

## Creo Object Toolkit C S

From preminent math personality and author of The Joy of x, a brilliant and endlessly appealing explanation of calculus - how it works and why it makes our lives immeasurably better. Without calculus, we wouldn't have cell phones, TV, GPS, or ultrasound. We wouldn't have unraveled DNA or discovered Neptune or figured out how to put 5,000 songs in your pocket. Though many of us were scared in high school and college, Steven Strogatz's brilliantly creative, down-to-earth history shows that calculus is not about complexity. It's about simplicity. It harnesses an unalike number--infinity--to tackle real-world problems, breaking them down into easier ones and then reassembling the answers into solutions that feel miraculous. Infinite Powers recounts how calculus tantalized and thrilled its ancient Greek and Arabic discoverers (a phenomenon predicted by calculus). Strogatz reveals how this form of math rose to the challenge of each age: how to determine the area of a circle with only sand and a stick; how to explain why Mars goes "backwards" sometimes; how to make electricity with magnets; how to ensure your rocket doesn't miss its target.

AIDS. As Strogatz proves, calculus is truly the language of the universe. By unveiling the principles of that language, Infinite Powers makes us marvel at the whole anew.

The purpose of Creo Parametric 7.0 Advanced Tutorial is to introduce you to some of the more advanced features, commands, and functions in Creo Parametric. Each lesson concentrates on a few of the major topics and the text attempts to explain the “whys” of the commands in addition to a concise step-by-step description of new command sequences. This book is suitable for a second course in the features already covered in Roger Toogood’s Creo Parametric Tutorial. The style and approach of the previous tutorial have been maintained from the previous book and the text picks up right where the last tutorial left off. The material covered in this tutorial represents an overview of what is felt to be the most commonly used and important functions. These include customization of the views (sweeps, round sets, draft and tweaks, UDFs, patterns and family tables), layers, Pro/PROGRAM, and advanced drawing and assembly functions. Creo Parametric 7.0 Advanced Tutorial consists of eight lessons. A continuing theme throughout the lessons is the creation of parts for a medium-sized modeling project. The project consists of a small three-wheeled utility cart. Project parts are given a name and a number.

Intended for marketing executives, new product/service managers, and marketing research professionals, this work focuses on design and market testing issues/solutions for new business-to-business products and services. It includes more than 50 diagrams, tables and figures which support the text.

This book compiles and presents a synopsis on current global research efforts to push forward the state of the art in dialogue technologies, including advances to the classical problems of dialogue management, language generation, question answering, human-robot interaction, chatbots design and evaluation, as well as topics related to the human nature of the conversational phenomena such as

Modern Calligraphy
A Fashion Primer
Selected Canterbury Tales
Software Tools for the Professional Programmer
A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers
The Language, Syntax, and Ecosystem
Bilingualism Across the Lifespan

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. With exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the PlayStation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn
Derive deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature.
Build a working 2D RPG-style game as you learn.
Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs.
Take advantage of the streamlined 2D workflow provided by the Unity environment.
Deploy games to desktop
Who This Book Is For
Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Upon completion of an object-oriented design, you are faced with a troubling question: "Is it good, bad, or somewhere in between?" Seasoned experts often answer this question by subjecting the design to a subconscious list of guidelines based on their years of experience. Experienced developer Arthur J. Riel has captured this elusive, subconscious list, and in doing so, has provided a set of metrics that help determine the quality of object-oriented models. Object-Oriented Design Heuristics offers insight into object-oriented design improvement. The more than sixty guidelines presented in this book are language-independent and allow you to rate the integrity of a software design. The heuristics are not written as hard and fast rules; they are meant to serve as warning mechanisms which allow the flexibility of ignoring the heuristic as necessary. This tutorial-based approach, born out of the author's extensive experience developing software, teaching thousands of students, and critiquing designs in a variety of domains, allows you to apply the guidelines in a personalized manner. The heuristics cover important topics ranging from classes and objects (with emphasis on their relationships including association, uses, containment, and both single and multiple inheritance) to physical object-oriented design. You will gain an understanding of the synergy that exists between design and programming. An important concern of design patterns, heuristics can highlight a problem in one facet of a design while patterns can provide the solution. Programmers of all levels will find value in this book. The newcomer will discover a fast track to understanding the concepts of object-oriented programming. At the same time, experienced programmers seeking to strengthen their object-oriented development efforts will appreciate the insightful analysis. In short, with Object-Oriented Design Heuristics as your guide, you have the tools to become a better software developer. 020163385XB04062001

