Boolean Algebra Ibiblio

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The Lifebox, the Seashell, and the Soul: What Gnarly Computation Taught Me About Ultimate Reality, The Meaning of Life, And How to Be Happy
An Investigation of the Laws of Thought
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Running Linux
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XML Programming
Exploring Raspberry Pi
World of Computer Science: M-Z
The History of Visual Magic in Computers
Exploring BeagleBone
Learn Ruby the Hard Way
The Linux Cookbook, 2nd Edition
Discovering Advanced Algebra
Information Retrieval
Think Python
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The Nature of Code
Engineering and Deployment of Cooperative Information Systems
Learn Python 3 the Hard Way
Psychology
Alan Turing: Life and Legacy of a Great Thinker
Running Linux
Dive Into Python
Journey to the Moon
The Art of UNIX Programming
Lessons in Electric Circuits Vol. 4 Digital
A Systems Theoretic Approach to Systems and Synthetic Biology II: Analysis and Design of Cellular Systems
The Calabi–Yau Landscape
The Mathematical Analysis of Logic
The Apollo Guidance Computer

OSBORNE LEE

Web Technologies and Applications Addison-Wesley Professional
An introduction to Linux (a free UNIX-compatible operating system developed by volunteers on the internet) that covers installation and configuration; basic UNIX commands; system administration and maintenance; editors, text tools, and printing; applications; programming; and telecommunication. Annotation copyrighted by Book News, Inc., Portland, OR
Euclid's Book on Division of Figures Createspace Independent Publishing Platform
Updated and better than ever, this more focused revision provides comprehensive coverage of XML to anyone with a basic understanding of HTML and Web servers Featuring all-new examples, this book contains everything readers need to know to incorporate XML in their Web site plans, designs, and implementations Continues expert Elliotte Rusty Harold's well-known track record for delivering the best XML guidance available Includes coverage of the most recent XML 1.1 specification and the latest trends in XML Web publishing Companion Web site includes additional examples and reference material found in previous editions that readers may find useful
The Inform Designer's Manual Springer Nature
This book constitutes the refereed proceedings of the First International Conference on Engineering and Employment of Cooperative Information Systems, EDCIS 2002, held in Beijing, China, in September 2002. The 44 revised full papers presented were carefully reviewed and selected from 159 submissions. The papers are organized on topical sections on workflow, ontologies, semantic web, enterprise application integration, mobile agents, enterprise modelling, distributed systems, analysis, software engineering, architectures, transactions, coordination, and groupware.
HT THINK LIKE A COMPUTER SCIEN Addison-Wesley Professional
If you have ever looked at a fantastic adventure or science fiction movie, or an amazingly complex and rich computer game, or a TV commercial where cars or gas pumps or biscuits behaved liked people and wondered, “How do they do that?”, then you’ve experienced the magic of 3D worlds generated by a computer. 3D in computers began as a way to represent automotive designs and illustrate the construction of molecules. 3D graphics use evolved to visualizations of simulated data and artistic representations of imaginary worlds. In order to overcome the processing limitations of the computer, graphics had to exploit the characteristics of the eye and brain, and develop visual tricks to simulate realism. The goal is to create graphics images that will overcome the visual cues that cause disbelief and tell the viewer this is not real. Thousands of people over thousands of years have developed the building blocks and made the discoveries in mathematics and science to make such 3D magic possible, and The History of Visual Magic in Computers is dedicated to all of them and tells a

little of their story. It traces the earliest understanding of 3D and then foundational mathematics to explain and construct 3D; from mechanical computers up to today's tablets. Several of the amazing computer graphics algorithms and tricks came of periods where eruptions of new ideas and techniques seem to occur all at once. Applications emerged as the fundamentals of how to draw lines and create realistic images were better understood, leading to hardware 3D controllers that drive the display all the way to stereovision and virtual reality.

The Lifebox, the Seashell, and the Soul: What Gnarly Computation Taught Me About Ultimate Reality, The Meaning of Life, And How to Be Happy "O'Reilly Media, Inc."

This book constitutes the refereed proceedings of the 5th Asia-Pacific Web Conference, APWeb 2003, held in Xian, China in April 2003. The 39 revised full papers and 16 short papers presented together with two invited papers were carefully reviewed and selected from a total of 136 submissions. The papers are organized in topical sections on XML and database design; efficient XML data management; XML transformation; Web mining; Web clustering, ranking, and profiling; payment and security; Web application architectures; advanced applications; Web multimedia; network protocols; workflow management systems; advanced search; and data allocation and replication.

