Saurav Sahay Object Oriented Programming

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Instructional-Design Theories and Models, Volume III Charles M. Reigeluth 2009-05-07 Instructional-Design Theories and Models, Volume III: Building a Common Knowledge Base is perhaps best described by its new subtitle. Whereas Volume II sought to comprehensively review the proliferating theories and models of instruction of the 1980's and 1990's, Volume III takes on an even more daunting task: starting to build a common knowledge base that underlies and supports the vast array of instructional theories, models and strategies that constitute the field of Instructional Design. Unit I describes the need for a common knowledge base, offers some universal principles of instruction, and addresses the need for variation and detailed guidance when implementing the universal principles. Unit II describes how the universal principles apply to some major approaches to instruction such as direct instruction or problem-based instruction. Unit III describes how to apply the universal principles to some major types of learning such as understandings and skills. Unit IV provides a deeper understanding of instructional theory using the structural layers of a house as its metaphor and discusses instructional theory in the broader context of paradigm change in education.

Advances in Computing and Data Sciences Mayank Singh 2017-07-19 This book constitutes the refereed proceedings of the First International Conference on Advances in Computing and Data Sciences, ICACDS

2016, held in Ghaziabad, India, in November 2016. The 64 full papers were carefully reviewed and selected from 502 submissions. The papers are organized in topical sections on Advanced Computing; Communications; Informatics; Internet of Things; Data Sciences.

OBJECT ORIENTED PROGRAMMING WITH C++ WITH EIGHTH EDITION P. B. Kotur 2014-05-09 We are living in the world that is moving from the asset based economy to knowledge based economy. Our thinking process is changing from local scope to global scope. Programming is not an exception for paradigm shift. It is changing from modules to objects. And now it is your turn for shifting from C to C++. C++ is a super set of C language. It provides the C programmers the flavor of OOPS. With its object-oriented programming features like encapsulation, inheritance and polymorphism, C++ offers a number of benefits over C language. Object-Oriented Programming with C++ is a book also designed as per the syllabus of IV semester B.E. (Computer Science & Engineering and Information Science Engineering) course framed by the Visveswaraiah Technological University, Belgaum. This book is to teach the students the object-oriented programming concepts and C++. This book is written in a easy, riveting and readable style. The information provided in the book is helpful for B.E., B.Sc., BCA, MCA and M.Tech students of all universities The book provides around 200 programs to enrich the better understanding of C++. All C++ programming lab assignments are provided in Appendix-A. All the programs have been run and tested on Turbo C++ compiler on MS-DOS. However, some programs hardly countable with fingers are executed on Borland's C++ compiler. These programs are exclusively mentioned with the comment - This program is run on Borland's C++.

Programming Windows 95 with MFC Jeff Prosise 1996 Microsoft Foundational Class (MFC) is becoming a hot new standard for programmers. This book authoritatively lays the foundation for developers using MFC. Just as Programming Windows has become a classic for all Windows programmers using C and SDK, this book will become a must-have for Windows programmers using C++ with MFC libraries.

Gurus of Chaos Saurabh Mukherjea 2015-03-30 What does it take to be a stock market guru? What are the traits needed to be a successful investor? Can one master the stock market or is it a gift one is born with? How does one build a portfolio and protect it? Learn from the masters. The Indian stock market is

many things to many people. Some are drawn to its thrill and promise but, more often than not, they fail to recognize the risk that accompanies the reward of a great ride. For many, the market and its workings defy logic and mastery. However, within the universe of market watchers in India, there is a small group that has managed to build a fine set of navigation tools and develop a unique perspective and approach towards the market. They have created and institutionalized investment strategies based on their experiences and philosophies. Saurabh Mukherjea delves into the minds of seven such individuals asking them to elaborate on the tools they use and how these work. He traces their journey from being novices to successful long-term investors. Using their insights and his own experience of working in the market for nearly a decade, Mukherjea provides an essential and indispensable framework for operating in the Indian stock market. The interviews with prominent fund managers in the book are: · Sanjoy Bhattacharya · Alroy Lobo · Akash Prakash · Sankaran Naren · Sashi Reddy · BN Manjunath · One who prefers to remain anonymous

