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*Introduction to Grid Computing* Bart Jacob 2005-01-01

Guide to Training Opportunities 1984

Advances in Visual Computing George Bebis 2020-12-11 This two-volume set of LNCS 12509 and 12510 constitutes the refereed proceedings of the 15th International Symposium on Visual Computing, ISVC 2020, which was supposed to be held in San Diego, CA, USA in October 2020, took place virtually instead due to the COVID-19 pandemic. The 118 papers presented in these volumes were carefully reviewed and selected from 175 submissions. The papers are organized into the following topical sections: Part I: deep learning; segmentation; visualization; video analysis and event recognition; ST: computational bioimaging; applications; biometrics; motion and tracking; computer graphics; virtual reality; and ST: computer vision advances in geo-spatial applications and remote sensing Part II: object recognition/detection/categorization; 3D reconstruction; medical image analysis; vision for robotics; statistical pattern recognition; posters

**Medical Image Computing and Computer Assisted Intervention – MICCAI 2022** Linwei Wang 2022-10-18 The eight-volume set LNCS 13431, 13432, 13433, 13434, 13435, 13436, 13437, and 13438 constitutes the refereed proceedings of the 25th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2022, which was held in Singapore in September 2022. The 574 revised full papers presented were carefully reviewed and selected from 1831 submissions in a double-blind review process. The papers are organized in the following topical sections: Part I: Brain development and atlases; DWI and tractography; functional brain networks; neuroimaging; heart and lung imaging; dermatology; Part II: Computational (integrative) pathology; computational anatomy and physiology; ophthalmology; fetal imaging; Part III: Breast imaging; colonoscopy; computer aided diagnosis; Part IV: Microscopic image analysis;

positron emission tomography; ultrasound imaging; video data analysis; image segmentation I; Part V: Image segmentation II; integration of imaging with non-imaging biomarkers; Part VI: Image registration; image reconstruction; Part VII: Image-Guided interventions and surgery; outcome and disease prediction; surgical data science; surgical planning and simulation; machine learning – domain adaptation and generalization; Part VIII: Machine learning – weakly-supervised learning; machine learning – model interpretation; machine learning – uncertainty; machine learning theory and methodologies.

Computer Science Ian Sinclair 2014-05-15 Computer Science: A Concise Introduction covers the fundamentals of computer science. The book describes micro-, mini-, and mainframe computers and their uses; the ranges and types of computers and peripherals currently available; applications to numerical computation; and commercial data processing and industrial control processes. The functions of data preparation, data control, computer operations, applications programming, systems analysis and design, database administration, and network control are also encompassed. The book then discusses batch, on-line, and real-time systems; the basic concepts of computer architecture; and the characteristics of main memory and backing storage. The main characteristics of common types of input, output, and input/output devices used in commercial computer applications and data transmission system are also considered. The book tackles the organization and accessing of serial, sequential, and indexed sequential file; file processing and management; and the concepts and functions of operating systems. The text describes on-line and off-line programming methods as well. Computer science students will find the book useful.

*Cloud Computing Basics* T. B. Rehman 2018-11-29 This book is designed for use as a primary textbook for a course in cloud computing or as a resource for professionals in industry seeking to explore cloud services. The book highlights the recent developments in distributed computing and details the architecture, virtualization concepts, and security concerns of cloud computing. It also provides a detailed understanding of the benefits of cloud computing that can encourage enterprises to switch to the cloud. Features: - Provides a basic understanding of the computing paradigm of cloud computing - Gives a brief introduction to cloud computing, its architecture, and the Hadoop distributed file system - Deals with cloud management concepts like scalable, fault tolerance, resiliency, provisioning, asset management, cloud governance, high availability, disaster recovery, and multi-tenancy - Includes case studies on MS Azure, Google, Amazon Web Services, Aneka, etc.

**Information Computing and Applications** Rongbo Zhu 2010-10-12 The ICICA 2010 conference provided a forum for engineers and scientists in academia, industry, and government to address the most innovative research and development including technical challenges and social, legal, political, and economic issues, and to present and discuss their ideas, results, work in progress and experience on all aspects of information computing and applications.