An Investigation of the Laws of Thought Springer

Phenomena related to the transition from a literacy-dominated civilization to one of various means of expression and communication are at the center of his book. The fall of totalitarian regimes, the current structural difficulties of the European Community, the burden of state bureaucracies, the world-wide effort of re-engineering, and the global economy are part of the bigger picture of a necessary development.

Introduction to Information Retrieval "O'Reilly Media, Inc."

Written by a distinguished cast of contributors, Alan Turing: Life and Legacy of a Great Thinker is the definitive collection of essays in commemoration of the 90th birthday of Alan Turing. This fascinating text covers the rich facets of his life, thoughts, and legacy, but also sheds some light on the future of computing science with a chapter contributed by visionary Ray Kurzweil, winner of the 1999 National Medal of Technology. Further, important contributions come from the philosopher Daniel Dennett, the Turing biographer Andrew Hodges, and from the distinguished logician Martin Davis, who provides a first critical essay on an emerging and controversial field termed "hypercomputation".

Linux Clustering O'Reilly Media

Offers a Ruby tutorial featuring fifty-two exercises that cover such topics as installing the Ruby environment, organizing and writing code, strings and text, object-oriented programming, debugging and automated testing, and basic game development.

XML 1.1 Bible Apress

Expand Raspberry Pi capabilities with fundamental engineering principles Exploring Raspberry Pi is the innovators guide to bringing Raspberry Pi to life. This book favors

engineering principles over a 'recipe' approach to give you the skills you need to design and build your own projects. You'll understand the fundamental principles in a way that transfers to any type of electronics, electronic modules, or external peripherals, using a "learning by doing" approach that caters to both beginners and experts. The book begins with basic Linux and programming skills, and helps you stock your inventory with common parts and supplies. Next, you'll learn how to make parts work together to achieve the goals of your project, no matter what type of components you use. The companion website provides a full repository that structures all of the code and scripts, along with links to video tutorials and supplementary content that takes you deeper into your project. The Raspberry Pi's most famous feature is its adaptability. It can be used for thousands of electronic applications, and using the Linux OS expands the functionality even more. This book helps you get the most from your Raspberry Pi, but it also gives you the fundamental engineering skills you need to incorporate any electronics into any project. Develop the Linux and programming skills you need to build basic applications Build your inventory of parts so you can always "make it work" Understand interfacing, controlling, and communicating with almost any component Explore advanced applications with video, audio, real-world interactions, and more Be free to adapt and create with Exploring Raspberry Pi.

Beginning Rust Programming Springer Science & Business Media

The goal of this book is to teach you to think like a computer scientist. This way of thinking combines some of the best features of mathematics, engineering, and natural science. Like mathematicians, computer scientists use formal languages to denote ideas (specifically computations). Like engineers, they design things, assembling components into systems and evaluating tradeoffs among alternatives. Like scientists, they observe the behavior of complex systems, form hypotheses, and test predictions. The single most important skill for a computer scientist is problem solving. Problem solving means the ability to formulate problems, think creatively about solutions, and express a solution clearly and accurately. As it turns out, the process of learning to program is an excellent opportunity to practice problem-solving skills. That's why this chapter is called, The way of the program. On one level, you will be learning to program, a useful skill by itself. On another level, you will use programming as a means to an end. As we go along, that end will become clearer.

Lessons in Electric Circuits: An Encyclopedic Text & Reference Guide (6 Volumes Set) Pearson Education

How can we capture the unpredictable evolutionary and emergent properties of nature in software? How can understanding the mathematical principles behind our physical world help us to create digital worlds? This book focuses on a range of programming strategies and techniques behind computer simulations of natural systems, from elementary concepts in mathematics and physics to more advanced

algorithms that enable sophisticated visual results. Readers will progress from building a basic physics engine to creating intelligent moving objects and complex systems, setting the foundation for further experiments in generative design. Subjects covered include forces, trigonometry, fractals, cellular automata, self-organization, and genetic algorithms. The book's examples are written in Processing, an open-source language and development environment built on top of the Java programming language. On the book's website (http: //www.natureofcode.com), the examples run in the browser via Processing's JavaScript mode.