Creo Simulate 4.0 Tutorial introduces new users to finite element analysis using Creo Simulate and how it can be used to analyze a variety of problems. The tutorial lessons cover the major concepts and frequently used commands required to progress from a novice to an intermediate user level. The commands are presented in a click-by-click manner using simple examples and exercises that illustrate a broad range of the analysis types that can be performed. In addition to showing the command usage, the text will explain why certain commands are being used and, where appropriate, the relation of commands to the overall Finite Element Analysis (FEA) philosophy are explained. Moreover, since error analysis is an important skill, considerable time is spent exploring the created models so that users will become comfortable with the “debugging” phase of modeling. This textbook is written for first-time FEA users in general and Creo Simulate users in particular. After a brief introduction to finite element modeling, the tutorial introduces the major concepts behind the use of Creo Simulate to perform Finite Element Analysis of parts. These include modes of operation, element types, design studies (analysis, sensitivity studies, organization), and the major steps for setting up a model (materials, loads, constraints, analysis type), studying convergence of the solution, and viewing the results. Both 2D and 3D problems are covered. This tutorial deals exclusively with operation in integrated mode with Creo Parametric. It is suitable for use with both Releases 4.0 of Creo Simulate.

The AutoCAD LT 2020 for Designers, 13th Edition book explains commands, tools and their applications to solve drafting and design problems. In this book, every AutoCAD LT command is thoroughly explained with the help of examples and illustrations. This makes it easy for the users to understand the functions of the tools and their applications in the drawing. After reading this AutoCAD LT book, the user will be able to use AutoCAD LT commands to make a drawing, dimension a drawing, apply constraints to sketches, insert symbols as well as create text, blocks and dynamic blocks. This AutoCAD LT book also covers basic drafting and design concepts such as dimensioning principles and assembly drawings that equip the users with the essential drafting skills to solve the drawing problems in AutoCAD LT. While reading this book, you will learn about Blocks palette, Save to Web & Mobile, and Shared Views that will enhance the usability of the software. Salient Features: Comprehensive book with chapters organized in a pedagogical manner to help the users in the learning process. Summarized content on the first page of the topics that are covered in the chapter. Hundreds of illustrations for easy understanding of concepts. Step-by-step instructions to guide the users through the learning process. More than 30 real-world mechanical engineering designs as examples. Additional information throughout the book in the form of notes and tips. Self-Evaluation Tests and Review Questions at the end of each chapter to help the users assess their knowledge. Table of Contents Chapter 1: Introduction to AutoCAD LT Chapter 2: Getting Started with AutoCAD LT Chapter 3: Getting started with Advanced Sketching Chapter 4: Working with Drawing Aids Chapter 5: Editing Sketched Objects-I Chapter 6: Editing Sketched Objects-II Chapter 7: Creating Texts and Tables Chapter 8: Basic Dimensioning, Geometric Dimensioning, and Tolerancing Chapter 9: Editing Dimensions Chapter 10: Dimension Styles, Multileader Styles, and System Variables Chapter 11: Hatching Drawings Chapter 12: Model Space Viewports, Paper Space Viewports, and Layouts Chapter 13: Plotting Drawings Chapter 14: Template Drawings Chapter 15: Working with Blocks Chapter 16: Defining Block Attributes Chapter 17: Understanding External References Chapter 18: Working with Advanced Drawing Options\* Chapter 19: Grouping and Advanced Editing of Sketched Objects\* Chapter 20: Working with Data Exchange & Object Linking and Embedding\* Chapter 21: Conventional Dimensioning and Projection Theory using AutoCAD LT\* Chapter 22: Concepts of Geometric Dimensioning and Tolerancing\* Chapter 23: Isometric Drawings\* Index (\* For Free Download)

Creo Simulate 8.0 Tutorial
40th Anniversary - Milan, Italy, August 3-7, 2018
Designing winning products

Advanced Surface Design
Structure and Thermal
A Handbook of Essential Theory and Research

A guide to developing network programs covers networking fundamentals as well as TCP and UDP sockets, multicasting protocol, content handlers, servlets, I/O, parsing, Java Mail API, and Java Secure Sockets Extension.

