Chapter 1 Introduction To Object Oriented Design

In this book, the authors focus on the concrete aspects of IoT (Internet of Things): the daily operation, on the ground, of this domain, including concrete and detailed discussion of the designs, applications and realizations of Secure Connected Things and IoT. As experts in the development of RFID and IoT technologies, the authors offer the reader a highly technical discussion of these topics, including the many approaches (technical, security, safety, ergonomic, economic, normative, regulations, etc.) involved in Secure Connected Objects projects. This book is written both for readers wishing to familiarize themselves with the complex issues surrounding networking objects and for those who design these connective "things".
During the last few years, parallel object-relational database management systems have emerged as the leading data management technology on the market. These systems are extensible by user-defined data types and user-defined functionality for the data. This work focuses on the efficient parallel execution of user-defined functionality. The main contributions describe techniques to support data parallelism for user-defined scalar and aggregate functions and intra-function parallelism for the execution of a scalar function on a large object, and a new technology to provide extensibility with regard to new set-oriented database operations that can efficiently implement user-defined functionality in parallel object-relational database management systems.
In Programming VB .NET: A Guide for Experienced Programmers, authors Gary Cornell and Jonathan Morrison carefully explain the exciting features of Visual Basic .NET. Since VB .NET is, for all practical purposes, a whole new language even for the most experienced Visual Basic programmers, developers need to think differently about many familiar topics. Cornell and Morrison are there to help you with careful discussions of each topic. Cornell and Morrison write from the point of view of the experienced programmer, with constant references to the changes from earlier versions of VB. Developers learn how to use VB .NET for database programming through ADO.NET and web programming through ASP.NET. After reading Programming VB .NET: A Guide for Experienced Programmers, developers will have a firm grasp of the exciting VB .NET language and its uses in creating powerful .NET applications.
This book offers a corpus-based synchronic and diachronic investigation of Experiential constructions in Latin, focusing on patterns of variation and change in argument realization and

non-canonical case-marking and providing insights in the domain
of diachronic verbal syntax and semantics.
New Concepts for Parallel Object-Relational Query Processing
na
Quantitative Social Science
Distributed Object Architectures with CORBA
Plasma Technology in the Preservation and Cleaning of Cultural
Heritage Objects
The Internal World and Attachment
Guides the reader through the development of object-oriented, distributed busin
systems using CORBA.
This fully revised and indispensable edition of Object-Oriented Programming with
provides a sound appreciation of the fundamentals and syntax of the language, a
as of various concepts and their applicability in real-life problems. Emphasis has
laid on the reusability of code in object-oriented programming and how the conc
class, objects, inheritance, polymorphism, friend functions, and operator overload
are all geared to make the development and maintenance of applications easy,
convenient and economical.
We live in an age of rapid technological development. The Internet already affect
lives in many ways. Indeed, we continue to depend more, and more intrinsically,
Internet, which is increasingly becoming a fundamental piece of societal
infrastructure, just as water supply, electricity grids, and transportation networ
been for a long time. But while these other infrastructures are relatively static,
Internet is undergoing swift and fundamental change: Notably, the Internet is go
mobile. The world has some 6.7 billion humans, 4 billion mobile phones, and 1.7
billion Internet users. The two most populous continents, Asia and Africa, have
relatively low Internet penetration and hold the greatest potentials for growth.
mobile phone users by far outnumber their Internet users, and the numbers are
growing rapidly. China and India are each gaining about half a dozen million new
phone users per month. Users across the globe as a whole increasingly embrace
Internet devices, with smart phone sales are starting to outnumber PC sales. In
these and other facts suggest that the Internet stands to gain a substantial mo
component. This mega trend towards "mobile" is enabled by rapid and continuing
advances in key technology areas such as mobile communication, consumer
electronics, g- positioning, and computing. In short, this is the backdrop for this
timely book on moving objects by Xiaofeng Meng and Jidong Chen.
The second edition of this textbook includes revisions based on the feedback on
first edition. In a new chapter the authors provide a concise introduction to the
remainder of UML diagrams, adopting the same holistic approach as the first ed
Using a case-study-based approach for providing a comprehensive introduction t
principles of object-oriented design, it includes: A sound footing on object-orient
concepts such as classes, objects, interfaces, inheritance, polymorphism, dynami
linking, etc. A good introduction to the stage of requirements analysis Use of UM