## *Medical Image Computing and Computer-Assisted Intervention -- MICCAI 2010*

Tianzi Jiang 2010-09-21

The 13th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2010, was held in Beijing, China from 20-24 September, 2010. The venue was the China National Convention Center (CNCC), China's largest and newest conference center with excellent facilities and a prime location in the heart of the Olympic Green, adjacent to characteristic constructions like the Bird's Nest (National Stadium) and the Water Cube (National Aquatics Center). MICCAI is the foremost international scientific event in the field of medical image computing and computer-assisted interventions. The annual conference has a high scientific standard by virtue of the threshold for acceptance, and accordingly MICCAI has built up a track record of attracting leading scientists, engineers and clinicians from a wide range of technical and biomedical disciplines. This year, we received 786 submissions, well in line with the previous two conferences in New York and London. Three program chairs and a program committee of 31 scientists, all with a recognized standing in the field of the conference, were responsible for the selection of the papers. The review process was set up such that each paper was considered by the three program chairs, two program committee members, and a minimum of three external reviewers. The review process was double-blind, so the reviewers did not know the identity of the authors of the submission. After a careful evaluation procedure, in which all controversial and gray area papers were discussed individually, we arrived at a total of 251 accepted papers for MICCAI 2010, of which 45 were selected for podium presentation and 206 for poster presentation. The acceptance percentage (32%) was in keeping with that of previous MICCAI conferences. All 251 papers are included in the three MICCAI 2010 LNCS volumes.

**Introduction to High Performance Scientific Computing** Victor Eijkhout 2010 This is a textbook that teaches the bridging topics between numerical analysis, parallel computing, code performance, large scale applications.

**Computer Engineering and Networking** W. Eric Wong 2014-02-03 This book aims to examine innovation in the fields of computer engineering and networking. The book covers important emerging topics in computer engineering and networking, and it will help researchers and engineers improve their knowledge of state-of-art in related areas. The book presents papers from The Proceedings of the 2013 International Conference on Computer Engineering and Network (CENet2013) which was held on 20-21 July, in Shanghai, China.

**Peter Norton's Introduction to Computers** Peter Norton 1995 Peter Norton is a pioneering software developer and author. Norton's desktop for windows, utilities, backup, antivirus, and other utility programs are installed on millions of PCs worldwide. His inside the IBM PC and DOS guide have helped millions of people understand computers from the inside out. Peter Norton's introduction to computers incorporates features not found in other introductory programs. Among these are the following: Focus on the business-computing environment for the 1990s and beyond, avoiding the standard 'MIS approach.': A

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'glass-box' rather than the typical 'black-box' view of computers-encouraging students to explore the computer from the inside out.

*Computers For Seniors For Dummies* Nancy C. Muir 2017-09-25 The bestselling guide—now in a new edition A computer provides a great resource for learning new things and keeping in touch with family and friends, but it may seem intimidating at first. The bestselling *Computers For Seniors For Dummies* is here to help the 50+ set conquer and overcome any uncertainty with clear-cut, easy-to-understand guidance on how to confidently navigate your computer and the Windows 10 operating system. Featuring large text and images, it's never been easier for seniors to smoothly click their way around a new PC. Even if you don't know a mouse from a megabyte, this book walks you through all the steps to choosing, setting up, and successfully using your new computer. Begin with learning how to turn the computer on and use the keyboard, and from there you'll progress to effortlessly finding your way around the new Windows 10 operating system. Explore all you can do with a computer: Research topics of interest Keep in touch with loved ones Shop securely online Find recipes and diet tips If you've just purchased your first computer and need a plain-English introduction to getting started, *Computers For Seniors For Dummies* has you covered.

*CS for All* Christine Alvarado 2019 "Provides an introduction to computer science with an emphasis on concepts and problem-solving over syntax and programming language features"--

International Conference on Innovative Computing and Communications Ashish Khanna 2020-02-28 This book includes high-quality research papers presented at the Second International Conference on Innovative Computing and Communication (ICICC 2019), which is held at the VŠB - Technical University of Ostrava, Czech Republic, on 21–22 March 2019. Introducing the innovative works of scientists, professors, research scholars, students, and industrial experts in the fields of computing and communication, the book promotes the transformation of fundamental research into institutional and industrialized research and the conversion of applied exploration into real-time applications.