This book constitutes the refereed post-conference proceedings of the 15th IFIP WG 5.1 International Conference on Product Lifecycle Management, PLM 2018, held in Turin, Spain, in July 2018. The 72 revised full papers presented were carefully reviewed and selected from 82 submissions. The papers are organized in the following topical sections: building information modeling; collaborative environments and new product development; PLM for digital factories and cyber physical systems; ontologies and data models; education in the field of industry 4.0; product-service systems and smart products; lean organization for industry 4.0; knowledge management and information sharing; PLM infrastructure and implementation; PLM maturity, implementation and adoption; 3D printing and additive manufacturing; and modular design and products and configuration and change management.

Small Basic is a free, beginner-friendly programming language created by Microsoft. Inspired by BASIC, which introduced programming to millions of first-time PC owners in the 1970s and 1980s, Small Basic is a modern language that makes coding simple and fun. Learn to Program with Small Basic introduces you to the empowering world of programming. You 'll master the basics with simple activities like displaying messages and drawing colorful pictures, and then work your way up to programming games! Learn how to --Program your computer to greet you by name--Make a game of rock-paper-scissors using If/Else statements--Create an interactive treasure map using arrays--Draw intricate geometric patterns with just a few lines of code--Simplify complex programs by breaking them into bite-sized subroutines You 'll also learn to command a turtle to draw shapes, create magical moving text, solve math problems quickly, help a knight slay a dragon, and more! Each chapter ends with creative coding challenges so you can take your skills to the next level. Learn to Program with Small Basic is the perfect place to start your computer science journey.

Discover BIM: A better way to build better buildings Building Information Modeling (BIM) offers a novel approach to design, construction, and facility management in which a digital representation of the building product and process is used to facilitate the exchange and interoperability of information in digital format. BIM is beginning to change the way buildings look, the way they function, and the ways in which they are designed and built. The BIM Handbook, Third Edition provides an in-depth understanding of BIM technologies, the business and organizational issues associated with its implementation, and the profound advantages that effective use of BIM can provide to all members of a project team. Updates to this edition include: Information on the ways in which professionals should use BIM to gain maximum value New topics such as collaborative working, national and major construction clients, BIM standards and guides A discussion on how various professional roles have expanded through the widespread use and the new avenues of BIM practices and services A wealth of new case studies that clearly illustrate exactly how BIM is applied in a wide variety of conditions Painting a colorful and thorough picture of the state of the art in building information modeling, the BIM Handbook, Third Edition guides readers to successful implementations, helping them to avoid needless frustration and costs and take full advantage of this paradigm-shifting approach to construct better buildings that consume fewer materials and require less time, labor, and capital resources.

Object-oriented Design Heuristics

Catia V5-6r2015
ICGG 2018 - Proceedings of the 18th International Conference on Geometry and Graphics
Java Network Programming
Sentiment Analysis for Social Media
Conversational Dialogue Systems for the Next Decade

BIM Handbook
Creo Simulate 5.0 Tutorial introduces new users to finite element analysis using Creo Simulate and how it can be used to analyze a variety of problems. The tutorial lessons cover the major concepts and frequently used commands required to progress from a novice to an intermediate user level. The commands are presented in a click-by-click manner using simple examples and exercises that illustrate a broad range of the analysis types that can be performed. In addition to showing the command usage, the text will explain why certain commands are being used and, where appropriate, the relation of commands to the overall Finite Element Analysis (FEA) philosophy are explained. Moreover, since error analysis is an important skill, considerable time is spent exploring the created models so that users will become comfortable with the “debugging” phase of modeling. This textbook is written for first-time FEA users in general and Creo Simulate users in particular. After a brief introduction to finite element modeling, the tutorial introduces the major concepts behind the use of Creo Simulate to perform Finite Element Analysis of parts. These include modes of operation, element types, design studies (analysis, sensitivity studies, organization), and the major steps for setting up a model (materials, loads, constraints, analysis type), studying convergence of the solution, and viewing the results. Both 2D and 3D problems are covered. This tutorial deals exclusively with operation in integrated mode with Creo Parametric. It is suitable for use with both Releases 5.0 of Creo Simulate. The tutorials consist of the following: 2 lessons on general introductory material2 lessons introducing the basic operations in Creo Simulate using solid model4 lessons on model idealizations (shells, beams and frames, plane stress, etc)1 lesson on miscellaneous topical lesson on steady and unsteady state analysis

