C Windows Programming Tutorial Tarleton State University

Harness the hidden power of Java to build network-enabled applications with lower network traffic and faster processes About This Book Learn to deliver superior server-to-server communication through the networking channels Gain expertise of the networking features of your own applications to support various network architectures such as client/server and peer-to-peer Explore the issues that impact scalability, affect security, and allow applications to work in a heterogeneous environment Who This Book Is For Learning Network Programming with Java is oriented to developers who wish to use network technologies to enhance the utility of their applications. You should have a working knowledge of Java and an interest in learning the latest in network programming techniques using Java. No prior experience with network development or special software beyond the Java SDK is needed. Upon completion of the book, beginner and experienced developers will be able to use Java to access resources across a network and the Internet. What You Will Learn Connect to other applications using sockets Use channels and buffers to enhance communication between applications Access network services and develop client/server applications Explore the critical elements of peer-to-peer applications and current technologies available Use UDP to perform multicasting Address scalability through the use of core and advanced threading techniques Incorporate techniques into an application to make it more secure Configure and address interoperability issues to enable your applications to work in a heterogeneous environment In Detail Network-aware applications are becoming more prevalent and play an ever-increasing role in the world today. Connecting and using an Internet-based service is a frequent requirement for many applications. Java provides numerous classes that have evolved over the years to meet evolving network needs. These range from low-level socket and IP-based approaches to those encapsulated in software services. This book explores how Java supports networks, starting with the basics and then advancing to more complex topics. An overview of each relevant network technology is presented followed by detailed examples of how to use Java to support these technologies. We start with the basics of networking and then explore how Java supports the development of client/server and peer-to-peer applications. The NIO packages are examined as well as multitasking and how network applications can address practical issues such as security. A discussion on networking concepts will put many network issues into perspective and let you focus on the appropriate technology for the problem at hand. The examples used will provide a good starting point to develop similar capabilities for many of your network needs. Style and approach Each network technology's terms and concepts are introduced first.

This is followed up with code examples to explain these technologies. Many of the examples are supplemented with alternate Java 8 solutions when appropriate. Knowledge of Java 8 is not necessary but these examples will help you better understand the power of Java 8.

A fully revised and updated edition of the bible of the newspaper industry

Passing the HESI Admission Assessment Exam is the first step on the journey to becoming a successful healthcare professional. Be prepared to pass the exam with the most up-to-date HESI Admission Assessment Exam Review, 5th Edition! From the testing experts at HESI, this user-friendly guide walks you through the topics and question types found on admission exams, including: math, reading comprehension, vocabulary, grammar, biology, chemistry, anatomy and physiology, and physics. The guide includes hundreds of sample questions as well as step-by-step explanations, illustrations, and comprehensive practice exams to help you review various subject areas and improve test-taking skills. Plus, the pre-test and post-test help identify your specific weak areas so study time can be focused where it's needed most. HESI Hints boxes offer valuable test-taking tips, as well as rationales, suggestions, examples, and reminders for specific topics. Step-by-step explanations and sample problems in the math section show you how to work through each and know how to answer. Sample questions in all sections prepare you for the questions you will find on the A2 Exam. A 25-question pre-test at the beginning of the text helps assess your areas of strength and weakness before using the text. A 50-question comprehensive post-test at the back of the text includes rationales for correct and incorrect answers. Easy-to-read format with consistent section features (introduction, key terms, chapter outline, and a bulleted summary) help you organize your review time and understand the information. NEW! Updated, thoroughly reviewed content helps you prepare to pass the HESI Admission Assessment Exam. NEW! Comprehensive practice exams with over 200 questions on the Evolve companion site help you become familiar with the types of test questions.