Medical Image Computing and Computer-Assisted Intervention -- MICCAI 2012 Nicholas Ayache 2012-09-22 The three-volume set LNCS 7510, 7511, and 7512 constitutes the refereed proceedings of the 15th International Conference on Medical Image Computing and Computer-Assisted Intervention, MICCAI 2012, held in Nice, France, in October 2012. Based on rigorous peer reviews, the program committee carefully selected 252 revised papers from 781 submissions for presentation in three volumes. The third volume includes 79 papers organized in topical sections on diffusion imaging: from acquisition to tractography; image acquisition, segmentation and recognition; image registration; neuroimage analysis; analysis of microscopic and optical images; image segmentation; diffusion weighted imaging; computer-aided diagnosis and planning; and microscopic image analysis.

*Introduction to Computers 2021 Edition* Cesar Herrera 2021-05-08 This is an introductory text for a basic computer literacy course. We have tried to include all of the material necessary for an introductory computer literacy course, but, in order to keep a low price for our students, we have attempted to include ONLY what would be important in such a course. Contents of the text include: 1. Introduction: History of computer development, Different classes of computers, Networks and communication, Virtual reality, Information processing cycle, Distinction between hardware and software, Social effects of computers, Hacking and malware. 2. Computer Components: CPU, Memory, Secondary storage, Input, Output and Communications devices. 3. Computer Software: System software (operating systems, utility programs), Application programs, Classes of and distribution methods for software, Ethical issues related to software. 4. The System Unit: Motherboard, CPU, Types of Memory, Secondary Storage, Data representation, Connecters and Ports. 5. Input: Keyboards, Scanners, Pointing devices (mouse, trackball, touchscreen, ...), Speech recognition. 6. Output: Monitors, Projectors, Wearables, Printers, Fonts, Audio output. 7. Storage: Hard disk drives, Optical storage, Obsolete media, Cloud storage, Data compression 8. Networks and Internet: Internet development, Internet services (WWW, e-mail, FTP, ...), e-commerce, Internet architecture (HTML, TCP/IP, routers, servers, ...), Social issues, Security, Net neutrality. The 2020 edition has several new topics and several topics from earlier editions have had information significantly updated. These topics include: virtual reality and haptic technology, smart tv's, video-telephony, VPN's, neural networks, social networks in politics, dark web, WIFI encryption, social engineering.

Advances in Computing and Communications, Part I Ajith Abraham 2011-07-08 This volume is the first part of a four-volume set (CCIS 190, CCIS 191, CCIS 192, CCIS 193), which constitutes the refereed proceedings of the First International Conference on Computing and Communications, ACC 2011, held in Kochi, India, in July 2011. The 68 revised full papers presented in this volume were carefully reviewed and selected from a large number of submissions. The papers are organized in topical sections on ad hoc networks; advanced micro architecture techniques; autonomic and context-aware computing; bioinformatics and bio-computing; cloud, cluster, grid and P2P computing; cognitive radio and cognitive networks; cyber forensics; database and information systems.

**Frontiers of Engineering** National Academy of Engineering 2011-03-04 This volume highlights the papers presented at the National Academy of Engineering's 2010 U.S. Frontiers of Engineering Symposium. Every year, the symposium brings together 100 outstanding young leaders in engineering to share their cutting-edge research and technical work. The 2010 symposium was held September 23 - 25, and hosted by IBM at the IBM Learning Center in Armonk, New York. Speakers were asked to prepare extended summaries of their presentations, which are reprinted here. The intent of this book is to convey the excitement of this unique meeting and to highlight cutting-edge developments in engineering research and technical work.