This book gathers peer-reviewed papers presented at the 18th International Conference on Geometry and Graphics (ICGG), held in Milan, Italy, on August 3–7, 2018. The spectrum of papers ranges from theoretical research to applications, including education, in several fields of science, technology and the arts. The ICGG 2018 mainly focused on the following topics and subtopics: Theoretical Graphics and Geometry (Geometry of Curves and Surfaces, Kinematic and Descriptive Geometry, Computer Aided Geometric Design), Applied Geometry and Graphics (Modeling of Objects, Phenomena and Processes, Applications of Geometry in Engineering, Art and Architecture, Computer Animation and Games, Graphic Simulation in Urban and Territorial Studies), Engineering Computer Graphics (Computer Aided Design and Drafting, Computational Geometry, Geometric and Solid Modeling, Image Synthesis, Pattern Recognition, Digital Image Processing) and Graphics Education (Education Technology Research, Multimedia Educational Software Development, E-learning, Virtual Reality, Educational Systems, Educational Software Development Tools, MOOCs). Given its breadth of coverage, the book introduces engineers, architects and designers interested in computer applications, graphics and geometry to the latest advances in the field, with a particular focus on science, the arts and mathematics education.

This book describes EnvStats, a new comprehensive R package for environmental statistics and the successor to the R-PLUS module EnvironmentalStats for S-PLUS (first released in 1997). EnvStats and R provide an open-source set of powerful functions for performing graphical and statistical analyses of environmental data, bringing major environmental statistical methods found in the literature and regulatory guidance documents into one statistical package, along with an extensive hypertext help system that explains what these methods do, how to use these methods, and where to find them in the environmental statistics literature. EnvStats also includes numerous built-in data sets from regulatory guidance documents and the environmental statistics literature. This book shows how to use EnvStats and R to easily: \* graphically display environmental data \* plot probability distributions \* estimate distribution parameters and construct confidence intervals on the original scale for commonly used distributions such as the lognormal and gamma, as well as do this nonparametrically \* estimate and construct confidence intervals for distribution percentiles or do this nonparametrically (e.g., to compare to an environmental protection standard) \* perform and plot the results of goodness-of-fit tests \* compute optimal Box-Cox data transformations \* compute prediction limits and simultaneous prediction limits (e.g., to assess compliance at multiple sites for multiple constituents) \* perform nonparametric estimation and test for seasonal trend (even in the presence of correlated observations) \* perform power and sample size computations and create companion plots for sampling designs based on confidence intervals, hypothesis tests, prediction intervals, and tolerance intervals \* deal with non-detect (censored) data \* perform Monte Carlo simulation and probabilistic risk assessment \*

The CATIA V5-6R2015: Advanced Surface Design student guide expands on the knowledge learned in the CATIA: Introduction to Surface Design student guide by covering advanced curve and surface topics found in the Generative Shape Design Workbench. Topics include: advanced curve construction, advanced swept, blend and offset surface construction, complex fillet creation, and the use of laws. Curve and surface analysis are introduced to validate the student's geometry. Tools and methods for rebuilding geometry are also discussed. As with the CATIA: Introduction to Surface Design student guide, meeting model specifications (such as continuity settings) remains forefront in introducing tools and methodologies. Topics Covered Surface Design Overview Advanced Wireframe Elements Curve Analysis and Repair Swept Surfaces Blend Surfaces Adaptive Sweep Laws Advanced Surface Fillets Alternative Filleting Methods Duplication Tools Knowledge Templates Surface Analysis and Repair Offset Surfaces Project Exercises Prerequisites CATIA V5-6 R2015: Introduction to Surface Design is recommended.

