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For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

Arduino: A Quick-Start GuidePragmatic Bookshel

This book is a collection of selected papers presented at the First Congress on Intelligent Systems (CIS 2020), held in New Delhi, India, during September 5 – 6, 2020. It includes novel and innovative work from experts, practitioners, scientists, and decision-makers from academia and industry. It covers topics such as Internet of Things, information security, embedded systems, real-time systems, cloud computing, big data analysis, quantum computing, automation systems, bio-inspired intelligence, cognitive systems, cyber physical systems, data analytics, data/web mining, data science, intelligence for security, intelligent decision making systems, intelligent information processing, intelligent transportation, artificial intelligence for machine vision, imaging sensors technology, image segmentation, convolutional neural network, image/video classification, soft computing for machine vision, pattern recognition, human – computer interaction, robotic devices and systems, autonomous vehicles, intelligent control systems, human motor control, game playing, evolutionary algorithms, swarm optimization, neural network, deep learning, supervised learning, unsupervised learning, fuzzy logic, rough sets, computational optimization, and neuro-fuzzy systems.

This book presents an overview of a variety of contemporary statistical, mathematical and computer science techniques which are used to further the knowledge in the medical domain. The authors focus on applying data mining to the medical domain, including mining the sets of clinical data typically found in patient 's medical records, image mining, medical mining, data mining and machine learning applied to generic genomic data and more. This work also introduces modeling behavior of cancer cells, multi-scale computational models and simulations of blood flow through vessels by using patient-specific models. The authors cover different imaging techniques used to generate patient-specific models. This is used in computational fluid dynamics software to analyze fluid flow. Case studies are provided at the end of each chapter. Professionals and researchers with quantitative backgrounds will find Computational Medicine in Data Mining and Modeling useful as a reference. Advanced-level students studying computer science, mathematics, statistics and biomedicine will also find this book valuable as a reference or secondary text book.

A Guide for Online Teaching and Learning

Arduino: A Quick-Start Guide

IBM FileNet Content Manager Implementation Best Practices and Recommendations

Verification, Model Checking, and Abstract Interpretation

Proceedings of the 7th International Symposium on Mathematical Morphology, April 18-20, 2005

Server and Configuration Management for Humans

Operational Research in Business and Economics

Arm yourself for the escalating war against malware and rootkits Thwart debilitating cyber-attacks and dramatically improve your organization's security posture using the proven defense strategies in this thoroughly updated guide. **Hacking Exposed™ Malware and Rootkits: Security Secrets & Solutions, Second Edition** fully explains the hacker's latest methods alongside ready-to-deploy countermeasures. Discover how to block pop-up and phishing exploits, terminate embedded code, and identify and eliminate rootkits. You will get up-to-date coverage of intrusion detection, firewall, honeynet, antivirus, and anti-rootkit technology. • Learn how malware infects, survives, and propagates across an enterprise • See how hackers develop malicious code and target vulnerable systems • Detect, neutralize, and remove user-mode and kernel-mode rootkits • Use hypervisors and honeypots to uncover and kill virtual rootkits • Defend against keylogging, redirect, click fraud, and identity theft • Block spear phishing, client-side, and embedded-code exploits • Effectively deploy the latest antivirus, pop-up blocker, and firewall software • Identify and stop malicious processes using IPS solutions

From the very first recorded con-the Elizabethan-era "Spanish Prisoner Scam"-to today's hi-tech online swindles, grifters have become ever-more inventive in their scope, scale, and ambition. This enthralling collection surveys the men and women who invented the most extraordinary scams of all time. Their stories are remarkable, including the tale of Gregor McGregor, the man who invented a fictional South American country, raised international loans on its behalf, and sold much of its nonexistent land to would-be settlers in the 1820s. Also included are the tales of Eric Hebborn, the master forger who coned the art world into buying thousands of his fakes; Arthur Ferguson, who sold Big Ben, Buckingham Palace, and the White House to gullible American investors; and Frank Abagnale Jr., the real-life Catch Me If You Can conman who successfully impersonated a pilot, a teacher, a lawyer, and a pediatrician while swindling \$5 million across 26 countries. This insightful guide unveils how these professional swindlers fooled countless individuals into handing over their cash, and reveals the techniques developed by the police to bring them to justice.

