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Essentials of Software Engineering, Third Edition is a comprehensive, yet concise introduction to the core fundamental topics and methodologies of software development. Ideal for new students or seasoned professionals looking for a new career in the area of software engineering, this text presents the complete life cycle of a software system, from inception to release and through support. The authors have broken the text into six distinct sections covering programming concepts, system analysis and design, principles of software engineering, development and support processes, methodologies, and product management. Presenting topics emphasized by the IEEE Computer Society sponsored Software Engineering Body of Knowledge (SWEBOK) and by the Software Engineering 2004 Curriculum Guidelines for Undergraduate Degree Programs in Software Engineering, the second edition of Essentials of Software Engineering is an exceptional text for those entering the exciting world of software development. Ever wondered what the state of the art is in machine learning and data mining? Well, now you can find out. This book constitutes the refereed proceedings of the 5th International Conference on Machine Learning and Data Mining in Pattern Recognition, held in Leipzig, Germany, in July 2007. The 66 revised full papers presented together with 1 invited talk were carefully reviewed and selected from more than 250 submissions. The papers are organized in topical sections. The Concise Encyclopedia of Computer Science has been adapted from the full Fourth Edition to meet the needs of students, teachers and professional computer users in science and industry. As an ideal desktop reference, it contains shorter versions of 60% of the articles found in the Fourth Edition, putting computer knowledge at your fingertips. Organised to work for you, it has several features that make it an invaluable and accessible reference. These include: Cross references to closely related articles to ensure that you don't miss relevant information Appendices covering abbreviations and acronyms, notation and units, and a timeline of significant

milestones in computing have been included to ensure that you get the most from the book. A comprehensive index containing article titles, names of persons cited, references to sub-categories and important words in general usage, guarantees that you can easily find the information you need. Classification of articles around the following nine main themes allows you to follow a self study regime in a particular area: Hardware Computer Systems Information and Data Software Mathematics of Computing Theory of Computation Methodologies Applications Computing Milieux. Presenting a wide ranging perspective on the key concepts and developments that define the discipline, the Concise Encyclopedia of Computer Science is a valuable reference for all computer users. Introduction to Computer Science Computer Science: An Overview, Ninth Edition J. Glenn Brookshear, "Marquette University" Do you want your students to gain a fundamental understanding of the field of computer science? Would you like them to be excited by the opportunities computing presents for further studies and future careers? "Computer Science: An Overview" delivers a foundational framework of what computer science is all about. Each topic is presented with a historical perspective, its current state, and its future potential, as well as ethical issues for students to consider. This balanced, realistic picture helps students see that their future success depends on a solid overview in the rapidly changing field of computer science. Features: A language-independent introduction to computer science that uses C#, C++, and Java™ as example languages. More than 1,000 Questions/Exercises, Chapter Review Problems, and Social Issues questions that give students the opportunity to apply the concepts as they learn them. Discussion of ethical and legal aspects of areas such as Internet security, software engineering, and database technology that brings to light the things students should know to be safe and responsible users of technology. A Companion Website that includes practical exploration of topics from the text, software simulators, and more. Available at aw.com/brookshear. Check the front of the book for the access code that opens up the Companion Website and the valuable student resources for this book. Six-month access is included with all new books. In this second edition of his successful book, experienced teacher and author Mark Allen Weiss continues to refine and enhance his innovative approach to algorithms and data structures. Written for the advanced data structures course, this text highlights theoretical topics such as abstract data types and the efficiency of algorithms, as well as performance and running time. Before covering algorithms and data structures, the author provides a brief introduction to C++ for programmers unfamiliar with the language. Dr Weiss's clear writing style, logical organization of topics, and extensive use of figures and examples to demonstrate the successive stages of an algorithm make this an accessible, valuable text. New to this Edition *An appendix on the Standard Template Library (STL) *C++ code, tested on multiple platforms, that conforms to the ANSI ISO final draft standard 0201361221B04062001 This text explains C++ and basic programming techniques in a way suitable for beginning students. It adapts to the syllabus created by the instructor rather than making you adapt to the book. The order in which the chapters and sections are covered can easily be changed without loss of continuity in reading the text. This volume discusses the effects of globalization on changing power relationships between transnational corporations (TNCs), and transnational capital, the state, and subnational groups. TNCs have expanded their power with the deepening of market relations, but they are not causing the state to wither