Effective Modern C++ Scott Meyers 2014-11-11 Coming to grips with C++11 and C++14 is more than a matter of familiarizing yourself with the features they introduce (e.g., auto type declarations, move semantics, lambda expressions, and concurrency support). The challenge is learning to use those features effectively—so that your software is correct, efficient, maintainable, and portable. That's where this practical book comes in. It describes how to write truly great software using C++11 and C++14—i.e. using modern C++. Topics include: The pros and cons of braced initialization, noexcept specifications, perfect forwarding, and smart pointer make functions The relationships among std::move, std::forward, rvalue references, and universal references Techniques for writing clear, correct, effective lambda expressions How std::atomic differs from volatile, how each should be used, and how they relate to C++'s concurrency API How best practices in "old" C++ programming (i.e., C++98) require revision for software development in modern C++ Effective Modern C++ follows the proven guideline-based, example-driven format of Scott Meyers' earlier books, but covers entirely new material. "After I learned the C++ basics, I then learned how to use C++ in production code from Meyer's series of Effective C++ books. Effective Modern C++ is the most important how-to book for advice on key guidelines, styles, and idioms to use modern C++ effectively and well. Don't own it yet? Buy this one. Now". -- Herb Sutter, Chair of ISO C++ Standards Committee and C++ Software Architect at Microsoft

Interactive Task Learning Kevin A. Gluck 2019-08-16 Experts from a range of disciplines explore how humans and artificial agents can quickly learn completely new tasks through natural interactions with each other. Humans are not limited to a fixed set of innate or preprogrammed tasks. We learn quickly through language and other forms of natural interaction, and we improve our performance and teach others what we have learned. Understanding the mechanisms that underlie the acquisition of new tasks through natural interaction is an ongoing challenge. Advances in artificial intelligence, cognitive science, and robotics are leading us to future systems with human-like capabilities. A huge gap exists, however, between the highly specialized niche capabilities of current machine learning systems and the generality, flexibility, and in situ robustness of human instruction and learning. Drawing on expertise from multiple disciplines, this Strüngmann Forum Report explores how humans and artificial agents can quickly learn completely new tasks through natural interactions with each other. The contributors consider functional knowledge requirements, the ontology of interactive task learning, and the representation of task knowledge at multiple levels of abstraction. They explore natural forms of interactions among humans as well as the use of interaction to teach robots and software agents new tasks in complex, dynamic environments. They discuss research challenges and opportunities, including ethical considerations, and make proposals to further understanding of interactive task learning and create new capabilities in assistive robotics, healthcare, education, training, and gaming. Contributors Tony Belpaeme, Katrien Beuls, Maya Cakmak, Joyce Y. Chai, Franklin Chang, Ropafadzo Denga, Marc Destefano, Mark d'Inverno, Kenneth D. Forbus, Simon Garrod, Kevin A. Gluck, Wayne D. Gray, James Kirk, Kenneth R. Koedinger, Parisa Kordjamshidi, John E. Laird, Christian Lebiere, Stephen C. Levinson, Elena Lieven, John K. Lindstedt, Aaron Mininger, Tom Mitchell, Shiwali Mohan, Ana Paiva, Katerina Pastra, Peter Pirolli, Roussell Rahman, Charles Rich, Katharina J. Rohlfing, Paul S. Rosenbloom, Nele Russwinkel, Dario D. Salvucci, Matthew-Donald D. Sangster, Matthias Scheutz, Julie A. Shah, Candace L. Sidner, Catherine Sibert, Michael Spranger, Luc Steels, Suzanne Stevenson, Terrence C. Stewart, Arthur Still, Andrea Stocco, Niels Taatgen, Andrea L. Thomaz, J. Gregory Trafton, Han L. J. van der Maas, Paul Van Eecke, Kurt VanLehn, Anna-Lisa Vollmer, Janet Wiles, Robert E. Wray III, Matthew Yee-King

Managing Humanitarian Logistics B.S. Sahay 2015-09-10 This book discusses emerging themes in the area of humanitarian logistics. It examines how humanitarian logistics and supply chains play a key role,

focusing on rapidly delivering the correct amount of goods, people and monetary resources to the locations needed to achieve the success of relief efforts in response to global emergencies such as flood, earthquakes, wars etc. With an increase in the frequency, magnitude and impact of both natural and manmade disasters, effective delivery of humanitarian aid is an issue that is becoming increasingly important in the context of disaster management. The book focuses on how logistics systems and supply chains responsible for delivering this aid from origin to recipients can be made more effective and efficient. It also discusses how the development of information technology systems that can provide visibility to the disaster relief supply chain marks a huge step forward for the humanitarian sector as a whole. As more organizations begin to adopt and implement these systems and visibility is established, the use of key performance indicators will then become essential to further enhance the efficiency and effectiveness of these supply chains.