A stimulating, eclectic accountof new media that finds its origins in old media, particularly the cinema. In this book Lev Manovich offers the first systematic and rigorous theory of new media. He places new media within the histories of visual and media cultures of the last few centuries. He discusses new media's reliance on conventions of old media, such as the rectangular frame and mobile camera, and shows how new media works create the illusion of reality, address the viewer, and represent space. He also analyzes categories and forms unique to new media, such as interface and database. Manovich uses concepts from film theory, art history, literary theory, and computer science and also develops new theoretical constructs, such as cultural interface, spatial montage, and cinegratography. The theory and history of cinema play a particularly important role in the book. Among other topics, Manovich discusses parallels between the histories of cinema and of new media, digital

cinema, screen and montage in cinema and in new media, and historical ties between avant-garde film and new media.

Facile Guide

Developing Connector Applications for CICS

Exploring Reserach

The Associated Press Stylebook 2015

Playing to the Crowd

Net Politics in the Era of Learning Algorithms

Explains what happened to music—for both artists and fans—when music went online. Playing to the Crowd explores and explains how the rise of digital communication platforms has transformed artist-fan relationships into something closer to friendship or family. Through in-depth interviews with musicians such as Billy Bragg and Richie Hawtin, as well as members of the Cure, UB40, and Throwing Muses, Baym reveals how new media has facilitated these connections through the active, and often required, participation of the artists and their devoted, digital fan base. Before the rise of social sharing and user-generated content, fans were mostly seen as an undifferentiated and unidentifiable mass, often mediated through record labels and the press. However, in today's networked era, musicians and fans have built more active relationships through social media, fan sites, and artist sites, giving fans a new sense of intimacy and offering artists unparalleled information about their audiences. However, this comes at a price. For audiences, meeting their heroes can kill the mystique. And for artists, maintaining active relationships with so many people can be both personally and financially draining, as well as extremely labor intensive. Drawing on her own rich history as an active and deeply connected music fan, Baym offers an entirely new approach to media culture, arguing that the work musicians put in to create and maintain these intimate relationships reflect the demands of the gig economy, one which requires resources and strategies that we must all come to recognize and appreciate.

Each recipe comprises step-by-step instructions followed by an analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or look at the list of recipes and refer to them in no particular order. Each example comes with its expected output to make your learning even easier. This book is designed to bring those who are familiar with Java up-to-speed on the new features found in Java 7.

A revealing and gripping investigation into how social media platforms police what we post online—and the large societal impact of these decisions Most users want their Twitter feed, Facebook page, and YouTube comments to be free of harassment and porn. Whether faced

with “fake news” or livestreamed violence, “content moderators”—who censor or promote user†‘posted content—have never been more important. This is especially true when the tools that social media platforms use to curb trolling, ban hate speech, and censor pornography can also silence the speech you need to hear. In this revealing and nuanced exploration, award†‘winning sociologist and cultural observer Tarleton Gillespie provides an overview of current social media practices and explains the underlying rationales for how, when, and why these policies are enforced. In doing so, Gillespie highlights that content moderation receives too little public scrutiny even as it is shapes social norms and creates consequences for public discourse, cultural production, and the fabric of society. Based on interviews with content moderators, creators, and consumers, this accessible, timely book is a must†‘read for anyone who’s ever clicked “like” or “retweet.”

A field manual to the technologies that are transforming our lives Everywhere we turn, a startling new device promises to transfigure our lives. But at what cost? In this urgent and revelatory excavation of our Information Age, leading technology thinker Adam Greenfield forces us to reconsider our relationship with the networked objects, services and spaces that define us. It is time to re-evaluate the Silicon Valley consensus determining the future. We already depend on the smartphone to navigate every aspect of our existence. We’re told that innovations—from augmented-reality interfaces and virtual assistants to autonomous delivery drones and self-driving cars—will make life easier, more convenient and more productive. 3D printing promises unprecedented control over the form and distribution of matter, while the blockchain stands to revolutionize everything from the recording and exchange of value to the way we organize the mundane realities of the day to day. And, all the while, fiendishly complex algorithms are operating quietly in the background, reshaping the economy, transforming the fundamental terms of our politics and even redefining what it means to be human. Having successfully colonized everyday life, these radical technologies are now conditioning the choices available to us in the years to come. How do they work? What challenges do they present to us, as individuals and societies? Who benefits from their adoption? In answering these questions, Greenfield’s timely guide clarifies the scale and nature of the crisis we now confront —and offers ways to reclaim our stake in the future.