The articles by well-known international experts intend to facilitate more elaborate expositions of the research presented at the seminar, and to collect and document the results of the various discussions, including ideas and open problems that were identified. Correspondingly the book will consist of two parts. Part I will consist of extended articles describing research presented at the seminar. This will include papers on tracking, motion capture, displays, cloth simulation, and applications. Part II will consist of articles that capture the results of breakout discussions, describe visions, or advocate particular positions. This will include discussions about system latency, 3D interaction, haptic interfaces, social gaming, perceptual issues, and the fictional "Holodeck".

Ian Sinclair's Practical Electronics Handbook combines a wealth useful day-to-day electronics information, concise explanations and practical guidance in this essential companion to anyone involved in electronics design and construction. The compact collection of key data, fundamental principles and circuit design basics provides an ideal reference for a wide range of students, enthusiasts, technicians and practitioners of electronics who have progressed beyond the basics. The sixth edition is updated throughout with new material on microcontrollers and computer assistance, and a new chapter on digital signal processing · Invaluable handbook and reference for hobbyists, students and technicians · Essential day-to-day electronics information, clear explanations and practical guidance in one compact volume · Assumes some previous electronics knowledge but coverage to interest beginners and professionals alike Guide to Energy Management

Proceedings of CIS 2020, Volume 2

29th Australasian Database Conference, ADC 2018, Gold Coast, QLD, Australia, May 24-27, 2018, Proceedings

Computational Medicine in Data Mining and Modeling

How to Master CCNA

A Methodology for Language Development

Ansible is a simple, but powerful, server and configuration management tool. Learn to use Ansible effectively, whether you manage one server--or thousands.

Essentials of Teaching Adapted Physical Education: Diversity, Culture, and Inclusion offers a wealth of knowledge for teaching today's diverse student population, including those with disabilities. Readers will learn how to teach a variety of students, organize learning within various curricular models, assess and evaluate students, and manage behavior. Readers will also learn more about the conditions and disabilities they may encounter when teaching, how to understand students' various abilities, and how to adapt and modify instructional methods to include all students. The book emphasizes the importance of being culturally responsive and acquiring the necessary knowledge to infuse appropriate, socially just practices into educational settings. Future teachers will learn how to apply culturally responsive instructional methods and behavior management strategies and will understand broader social and economic contexts for their students' behavior. At the same time, this book provides more than a how-to approach to teaching adapted physical education. Its content and features promote reflective learning, encouraging readers to anticipate the types of teaching situations and challenges that may arise and think through how they will respond. Scenarios and vignettes throughout provide context for the material and promote critical thinking and problem solving.

After completing this self-contained course on server-based Internet applications software that grew out of an MIT course, students who start with only the knowledge of how to write and debug a computer program will have learned how to build sophisticated Web-based applications.

Search, analyze, and manage data effectively with Elasticsearch 7 Key FeaturesExtend Elasticsearch functionalities and learn how to deploy on Elastic CloudDeploy and manage simple Elasticsearch nodes as well as complex cluster topologiesExplore the capabilities of Elasticsearch 7 with easy-to-follow recipesBook Description Elasticsearch is a Lucene-based distributed search server that allows users to index and search unstructured content with petabytes of data. With this book, you'll be guided through comprehensive recipes on what's new in Elasticsearch 7, and see how to create and run complex queries and analytics. Packed with recipes on performing index mapping, aggregation, and scripting using Elasticsearch, this fourth edition of Elasticsearch Cookbook will get you acquainted with numerous solutions and quick techniques for performing both every day and uncommon tasks such as deploying Elasticsearch nodes, integrating other tools to Elasticsearch, and creating different visualizations. You will install Kibana to monitor a cluster and also extend it using a variety of plugins. Finally, you will integrate your Java, Scala, Python, and big data applications such as Apache Spark and Pig with Elasticsearch, and create efficient data applications powered by enhanced functionalities and custom plugins. By the end of this book, you will have gained in-depth knowledge of implementing Elasticsearch architecture, and you'll be able to manage, search, and store data efficiently and effectively using Elasticsearch. What you will learnCreate an efficient architecture with ElasticsearchOptimize search results by executing analytics aggregationsBuild complex queries by managing indices and documentsMonitor the performance of your cluster and nodesDesign advanced mapping to take full control of index stepsIntegrate Elasticsearch in Java, Scala, Python, and big data applicationsInstall Kibana to monitor clusters and extend it for pluginsWho this book is for If you're a software engineer, big data infrastructure engineer, or Elasticsearch developer, you'll find this book useful. This Elasticsearch book will also help data professionals working in the e-commerce and FMCG industry who use Elastic for metrics evaluation and search analytics to get deeper insights for better business decisions. Prior experience with Elasticsearch will help you get the most out of this book.