away. Indeed, neoliberal changes often occur with the permission or even encouragement of powerful states. Transnational capital has weakened labour groups in order to make production more competitive, but the disadvantaged groups may mobilise to counter the power of transnational capital. Finally, globalization is subjecting domestic policies to increased international scrutiny. For courses in computer programming and engineering. Beginner to Intermediate Programming in Java This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organised around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive programming experience with the Java language. The introductory chapters are written at a level that is accessible to beginners, while the boxed sections of those chapters serve to quickly introduce more experienced programmers to basic Java syntax. Later chapters are still designed to be accessible, but are written at a level suitable for students who have progressed to these more advanced topics. The full text downloaded to your computer With eBooks you can: search for key concepts, words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf (available as a free download), available online and also via the iPad and Android apps. Upon purchase, you'll gain instant access to this eBook. Time limit The eBooks products do not have an expiry date. You will continue to access your digital ebook products whilst you have your Bookshelf installed. Data Structures and Problem Solving Using Java, Second Edition provides a practical introduction to data structures and algorithms from the viewpoint of abstract thinking and problem solving, as well as the use of Java. This text has a clear separation of the interface and implementation to promote abstract thinking. Java allows the programmer to write the interface and implementation separately, to place them in separate files and compile separately, and to hide the implementation details. This book goes a step further: the interface and implementation are discussed in separate parts of the book. Part I (Tour of Java), Part II (Algorithms and Building Blocks), and Part III (Applications) lay the groundwork by discussing basic concepts and tools and providing some practical examples, but implementation of data structures is not shown until Part IV (Implementations). Class interfaces are written and used before the implementation is known, forcing the reader to think about the functionality and potential efficiency of the various data structures (e.g., hash tables are written well before the hash table is implemented). *NEW! Complete chapter covering Design Patterns (Chapter 5). *NE NOTE: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content If you would like to purchase MyProgrammingLab search for ISBN-10:0134225392 /ISBN-13: 9780134225395. That package includes ISBN-10: 0133970787 /ISBN-13: 9780133970784 and ISBN-10: 0134254007 /ISBN-13: 9780134254005. Introduction and Advancement in C++ Programming Absolute C++ is a comprehensive introduction to the C++ programming language. The text is organized around the specific use of C++, providing programmers with an opportunity to master the language completely. Adaptable to a wide range of users, the text is appropriate for beginner to advanced programmers familiar with the C++ language. The Sixth Edition covers everything from basic syntax to more advanced topics, such as polymorphism, exception handling, and the Standard Template Library, making it ideal for both beginner and intermediate programmers. Updated to reflect the most recent changes in the C++ language, Absolute C++ teaches readers to become proficient in a widely used and important programming language. Also Available with MyProgrammingLab (tm) This title is also available with MyProgrammingLab -- an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Data Structures and Other Objects Using C++ takes a gentle approach to the data structures course in C++. Providing an early, self-contained review of object-oriented programming and C++, this text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily. Flexible by design, professors have the option of emphasizing object-oriented programming, covering recursion and sorting early, or accelerating the pace of the course. Finally, a solid foundation in building and using abstract data types is also provided, along with an assortment of advanced topics such as B-trees for project building and graphs. Surprised by Hope helps you to grasp the full, breathtaking hope Jesus offers the world and its implications for how you live. This ISO video download of Session 1, 'Hope for the World,' teaches that God wants his people to experience hope for today and share it with the world. [In this text, the author] bring[s] the material up-to-date with the latest in C++ by fully embracing the ANSI/ISO standard. [It] includes new material on name-spaces, revised coverage of strings, new exercises, and new coverage of vectors.-Back cover. [The text] is meant to be used in a first course in programming and computer science using the C++ language. It assumes no previous programming experience and no mathematics beyond high school algebra.-Pref. Note: You are purchasing a standalone product; MyProgrammingLab does not come packaged with this content. If you would like to purchase both the physical text and MyProgrammingLab search for ISBN-10: 0133862119/ISBN-13: 9780133862119. That package includes ISBN-10: 0133766268/ISBN-13: 9780133766264 and ISBN-10: 0133841030 /ISBN-13: 9780133841039. MyProgrammingLab is not a self-paced technology and should only be purchased when required by an instructor. Java: An Introduction to Problem Solving and Programming, 7e, is ideal for introductory Computer Science courses using Java, and other introductory programming courses in departments of Computer Science, Computer Engineering, CIS, MIS, IT, and Business. It also serves as a useful Java fundamentals reference for programmers. Students are introduced to