Ideas, Opportunities, and Issues for Higher Education

Nursing Informatics

A How-To Guide for Higher Education

Introduction to CICS Dynamic Scripting

A Cold Warrior's Reflections

Starting Out with Java: Early Objects PDF eBook, Global Edition

Designed to be used in seminars on improving listening skills. Helps participants identify their habitual listening behaviors and learn how to improve upon them.

This extraordinary book explains the engine that has catapulted the Internet from backwater to ubiquity—and reveals that it is sputtering precisely because of its runaway success. With the unwitting help of its users, the generative Internet is on a path to a lockdown, ending its cycle of innovation—and facilitating unsettling new kinds of control. IPods, iPhones, Xboxes, and TiVos represent the first wave of Internet-centered products that can't be easily modified by anyone except their vendors or selected partners. These "tethered appliances" have already been used in remarkable but little-known ways: car GPS systems have been reconfigured at the demand of law enforcement to eavesdrop on the occupants at all times, and digital video recorders have been ordered to self-destruct thanks to a lawsuit against the manufacturer thousands of miles away. New Web 2.0 platforms like Google mash-ups and Facebook are rightly touted—but their applications can be similarly monitored and eliminated from a central source. As tethered appliances and applications eclipse the PC, the very nature of the Internet—its "generativity," or innovative character—is at risk. The Internet's current trajectory is one of lost opportunity. Its salvation, Zittrain argues, lies in the hands of its millions of users. Drawing on generative technologies like Wikipedia that have so far survived their own successes, this book shows how to develop new technologies and social structures that allow users to work creatively and collaboratively, participate in solutions, and become true "netizens."

Are Google, Apple, Facebook, Amazon and Microsoft too powerful? Martin Moore and Damian Tambini draw together the world's leading researchers to examine the economic, political, and social impacts of these digital giants.

General Adams reflects on his experiences in the cold war, during which he served in both manned bombers and missile silos. He tells stories of famous and not-so-famous cold warriors, including some from the US Navy. Some stories are humorous; some stories are tragic. Having traveled extensively in Russia and some former Soviet Union states after retirement, General Adams tells us about his former adversaries, the Soviet cold warriors. In the process, he leaves no doubt about his respect for all who served so valiantly in the "strategic triad"-- the strategic command, the ICBM force, and the submarine Navy.

Natural Language Processing with Java

Ground-Truthing, Programming, Formulating

Directory of Postsecondary Institutions
The Future of the Internet--And How to Stop It
Twitch and the Rise of Game Live Streaming
CIJE.

Since publication of the first edition in 1988, this book has established itself as the premier reference text for nurses, nursing administrators, nursing students, and other health care professionals who seek a state-of-the-art review of the role of IT in the nursing profession. The third edition of this seminal work keeps readers at the forefront of the rapidly evolving field of nursing informatics, examining new trends and thoroughly updating and revising all content. New chapters include: Selecting a Nursing Informatics Consultant; Project Management; Consumer Informatics; Data Mining; Education (CME, Patient); Electronic Medical Imaging; Nursing Informatics Competencies; Telehealth and Implications; Business Process Reengineering; Nursing's Role in Telehealth.