Networking Self-Teaching Guide

Congress on Intelligent Systems

Databases Theory and Applications

Elasticsearch 7.0 Cookbook

Hacking Exposed Malware & Rootkits: Security Secrets and Solutions, Second Edition

Plant and Fruit

Practical Electronics Handbook

This book constitutes the refereed proceedings of the 14th International Conference on Verification, Model Checking, and Abstract Interpretation, VMCAI 2013, held in Rome, Italy, in January 2013, co-located with the Symposium on Principles of Programming Languages, POPL 2013. The 27 revised full papers presented were carefully reviewed and selected from 72 submissions. The papers cover a wide range of topics including program verification, model checking, abstract interpretation and abstract domains, program synthesis, static analysis, type system, deductive methods, program certification, debugging techniques, program transformation, optimization, hybrid and cyber-physical systems.

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in DirectX3D, and techniques and special effects. It includes new DirectX3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

This book constitutes the thoroughly refereed proceedings of the 13th International Conference on Metadata and Semantic Research, MTSR 2019, held in Rome, Italy, in October 2019. The 27 full and 15 short papers presented were carefully reviewed and selected from 96 submissions. The papers are organized in the following tracks: metadata and semantics for digital libraries, information retrieval, big, linked, social and open data; metadata and semantics for agriculture, food, and environment; digital humanities and digital curation; cultural collections and applications; european and national projects; metadata, identifiers and semantics in decentralized applications, blockchains and P2P systems.

Mathematical Morphology is a speciality in Image Processing and Analysis, which considers images as geometrical objects, to be analyzed through their interactions with other geometrical objects. It relies on several branches of mathematics, such as discrete geometry, topology, lattice theory, partial differential equations, integral geometry and geometrical probability. It has produced fast and efficient algorithms for computer analysis of images, and has found applications in bio-medical imaging, materials science, geoscience, remote sensing, quality control, document processing and data analysis. This book contains the 43 papers presented at the 7th International Symposium on Mathematical Morphology, held in Paris on April 18-20, 2005. It gives a lively state of the art of current research topics in this field. It also marks a milestone, the 40 years of uninterrupted development of this ever-expanding domain.

Software Engineering for Internet Applications

13th International Conference, MTSR 2019, Rome, Italy, October 28–31, 2019, Revised Selected Papers

Harrod's Librarians' Glossary and Reference Book

Quantitative Models and Empirical Studies

Network Equipment-building System (NEBS) Requirements

Introduction to 3D Game Programming with DirectX 12

Disposition of Electronic Records (NARA Bulletin 99-05).

This book constitutes the refereed proceedings of the 29th Australasian Database Conference, ADC 2018, held in Gold Coast, QLD, Australia, in May 2018. The 23 full papers plus 6 short papers presented together with 3 demo papers were carefully reviewed and selected from 53 submissions. The Australasian Database Conference is an annual international forum for sharing the latest research advancements and novel applications of database systems, data-driven applications, and data analytics between researchers and practitioners from around the globe, particularly Australia and New Zealand.