**Proceedings of the 2011 2nd International Congress on Computer Applications and**

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**Computational Science** Ford Lumban Gaol 2012-02-23 The latest inventions in computer technology influence most of human daily activities. In the near future, there is tendency that all of aspect of human life will be dependent on computer applications. In manufacturing, robotics and automation have become vital for high quality products. In education, the model of teaching and learning is focusing more on electronic media than traditional ones. Issues related to energy savings and environment is becoming critical. Computational Science should enhance the quality of human life, not only solve their problems. Computational Science should help humans to make wise decisions by presenting choices and their possible consequences. Computational Science should help us make sense of observations, understand natural language, plan and reason with extensive background knowledge. Intelligence with wisdom is perhaps an ultimate goal for human-oriented science. This book is a compilation of some recent research findings in computer application and computational science. This book provides state-of-the-art accounts in Computer Control and Robotics, Computers in Education and Learning Technologies, Computer Networks and Data Communications, Data Mining and Data Engineering, Energy and Power Systems, Intelligent Systems and Autonomous Agents, Internet and Web Systems, Scientific Computing and Modeling, Signal, Image and Multimedia Processing, and Software Engineering.

**Advanced Computational Paradigms and Hybrid Intelligent Computing** Tapan Kumar Gandhi 2022 This book presents high-quality, peer-reviewed papers from the Third International Conference on Advanced Computational and Communication Paradigms (ICACCP 2021), organized by Department of Computer Science and Engineering (CSE), Sikkim Manipal Institute of Technology (SMIT), Sikkim, India during 22-24 March 2021. ICACCP 2021 covers an advanced computational paradigms and communications technique which provides failsafe and robust solutions to the emerging problems faced by mankind. Technologists, scientists, industry professionals and research scholars from regional, national and international levels are invited to present their original unpublished work in this conference.

**ICSE-Computer Application-TB-10-R1** Reeta Sahoo, Gagan Sahoo ICSE-Computer Application-TB-10-R1

*Disease Control Priorities, Third Edition (Volume 6)* Prabhat Jha 2017-12-04 Infectious diseases are the leading cause of death globally, particularly among children and young adults. The spread of new pathogens and the threat of antimicrobial resistance pose particular challenges in combating these diseases. Major Infectious Diseases identifies feasible, cost-effective packages of interventions and strategies across delivery platforms to prevent and treat HIV/AIDS, other sexually transmitted infections, tuberculosis, malaria, adult febrile illness, viral hepatitis, and neglected tropical diseases. The volume emphasizes the need to effectively address emerging antimicrobial resistance, strengthen health systems, and increase access to care. The attainable goals are to reduce incidence, develop innovative approaches, and optimize existing tools in resource-constrained settings.

**Quantum Computation and Quantum Information** Michael A. Nielsen 2000-10-23  
First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

*An Introduction to Quantum Computing* Phillip Kaye 2007 The authors provide an introduction to quantum computing. Aimed at advanced undergraduate and beginning graduate students in these disciplines, this text is illustrated with diagrams and exercises.

*Introduction to Computer Programming: ANSI COBOL* Gary B. Shelly 1973

**Tuberculosis in Adults and Children** Dorothee Heemskerk 2015-07-17 This work contains updated and clinically relevant information about tuberculosis. It is aimed at providing a succinct overview of history and disease epidemiology, clinical presentation and the most recent scientific developments in the field of tuberculosis research, with an emphasis on diagnosis and treatment. It may serve as a practical resource for students, clinicians and researchers who work in the field of infectious diseases.

Cloud Native Boris Scholl 2019-08-21 Developers often struggle when first encountering the cloud. Learning about distributed systems, becoming familiar with technologies such as containers and functions, and knowing how to put everything together can be daunting. With this practical guide, you'll get up to speed on patterns for building cloud native applications and best practices for common tasks such as messaging, eventing, and DevOps. Authors Boris Scholl, Trent Swanson, and Peter Jausovec describe the architectural building blocks for a modern cloud native application. You'll learn how to use microservices, containers, serverless computing, storage types, portability, and functions. You'll also explore the fundamentals of cloud native applications, including how to design, develop, and operate them. Explore the technologies you need to design a cloud native application Distinguish between containers and functions, and learn when to use them Architect applications for data-related requirements Learn DevOps fundamentals and practices for developing, testing, and operating your applications Use tips, techniques, and best practices for building and managing cloud native applications Understand the costs and trade-offs necessary to make an application portable

**Designing Embedded Hardware** John Catsoulis 2002 Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the

architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, *Designing Embedded Hardware* also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. *Designing Embedded Hardware* covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers.