Head First C# Jennifer Greene 2013-08-23 Head First C# is a complete learning experience for learning how to program with C#, XAML, the .NET Framework, and Visual Studio. Fun and highly visual, this introduction to C# is designed to keep you engaged and entertained from first page to last. Updated for Windows 8.1 and Visual Studio 2013, and includes projects for all previous versions of Windows (included in the book, no additional downloading or printing required). You'll build a fully functional video game in the opening chapter, and then learn how to use classes and object-oriented programming, draw graphics and animation, and query data with LINQ and serialize it to files. And you'll do it all by creating games, solving puzzles, and doing hands-on projects. By the time you're done, you'll be a solid C# programmer—and you'll have a great time along the way! Create a fun arcade game in the first chapter, and build games and other projects throughout the book Learn how to use XAML to design attractive and interactive pages and windows Build modern Windows Store apps using the latest Microsoft technology Learn WPF (Windows Presentation Foundation) using the downloadable WPF Learner's Guide Using the Model-View-ViewModel (MVVM) pattern to create robust architecture Build a bonus Windows Phone project and run it in the Visual Studio Windows Phone emulator Projects in the book work with all editions of Visual Studio, including the free Express editions.

C++ AND OBJECT-ORIENTED PROGRAMMING PARADIGM DEBASISH JANA 2014-10-01 Earlier two

editions of this practice-oriented book have been well accepted over the past decade by students, teachers and professionals. Inspired by the avid response, the author is enthused to bring out the third edition, improving upon the concepts with glimpses of C++11 features. This book presents a unique blending of C++ as one of the most widely used programming languages of today in the backdrop of object-oriented programming (OOP) paradigm and modelling. Along with an overview of C++ programming and basic object-oriented (OO) concepts, it also provides the standard and advanced features of C++ for further study. The text establishes the philosophy of OOP by highlighting the core features of C++ and demonstrating the semantic differences between the procedural paradigm of C and the object-oriented paradigm of C++. The present edition updates and elaborates on the following topics: Reference data types Inline functions Parameter passing–passing pointers by value as well as by reference Polymorphism: overloading and overriding Lambda expressions and anonymous functions Rvalue reference, move constructor and assignment operator Phases of software development UML Primarily intended as a text for undergraduate and postgraduate students of engineering, computer applications and management, and also to practicing professionals, the book should also prove to be a stimulating study as a reference for all those who have a keen interest in the subject.

OPERATING SYSTEM PRINCIPLES, 7TH ED Abraham Silberschatz 2006-11-27 The seventh edition has been updated to offer coverage of the most current topics and applications, improved conceptual coverage and additional content to bridge the gap between concepts and actual implementations. The new two-color design allows for easier navigation and motivation. New exercises, lab projects and review questions help to further reinforce important concepts.· Overview· Process Management· Process Coordination· Memory Management· Storage Management· Distributed Systems· Protection and Security· Special-Purpose Systems

Let Us Python (Second Edition) Yashavant Kanetkar 2020-02-11 Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other

language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/Output 23. Miscellany 24. Multi-threading 25. Synchronization

Programming with Java Mahesh P. Bhave 2008-09

Proceedings of the 5th International Conference on Frontiers in Intelligent Computing: Theory and Applications Suresh Chandra Satapathy 2017-03-15 The book is a collection of high-quality peer-reviewed research papers presented at International Conference on Frontiers of Intelligent Computing: Theory and applications (FICTA 2016) held at School of Computer Engineering, KIIT University, Bhubaneswar, India during 16 – 17 September 2016. The book presents theories, methodologies, new ideas, experiences and applications in all areas of intelligent computing and its applications to various engineering disciplines like computer science, electronics, electrical and mechanical engineering.

The Science of Interstellar Kip Thorne 2014-11-07 A journey through the otherworldly science behind Christopher Nolan's award-winning film, Interstellar, from executive producer and Nobel Prize-winning physicist Kip Thorne. Interstellar, from acclaimed filmmaker Christopher Nolan, takes us on a fantastic voyage far beyond our solar system. Yet in The Science of Interstellar, Kip Thorne, the Nobel prize-winning physicist who assisted Nolan on the scientific aspects of Interstellar, shows us that the movie's jaw-dropping events and stunning, never-before-attempted visuals are grounded in real science. Thorne shares his experiences working as the science adviser on the film and then moves on to the science itself. In chapters on wormholes, black holes, interstellar travel, and much more, Thorne's scientific insights—many of them triggered during the actual scripting and shooting of Interstellar—describe the physical laws that govern our universe and the truly astounding phenomena that those laws make possible. Interstellar and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. (s14).