IBM® CICS® Transaction Server Feature Pack for Dynamic Scripting embeds and integrates technology from WebSphere® sMash into the CICS TS V4.1 run time, helping to reduce the time and cost of CICS application development. The Feature Pack provides a robust, managed environment for a wide range of situational applications allowing PHP and Groovy developers to create reports, dashboards, and widgets, and integrate CICS assets into mash-ups, and much more. The CICS Dynamic Scripting Feature Pack combines the benefits of scripted, Web 2.0 applications with easy and secure access to CICS application and data resources. The Feature Pack includes a PHP 5.2 run time implemented in JavaTM and with Groovy language support, support for native Java code and access to many additional libraries and connectors to enhance the development and user experience of rich Internet applications. Access to CICS resources is achieved by using the JCICS APIs. In this IBM Redbooks® publication, we introduce the Dynamic Scripting Feature Pack, show how to install and customize it, and provide examples for using it.

A leader in Introduction to Educational Research courses, Educational Research: Competencies for Analysis and Applications, ninth edition, remains a practical text focused on the skills and procedures students need in order to become competent consumers and producers of educational research. The accessible writing style and light, humorous tone of this book helps to demystify and enliven this demanding course.The textuses a direct, step-by-step approach to theresearch process.Tasks are included throughout the text to guide students through the process of creating their own research report. Published research articles are now included in every research methods chapter to provide students with illustrations of exemplary qualitative and quantitative research.Key changes in the ninth edition include an expanded coverage of qualitative research through a new chapter on Case Study Research (Chapter 17), a new chapter on Survey Research (Chapter 7), an increased emphasis on ethical considerations in the conduct of educational research (Chapter 1), and significant updates to Descriptive Statistics (Chapter 12) and Inferential Statistics

(Chapter 13) that increase the coverage of how to use technology in the research process."

This essential new volume in the Encyclopaedia of Sports Medicine series, published under the auspices of the International Olympic Committee, provides a thorough overview of the unique physiologic characteristics, responsiveness to training, and possible health hazards involved in the training, coaching, and medical care of young athletes. Intense involvement in competitive sports often begins during childhood. During adolescence, many athletes reach their peak performance and some may participate in World Championships and Olympic Games at a relatively young age. The Young Athlete presents the available information relevant to exercise and training in youth, reviewed and summarized by authors who are recognized as leaders in their respective fields. The Young Athlete is subdivided into seven parts covering: the physiologic bases of physical performance in view of growth and development; trainability and the consequences of a high level of physical activity during childhood and adolescence for future health; the epidemiology of injuries, their prevention, treatment, and rehabilitation; non-orthopedic health concerns including the pre-participation examination; psychosocial issues relevant to young athletes; diseases relevant to child and adolescent athletes; the methodology relevant to the assessment of young athletes. This valuable reference summarizes a large database of information from thousands of studies and is especially relevant to sports physicians, pediatricians, general practitioners, physical therapists, dietitians, coaches, students, and researchers in the exercise sciences.

The Changing Landscape of the Entrepreneurial Community College

Object-Oriented Design And Patterns

Workforce, Economic, and Community Development

Inside the Cold War

American Book Publishing Record

Current Index to Journals in Education

If you are a Java programmer who wants to learn about the fundamental tasks underlying natural language processing, this book is for you. You will be able to identify and use NLP tasks for many common problems, and integrate them in your applications to solve more difficult problems. Readers should be familiar/experienced with Java software development.

A look at the revolution in game live streaming and esports broadcasting Every day thousands of people broadcast their gaming live to audiences over the internet using popular sites such as Twitch, which reaches more than one hundred million viewers a month. In these new platforms for interactive entertainment, big esports events featuring digital game competitors live stream globally, and audiences can interact with broadcasters—and each other—through chat in real time. What are the ramifications of this exploding online industry? Taking readers inside home studios and backstage at large esports events, Watch Me Play investigates the rise of game live streaming and how it is poised to alter how we understand media and audiences. Through

extensive interviews and immersion in this gaming scene, T. L. Taylor delves into the inner workings of the live streaming platform Twitch. From branding to business practices, she shows the pleasures and work involved in this broadcasting activity, as well as the management and governance of game live streaming and its hosting communities. At a time when gaming is being reinvented through social media, the potential of an ever-growing audience is transforming user-generated content and alternative distribution methods. These changes will challenge the meaning of ownership and intellectual property and open the way to new forms of creativity. The first book to explore the online phenomenon Twitch and live streaming games, Watch Me Play offers a vibrant look at the melding of private play and public entertainment.