document user requirements and design An extensive treatment of the design p
Coverage of implementation issues Appropriate use of design and architectural
patterns Introduction to the art and craft of refactoring Pointers to resources
further the reader's knowledge The focus of the book is on implementation asp
without which the learning is incomplete. This is achieved through the use of ca
studies for introducing the various concepts of analysis and design, ensuring tha
theory is never separate from the implementation aspects. All the main case stu
used in this book have been implemented by the authors using Java. An appendix
Java provides a useful short tutorial on the language.

A Beginner's Guide to Scala, Object Orientation and Functional Programming
An Introduction to Object-oriented Programming with Java
Modeling with UML, OCL, and IFML
Java, Late Objects Version
Fundamentals of Object Tracking
Intermediate Perl
Introduction to Object-Oriented ProgrammingPearson Education IndiaAn
Introduction to Object-oriented Programming with JavaMcGraw-Hill Science
Engineering

Object-Oriented Analysis and Design for Information Systems clearly explains
real object-oriented programming in practice. Expert author Raul Sidnei
Wazlawick explains concepts such as object responsibility, visibility and the
real need for delegation in detail. The object-oriented code generated by using
these concepts in a systematic way is concise, organized and reusable. The
patterns and solutions presented in this book are based in research and
industrial applications. You will come away with clarity regarding processes
and use cases and a clear understand of how to expand a use case. Wazlawick
clearly explains clearly how to build meaningful sequence diagrams. Object-
Oriented Analysis and Design for Information Systems illustrates how and why
building a class model is not just placing classes into a diagram. You will learn
the necessary organizational patterns so that your software architecture will
be maintainable. Learn how to build better class models, which are more
maintainable and understandable. Write use cases in a more efficient and
standardized way, using more effective and less complex diagrams. Build true
object-oriented code with division of responsibility and delegation.
An introductory text for beginners with no background in programming, this
book teaches students how to write object-oriented programs and is
appropriate for any first programming course in Java. It covers both Java
applets and applications.
What is this book about? With the release of PHP 5 and the Zend Engine 2,
PHP finally graduates from it earliest days as a lightweight scripting syntax to
an powerful object oriented programming language that can hold its own
against the Java and .NET architectures that currently dominate corporate
software development. This book has a pragmatic focus on how to use PHP in
the larger scheme of enterprise-class software development. What does this
book cover? Unlike Java or .NET, there is little discussion of the application of

design patterns, component architectures, and best-practices to the development of applications using PHP. Software written in the absence of this sort of higher-order architecture will never be able to match the robust frameworks that Java and .NET ship with out of the box. This book addresses this issue by covering the following material: Part 1 discusses the OO concepts that were initially explored in Beginning PHP 5 and a demonstration of how to implement them in PHP 5. This section also covers UML modeling and provides a brief introduction to project management techniques that are covered in more depth in Part 4. Parts 2 and 3 present objects and object hierarchies that, when completed, comprise a robust toolkit that developers will be able to reuse on future projects. These chapters are designed to arm the professional PHP developer with the sort of constructs that are available out of the box with platforms such as Java and .NET — from simple utility classes like Collection and Iterator, to more complex constructs like Model/View/Controller architectures and state machines. Part 4 shows how to use the toolkit from Parts 2 and 3 to create real-world applications. We look at the development of a robust contact management system that will leverage the componentry and concepts already discussed and introduce project management and software architecture concepts that enable developers to accurately identify business requirements, design scalable, extensible platforms, and handle change management effectively. It covers the waterfall and spiral project management paradigms and include a discussion on eXtreme Programming and other approaches to software development. The Appendices include an extended discussion on the effective use of CVS, introduce the Zend Studio IDE and related tools, and discuss performance tuning and scalability.

