun projects of increasing sophistication that let you develop your Raspberry Pi skills. Among other things you will: Write simple programs, including a tic-tac-toe game Re-create vintage games similar to Pong and Pac-Man Construct a networked alarm system with door sensors and webcams Build Pi-controlled gadgets including a slot car racetrack and a door lock Create a reaction timer and an electronic harmonograph Construct a Facebook-enabled Etch A Sketch-type gadget and a Twittering toy Raspberry Pi Projects is an excellent way to dig deeper into the capabilities of the Pi and to have great fun while doing it.

The Catholic Periodical Index

Energy Efficiency in Buildings

Join the Raspberry revolution with these fun and easy Pi projects The Raspberry Pi has opened up a whole new world of innovation for everyone from hardware hackers and programmers to students, hobbyists, engineers, and beyond. Featuring a variety of hands-on projects, this easy-to-understand guide walks you through every step of the design process and will have you creating like a Raspberry Pi pro in no time. You'll learn how to prepare your workspace, assemble

the necessary tools, work with test equipment, and find your way around the Raspberry Pi before moving on to a series of fun, lively projects that brings some power to your plain ol' Pi. Introduces Raspberry Pi basics and gives you a solid understanding of all the essentials you'll need to take on your first project Includes an array of fun and useful projects that show you how to do everything from creating a magic light wand to enhancing your designs with Lego sensors, installing and writing games for the RISC OS, building a transistor tester, and more Provides an easy, hands-on approach to learning more about electronics, programming, and interaction design for Makers and innovators of all ages Bring the power of Pi to your next cool creation with Raspberry Pi Projects For Dummies!

Personal Computing

Semiconductor Material and Device Characterization

Serious Games and Edutainment Applications

Tensor network is a fundamental mathematical tool with a huge range of applications in physics, such as condensed matter physics, statistic physics, high energy physics, and quantum information sciences. This open access book aims to explain the tensor network contraction approaches in a systematic way,

from the basic definitions to the important applications. This book is also useful to those who apply tensor networks in areas beyond physics, such as machine learning and the big-data analysis. Tensor network originates from the numerical renormalization group approach proposed by K.G. Wilson in 1975. Through a rapid development in the last two decades, tensor network has become a powerful numerical tool that can efficiently simulate a wide range of scientific problems, with particular success in quantum many-body physics. Varieties of tensor network algorithms have been proposed for different problems. However, the connections among different algorithms are not well discussed or reviewed. To fill this gap, this book explains the fundamental concepts and basic ideas that connect and/or unify different strategies of the tensor network contraction algorithms. In addition, some of the recent progresses in dealing with tensor decomposition techniques and quantum simulations are also represented in this book to help the readers to better understand tensor network. This open access book is intended for graduated students, but can also be used as a professional book for researchers in the related fields. To understand most of the contents in the book, only basic knowledge of quantum mechanics and linear algebra is required. In order to fully understand some advanced parts, the reader will need to be familiar with notion of condensed matter physics and quantum information, that however are not necessary to understand the main parts of the book. This book is a good source for non-specialists on quantum physics to understand tensor network algorithms and the related

mathematics.

ROMANCE ACTION & ADVENTURE MYSTERY & THRILLER BIOGRAPHIES & HISTORY CHILDREN'S YOUNG ADULT FANTASY HISTORICAL FICTION HORROR LITERARY FICTION NON-FICTION SCIENCE FICTION