For courses in Experimental Methods and in Research Methods in Political Science and Sociology An informative and unintimidating look at the basics of research in the social and behavioral sciences Exploring Research makes research methods accessible for students - describing how to collect and analyze data, and providing thorough instruction on how to prepare and write a research proposal and manuscript. Author Neil Salkind covers the research process, problem selection, sampling and generalizability, and the measurement process. He also incorporates the most common types of research models used in the social and behavioral sciences, including qualitative methods. The Ninth Edition explores the use of electronic sources (the Internet) as a means to enhance research skills, includes discussions about scientific methods, and places a strong emphasis on ethics. NOTE: This ISBN is for a Pearson Books a la Carte edition: a convenient, three-hole-punched, loose-leaf text. In addition to the flexibility offered by this format, Books a la Carte editions offer students great value, as they cost significantly less than a bound textbook.

Improve your programming through a solid understanding of C pointers and memory management. With this practical book, you ' ll learn how pointers provide the mechanism to dynamically manipulate memory, enhance support for data structures, and enable access to hardware. Author Richard Reese shows you how to use pointers with arrays, strings, structures, and functions, using memory models throughout the book. Difficult to master, pointers provide C with much flexibility and power—yet few resources are dedicated to this data type. This comprehensive book has the information you need, whether you ' re a beginner or an experienced C or C++ programmer or developer. Get an introduction to pointers, including the declaration of different pointer types Learn about dynamic memory allocation, de-allocation, and alternative memory management techniques Use techniques for passing or returning data to and from functions Understand the fundamental aspects of arrays as they relate to pointers Explore the basics of strings and how pointers are used to support them Examine why pointers can be the source of security problems, such as buffer overflow Learn several pointer techniques, such as the use of opaque pointers, bounded pointers and, the restrict keyword

Listening Styles Profile
Fundamental Algorithms in MATLAB
Learning Statistics with R
Learning Network Programming with Java
The Power of Google, Amazon, Facebook, and Apple
The Democratization of Artificial Intelligence

Uncivil acts and messages too often color our experience with others. Communication in a Civil Society offers an alternative way to teach and learn about communication. Every chapter focuses on communication based on respect, restraint, and ethical choices.

This text is intended for use in the Java programming course Tony Gaddis's accessible, step-by-step presentation helps beginning students understand the important details necessary to become skilled programmers at an introductory level. Gaddis motivates the study of both programming skills and the Java programming language by presenting all the details needed to understand the "how" and the "why"—but never losing sight of the fact that most beginners struggle with this material. His approach is both gradual and highly accessible, ensuring that students understand the logic behind developing high-quality programs. In Starting Out with Java: Early Objects, Gaddis looks at objects—the fundamentals of classes and methods—before covering procedural programming. As with all Gaddis texts, clear and easy-to-read code listings, concise and practical real-world examples, and an abundance of exercises appear in every chapter. Teaching and Learning Experience This program presents a better teaching and learning experience—for you and your students. Enhance Learning with the Gaddis Approach: Gaddis's accessible approach features clear and easy-to-read code listings, concise real-world examples, and exercises in every chapter. Keep Your Course Current: Content is refreshed to provide the most up-to-date information on new technologies for your course. Support Instructors and Students: Student and instructor resources are available to expand on the topics presented in the text.

In this mind-expanding book, scientific pioneer Marvin Minsky continues his groundbreaking research, offering a fascinating new model for how our minds work. He argues persuasively that emotions, intuitions, and feelings are not distinct things, but different ways of thinking. By examining these different forms of mind activity, Minsky says, we can explain why our thought sometimes takes the form of carefully reasoned analysis and at other times turns to emotion. He shows how our minds progress from simple, instinctive kinds of thought to more complex forms, such as consciousness or self-awareness. And he argues that because we tend to see our thinking as fragmented, we fail to appreciate what powerful thinkers we really are. Indeed, says Minsky, if thinking can be understood as the step-by-step process that it is, then we can build machines --

artificial intelligences -- that not only can assist with our thinking by thinking as we do but have the potential to be as conscious as we are. Eloquently written, The Emotion Machine is an intriguing look into a future where more powerful artificial intelligences await.