"How to master CCNA shows you, step-by-step, everything you need to know to master the CCNA Routing & Switching exam. You will discover all the different protocols that are used on networks and you will learn how to build networks yourself! Plus you will receive an overview of labs that you should practice from GNS3vault.com."--Page 4 of cover.

This new edition focuses on three crucial areas of retail supply chain management: (1) empirical studies of retail supply chain practices, (2) assortment and inventory planning and (3) integrating price optimization into retail supply chain decisions. The book has been fully updated, expanding on the distinguishing features of the original, while offering three new chapters on recent topics which reflect areas of great interest and relevance to the academic and professional communities alike - inventory management in the presence of data inaccuracies, retail workforce management, and fast fashion retail strategies. The innovations, lessons for practice, and new technological solutions for managing retail supply chains are important not just in retailing, but offer crucial insights and strategies for the ultimate effective management of supply chains in other industries as well. The retail industry has emerged as a fascinating choice for researchers in the field of supply chain management. It presents a vast array of stimulating challenges that have long provided the context of much of the research in the area of operations research and inventory management. However, in recent years, advances in computing capabilities and information technologies, hyper-competition in the retail industry, emergence of multiple retail formats and distribution channels, an ever increasing trend towards a globally dispersed retail network, and a better understanding of the importance of collaboration in the extended supply chain have led to a surge in academic research on topics in retail supply chain management. Many supply chain innovations (e.g., vendor managed inventory) were first conceived and successfully validated in this industry, and have since been adopted in others. Conversely, many retailers have been quick to adopt cutting edge practices that first originated in other industries. Retail Supply Chain Management: Quantitative Models and Empirical Studies, 2nd Ed. is an attempt to summarize the state of the art in this research, as well as offer a perspective on what new applications may lie ahead.

IBM® FileNet® Content Manager Version 5.2 provides full content lifecycle and extensive document management capabilities for digital content. IBM FileNet Content Manager is tightly integrated with the family of IBM FileNet products based on the IBM FileNet P8 technical platform. IBM FileNet Content Manager serves as the core content management, security management, and storage management engine for the products. This IBM Redbooks® publication covers the implementation best practices and recommendations for solutions that use IBM FileNet Content Manager. It introduces the functions and features of IBM FileNet Content Manager, common use cases of the product, and a design methodology that provides implementation guidance from requirements analysis through production use of the solution. We address administrative topics of an IBM FileNet Content Manager solution, including deployment, system administration and maintenance, and troubleshooting. Implementation topics include system architecture design with various options for scaling an IBM FileNet Content Manager system, capacity planning, and design of repository design logical structure, security practices, and application design. An important implementation topic is business continuity. We define business continuity, high availability, and disaster recovery concepts and describe options for those when implementing IBM FileNet Content Manager solutions. Many solutions are essentially a combination of information input (ingestion), storage, information processing, and presentation and delivery. We discuss some solution building blocks that designers can combine to build an IBM FileNet Content Manager solution. This book is intended to be used in conjunction with product manuals and online help to provide guidance to architects and designers about implementing IBM FileNet Content Manager solutions. Many of the features and practices described in the book also apply to previous versions of IBM FileNet Content Manager.

Hacking Exposed: Malware and Rootkits

Dagstuhl Seminar 2008

4th International Symposium and 26th National Conference on Operational Research, Chania, Greece, June 2015