Running Linux Springer Science & Business Media This second edition of the bestselling Learning XML provides web developers with a concise but grounded understanding of XML (the Extensible Markup Language) and its potential-- not just a whirlwind tour of XML.The author explains the important and relevant XML technologies and their capabilities clearly and succinctly with plenty of real-life projects and useful examples. He outlines the elements of markup--demystifying concepts such as attributes, entities, and namespaces--and provides enough depth and examples to get started. Learning XML is a reliable source for anyone who needs to know XML, but doesn't want to waste time wading through hundreds of web sites or 800 pages of bloated text.For writers producing XML documents, this book clarifies files and the process of creating them with the appropriate structure and format. Designers will learn what parts of XML are most helpful to their team and will get started on creating Document Type Definitions. For programmers, the book makes syntax and structures clear. Learning XML also discusses the stylesheets needed for viewing documents in the next generation of browsers, databases, and other devices.Learning XML illustrates the core XML concepts and language syntax, in addition to important related tools such as the CSS and XSL styling languages and the XLink and XPointer specifications for creating rich link structures. It includes information about three schema languages for validation: W3C Schema, Schematron, and RELAX-NG, which are gaining widespread support from people who need to validate documents but aren't satisfied with DTDs. Also new in this edition is a chapter on XSL-FO, a powerful formatting language for XML. If you need to wade through the acronym soup of XML and start to really use this powerful tool, Learning XML, will give you the roadmap you need.

Oracle Database Programming using Java and Web Services Gale Cengage

You Will Learn Python 3! Zed Shaw has perfected the world’s best system for learning Python 3. Follow it and you will succeed—just like the millions of beginners Zed has taught to date! You bring the discipline, commitment, and persistence; the author supplies everything else. In Learn Python 3 the Hard Way, you’ll learn Python by working through 52 brilliantly crafted exercises. Read them. Type their code precisely. (No copying and pasting!) Fix your mistakes. Watch the programs run. As you do, you’ll learn how a

computer works; what good programs look like; and how to read, write, and think about code. Zed then teaches you even more in 5+ hours of video where he shows you how to break, fix, and debug your code—live, as he's doing the exercises. Install a complete Python environment Organize and write code Fix and break code Basic mathematics Variables Strings and text Interact with users Work with files Looping and logic Data structures using lists and dictionaries Program design Object-oriented programming Inheritance and composition Modules, classes, and objects Python packaging Automated testing Basic game development Basic web development It'll be hard at first. But soon, you'll just get it—and that will feel great! This course will reward you for every minute you put into it. Soon, you'll know one of the world's most powerful, popular programming languages. You'll be a Python programmer. This Book Is Perfect For Total beginners with zero programming experience Junior developers who know one or two languages Returning professionals who haven't written code in years Seasoned professionals looking for a fast, simple, crash course in Python 3

XML Programming Cambridge University Press

This document is a collection of slang terms used by various subcultures of computer hackers. Though some technical material is included for background and flavor, it is not a technical dictionary; what we describe here is the language hackers use among themselves for fun, social communication, and technical debate.

Exploring Raspberry Pi Nature of Code

Quickly learn the ropes with the Rust programming language using this practical, step-by-step guide In Beginning Rust Programming, accomplished programmer and author Ric Messier delivers a highly practical, real-world guide to coding with Rust. Avoiding dry, theoretical content and "Hello, world"-type tutorials of questionable utility, the book dives immediately into functional Rust programming that takes advantage of the language's blazing speed and memory efficiency. Designed from the ground up to give you a running start to using the multiparadigm system programming language, this book will teach you to: Solve real-world computer science problems of practical importance Use Rust's rich type system and ownership model to guarantee memory-safety and thread-safety Integrate Rust with other programming languages and use it for embedded devices Perfect for programmers with some experience in other languages, like C or C++, Beginning Rust Programming is also a great pick for students new to programming and seeking a user-friendly and robust language with which to start their coding career.

World of Computer Science: M-Z Koros Press

In-depth instruction and practical techniques for building with the BeagleBone embedded Linux platform Exploring BeagleBone is a hands-on guide to bringing gadgets, gizmos, and robots to life using the popular BeagleBone embedded Linux platform. Comprehensive content and deep detail provide more than just a BeagleBone instruction manual—you'll also learn

the underlying engineering techniques that will allow you to create your own projects. The book begins with a foundational primer on essential skills, and then gradually moves into communication, control, and advanced applications using C/C++, allowing you to learn at your own pace. In addition, the book's companion website features instructional videos, source code, discussion forums, and more, to ensure that you have everything you need. The BeagleBone's small size, high performance, low cost, and extreme adaptability have made it a favorite development platform, and the Linux software base allows for complex yet flexible functionality. The BeagleBone has applications in smart buildings, robot control, environmental sensing, to name a few; and, expansion boards and peripherals dramatically increase the possibilities. Exploring BeagleBone provides a reader-friendly guide to the device, including a crash course in computer engineering. While following step by step, you can: Get up to speed on embedded Linux, electronics, and programming Master interfacing electronic circuits, buses and modules, with practical examples Explore the Internet-connected BeagleBone and the BeagleBone with a display Apply the BeagleBone to sensing applications, including video and sound Explore the BeagleBone's Programmable Real-Time Controllers Hands-on learning helps ensure that your new skills stay with you, allowing you to design with electronics, modules, or peripherals even beyond the BeagleBone. Insightful guidance and online peer support help you transition from beginner to expert as you master the techniques presented in Exploring BeagleBone, the practical handbook for the popular computing platform.