object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces inheritance, and exception handling. The Java coverage is a concise, accessible introduction that covers key language features. Objects are covered thoroughly and early in the text, with an emphasis on application programs over applets. MyProgrammingLab for Java is a total learning package. MyProgrammingLab is an online homework, tutorial, and assessment program that truly engages students in learning. It helps students better prepare for class, quizzes, and exams—resulting in better performance in the course—and provides educators a dynamic set of tools for gauging individual and class progress. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Personalized Learning with MyProgrammingLab: Through the power of practice and immediate personalized feedback, MyProgrammingLab helps students fully grasp the logic, semantics, and syntax of programming. A Concise, Accessible Introduction to Java: Key Java language features are covered in an accessible manner that resonates with introductory programmers. Tried-and-true Pedagogy: Numerous case studies, programming examples, and programming tips are used to help teach problem-solving and programming techniques. Flexible Coverage that Fits your Course: Flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. Instructor and Student Resources that Enhance Learning: Resources are available to expand on the topics presented in the text. A quick and easy bridge from traditional paradigms to object-oriented methodologies. The book contains a solid presentation of the principles of software engineering and good program design, presents each ADT (abstract data type) in a consistent, modern fashion, demonstrates run-time analysis and provides many new and interesting examples and short case studies. This text provides a comprehensive and accessible C++ programming guide for both the novice and intermediate programming student. Concepts and techniques are presented in a clear and concise style, giving readers the opportunity to master key topics. This book is based on the author's advanced undergraduate or beginning graduate course, Computer Security and Reliability, which he has been teaching for the past six years. The author takes an index based quantitative approach to the subject as opposed to the usual verbal or qualitative or subjective case histories. The TWC-Solver, available on an accompanying CD-ROM, contains 10 java-coded, main applications and hundreds of subitems, and assists the reader in understanding the numerical implementations of the book chapters. This book is about urban terror - its meaning, its ramifications, and its impact on city life. Written by a well-known expert in the field, "Cities in a Time of Terror" draws on data from more than a thousand cities across the globe and traces the evolution of urban terrorism between 1968 and 2006. It explains what kinds of cities have become prime targets, why terrorism has become increasingly lethal, and how its inspiration has changed from secular to religious. The author describes urban terrorism as an attempt to use the city's own strength against itself, forcing it to implode, and delineates three basic logics of terrorist choices for targeting cities. The book also includes a discussion of local resilience - the city's capacity to bounce back from attack - and suggests how that can be sustained. Examples from New York, London, Jerusalem, Istanbul, Moscow, Paris, and Madrid illustrate the book's central themes. How can computer modeling and simulation tools be used to understand and analyze common situations and everyday problems? Readers will find here an easy-to-follow, enjoyable introduction for anyone even with little background training. Examples are incorporated throughout to stimulate interest and engage the reader. Build the necessary skillsets with operating systems, editing, languages, commands, and visualization. Obtain hands-on examples from sports, accidents, and disease to problems of heat transfer, fluid flow, waves, and groundwater flow. Includes discussion of parallel computing and graphics processing units. This introductory, practical guide is suitable for students at any level up to professionals looking to use modeling and simulation to help solve basic to more advanced problems. Michael W. Roth, PhD, serves as Dean of the School of STEM and Business at Hawkeye Community College in Waterloo, Iowa. He was most recently Chair for three years at Northern Kentucky University's Department of Physics, Geology and Engineering Technology, and holds several awards for teaching excellence. Computer Architecture/Software Engineering As networks, devices, and systems continue to evolve, software engineers face the unique challenge of creating reliable distributed applications within frequently changing environments. C++ Network Programming, Volume 1, provides practical solutions for developing and optimizing complex distributed systems using the ADAPTIVE Communication Environment (ACE), a revolutionary open-source framework that runs on dozens of hardware platforms and operating systems. This book guides software professionals through the traps and pitfalls of developing efficient, portable, and flexible networked applications. It explores the inherent design complexities of concurrent networked applications and the tradeoffs that must be considered when working to master them. C++ Network Programming begins with an overview of the issues and tools involved in writing distributed concurrent applications. The book then provides the essential design dimensions, patterns, and principles needed to develop flexible and efficient concurrent networked applications. The book's expert author team shows you how to enhance design skills while applying C++ and patterns effectively to develop object-oriented networked applications. Readers will find coverage of: C++ network programming, including an overview and strategies for addressing common development challenges The ACE Toolkit Connection