The Incredible Pomegranate

Ansible for DevOps

The MC6809 Cookbook

Computer Structures

Expand your knowledge of computer vision by building amazing projects with OpenCV 3 About This Book Build computer vision projects to capture high-quality image data, detect and track objects, process the actions of humans or animals, and much more Discover practical and interesting innovations in computer vision while building atop a mature open-source library, OpenCV 3 Familiarize yourself with multiple approaches and theories wherever critical decisions need to be made Who This Book Is For This book is ideal for you if you aspire to build computer vision systems that are smarter, faster, more complex, and more practical than the competition. This is an advanced book intended for those who already have some experience in setting up an OpenCV development environment and building applications with OpenCV. You should be comfortable with computer vision concepts, object-oriented programming, graphics programming, IDEs, and the command line. What You Will Learn Select and configure camera systems to see invisible light, fast motion, and distant objects Build a " camera trap " , as used by nature photographers, and process photos to create beautiful effects Develop a facial expression recognition system with various feature extraction techniques and machine learning methods Build a panorama Android application using the OpenCV stitching module in C++ with NDK support Optimize your object detection model, make it rotation invariant, and apply scene-specific constraints to make it faster and more robust Create a person identification and registration system based on biometric properties of that person, such as their fingerprint, iris, and face Fuse data from videos and gyroscopes to stabilize videos shot from your mobile phone and create hyperlapse style videos In Detail Computer vision is becoming accessible to a large audience of software developers who can leverage mature libraries such as OpenCV. However, as they move beyond their first experiments in computer vision, developers may struggle to ensure that their solutions are sufficiently well optimized, well trained, robust, and adaptive in real-world conditions. With sufficient knowledge of OpenCV, these developers will have enough confidence to go about creating projects in the field of computer vision. This book will help you tackle increasingly challenging computer vision problems that you may face in your careers. It makes use of OpenCV 3 to work around some interesting projects. Inside these pages, you will find practical and innovative approaches that are battle-tested in the authors' industry experience and research. Each chapter covers the theory and practice of multiple complementary approaches so that you will be able to choose wisely in your future projects. You will also gain insights into the architecture and algorithms that underpin OpenCV's functionality. We begin by taking a critical look at inputs in order to decide which kinds of light, cameras, lenses, and image formats are best suited to a given purpose. We proceed to consider the finer aspects of computational photography as we build an automated camera to assist nature photographers. You will gain a deep understanding of some of the most widely applicable and reliable techniques in object detection, feature selection, tracking, and even biometric recognition. We will also build Android projects in which we explore the complexities of camera motion: first in panoramic image stitching and then in video stabilization. By the end of the book, you will have a much richer understanding of imaging, motion, machine learning, and the architecture of computer vision libraries and applications! Style and approach This book covers a combination of theory and practice. We examine blueprints for specific projects and discuss the principles behind these blueprints, in detail.

Cloud computing has become a significant technology trend. Experts believe cloud computing is currently reshaping information technology and the IT marketplace. The advantages of using cloud computing include cost savings, speed to market, access to greater computing resources, high availability, and scalability. Handbook of Cloud Computing includes contributions from world experts in the field of cloud computing from academia, research laboratories and private industry. This book presents the systems, tools, and services of the leading providers of cloud computing; including Google, Yahoo, Amazon, IBM, and Microsoft. The basic concepts of cloud computing and cloud computing applications are also introduced. Current and future technologies applied in cloud computing are also discussed. Case studies, examples, and exercises are provided throughout. Handbook of Cloud Computing is intended for advanced-level students and researchers in computer science and electrical engineering as a reference book. This handbook is also beneficial to computer and system infrastructure designers, developers, business managers, entrepreneurs and investors within the cloud computing related industry.

Topics include distributed generation, energy auditing, rate structures, economic evaluation techniques, lighting efficiency improvement, HVAC optimization, combustion and use of industrial wastes, steam generation and distribution system performance, control systems

and computers, energy systems maintenance, renewable energy, and industrial water management."--BOOK JACKET.

Exploring the Digital Library, a volume in The Jossey-Bass Online Teaching and Learning series, addresses the key issue of library services for faculty and their students in the online learning environment. Written by librarians at Athabasca University, a leading institution in distance education, this book shows how faculty can effectively use digital libraries in their day-to-day work and in the design of electronic courses. Exploring the Digital Library is filled with information, ideas, and Discusses how information and communication technologies are transforming scholarship communication Provides suggestions for integrating digital libraries into teaching and course development Describes approaches to promoting information literacy skills and integrating these skills across the curriculum Outlines the skills and knowledge required in digital library use Suggests opportunities for faculty and librarians to collaborate in the online educational environment