After a long time of neglect, Artificial Intelligence is once again at the center of most of our political, economic, and socio-cultural debates. Recent advances in the field of Artifical Neural Networks have led to a renaissance of dystopian and utopian speculations on an AI-rendered future. Algorithmic technologies are deployed for identifying potential terrorists through vast surveillance networks, for producing sentencing guidelines and recidivism risk profiles in criminal justice systems, for demographic and psychographic targeting of bodies for advertising or propaganda, and more generally for automating the analysis of language, text, and images. Against this background, the aim of this book is to discuss the heterogenous conditions, implications, and effects of modern AI and Internet technologies in terms of their political dimension: What does it mean to critically investigate efforts of net politics in the age of machine learning algorithms?

Understanding and Using C Pointers

Techniques for building machine learning and neural network models for NLP, 2nd Edition

Starting Out with Visual C#

Who's Who of American Women 2004-2005

Radical Technologies

Vistas

"Each of the chapters contained herein is worth reading by itself, but I hope that readers will take the time to consume all of the chapters in order to see meta-trends taking shape in various settings--and to observe as well the growing sophistication of assessment practices as they evolve to fit the ever-changing contexts of higher education."--From the foreword by Trudy W. Banta Trends in Assessment provides readers with a survey of the state-of-the-art of the enduring assessment concepts and approaches developed over the past twenty-five years, and includes chapters by acknowledged experts who describe how emerging assessment trends and ideas apply to their programs and pedagogies, covering: Community Engagement ePortfolios Faculty Development Global Learning Graduate and Professional Education High-Impact Practices Learning Improvement and Innovation Assessment Trends from NILOA STEM Student Affairs Programs and Services The concluding chapters point to a future of assessment and identify several meta-trends in assessment. The book was conceived by organizers and contributors of the Assessment Institute in Indianapolis, the nation's oldest and largest higher education assessment event, and includes contributions by the following partners of the Institute: Association for the Assessment of Learning in Higher Education (AALHE); Association for Authentic, Experiential, and Evidence-Based Learning (AAEEBL); Association for General and Liberal Studies (AGLS); Association for Institutional Research (AIR); Association of American Colleges and Universities (AAC&U); Center for

Postsecondary Research (CPR)/National Survey of Student Engagement (NSSE); and Higher Education Data Sharing Consortium (HEDS). Trends in Assessment serves as a vital resource for faculty, student affairs professionals, administrators, anyone involved in accreditation, and scholars in the field.

Explore various approaches to organize and extract useful text from unstructured data using Java Key Features Use deep learning and NLP techniques in Java to discover hidden insights in text Work with popular Java libraries such as CoreNLP, OpenNLP, and Mallet Explore machine translation, identifying parts of speech, and topic modeling Book Description Natural Language Processing (NLP) allows you to take any sentence and identify patterns, special names, company names, and more. The second edition of Natural Language Processing with Java teaches you how to perform language analysis with the help of Java libraries, while constantly gaining insights from the outcomes. You'll start by understanding how NLP and its various concepts work. Having got to grips with the basics, you'll explore important tools and libraries in Java for NLP, such as CoreNLP, OpenNLP, Neuroph, and Mallet. You'll then start performing NLP on different inputs and tasks, such as tokenization, model training, parts-of-speech and parsing trees. You'll learn about statistical machine translation, summarization, dialog systems, complex searches, supervised and unsupervised NLP, and more. By the end of this book, you'll have learned more about NLP, neural networks, and various other trained models in Java for enhancing the performance of NLP applications. What you will learn Understand basic NLP tasks and how they relate to one another Discover and use the available tokenization engines Apply search techniques to find people, as well as things, within a document Construct solutions to identify parts of speech within sentences Use parsers to extract relationships between elements of a document Identify topics in a set of documents Explore topic modeling from a document Who this book is for Natural Language Processing with Java is for you if you are a data analyst, data scientist, or machine learning engineer who wants to extract information from a language using Java. Knowledge of Java programming is needed, while a basic understanding of statistics will be useful but not mandatory.