Object-Oriented Programming with ANSI and Turbo C++: Kamthane, Ashok Object-Oriented Programming with ANSI and Turbo C++ gives you a solid background in the fundamentals of C++ which has emerged as a standard object-oriented programming language. This comprehensive book, enriched with illustrations and a number of s

Hands-On Julia Programming Sambit Kumar Dash 2021-10-21 Build production-ready machine learning and NLP systems using functional programming, development platforms, and cloud deployment. KEY FEATURES In-depth explanation and code samples highlighting the features of the Julia language. Extensive coverage of the Julia development ecosystem, package management, DevOps environment integration, and performance management tools. Exposure to the most important Julia packages that aid in Data and Text Analytics and Deep Learning. DESCRIPTION The Julia Programming language enables data scientists and programmers to create prototypes without sacrificing performance. Nonetheless, skeptics question its readiness for production deployments as a new platform with a 1.0 release in 2018. This book removes these doubts and offers a comprehensive glimpse at the language's use throughout developing and deploying production-ready applications. The first part of the book teaches experienced programmers and scientists about the Julia language features in great detail. The second

part consists of gaining hands-on experience with the development environment, debugging, programming guidelines, package management, and cloud deployment strategies. In the final section, readers are introduced to a variety of third-party packages available in the Julia ecosystem for Data Processing, Text Analytics, and developing Deep Learning models. This book provides an extensive overview of the programming language and broadens understanding of the Julia ecosystem. As a result, it assists programmers, scientists, and information architects in selecting Julia for their next production deployments. WHAT YOU WILL LEARN Get to know the complete fundamentals of Julia programming. Explore Julia development frameworks and how to work with them. Dig deeper into the concepts and applications of functional programming. Uncover the Julia infrastructure for development, testing, and deployment. Learn to practice Julia libraries and the Julia package ecosystem. Processing Data, Deep Learning, and Natural Language Processing with Julia. WHO THIS BOOK IS FOR This book is for Data Scientists and application developers who want to learn about Julia application development. No prior Julia knowledge is required but knowing the basics of programming helps understand the objectives of this book. TABLE OF CONTENTS 1. Getting Started 2. Data Types 3. Conditions, Control Flow, and Iterations 4. Functions and Methods 5. Collections 6. Arrays 7. Strings 8. Metaprogramming 9. Standard Libraries Module 2. The Development Environment 10. Programming Guidelines in Julia 11. Performance Management 12. IDE and Debugging 13. Package Management 14. Deployment Module 3. Packages in Julia 15. Data Transformations 16. Text Analytics 17. Deep Learning

Let Us Python Solutions Yashavant Kanetkar 2020-02-28 Solutions to all Exercises in Let Us Python, Cross-check Your Solutions DESCRIPTION Practice! That is what Python Programming is all about. To be able to master Python you need to practise writing a large number of programs in it. As you try to do so, you would find that there are multiple ways of writing any program. So you need to find out whether you have chosen the best way to implement your program. ThatÕs where you would find this book useful. Ê ÔLet Us PythonÕ contains exercises at the end of each chapter. Solving these exercises would help you build your Python skills. As you do so, many of you would feel the need for a trusted companion who will ratify your answers and programs. ÔLet Us Python SolutionsÕ will be that trusted companion. It will help you validate your answers and teach you how to write better Python programs. Ê KEY FEATURES - Strengthens the foundations, as detailed explanation of programming language concepts are given in

simple manner.ÊÊÊÊÊÊÊÊÊÊÊÊÊÊ - Lists down all the important points that you need to know related to various topics in an organized manner. - Prepares you for coding related interview and theoretical questions. - Provides In depth explanation of complex topics and Questions. - Focuses on how to think logically to solve a problem. - Follows a systematic approach that will help you to prepare for an interview in short duration of time. - Exercises are exceptionally useful to complete the readerÕs understanding of a topic. Ê WHAT WILL YOU LEARN 1. Data types, Control flow instructions, consoleÊ & File Input/Output 2. Strings, list & tuples, List comprehension 3. Sets & Dictionaries, Functions & Lambdas 4. Dictionary Comprehension 5. Modules, classes and objects, Inheritance 6. Operator overloading, Exception handling 7. Iterators & Generators, Decorators, Command-line Parsing Ê WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Ê Table of ContentsÊ 1. Introduction to Python 2. Python BasicsÊÊÊÊ 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and Packages 16. Namespaces 17. Classes and Objects 18. Intricacies of Classes and Objects 19. Containership and Inheritance 20. Iterators and Generators 21. Exception Handling 22. File Input/OutputÊ 23. Miscellany 24. Multi-threading 25. Synchronization