protocols, message exchange, and message-passing versus shared memory Implementation methods for reusable networked application services Concurrency in object-oriented network programming Design principles and patterns for ACE wrapper facades With this book, C++ developers have at their disposal the most complete toolkit available for developing successful, multiplatform, concurrent networked applications with ease and efficiency. Software -- Programming Languages. Ever since Chomsky laid the framework for a mathematically formal theory of syntax, two classes of formal models have held wide appeal. The finite state model offered simplicity. At the opposite extreme numerous very powerful models, most notable transformational grammar, offered generality. As soon as this mathematical framework was laid, devastating arguments were given by Chomsky and others indicating that the finite state model was woefully inadequate for the syntax of natural language. In response, the completely general transformational grammar model was advanced as a suitable vehicle for capturing the description of natural language syntax. While transformational grammar seems likely to be adequate to the task, many researchers have advanced the argument that it is "too adequate. " A now classic result of Peters and Ritchie shows that the model of transformational grammar given in Chomsky's Aspects [I] is powerful indeed. So powerful as to allow it to describe any recursively enumerable set. In other words it can describe the syntax of any language that is describable by any algorithmic process whatsoever. This situation led many researchers to reassess the claim that natural languages are included in the class of transformational grammar languages. The conclusion that many reached is that the claim is void of content, since, in their view, it says little more than that natural language syntax is doable algorithmically and, in the framework of modern linguistics, psychology or neuroscience, that is axiomatic. Data Structures & Theory of Computation City-regions are areas where the daily journeys for work, shopping and leisure frequently cross administrative boundaries. They are seen as engines of the national economy, but are also facing congestion and disparities. Thus, all over the world, governments attempt to increase problem-solving capacities in city-regions by institutional reform and a shift of functions. This book analyses the recent reforms and changes in the governance of city-regions in France, Germany and Italy. It covers themes such as the impact of austerity measures, territorial development, planning and state modernisation. The authors provide a systematic cross-country perspective on two levels, between six city-regions and between the national policy frameworks in these three countries. They use a solid comparative framework, which refers to the four dimensions functions, institutions and governance, ideas and space. They describe the course of the reforms, the motivations and the results, and consequently, they question the widespread metropolitan fever or resurgence of city-regions and provide a better understanding of recent changes in city-regional governance in Europe. The primary readership will be researchers and master students in planning, urban studies, urban geography, political science and governance studies, especially those interested in metropolitan regions and / or decentralisation. Due to the uniqueness of the work, the book will be of particular interest to scholars working on the comparative European dimension of territorial governance and planning. Unrivaled coverage of a broad spectrum of industrial engineering concepts and applications The Handbook of Industrial Engineering, Third Edition contains a vast array of timely and useful methodologies for achieving increased productivity, quality, and competitiveness and improving the quality of working life in manufacturing and service industries. This astoundingly comprehensive resource also provides a cohesive structure to the discipline of industrial engineering with four major classifications: technology; performance improvement management; management, planning, and design control; and decision-making methods. Completely updated and expanded to reflect nearly a decade of important developments in the field, this Third Edition features a wealth of new information on project management, supply-chain management and logistics, and systems related to service industries. Other important features of

this essential reference include: * More than 1,000 helpful tables, graphs, figures, and formulas * Step-by-step descriptions of hundreds of problem-solving methodologies * Hundreds of clear, easy-to-follow application examples * Contributions from 176 accomplished international professionals with diverse training and affiliations * More than 4,000 citations for further reading

The Handbook of Industrial Engineering, Third Edition is an immensely useful one-stop resource for industrial engineers and technical support personnel in corporations of any size; continuous process and discrete part manufacturing industries; and all types of service industries, from healthcare to hospitality, from retailing to finance. Of related interest . . . HANDBOOK OF HUMAN FACTORS AND ERGONOMICS, Second Edition Edited by Gavriel Salvendy (0-471-11690-4) 2,165 pages 60 chapters "A comprehensive guide that contains practical knowledge and technical background on virtually all aspects of physical, cognitive, and social ergonomics. As such, it can be a valuable source of information for any individual or organization committed to providing competitive, high-quality products and safe, productive work environments."-John F. Smith Jr., Chairman of the Board, Chief Executive Officer and President, General Motors Corporation (From the Foreword)