A biographical dictionary of notable living women in the United States of America.

A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jaton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

The Emotion Machine

The Young Athlete

Watch Me Play

Robotics, Vision and Control

Communication in a Civil Society

Custodians of the Internet

The author has maintained two open-source MATLAB Toolboxes for more than 10 years: one for robotics and one for vision. The key strength of the Toolboxes provide a set of tools that allow the user to work with real

problems, not trivial examples. For the student the book makes the algorithms accessible, the Toolbox code can be read to gain understanding, and the examples illustrate how it can be used —instant gratification in just a couple of lines of MATLAB code. The code can also be the starting point for new work, for researchers or students, by writing programs based on Toolbox functions, or modifying the Toolbox code itself. The purpose of this book is to expand on the tutorial material provided with the toolboxes, add many more examples, and to weave this into a narrative that covers robotics and computer vision separately and together. The author shows how complex problems can be decomposed and solved using just a few simple lines of code, and hopefully to inspire up and coming researchers. The topics covered are guided by the real problems observed over many years as a practitioner of both robotics and computer vision. It is written in a light but informative style, it is easy to read and absorb, and includes a lot of Matlab examples and figures. The book is a real walk through the fundamentals of robot kinematics, dynamics and joint level control, then camera models, image processing, feature extraction and epipolar geometry, and bring it all together in a visual servo system. Additional material is provided at http://www.petercorke.com/RVC

Cay Horstmann offers readers an effective means for mastering computing concepts and developing strong design skills. This book introduces object-oriented fundamentals critical to designing software and shows how to implement design techniques. The author's clear, hands-on presentation and outstanding writing style help readers to better understand the material.· A Crash Course in Java· The Object-Oriented Design Process· Guidelines for Class Design· Interface Types and Polymorphism· Patterns and GUI Programming· Inheritance and Abstract Classes· The Java Object Model· Frameworks· Multithreading· More Design Patterns

This book is a step-by-step guide for improving student learning in higher education. The authors argue that a fundamental obstacle to improvement is that higher educators, administrators, and assessment professionals do not know how to improve student learning at scale. By this they mean improvement efforts that span an entire program, affecting all affiliated students. The authors found that faculty and administrators particularly struggle to conceptualize and implement multi-section, multi-course improvement efforts. It is unsurprising that ambitious, wide-reaching improvement efforts like these would pose difficulty in their organization and implementation. This is precisely the problem the authors address. The book provides practical strategies for learning improvement, enabling faculty to collaborate, and integrating leadership, social dynamics, curriculum, pedagogy, assessment, and faculty development. In Chapter 2, the authors tell a program-level improvement story from the perspective of a faculty member. Chapter 3 inverts Chapter 2. Beginning from the re-assess stage, the authors work their way back to the individual faculty member first pondering whether she can do something to impact students' skills. They peel back each layer of the process and imagine how learning improvement efforts might be thwarted at each stage. Chapters 4 through 9 dig deeper into the

learning improvement steps introduced in Chapters 2 and 3. Each chapter provides strategies to help higher educators climb each step successfully. Chapter 10 paints a picture of what higher education could look like in 2041 if learning improvement were embraced. And, finally, Chapter 11 describes what you can do to support the movement.

The Language of New Media

Trends in Assessment

Improving Student Learning at Scale

Commonsense Thinking, Artificial Intelligence, and the Future of the Human Mind

Educational Research

The Constitution of Algorithms