Groovy Science
Creo Simulate 5.0 Tutorial
Everything You Need to Know to Get Started in Script Calligraphy
The Organometallic Chemistry of the Transition Metals
Work Engagement
An R Package for Environmental Statistics

• Written for first time FEA and Creo Simulate users • Uses simple examples with step-by-step tutorials • Explains the relation of commands to the overall FEA philosophy • Both 2D and 3D problems are covered
Creo Simulate 8.0 Tutorial introduces new users to finite element analysis using Creo Simulate and how it can be used to analyze a variety of problems. The tutorial lessons cover the major concepts and frequently used commands required to progress from a novice to an intermediate user level. The commands are presented in a click-by-click manner using simple examples and exercises that illustrate a broad range of the analysis types that can be performed. In addition to showing the command usage, the text will explain why certain commands are being used and, where appropriate, the relation of commands to the overall Finite Element Analysis (FEA) philosophy are explained. Moreover, since error analysis is an important skill, considerable time is spent exploring the created models so that users will become comfortable with the “debugging” phase of modeling. This textbook is written for first-time FEA users in general and Creo Simulate users in particular. After a brief introduction to finite element modeling, the tutorial introduces the major concepts behind the use of Creo Simulate to perform Finite Element Analysis of parts. These include modes of operation, element types, design studies (analysis, sensitivity studies, organization), and the major steps for setting up a model (materials, loads, constraints, analysis type), studying convergence of the solution, and viewing the results. Both 2D and 3D problems are covered. This tutorial deals exclusively with operation in integrated mode with Creo Parametric. It is suitable for use with both Releases 8.0 of Creo Simulate. The tutorials consist of the following: • 2 lessons on general introductory material • 2 lessons introducing the basic operations in Creo Simulate using solid models • 4 lessons on model idealizations (shells, beams and frames, plane stress, etc) • 1 lesson on miscellaneous topics • 1 lesson on steady and transient thermal analysis
Table of Contents 1. Introduction to FEA 2. Finite Element Analysis with Creo Simulate 3. Solid Models Part 1: Standard Static Analysis 4. Solid Models Part 2: Design Studies, Optimization, AutoGEM Controls, Superposition 5. Plane Stress and Plane Strain Models 6. Axisymmetric Solids and Shells 7. Shell Models 8. Beams and Frames 9. Miscellaneous Topics: Cyclic Symmetry, Modal Analysis, Springs and Masses, Contact Analysis 10. Thermal Models: Steady state and transient models; transferring thermal results for stress analysis

This book provides the most thorough view available on this new and intriguing dimension of workplace psychology, which is the basis of fulfilling, productive work. The book begins by defining work engagement, which has been described as ‘an opposite to burnout’, following its development into a more complex concept with far reaching implications for work-life. The chapters discuss the sources of work engagement, emphasizing the importance of leadership, organizational structures, and human resource management as factors that may operate to either enhance or inhibit employee’s experience of work. The book considers the implications of work engagement for both the individual employee and the organization as a whole. To address readers’ practical questions, the book provides in-depth coverage of interventions that can enhance employees’ work engagement and improve management techniques. Based upon the most up-to-date research by the foremost experts in the world, this volume brings together the best knowledge available on work engagement, and will be of great use to academic researchers, upper level students of work and organizational psychology as well as management consultants.

Many universities around the world are actively engaged in the process of the internationalization of their higher education systems, trying to become more competitive in all possible respects, especially in the areas of research and teaching. Language, naturally, plays a central role in this process, but it is not always explicitly recognized as such. As a result, key sociolinguistic challenges emerge for both individuals and groups of people. Most prominently, the question of whether English constitutes an opportunity or a threat to other national languages in academic domains is a controversial one and remains unresolved. The analysis featured in this book aims at addressing this question by looking at language policy developments in the context of Estonian higher education. Adopting a discourse approach, the book emphasises the centrality of language not only as a site of struggle, but as a tool and a resource that agents in a give field utilize to orient themselves in certain positions. The book will be of interest to language policy scholars, linguistic anthropologists, and critical sociolinguists. Education scholars interested in discourse studies will also find it useful.