Object Oriented Programming with C++ Sourav Sahay 2012

OBJECT- ORIENTED PROGRAMMING IN C++ (With CD) Rajesh K. Shukla 2008-06-01 Market_Desc: · General Readers· Students pertaining to B.E., MCA, PGDCA, and MSc degree courses of most Indian universities and training institute offering OOPS & C++· C++ professionals Special Features: · Covers the complete syllabus of various universities offering course on object oriented programming methodologies· Concepts are well illustrated through examples and tested programs· Multiple choice questions are included at the end of each chapter· Model question papers are also included· Theoretical part is supported with C++ implementation. The attached CD contains numerous tested and debugged programs· Strong emphasis is given on implementation and examples throughout the book About The Book: This book offers solid, effective and easy to understand approach to the study of fundamental Object Oriented Programming. The book is a boon for general readers, C++ Professionals, and students from both

graduate and postgraduate courses in computer engineering, who are inquisitive to explore each and every aspect of OOPS and C++. It renders expansive information about a wide array of topics like C++, arrays, structures, unions, bit fields, functions, pointers, template, exception handling, file handling and graphics with numerous examples. The text comprises fourteen chapters and each chapter is further divided into modules of major topics. Each module has a uniform structured presentation starting with learning objective, declaration, implementation, example programs, operations, and types, summary, multiple choice sections, programming assignments, review questions followed by the solution of the programming assignments.

Computer Algorithms C++ Ellis Horowitz 1997 The author team that established its reputation nearly twenty years ago with Fundamentals of Computer Algorithms offers this new title, available in both pseudocode and C++ versions. Ideal for junior/senior level courses in the analysis of algorithms, this well-researched text takes a theoretical approach to the subject, creating a basis for more in-depth study and providing opportunities for hands-on learning. Emphasizing design technique, the text uses exciting, state-of-the-art examples to illustrate design strategies.

Self-Tracking Gina Neff 2016-06-24 What happens when people turn their everyday experience into data: an introduction to the essential ideas and key challenges of self-tracking. People keep track. In the eighteenth century, Benjamin Franklin kept charts of time spent and virtues lived up to. Today, people use technology to self-track: hours slept, steps taken, calories consumed, medications administered. Ninety million wearable sensors were shipped in 2014 to help us gather data about our lives. This book examines how people record, analyze, and reflect on this data, looking at the tools they use and the communities they become part of. Gina Neff and Dawn Nafus describe what happens when people turn their everyday experience—in particular, health and wellness-related experience—into data, and offer an introduction to the essential ideas and key challenges of using these technologies. They consider self-tracking as a social and cultural phenomenon, describing not only the use of data as a kind of mirror of the self but also how this enables people to connect to, and learn from, others. Neff and Nafus consider what's at stake: who wants our data and why; the practices of serious self-tracking enthusiasts; the design of commercial self-tracking technology; and how self-tracking can fill gaps in the healthcare system.

Today, no one can lead an entirely untracked life. Neff and Nafus show us how to use data in a way that empowers and educates.

Volleyball George Bulman 1994

Object-oriented Programming with C++ Sourav Sahay 2006 Designed to serve as a textbook for undergraduate engineering and MCA students, Object-Oriented Programming with C++ imparts a clear understanding of objects and the method of modelling them in OOPS. The book contains a systematic discussion of features such as classes, objects, dynamic memory management, constructors, destructors, inheritance, overloading, polymorphism, stream handling and exception handling.

Working in Microsoft Office Ron Mansfield 1996 Combining step-by-step instruction with illustrations and hands-on examples, this valuable handbook of Microsoft Office explains how to use Microsoft Word, Excel, PowerPoint, Access, Wizards, and Schedule +, as well as the integrated capabilities of the program. Original. (All Users).