Doing Hard Time

How to Program

The Structure and Function of Animal Cell Components

The Object-Oriented Thought Process

Object-Oriented Programming under Windows

Introduction to Object-Oriented Programming

Discover everything you need to know to get up-to-speed with JavaScript development and add dynamic enhancements to web pages. This completely updated third edition reveals how the code works and when to use closures, constants, and execution content. Starting with the basics, you'll see how to employ prototypical inheritance, as well as memory management, variable hoisting and event bubbling. Also covered is an introduction to Node.js and package managers, key to understanding the tools necessary in front-end development and how they are used with current JavaScript frameworks. JavaScript is one of the most important technologies on the web, providing the means to add dynamic functionality to your web pages and serving as the backbone of working with frameworks like Angular and React. Beginning JavaScript, Third Edition will take you from being a JavaScript novice to working freely with this important technology - begin your JavaScript journey today! What You'll LearnConstruct good JavaScript syntax following modern coding practices Use JavaScript to communicate with the server and retrieve data Dynamically manipulate markup, validate forms and deal with images Debug applications using features inside the browser Use TypeScript to bring strong typing to the languageWho This Book Is For Beginner to intermediate developers with a basic knowledge of front-end programming who are looking for a deeper understanding of how

JavaScript works in the browser and how to answer questions in an interview. Introduces object tracking algorithms from a unified, recursive Bayesian perspective, along with performance bounds and illustrative examples.

The latest edition of Java in a Nutshell is designed to help experienced Java programmers get the most out of Java 7 and 8, but it's also a learning path for new developers. Chock full of examples that demonstrate how to take complete advantage of modern Java APIs and development best practices, the first section of this thoroughly updated book provides a fast-paced, no-fluff introduction to the Java programming language and the core runtime aspects of the Java platform. The second section is a reference to core concepts and APIs that shows you how to perform real programming work in the Java environment. Get up to speed on language details, including Java 8 changes Learn object-oriented programming, using basic Java syntax Explore generics, enumerations, annotations, and lambda expressions Understand basic techniques used in object-oriented design Examine concurrency and memory, and how they're intertwined Work with Java collections and handle common data formats Delve into Java's latest I/O APIs, including asynchronous channels Use Nashorn to execute JavaScript on the Java Virtual Machine Become familiar with development tools in OpenJDK

Scala is now an established programming language developed by Martin Oderskey and his team at the EPFL. The name Scala is derived from Sca(lable) La(nguage). Scala is a multi-paradigm language, incorporating object oriented approaches with functional programming. Although some familiarity with standard computing concepts is assumed (such as the idea of compiling a program and executing this compiled from etc.) and with basic procedural language concepts (such as variables and allocation of values to these variables) the early chapters of the book do not assume any familiarity with object orientation nor with functional programming These chapters also step through other concepts with which the reader may not be familiar (such as list processing). From this background, the book provides a practical introduction to both object and functional approaches using Scala. These concepts are introduced through practical experience taking the reader beyond the level of the language syntax to the philosophy and practice of object oriented development and functional programming. Students and those actively involved in the software industry will find this comprehensive introduction to Scala invaluable.

Fundamentals of Computer Programming with C#
How to Think Like a Computer Scientist
Text Databases
ICSE-Computer Application-TB-10-R1
An Integrated Approach
An Introductory Text

Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about

solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards This book is a guide to creating a software architecture comprised of distributed components. While it is based on OMG's CORBA standard, the principles also apply to architecture built with other technology, such as Microsoft's DCOM.

How, asks Geoff Goodman in The Internal World and Attachment, can we progress further in integrating the fruits of attachment research with the accumulated clinical wisdom of psychoanalytic theorizing about the internal world of object representations? The key, he answers, is to look more closely at the basic assumptions of each body of theory, especially those assumptions, whether embedded or explicit, that bear on the formation of psychic structure. Drawing on Kernberg's insights into the affective and instinctual substrata of psychic organizations, Goodman proposes that insecure attachment categories can be correlated with particular constellations of self and object representations. Such convergences provide a springboard to further theoretical explanations, most especially to the relations between attachment and adult sexual behavior. Indeed, one outstanding feature of Goodman's proposals is the light they cast on various forms and meanings of sexual psychopathology, as he delineates how both promiscuity and retreats from sexual intimacy can be differentially interpreted depending on the patient's pattern of attachment. Destined to provoke lively debate, The Internal World and Attachment is a powerfully informative attempt to go beyond the researcher's view of attachment as a motivational system. For Goodman, attachment is informed by an internal logic that reflects fantasies and defense, and an appreciation of the interaction of attachment pattern with various constellations of self and object representations can deepen our understanding of the internal world in clinically consequential ways. Keeping his eye resolutely on the clinical texture of attachment observations and the clinical phenomenology expressive of internal object relations, Goodman provides the reader with an experience-near basis for viewing two influential bodies of knowledge as complementary avenues for apprehending the internal meaning of externally observable behavior.