Education in the Global South faces several key interrelated challenges, for which Open Educational Resources (OER) are seen to be part of the solution. These challenges include: unequal access to education; variable quality of educational resources, teaching, and student performance; and increasing cost and concern about the sustainability of education. The Research on Open Educational Resources for Development (ROER4D) project seeks to build on and contribute to the body of research on how OER can help to improve access, enhance quality and reduce the cost of education in the Global South. This volume examines aspects of educator and student adoption of OER and engagement in Open Educational Practices (OEP) in secondary and tertiary education as well as teacher professional development in 21 countries in South America, Sub-Saharan Africa and South and Southeast Asia. The ROER4D studies and syntheses presented here aim to help inform Open Education advocacy, policy, practice and research in developing countries.

AutoCAD LT 2020 for Designers, 13th Edition
15th IFIP WG 5.1 International Conference, PLM 2018, Turin, Italy, July 2-4, 2018, Proceedings
Anna Karenina

Product Lifecycle Management to Support Industry 4.0
Infinite Powers
EnvStats

Spanish All-in-One For Dummies

*Dieses Lehr- und Übungsbuch gibt eine anschauliche strukturierte Einführung in die parametrische 3D-Konstruktion und die darauf aufbauenden fortgeschrittenen Arbeitstechniken. Neben notwendigen anwendungsspezifischen Voreinstellungen und Festlegungen wird in die Bauteil- und Baugruppenmodellierung wie die damit verbundene Ableitung von technischen Zeichnungen eingeführt. Darüber hinaus vorgeschrittene Modellierungstechniken behandelt. In allen Abschnitten stehen die praktischen Übungen mit geeigneten Konstruktionsbeispielen im Vordergrund.*

*Your comprehensive guide to speaking, reading, and writing in Spanish! Want to speak Spanish? Looking to improve your Spanish skills? Now you can start today with these minibooks, which give you the expert instruction you need to master Spanish basics and beyond. From numbers and vocabulary to common phrases, conversations, and much more, you'll see how to communicate effectively in Spanish and use it in real-life situations. The practical exercises will want you greater confidence — and the bonus CD helps you start speaking Spanish from day one! Warm up with the basics — handle greetings and small talk and review pronunciation rules, letters, numbers, and dates Speak in everyday settings — handle greetings and small talk, order food and purchase goods, talk on the phone, ask for directions, and deal with emergencies
Grammar essentials — learn to identify and use the various parts of speech while you conjugate verbs in the simple past, present, and future tense
Stretch your skills — issue commands with the imperative mood, take action on object pronouns, talk about yourself with the reflexive, and wish and hope with the subjunctive
Take Spanish to work — communicate with colleagues or customers at the office, tailor phrases to your line of work, and review example workplace scenarios for common professions
Open the book and find: Basic and advanced Spanish grammar Pronunciation tips and vocabulary charts Verb conjugations for regular and irregular verbs Masculine and feminine nouns Tips for using adjectives, adverbs, and prepositional phrases
Proper ways to ask questions
The inside scoop on the key verb haber
Key phrases for numerous work environments
Spanish-to-English and English-to-Spanish dictionaries
Bonus CD Includes Features dialogues by native Spanish speakers
Allows you to hear Spanish as it's really spoken
Please see the CD appendix for details and complete system requirements.
Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.*

*CAD-Praktikum für den Maschinen- und Anlagenbau mit PTC CreoSpringer-Verlag*
Fully updated and expanded to reflect recent advances, this Fourth Edition of the classic text provides students and professional chemists with an excellent introduction to the principles and general properties of organometallic compounds, as well as including practical information on reaction mechanisms and detailed descriptions of contemporary applications.