OECD Digital Education Outlook 2021 Pushing the Frontiers with Artificial Intelligence, Blockchain and Robots OECD 2021-06-08 How might digital technology and notably smart technologies based on artificial intelligence (AI), learning analytics, robotics, and others transform education? This book explores such question. It focuses on how smart technologies currently change education in the classroom and the management of educational organisations and systems.

Big C++ Cay S. Horstmann 2020-08-25 Big C++: Late Objects, 3rd Edition focuses on the essentials of effective learning and is suitable for a two-semester introduction to programming sequence. This text requires no prior programming experience and only a modest amount of high school algebra. It provides an approachable introduction to fundamental programming techniques and design skills, helping students master basic concepts and become competent coders. The second half covers algorithms and data structures at a level suitable for beginning students. Horstmann and Budd combine their professional and academic experience to guide the student from the basics to more advanced topics and contemporary

applications such as GUIs and XML programming. More than a reference, Big C++ provides well-developed exercises, examples, and case studies that engage students in the details of useful C++ applications. Choosing the enhanced eText format allows students to develop their coding skills using targeted, progressive interactivities designed to integrate with the eText. All sections include built-in activities, open-ended review exercises, programming exercises, and projects to help students practice programming and build confidence. These activities go far beyond simplistic multiple-choice questions and animations. They have been designed to guide students along a learning path for mastering the complexities of programming. Students demonstrate comprehension of programming structures, then practice programming with simple steps in scaffolded settings, and finally write complete, automatically graded programs. The perpetual access VitalSource Enhanced eText, when integrated with your school's learning management system, provides the capability to monitor student progress in VitalSource SCORECenter and track grades for homework or participation. *Enhanced eText and interactive functionality available through select vendors and may require LMS integration approval for SCORECenter.

Train Yourself on Blindfold Chess Sourav Sahay 2019-03-06 This book has a set of 100 exercises that will train you to play Chess blindfolded. Apart from providing hours of active relaxation, it will also give an excellent workout to the little grey cells.

Computer Vision, Graphics, and Image Processing Snehasis Mukherjee 2017-10-19 This book constitutes the refereed conference proceedings of the ICVGIP 2016 Satellite Workshops, WCVA, DAR, and MedImage, held in Guwahati, India, in December 2016. The papers presented are extended versions of the papers of three of the four workshops: Computer Vision Applications, Document Analysis and Recognition and Medical Image Processing. The Computer Vision Application track received 52 submissions and after a rigorous review process, 18 papers were presented. The focus is mainly on industrial applications of computer vision and related technologies. The Document Analysis and Recognition track received 10 submissions from which 7 papers were selected. The MedImage workshops focuses on problems in medical image computing and received 14 papers from which 9 were accepted for presentation in this book.

Integrating New Technologies in International Business Gurinder Singh 2022-03-10 The international business sector has been completely revolutionized due to shifts in global economy, digitization, and the Internet. Integrating New Technologies in International Business: Opportunities and Challenges explores the rapid changes in technology that have affected businesses and social environments that are offering new challenges and opportunities for small to mid-size enterprises (SMEs) and start-ups. It highlights how businesses in emerging economies are implementing the new technological innovations to compete in the global market. The chapters in the volume provide valuable insight on many cutting-edge topics on new technology in the business environment and the new digital world, or Industry 4.0, including: Internet of Things (IoT) and customer relationship management Cross-cultural management Artificial intelligence Social media advertising Multichannel banking Digital payment technology Blockchain technology Augmented reality Eye-tracking analysis This book will be a valuable resource for business leaders and managers, industry professionals, business scholars, regulatory stakeholders, policymakers, faculty and students, and those who are interested in the current trends in the state of global digitization in industrial markets. The information provided here will help readers find the most appropriate approaches for taking advantage of these new technologies.

Adjunct Publication of the 25th Conference on User Modeling, Adaptation and Personalization Marko Tkalcic 2017-07-09 UMAP '17: 25th Conference on User Modeling, Adaptation and Personalization Jul 09, 2017-Jul 12, 2017 Bratislava, Slovakia. You can view more information about this proceeding and all of ACM□s other published conference proceedings from the ACM Digital Library: http://www.acm.org/dl.