The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic .NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects' services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for

developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. "Programmers who aim to create high quality software–as all programmers should–must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld's The Object-Oriented Thought Process." –Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals.

An Introduction in Tidyverse
Developing Real-time Systems with UML, Objects, Frameworks, and Patterns
Toward a General Theory of Educational Encounters
Single chapter from the eBook Understanding Physical Geography
International Encyclopedia Of Comparative Law Chapter 1 Introduction
Chapter 1: Introduction to Physical Geography

The Deitels' groundbreaking How to Program series offers unparalleled breadth and depth of object-oriented programming concepts and intermediate-level topics for further study. This survey of Java programming contains an optional extensive OOD/UML 2 case study on developing and implementing the software for an automated teller machine. The Eighth Edition of this acclaimed text is now current with the Java SE 6 updates that have occurred since the book was last published. The Late Objects Version delays coverage of class development until Chapter 8, presenting the control structures, methods and arrays material in a non-object-oriented, procedural programming context.
"This book presents empirical research and acquired experience on the original solutions and mathematical algorithms for motion detection and object identification problems, emphasizing a wide variety of applications of security systems"--Provided by publisher.
ICSE-Computer Application-TB-10-R1
Object-Oriented Programming under Windows presents object-oriented programming (OOP) techniques that can be used in Windows programming.

The book is comprised of 15 chapters that tackle an area in OOP. Chapter 1 provides an introductory discourse about OOP, and Chapter 2 covers the programming languages. Chapter 3 deals with the Windows environment, while Chapter 4 discusses the creation of application. Windows and dialogue boxes, as well as controls and standard controls, are tackled. The book then covers menus and event response. Graphics operation, clipboard, bitmaps, icons, and cursors are also dealt with. The book also tackles disk file access, and then discusses the help file system. The last chapter covers data transfer. The text will be of great use to individuals who want to write Windows based programs. Object oriented programming with C++ Objects in Italian Life and Culture Beginning JavaScript Models, Techniques and Applications Cloud Object Storage as a Service: IBM Cloud Object Storage from Theory to Practice - For developers, IT architects and IT specialists Experiential Constructions in Latin

An Introduction to Object-Oriented Programming with Javaprovides an accessible and technically thorough introduction to the basics of programming using java. The fourth edition continues to take a truly object-oriented approach. Objects are used early so that students think in objects right from the beginning. In the fourth edition, the coverage on defining classes has been made more accessible. The material has been broken down into smaller chunks and spread over two chapters, making it more student-friendly. Also, new to this edition is the incorporation of Java 5.0 features, including use of the Scanner Class and the Formatter Class. The hallmark feature of the book, Sample Development Programs, are continued in this edition. These provide students with an opportunity to incrementally, step by step, walk through program design, learning the fundamentals of software engineering. Object diagrams, using a subset of UML, also continue to be an important element of Wu's approach. The consistent, visual approach assists students in understanding concepts. Handles: â€¢ Consistent Problem solving approach at the end of each chapter, that follows:o Problem Statemento Overall Plano Designo Codeo Testâ€¢ Diagrams---SHOW Problem Solvingâ€¢ Placement of Objects firstâ€”Aids students in Problem Solvingâ€¢ 5.0 update is included in this revision***With the 5.0 Revision is the: incorporation of two new classes. 1. The Scanner Class 2. Formatter Class Pedagogyâ€”Tools to Problem Solve Design GuidelinesHelpful RemindersTake my Advice BoxesYou Might Want to Know BoxesQuick Check Exercises