OSI, TCP/IP, LANs, MANs, WANs, Implementation, Management, and Maintenance

Diversity, Culture, and Inclusion

A Programming Language

Virtual Realities

Exploring the Digital Library

Denotational Semantics

Computerworld

Grails is a full stack framework which aims to greatly simplify the task of building serious web applications for the JVM. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails 2 framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

"New to SQLScript-or maybe looking to brush up on a specific task? Whatever your skill level, this comprehensive guide to SQLScript for SAP HANA is for you! Master language elements, data types, and the function library. Learn to implement SAP HANA database procedures and functions using imperative and declarative SQLScript. Integrate with ABAP, SAP BW on SAP HANA, and SAP BW/4HANA. Finally, test, troubleshoot, and analyze your SQLScript programs. Code like the pros!"--

Listing over 10,000 entries, Harrod's Librarians' Glossary and Reference Book spans everything from traditional printing terms to search engines and from book formats to URLs. Revisions for this tenth edition have centred in particular on the Information Society and its ramifications, on the general shift towards electronic resources, and on e-commerce, e-learning and e-government, whilst at the same time maintaining key areas predating the IT revolution. Web terminology, URLs and IT terms have been checked and updated, and coverage of terms relating to digitization and digital resources, portals, multimedia and electronic products has been revised or expanded as necessary. Harrod's Glossary now includes Knowledge Management terms, and this edition has also focused on developments in the field of intellectual property, copyright, patents, privacy and piracy. It gives wide international coverage of names, addresses and URLs of major libraries and other important organizations in the information sector, of professional associations, fellowships, networks, government bodies, projects and programmes, consortia and institutions, influential reports and other key publications. Entries are included on classification and file coding, on records management and archiving and on both the latest and the most enduring aspects of library and information skills. Even with the Web at your fingertips Harrod's Librarians' Glossary and Reference Book remains a quicker reference for explaining specialist terms, jargon and acronyms, and for finding the URLs you need, whether you are working in a print-based or digital library, in archiving, records management, conservation, bookselling or publishing.

Arduino is an open-source platform that makes DIY electronics projects easier than ever. Gone are the days when you had to learn electronics theory and arcane programming languages before you could even get an LED to blink. Now, with this new edition of the bestselling Arduino: A Quick-Start Guide, readers with no electronics experience can create their first gadgets quickly. This book is up-to-date for the new Arduino Zero board, with step-by-step instructions for building a universal remote, a motion-sensing game controller, and many other fun, useful projects. This Quick-Start Guide is packed with fun, useful devices to create, with step-by-step instructions and photos throughout. You'll learn how to connect your Arduino to the Internet and program both client and server applications. You'll build projects such as your own motion-sensing game controller with a three-axis accelerometer, create a universal remote with an Arduino and a few cheap parts, build your own burglar alarm that emails you whenever someone's moving in your living room, build binary dice, and learn how to solder. In one of several new projects in this edition, you'll create your own video game console that you can connect to your TV set. This book is completely updated for the new Arduino Zero board and the latest advances in supporting software and tools for the Arduino. Sidebars throughout the book point you to exciting real-world projects using the Arduino, exercises extend your skills, and "What If It Doesn't Work" sections help you troubleshoot common problems. With this book, beginners can quickly join the worldwide community of hobbyists and professionals who use the Arduino to prototype and develop fun, useful inventions. What You Need: This is the full list of all parts you'd need for all projects in the book; some of these are provided as part of various kits that are available on the web, or you can purchase individually. Sources include adafruit.com, makershed.com, radioshack.com, sparkfun.com, and mouser.com. Please note we do not support or endorse any of these vendors, but we list them here as a convenience for you. Arduino Zero (or Uno or Duemilanove or Diecimila) board USB cable Half-size breadboard Pack of LEDs (at least 3, 10 or more is a good idea) Pack of 100 ohm, 10k ohm, and 1k ohm resistors Four pushbuttons Breadboard jumper wire / connector wire Parallax Ping))) sensor Passive Infrared sensor An infrared LED A 5V servo motor Analog Devices TMP36 temperature sensor ADXL335 accelerometer breakout board 6 pin 0.1" standard header (might be included with the ADXL335) Nintendo Nunchuk Controller Arduino Ethernet shield Arduino Proto shield and a tiny breadboard (optional but recommended) Piezo speaker/buzzer (optional) Tilt sensor (optional) A 25-30 Watts soldering iron with a tip (preferably 1/16") A soldering stand and a sponge A standard 60/40 solder (rosin-core) spool for electronics work