3D Printing
CALL Communities and Culture – short papers from EUROCALL 2016
Dr. Dobb's Journal
Factors Moderating Language Proficiency
Learn to Program with Small Basic
Building Parsers with Java
CD-ROM contains: Examples from text -- Parser toolkit -- Example programs.
Groovy Science paints a decidedly different picture of the sixties counterculture by uncovering an unabashed embrace of certain kinds of science and technology. While many rejected science and technology that struck them as hulking, depersonalized, or militarized, theirs was a rejection of Cold War-era missiles and mainframes, not science and technology per se. We see in these pages the long-running annual workshops on quantum physics at the Esalen Institute in Big Sur, California; aerospace engineers turning their knowledge of high-tech materials to the short-board revolution in surfing; Timothy Leary's championing of space colonization as the ultimate high; and midwives redirecting their medical knowledge to launch a home-birth movement. Groovy Science gathers intriguing examples like these from across the physical, biological, and social sciences and charts commonalities across these many domains, highlighting shared trends and themes during one of the most colorful periods of recent American history. The result reveals a much more diverse picture of how Americans sought and found alternative forms of science that resonated with their social and political goals."

The 23rd EUROCALL conference was organised by the Cyprus University of Technology Language Centre. The theme of the conference was “CALL communities and Culture”. Between the 24th and 27th August 2016, over 135 presentations were delivered and 27 posters were presented; 84 of these presentations appear in this volume of selected peer-reviewed short papers.

Are you a seasoned Java developer who wishes to learn Python? Perhaps you’ve just joined a project where a chunk of system integration code is written in Python. Or maybe you need to implement a report generation module in the next sprint and your colleague mentioned that Python would be the perfect tool for the job. In any case, if you are in a situation where you have to pick up the Python programming language overnight, this book is just for you! Hit the ground running and gain a fast-paced overview of what the Python language is all about, the syntax that it uses and the ecosystem of libraries and tools that surround the language. This concise book doesn't spend time on details from an introductory programming course or document every single Python feature. Instead, Python for the Busy Java Developer is designed for experienced Java developers to obtain sufficient familiarity with the language and dive into coding, quickly. What You'll Learn
Discover the fundamentals of the core Python language and how they compare to Java
Understand Python syntax and the differences between Python 2.x and 3.x
Explore the Python ecosystem, its standard libraries, and how to implement them
Who This Book Is For
Working programmers who are comfortable with Java or another object-oriented programming language such as C#

Government Reports Announcements & Index
Knowledge, Innovation, and American Counterculture
Creo Parametric 7.0 Advanced Tutorial
Creo Simulate 4.0 Tutorial

Roadmaps and blueprints for object-oriented programs
An Introduction to Programming with Games, Art, Science, and Math
CAD-Praktikum für den Maschinen- und Anlagenbau mit PTC Creo
This book pioneers the study of bilingualism across the lifespan and in all its diverse forms. In pointing the newest research within a lifecourse perspective, the editors highlight the importance of considering an individual's age in researching how bilingualism affects language acquisition and cognitive development. A key theme is the variability among bilinguals, which may be due to a host of individual and sociocultural factors, including the degree to which bilingualism is valued within a particular context. Thus, this book is a call for language researchers, psychologists, and educators to pursue a better understanding of bilingualism in our increasingly global society.
Delightful collection includes the General Prologue plus three of the most popular tales: "The Knight's Tale," "The Miller's Prologue and Tale," and "The Wife of Bath's Prologue and Tale." "In modern English.

This unique book comprehensively reviews how information technology is changing cardiovascular medical practice. Chapters include a wide range of topics from specific technologies and virtual care education to large system implementation. Extensive illustrative material and specific case studies are included throughout to reinforce key concepts and enable the reader to develop an understanding of how information technology is impacting medical practice. Health equity, medicolegal ethics, and regulatory considerations are also covered. Healthcare Information Technology for Cardiovascular Medicine: Telemedicine & Digital Health provides a foundation for better understanding how these technologies impact cardiovascular care delivery. Its comprehensive analysis enables healthcare providers and other stakeholders to enhance clinical practice through digital health implementation.