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books

does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation on slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from http://introprogramming.info. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: http://www.introprogramming.info License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Presents guidelines on the art of coding with Perl, covering such topics as references and scoping, object-oriented programing, writing and using modules, testing Perl code, and contributing to CPAN. Doing Hard Time is written to facilitate the daunting process of developing real-time systems. It presents an embedded systems programming methodology that has been proven successful in practice. The process outlined in this book allows application developers to apply practical techniques - garnered from the mainstream areas of object-oriented software development - to meet the demanding qualifications of real-time programming. Bruce Douglass offers ideas that are up-to-date with the latest concepts and trends in programming. By using the industry standard Unified Modeling Language (UML), as well as the best practices from object technology, he guides you through the intricacies and specifics of real-time systems development. Important topics such as schedulability, behavioral patterns, and real-time frameworks are demystified, empowering you to become a more effective real-time programmer.

The Bulgarian C# Book
Professional PHP5
Fiction, Migration, and Artificiality
Programming VB .NET

Moving Objects Management

This book provides a forum for researchers in scalable computing to publish extended-length articles on significant new developments. An article may present comprehensive results from a major project, review recent work in a sub-domain, or expound new ideas in a detailed, tutorial fashion, at a length which most journals and conference proceedings cannot accommodate.The five articles in this book give an excellent illustration of the different types of material requiring such extensive treatment, and should serve well to encourage future authors with similar ideas to consider publishing in the Series on

Scalable Computing.

A tidyverse edition of the acclaimed textbook on data analysis and statistics for the social sciences and allied fields Quantitative analysis is an essential skill for social science research, yet students in the social sciences and related areas typically receive little training in it. Quantitative Social Science is a practical introduction to data analysis and statistics written especially for undergraduates and beginning graduate students in the social sciences and allied fields, including business, economics, education, political science, psychology, sociology, public policy, and data science. Proven in classrooms around the world, this one-of-a-kind textbook engages directly with empirical analysis, showing students how to analyze and interpret data using the tidyverse family of R packages. Data sets taken directly from leading quantitative social science research illustrate how to use data analysis to answer important questions about society and human behavior. Emphasizes hands-on learning, not paper-and-pencil statisticsIncludes data sets from actual research for students to test their skills onCovers data analysis concepts such as causality, measurement, and prediction, as well as probability and statistical toolsFeatures a wealth of supplementary exercises, including additional data analysis exercises and programming exercisesOffers a solid foundation for further studyComes with additional course materials online, including notes, sample code, exercises and problem sets with solutions, and lecture slides

This book makes visible the hidden relations between things and individuals through a discussion of creative processes and cultural practices. Italian life and culture are filled with objects that cross, accompany, facilitate or disrupt experience, desires, and dreams. Yet in spite of their ubiquity, theoretical engagement in the Italian context is still underdeveloped. Paolo Bartoloni investigates four typologies—the fictional, migrant, multicultural/transnational, and the artificial—to hypothesize that the ability to treat things as partners of emotional and creative expression creates a sense of identity predicated on inclusivity, openness, care, and attention.

Manipulation of text by means of the computer is well-established. Everybody has a word processor on his or her desk, and electronic mail, desk top publishing, text interchange languages, hypertext and multimedia are technologies many will be aware of. However, the full potential of the computer for the management and use of textual information has not been tapped yet. Far from it. For this a more principled approach is necessary, which will create a framework on which existing technologies, and technologies-yet-to-come can build and in which they can be integrated. This book can be seen as one step on this road. It employs the experience gained in working with a rich electronic linguistic corpus, the ECA database. A basic text database model is put forward and several text database retrieval languages are defined and analysed. A clear direction for further research is given. Therefore, the book is of relevance to researchers and developers in the field of corpus linguistics and in the more general field of electronic text.