The History of Visual Magic in Computers

Interactive Fiction Library

The technological marvel that facilitated the Apollo missions to the Moon was the on-board computer. In the 1960s most computers filled an entire room, but the spacecraft's computer was required to be compact and low power. Although people today find it difficult to accept that it was possible to control a spacecraft using such a 'primitive' computer, it nevertheless had capabilities that are advanced even by today's standards. This is the first book to fully describe the Apollo guidance computer's architecture, instruction format and programs used by the astronauts. As a comprehensive account, it will span the disciplines of computer science, electrical and aerospace engineering. However, it will also be accessible to the 'space enthusiast'. In short, the intention is for this to be the definitive account of the Apollo guidance computer. Frank O'Brien's interest in the Apollo program began as a serious amateur historian. About 12 years ago, he began performing research and writing essays for the Apollo Lunar Surface Journal, and the Apollo Flight Journal. Much of this work centered on his primary interests, the Apollo Guidance Computer (AGC) and the Lunar Module. These Journals are generally considered the canonical online reference on the flights to the Moon. He was then asked to assist the curatorial staff in the creation of the Cradle of Aviation Museum, on Long Island,

New York, where he helped prepare the Lunar Module simulator, a LM procedure trainer and an Apollo space suit for display. He regularly lectures on the Apollo computer and related topics to diverse groups, from NASA's computer engineering conferences, the IEEE/ACM, computer festivals and university student groups.

Exploring BeagleBone Samurai Media Limited

Originally published in 1915, this book contains an English translation of a reconstructed version of Euclid's study of divisions of geometric figures, which survives only partially and in only one Arabic manuscript. Archibald also gives an introduction to the text, its transmission in an Arabic version and its possible connection with Fibonacci's Practica geometriae. This book will be of value to anyone with an interest in Greek mathematics, the history of science or the reconstruction of ancient texts.

Learn Ruby the Hard Way Springer Science & Business Media

* Quick start to learning python—very example oriented approach * Book has its own Web site established by the author: http://diveintopython.org/ Author is well known in the Open Source community and the book has a unique quick approach to learning an object oriented language.

The Linux Cookbook, 2nd Edition John Wiley & Sons

The traditional division of labor between the database (which only stores and manages SQL and XML data for fast, easy data search and retrieval) and the application server (which runs application or business logic, and presentation logic) is obsolete. Although the books primary focus is on programming the Oracle Database, the concepts and techniques provided apply to most RDBMS that support Java including Oracle, DB2, Sybase, MySQL, and PostgreSQL. This is the first book to cover new Java, JDBC, SQLJ, JPublisher and Web Services features in Oracle Database 10g Release 2 (the coverage starts with Oracle 9i Release 2). This book is a must-read for database developers audience (DBAs, database applications developers, data architects), Java developers (JDBC, SQLJ, J2EE, and OR Mapping frameworks), and to the emerging Web Services assemblers. Describes pragmatic solutions, advanced database applications, as well as provision of a wealth of code samples. Addresses programming models which run within the database as well as programming models which run in middle-tier or client-tier against the database. Discusses languages for stored procedures: when to use proprietary languages such as PL/SQL and when to use standard languages such as Java; also running non-Java scripting languages in the database. Describes the Java runtime in the Oracle database 10g (i.e., OracleJVM), its architecture, memory management, security management, threading, Java execution, the Native Compiler (i.e., NCOMP), how to make Java known to SQL and PL/SQL, data types mapping, how to call-out to external Web components, EJB components, ERP frameworks, and external databases. Describes JDBC programming and the new Oracle JDBC 10g features, its advanced connection services (pooling, failover, load-balancing, and the fast database event notification mechanism)

for clustered databases (RAC) in Grid environments. Describes SQLJ programming and the latest Oracle SQLJ 10g features , contrasting it with JDBC. Describes the latest Database Web services features, Web services concepts and Services Oriented Architecture (SOA) for DBA, the database as Web services provider and the database as Web services consumer. Abridged coverage of JPublisher 10g, a versatile complement to JDBC, SQLJ and Database Web Services.