This Festschrift volume, published in honour of J. Ian Munro, contains contributions written by some of his colleagues, former students, and friends. In celebration of his 66th birthday the colloquium "Conference on Space Efficient Data Structures, Streams and Algorithms" was held in Waterloo, ON, Canada, during August 15-16, 2013. The articles presented herein cover some of the main topics of Ian's research interests. Together they give a good overall perspective of the last 40 years of research in algorithms and data structures. For one- or two-semester courses in data structures (CS-2) in the departments of Computer Science, Computer Engineering, Business, and Management Information Systems. This is the most student-friendly data structures text available that introduces ADTs in individual, brief chapters - each with pedagogical tools to help students master each concept. Using the latest features of Java 5, this unique object-oriented presentation makes a clear distinction between specification and implementation to simplify learning, while providing maximum classroom flexibility. Data Structures and Other Objects Using Java is a gradual, "just-in-time" introduction to Data Structures for a CS2 course. Each chapter provides a review of the key aspects of object-oriented programming and a syntax review, giving students the foundation for understanding significant programming concepts. With this framework they are able to accomplish writing functional data structures by using a five-step method for working with data types; understanding the data type abstractly, writing a specification, using the data type, designing and implementing the data type, and analyzing the implementation. Students learn to think analytically about the efficiency and efficacy of design while gaining exposure to useful Java classes libraries. The flexibility of Data Structures and Other Objects Using Java allows instructors to structure their course around a certain emphasis, such as early coverage of recursion and sorting, or to accelerate the pace of the course. Today, anyone in a scientific or technical discipline needs programming skills. Python is an ideal first programming language, and Introduction to Programming in Python is the best guide to learning it. Princeton University's Robert Sedgewick, Kevin Wayne, and Robert Dondero have crafted an accessible, interdisciplinary introduction to programming in Python that emphasizes important and engaging applications, not toy problems. The authors supply the tools needed for students to learn that programming is a natural, satisfying, and creative experience. This example-driven guide focuses on Python's most useful features and brings programming to life for every student in the sciences, engineering, and computer science. Coverage includes Basic elements of programming: variables, assignment statements, built-in data types, conditionals, loops, arrays, and I/O, including graphics and sound Functions, modules, and libraries: organizing programs into components that can be independently debugged, maintained, and reused Object-oriented programming and data abstraction: objects, modularity, encapsulation, and more Algorithms and data structures: sort/search algorithms, stacks, queues, and symbol tables Examples from applied math, physics, chemistry, biology, and computer science—all compatible with Python 2 and 3 Drawing on their extensive classroom experience, the authors provide Q&As, exercises, and opportunities for creative practice throughout. An extensive amount of supplementary information is available at introcs.cs.princeton.edu/python. With source code, I/O libraries, solutions to selected exercises, and much more, this companion website empowers people to use their own computers to teach and learn the material. Now in its second edition, D.S. Malik brings his proven approach to C++ programming to the CS2 course. Clearly written with the student in mind, this text focuses on Data Structures and includes advanced topics in C++ such as Linked Lists and the Standard Template Library (STL). The text features abundant visual diagrams, examples, and extended Programming Examples, all of which serve to illuminate difficult concepts. Complete programming code and clear display of syntax, explanation, and example are used throughout the text, and each chapter concludes with a robust exercise set. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Data Structures and Other Objects Using C++ takes a gentle approach to the data structures course in C++. Providing an early, self-contained review of object-oriented programming and C++, this text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily. Flexible by design, professors have the option of emphasizing object-oriented programming, covering recursion and sorting early, or accelerating the pace of the course. Finally, a solid foundation in building and using abstract data types is also provided, along with an assortment of advanced topics such as B-trees for project building and graphs. Best-selling author, Walter Savitch, uses a conversational style to teach professionals key programming techniques with Java; which is why the previous edition of this book was one of the most widely used professional/reference Java books. Savitch not only shows how to use object-oriented programming to write great Java code he also includes testing and debugging techniques, as well as practical suggestions on program style, and how to use inheritance, and exception handling features. This edition has been redesigned in a gorgeous, usable, full four-color presentation and also includes thorough coverage of the latest Java 2 Swing libraries and event driven programming. The Java coverage is a concise, accessible introduction that covers all key language features. Thorough early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows professionals to use the book as a reference and read topics in their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning. The volume provides thorough coverage of Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers or any professional who wants to learn Java from one of the field's most readable and accessible authors.