Annual Review of Scalable Computing

The Key to Enterprise Integration

A Guide For Experienced Programmers

One Database Model and Several Retrieval Languages

Natural Teaching Encounters

Object-Oriented Analysis and Design for Information Systems

The digital enterprise has resulted in an explosion of data, and data volumes are expected to grow in zettabyte scale in the next few years. This explosive growth is largely fueled by unstructured data, such as video, social media, photos, and text. IBM® Cloud Object Storage (previously known as Cleversafe®) provides organizations the flexibility, scalability, and simplicity required to store, manage, and access today's rapidly growing unstructured data. Cloud Object Storage (COS) provides access to your unstructured data via a self-service portal from anywhere in the world with RESTful APIs, including OpenStack Swift API and S3-compatible API, enterprise availability, and security. IBM COS is available in the following deployment models: Private on-premises object storage Dedicated object storage (single-tenant) Public object storage (multi-tenant) Hybrid object storage (a mix of on-premises, dedicated or public offerings) This IBM Redbooks® publication focuses on the IBM COS public offering, IBM COS Public Services, and hybrid solutions leveraging this offering. This book is for solution developers, architects, and IT specialists who are implementing Cloud Object Storage solutions.

Chapter 1: Introduction to Physical Geography of the eBook Understanding Physical Geography. This eBook was written for students taking introductory Physical Geography taught at a college or university. For the chapters currently available on Google Play presentation slides (Powerpoint and Keynote format) and multiple choice test banks are available for Professors using my eBook in the classroom. Please contact me via email at Michael.Pidwirny@ubc.ca if you would like to have access to these resources. The various chapters of the Google Play version of Understanding Physical Geography are FREE for individual use in a non-classroom environment. This has been done to support life long learning. However, the content of Understanding Physical Geography is NOT FREE for use in college and university courses in countries that have a per capita GDP over $25,000 (US dollars) per year where more than three chapters are being used in the teaching of a course. More specifically, for university and college instructors using this work in such wealthier countries, in a credit-based course where a tuition fee is accessed, students should be instructed to purchase the paid version of this content on Google Play which is organized as one of six Parts (organized chapters). One exception to this request is a situation where a student is experiencing financial hardship. In this case, the student should use the individual chapters which are available from Google Play for free. The cost of these Parts works out to only $0.99 per chapter in USA dollars, a very small fee for my work. When the entire textbook (30 chapters) is finished its cost will be only $29.70 in USA dollars. This is far less expensive than similar textbooks from major academic publishing companies whose eBook are around $50.00 to $90.00. Further, revenue generated from the sale of this academic textbook will provide "the carrot" to entice me to continue working hard creating new and updated content. Thanks in advance to instructors and students who abide by these conditions. IMPORTANT - This Google Play version is best viewed with a computer using Google Chrome, Firefox or Apple Safari browsers.

The Structure and Function of Animal Cell Components: An Introductory Text provides an introduction to the study of animal cells, specifically the structure and function of the cells. To help readers appreciate the discussions, this book first provides an introduction to the physiological and biochemical function of animal cells, which is followed by an introduction to animal cell structure. This text then presents topics on the components of the cells, such as the mitochondria and the nucleus, and processes in the cells, including protein synthesis. This

selection will be invaluable to cytologists, anatomists, and pathologists, as well as to readers who have an elementary knowledge of both biochemistry and cytology.

Scientists have long been looking for alternative methods for the cleaning of historical and cultural museum objects as conventional methods often fail to completely remove surface films, leaving contamination and surface residues behind. Low-temperature plasmas have recently been found to provide a new, efficient and durable approach that maintains the safety of both the materials and personnel. This book is the first to introduce the emerging use of low-temperature plasmas in the cleaning and decontamination of cultural heritage items. It provides a comprehensive exploration of the new possibilities of cleaning objects with plasma, before providing a practice guide to the individual cleaning methods and an overview of the technologies and conditions used in the different cleaning regimes. It is an ideal reference for researchers in plasma physics, in addition to professionals working in the field of historical and cultural conservation. Features: Provides a thorough overview of the cleaning potential of emerging plasma technologies in accessible language for professional restorers and conservators without a scientific background Includes the latest case studies from the field, which have not been published elsewhere yet Authored by a team of experts in the field

Developing Business Systems with CORBA with CD-ROM
The Ultimate Guide to Modern JavaScript Development
Think Java
Video Surveillance Techniques and Technologies
Introduction to Object-Oriented Programming with Java
Java in a Nutshell