Introduces different articles of clothing using characters, places, and events from Leo Tolstoy's "Anna Karenina."
Language Policy and the Internationalization of Universities
Developing 2D Games with Unity
Telemedicine & Digital Health
Independent Game Programming with C#
Creo Parametric 8.0 Tutorial
How Calculus Reveals the Secrets of the Universe

Path for the Busy Java Developer
Starting with an overview of the supplies - from paper to ink to pens - you will learn how to form letters, words, and then phrases by following Molly's clear step-by-step instructions, and by practicing with the provided templates. After mastering letter forms using a pointed pen and ink you can take it to the next level by learning how to use watercolor and gouache, or how to digitize your calligraphy

• Uses step-by-step tutorials designed for novice users • Explains not only how but also why commands are used • Covers part and assembly creation, creating engineering drawings and parametric solid modeling
The eleven lessons in this tutorial introduce you to the design capabilities of Creo Parametric 8.0. The tutorial covers the major concepts and frequently used commands required to advance from a novice to an intermediate user level. Major topics include part and assembly creation, and creation of engineering drawings. Also illustrated are the major functions that make Creo Parametric a parametric solid modeler. Although the commands are presented in a click-by-click manner, an effort has been made, in addition to showing/illustrating the command usage, to explain why certain commands are being used and the relation of feature selection and construction to the overall part design philosophy. Simply knowing where commands can be found is only half the battle. As is pointed out numerous times in the text, creating useful and effective models of parts and assemblies requires attention to detail. The book provides in-depth coverage of interventions that can enhance employees’ work engagement and improve management techniques. Based upon the most up-to-date research by the foremost experts in the world, this volume brings together the best knowledge available on work engagement, and will be of great use to academic researchers, upper level students of work and organizational psychology as well as management consultants.

The tutorials in this textbook cover the following topics: • Introduction to the program and its operation • The features used in part creation • Modeling utilities • Creating engineering drawings • Creating assemblies and assembly drawings

NEW LANGUAGE VISUALIZES PROGRAM ABSTRACTIONS CLEARLY AND PRECISELY Popular software modelling notations visualize implementation minutiae but fail to scale, to capture design abstractions, and to deliver effective tool support. Tailored to overcome these limitations, Codecharts can elegantly model roadmaps and blueprints for Java, C++, and C# programs of any size clearly, precisely, and at any level of abstraction. More practically, significant productivity gains for programmers using tools supporting Codecharts have been demonstrated in controlled experiments. Hundreds of figures and examples in this book illustrate how Codecharts are used to: Visualize the building-blocks of object-oriented design Create and analyze codecharts for Java, C++, and C# programs. Codecharts are also shown here to: Recover design from plain Java and visualize the program's roadmap Verify conformance to design decision with a click of a button This classroom-tested book includes two main parts: Practice (Part I) offers experienced programmers, software designers and software engineering students practical tools for representing and communicating object-oriented design. It demonstrates how to model programs, patterns, libraries, and frameworks using examples from JDK, Java 3D, JUnit, JDOM, Enterprise JavaBeans, and the Composite, Iterator, Factory Method, Abstract Factory, and Proxy design patterns. Theory (Part II) offers a mathematical foundation for Codecharts to graduate students and researchers studying software design, modelling, specification, and verification. It defines a formal semantics and a satisfies relation for design verification, and uses them to reason about the relations between patterns and programs (e.g., "Java.awt implements Composite" and "Factory Method is an abstraction of Iterator").

3D Printing is a faster, more cost-effective method for building prototypes from three-dimensional computer-aided design (CAD) drawings. 3D Printing provides a fundamental overview of the general product design and manufacturing process and presents the technology and application for designing and fabricating parts in a format that makes learning easy. This user-friendly book clearly covers the 3D printing process for designers, teachers, students, and hobbyists and can also be used as a reference book in a product design and process development.

Language Design, Performance, Modelling, Analysis, Control and Testing
Object-oriented Software Engineering
Technology, Applications, and Selection
Adoption and impact of OER in the Global South
Hydrostatic Pumps and Motors
Healthcare Information Technology for Cardiovascular Medicine

Venturing beyond C++ programming, this text shows how to engineer software products using object-oriented principles. It covers gathering requirements, specifying objects, object verification, defining relations between objects, translating object design into code, object testing, and software maintenance.

Sentiment analysis is a branch of natural language processing concerned with the study of the intensity of the emotions expressed in a piece of text. The automated analysis of the multitude of messages delivered through social media is one of the hottest research fields, both in academy and in industry, due to its extremely high potential applicability in many different domains. This Special Issue describes both technological contributions to the field, mostly based on deep learning techniques, and specific applications in areas like health insurance, gender classification, recommender systems, and cyber aggression detection.