SQLScript for SAP HANA

Retail Supply Chain Management

Essentials of Teaching Adapted Physical Education

6502 Assembly Language Programming

International Version

Readings and Examples

The Definitive Guide to Grails 2

Surveys the Newest Multi-Purpose Microprocessor Chip from Motorola, Covering Hardware, Software, Architecture & Applications

This comprehensive guide for experienced programmers thoroughly explains every 6502 and 65C02 instruction and covers assembler conventions, programming the interrupt system, and interfacing methods for input/output devices

This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. This new Direct12 features such as command lists, pipeline state objects, descriptor heaps and tables, and explicit resource management to reduce CPU overhead and increase scalability across multiple CPU cores. The book covers modern special effects and techniques such as hard shadows, ambient occlusion, reflections, normal and displacement mapping, shadow rendering, and character animation. Includes a companion DVD with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to info@merclearning.com. FEATURES: • Provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 12 • Uses new Direct3D 12 features to reduce CPU overhead and take advantage of multiple CPU cores • Contains popular real-time game effects • Includes a DVD with source code and all the images (including 4-color) from the book • Learn advance rendering techniques such as ambient occlusion, real-time reflections, normal and displacement mapping, shadow rendering, programming the character animation • Covers a mathematics review and 3D rendering fundamentals such as lighting, texturing, blending and stenciling • Use the end-of-chapter exercises to test understanding and provide experience with DirectX 12

Malware and rootkits are on the rise and becoming more complex, according to security company McAfee Author speaks at major security conferences worldwide Hands-on examples, attacks, and countermeasures are included in every chapter

OpenCV 3 Blueprints

14th International Conference, VMCAI 2013, Rome, Italy, January 20-22, 2013, Proceedings

Physical Protection : a Module of LSSGR, FR-64, TSGR, FR-440, and NEBSFR, FR-2063

Metadata and Semantic Research

Mathematical Morphology: 40 Years On

Over 100 recipes for fast, scalable, and reliable search for your enterprise, 4th Edition

Guidelines for the Evaluation of Petroleum Reserves and Resources

Explores how programming language is a signifier for a whole host of mathematical algorithms and procedures. The book focuses on specific areas of application which serve as universal examples and are chosen to illustrate particular facets of the effort to design explicit and concise programming languages.

IT professionals who want to move into the networking side in a corporate or enterprise setting will find the detailed content they need to get up to speed on the very latest networking technologies; plus, current networking professionals will find this a valuable and up-to-date resource. This hands-on guide is designed so that you can select, design, and implement an actual network using the tutorials and steps in the book. Coverage includes an overview of networking technologies, including the hardware, software, transmission media, and data transfer processes; in-depth coverage of OSI and TCP/IP reference models; operating systems and other systems software used in today's networks; LANs, WANs, and MANs, including the components and standards that operate within each type of area network; and more.

This book gathers a selection of refereed papers presented at the 4th International Symposium and 26th National Conference of the Hellenic Operational Research Society. It highlights recent scientific advances in operational research and management science (OR/MS), with a focus on linking OR/MS with other areas of quantitative methods in a multidisciplinary framework. Topics covered include areas such as business process modeling, supply chain management, organization performance and strategy planning, revenue management, financial applications, production planning, metaheuristics, logistics, inventory systems, and energy systems.

A Directory of Over 10,200 Terms, Organizations, Projects and Acronyms in the Areas of Information Management, Library Science, Publishing and Archive Management

The U.S. Army in the Occupation of Germany, 1944-1946

Introduction to 3D Game Programming with DirectX 11

Malware & Rootkits Secrets & Solutions (eb)

Handbook of Cloud Computing