**Advanced Computing** Natarajan Meghanathan 2010-12-25 This volume constitutes the third of three parts of the refereed proceedings of the First International Conference on Computer Science and Information Technology, CCSIT 2010, held in Bangalore, India, in January 2011. The 46 revised full papers presented in this volume were carefully reviewed and selected. The papers are organized in topical sections on soft computing, such as AI, Neural Networks, Fuzzy Systems, etc.; distributed and parallel systems and algorithms; security and information assurance; ad hoc and ubiquitous computing; wireless ad hoc networks and sensor networks.

*Comp-Informatic Practices-TB-12-R* Reeta Sahoo, Gagan Sahoo *Comp-Informatic Practices-TB-12-R*

*Mental Health Policy and Practice Today* Ted R. Watkins 1997-02-26 The dynamic nature of mental health practice today is reflected in this informative and stimulating resource. The first section overviews societal and cost issues related to mental health problems. The contributors then focus on the expanding base of knowledge in the mental health field, such as that arising from neuroscientific and social research, psychoeducation, self-help and advocacy groups. The third section examines populations with special needs, including homeless people whose numbers have risen in recent years - due in part to their expulsion from institutional care. Finally, the volume discusses the future of mental health policy and practice, which will be influenced by technology and shifts in funding to manage

**Soft Computing in Data Analytics** Janmenjoy Nayak 2018-08-21 The volume contains original research findings, exchange of ideas and dissemination of innovative, practical development experiences in different fields of soft and advance computing. It provides insights into the International Conference on Soft Computing in Data Analytics (SCDA). It also concentrates on both theory and practices from around the world in all the areas of related disciplines of soft computing. The book provides rapid dissemination of important results in soft computing technologies, a fusion of research in fuzzy logic, evolutionary computations, neural science and neural network systems and chaos theory and chaotic systems, swarm based algorithms, etc. The book aims to cater the postgraduate students and researchers working in the discipline of computer science and engineering along with other engineering branches.

**Intelligent Computing Technology** De-Shuang Huang 2012-07-23 This book constitutes the first of 3 volumes of refereed conference proceedings of the 8th International Conference on Intelligent Computing, ICIC 2012, held in Huangshan, China, in July 2012. The 242 revised full papers presented were carefully reviewed and selected from 753 submissions. The 84 papers included in this volume are organized in topical sections on evolutionary learning and genetic algorithms, fuzzy theory and models, swarm intelligence and optimization, kernel methods and supporting vector machines, nature inspired computing and optimization, systems biology and computational biology, knowledge discovery and data mining, graph theory and algorithms, machine learning theory and methods, biomedical informatics theory and methods, complex systems theory and methods, pervasive/ubiquitous computing theory and methods, intelligent computing in bioinformatics, intelligent computing in pattern recognition, intelligent computing in image processing, intelligent computing in robotics, intelligent computing in computer vision, intelligent computing in Petri nets/transportation systems, intelligent data fusion and information security, intelligent sensor networks, knowledge representation/reasoning and expert systems, hybrid optimization, and bio-inspired computing and application.

*Human-Computer Interface Design* A.G. Sutcliffe 1988-11-28 A description of the principles of and practices in human-computer interfacing, based on applied psychology, while integrating the approach with methods of software engineering. Tasks analysis, command language grammar, display and control interfaces and interface evaluation are examined.