Digital Echoes Sarah Whatley 2018-05-07 This book explores the interplay between performing arts, intangible cultural heritage and digital environments through a compendium of essays on emerging practices and case studies, as well as critical, historical and theoretical perspectives. It features essays that engage with varied forms of intangible cultural heritage, from music and storytelling to dance, theatre and martial arts. Cases of digital technology interventions are provided from different geographical and cultural settings, from Europe to Asia and the Americas. Together, the collection reflects on the implications that digital interventions have on intangible cultural heritage engagements, its curation and transmission in diverse localities. The volume is a valuable resource for discovering the multiple ways in

which cultural heritage is mediated through digital technologies, and engages with audiences, artists, users and researchers.

Automatic Information Organization and Retrieval Gerard Salton 1968

Object Oriented Programming with C++ Saifee Vohra 2015-01-30 Short and Simple Description and deeeply explained the Fundamental concepts.

The Soar Cognitive Architecture John E. Laird 2019-08-20 The definitive presentation of Soar, one AI's most enduring architectures, offering comprehensive descriptions of fundamental aspects and new components. In development for thirty years, Soar is a general cognitive architecture that integrates knowledge-intensive reasoning, reactive execution, hierarchical reasoning, planning, and learning from experience, with the goal of creating a general computational system that has the same cognitive abilities as humans. In contrast, most AI systems are designed to solve only one type of problem, such as playing chess, searching the Internet, or scheduling aircraft departures. Soar is both a software system for agent development and a theory of what computational structures are necessary to support human-level agents. Over the years, both software system and theory have evolved. This book offers the definitive presentation of Soar from theoretical and practical perspectives, providing comprehensive descriptions of fundamental aspects and new components. The current version of Soar features major extensions, adding reinforcement learning, semantic memory, episodic memory, mental imagery, and an appraisal-based model of emotion. This book describes details of Soar's component memories and processes and offers demonstrations of individual components, components working in combination, and real-world applications. Beyond these functional considerations, the book also proposes requirements for general cognitive architectures and explicitly evaluates how well Soar meets those requirements.

American Book Publishing Record 2007

Programming with JAVA - A Primer E. Balaguruswamy 2014-06-04 Programming with JAVA, 3e, incorporates all the updates and enhancements added to JAVA 2 and J2SE 5.0 releases. The book

presents the language concepts in extremely simple and easy-to-understand style with illustrations and examples wherever necessary. Salient Features Fully explaines the entire Java language. Discusses Java's unique features snduch as packages a interfaces. Shows how to create and implement applets. Illustrates the use of advanced concepts like multithread and graphics. Covers exception handling in depth. Debugging excercises and two full-fledged projects. Includes model questions from the Sun Certified JAVA Programmer Exam.

C++ All-in-One For Dummies John Paul Mueller 2021-01-07 Get ready for C++20 with all you need to know for complete mastery! Your comprehensive and updated guide to one of the world's most popular programming languages is here! Whether you're a novice or expert, you'll find what you need to get going with the latest features of C++20. The workhorse of programming languages, C++ gives you the utmost control of data usage and interface and resource allocation. If your job involves data, proficiency in C++ means you're indispensable! This edition gives you 8 books in 1 for total C++ mastery. Inside, internationally renowned expert John Paul Mueller takes you from the fundamentals of working with objects and classes to writing applications that use paradigms not normally associated with C++, such as those used for functional programming strategies. The book also includes online resources such as source code. You discover how to use a C++ GNU compiler to build applications and even how to use your mobile device for coding. Conquer advanced programming and troubleshooting Streamline your code with lambda expressions Use C++ where you need it: for gaming, enterprise applications, and Web services Uncover object secrets including the use of design patterns Discover how to use functional programming techniques to make code concise and easy to read If you want to be your organization's C++ guru, C++ All-In-One for Dummies is where it's at!

Object Oriented Programming with C++ 2/e Sourav Sahay 2012-09-13 Designed to serve as a textbook for students pursuing a BTech or BE program in information technology or computer science, Object-Oriented Programming with C++ 2/e imparts a clear understanding of objects and the method of modelling them in the object-oriented programming system. The book would also be suitable for undergraduate as well as postgraduate students of computer applications.

Big Data, Cloud and Applications Youness Tabii 2018-08-13 This book constitutes the thoroughly refereed proceedings of the Third International Conference on Big Data, Cloud and Applications, BDCA 2018, held in Kenitra, Morocco, in April 2018.The 45 revised full papers presented in this book were carefully selected from 99 submissions with a thorough double-blind review process. They focus on the following topics: big data, cloud computing, machine learning, deep learning, data analysis, neural networks, information system and social media, image processing and applications, and natural language processing.