**Introduction to Computers 2020 Edition** Cesar Herrera 2020-04-05 This is an introductory text for a basic computer literacy course. We have tried to include all of the material necessary for an introductory computer literacy course, but, in order to keep a low price for our students, we have attempted to include ONLY what would be important in such a course. Contents of the text include: 1. Introduction: History of computer development, Different classes of computers, Networks and communication, Virtual reality, Information processing cycle, Distinction between hardware and software, Social effects of computers, Hacking and malware. 2. Computer Components: CPU, Memory, Secondary storage, Input, Output and Communications devices. 3. Computer Software: System software (operating systems, utility programs), Application programs, Classes of and distribution methods for software, Ethical issues related to software. 4. The System Unit: Motherboard, CPU, Types of Memory, Secondary Storage, Data representation, Connecters and Ports. 5. Input: Keyboards, Scanners, Pointing devices (mouse, trackball, touchscreen, ...), Speech recognition. 6. Output: Monitors, Projectors, Wearables, Printers, Fonts, Audio output. 7. Storage: Hard disk drives, Optical storage, Obsolete media, Cloud storage, Data compression 8. Networks and Internet: Internet development, Internet services (WWW, e-mail, FTP, ... ), e-commerce, Internet architecture (HTML, TCP/IP, routers, servers, ... ), Social issues, Security, Net neutrality. The 2020 edition has several new topics and several topics from earlier editions have had information significantly updated. These topics include: virtual reality

and haptic technology, smart tv's, videotelephony, VPN's, neural networks, social networks in politics, dark web, WIFI encryption, social engineering.

**My Tb** Stephen Astor 2016-12-17 This book teaches family and friends what is tuberculosis, how doctors treat and what family members and friends can do to help. Treatment is a nine-month process and involves many tests, doctor visits and inconveniences. The road to recovery is long, arduous and demanding, both physically and emotionally. Support and encouragement make the journey easier and lead to a successful cure. Learn what you can do to help.

**Computer illusion in film & TV** Christopher W. Baker 1994-03 A full-color, illustrated introduction to computer special affects in the popular media. In non-technical terms it uncovers the mystery behind computer-generated illusion in film and TV, describing techniques such as 3-D modeling, motion blur, morphing, digital matte painting, human motion capture, and more. Examples are taken from popular movies, TV shows, music videos and commercials.

Peter Norton's Introduction to Computers Fifth Edition, Computing Fundamentals, Student Edition McGraw-Hill Education 2002-10-07 Peter Norton's Introduction to Computers 5th Edition is a state-of-the-art series that provides comprehensive coverage of computer concepts. This series is new for the High School market. It is generally geared toward Computer Science departments and students learning about computer systems for the first time. Some of the topics covered are: an Overview of computers, input methods and out put devices, processing data, storage devices, operating systems, software, networking, Internet resources, and graphics."

Soft Computing: Theories and Applications Kanad Ray 2018-08-30 The book focuses on soft computing and its applications to solve real-world problems occurring in different domains ranging from medicine and healthcare, and supply chain management to image processing and cryptanalysis. It includes high-quality papers presented in the International Conference on Soft Computing: Theories and Applications (SoCTA 2017), organized by Bundelkhand University, Jhansi, India. Offering significant insights into soft computing for teachers and researchers alike, the book inspires more researchers to work in the field of soft computing.

**WHO consolidated guidelines on tuberculosis. Module 2** 2021-03-22 The WHO consolidated guidelines on tuberculosis. Module 2: screening – systematic screening for tuberculosis disease is an updated and consolidated summary of WHO recommendations on systematic screening for tuberculosis (TB) disease, containing 17 recommendations for populations in which TB screening should be conducted and tools to be used for TB screening. TB screening is strongly recommended for household and close contacts of individuals with TB, people living with HIV, miners exposed to silica dust, and prisoners. In addition, screening is conditionally recommended for people with risk factors for TB attending health care, and for communities with risk factors for TB and limited access to care (e.g. homeless, urban poor, refugees, migrants). General

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population screening is recommended in high-burden settings (0.5% prevalence or higher). Symptoms, chest radiography (CXR), and molecular WHO-recommended rapid diagnostic tests for TB are recommended as screening tools for all adults eligible for screening. Computer-aided detection programmes are recommended as alternatives to human interpretation of CXR in settings where trained personnel are scarce. For people living with HIV, C-reactive protein is also a good screening tool. This guideline document is accompanied by an operational handbook, the WHO operational handbook on tuberculosis. Module 2: screening – systematic screening for tuberculosis disease, that presents principles of screening, steps in planning and implementing a screening programme, and algorithm options for screening different populations.