

Student Exploration Circuit Builder Answers

A number of new analytical techniques have been developed to establish a theory of spin glasses. This book provides a broad overview of the interdisciplinary field between statistical physics and information sciences/engineering. The Global Innovation Index 2020 provides detailed metrics about the innovation performance of 131 countries and economies around the world. Its 80 indicators explore a broad vision of innovation, including political environment, education, infrastructure and business sophistication. The 2020 edition sheds light on the state of innovation financing by investigating the evolution of financing mechanisms for entrepreneurs and other innovators, and by pointing to progress and remaining challenges – including in the context of the economic slowdown induced by the coronavirus disease (COVID-19) crisis. This accessible new edition explores the major topics in Monte Carlo simulation that have arisen over the past 30 years and presents a sound foundation for problem solving Simulation and the Monte Carlo Method, Third Edition reflects the latest developments in the field and presents a fully updated and comprehensive account of the state-of-the-art theory, methods and applications that have emerged in Monte Carlo simulation since the publication of the classic First Edition over more than a quarter of a century ago. While maintaining its accessible and intuitive approach, this revised edition features a wealth of up-to-date information that facilitates a deeper understanding of problem solving across a wide array of subject areas, such as engineering, statistics, computer science, mathematics, and the physical and life sciences. The book begins with a modernized introduction that addresses the basic concepts of probability, Markov processes, and convex optimization. Subsequent chapters discuss the dramatic changes that have occurred in the field of the Monte Carlo method, with coverage of many modern topics including: Markov Chain Monte Carlo, variance reduction techniques such as importance (re-)sampling, and the transform likelihood ratio method, the score function method for sensitivity analysis, the stochastic approximation method and the stochastic counter-part method for Monte Carlo optimization, the cross-entropy method for rare events estimation and combinatorial optimization, and application of Monte Carlo techniques for counting problems. An extensive range of exercises is provided at the end of each chapter, as well as a generous sampling of applied examples. The Third Edition features a new chapter on the highly versatile splitting method, with applications to rare-event estimation, counting, sampling, and optimization. A second new chapter introduces the stochastic enumeration method, which is a new fast sequential Monte Carlo method for tree search. In addition, the Third Edition features new material on: • Random number generation, including multiple-recursive generators and the Mersenne Twister • Simulation of Gaussian processes, Brownian motion, and diffusion processes • Multilevel Monte Carlo method • New enhancements of the cross-entropy (CE) method, including the “improved” CE method, which uses sampling from the zero-variance distribution to find the optimal importance sampling parameters • Over 100 algorithms in modern pseudo code with flow control • Over 25 new exercises Simulation and the Monte Carlo Method, Third Edition is an excellent text for upper-undergraduate and beginning graduate courses in stochastic simulation and Monte Carlo techniques. The book also serves as a valuable reference for professionals who would like to achieve a more formal understanding of the Monte Carlo method. Reuven Y. Rubinstein, DSc, was Professor Emeritus in the Faculty of Industrial Engineering and Management at Technion-Israel Institute of Technology. He served as a consultant at numerous large-scale organizations, such as IBM, Motorola, and NEC. The author of over 100 articles and six books, Dr. Rubinstein was also the inventor of the popular score-function method in simulation analysis and generic cross-entropy methods for combinatorial optimization and counting. Dirk P. Kroese, PhD, is a Professor of Mathematics and Statistics in the School of Mathematics and Physics of The University of Queensland, Australia. He has published over 100 articles and four books in a wide range of areas in applied probability and statistics, including Monte Carlo methods, cross-entropy, randomized algorithms, tele-traffic c theory, reliability, computational statistics, applied probability, and stochastic modeling.

"A little boy gets ready for bed by pretending he is a robot and "powering down.""--

How People Learn II

Making Thinking Visible

An Introduction

Solving Design Challenges with Young Children

Popular Mechanics

The Rocket into Planetary Space

In this revolutionary book, a renowned computer scientist explains the importance of teaching children the basics of computing and how it can prepare them to succeed in the ever-evolving tech world. Computers have completely changed the way we teach children. We have Mindstorms to thank for that. In this book, pioneering computer scientist Seymour Papert uses the invention of LOGO, the first child-friendly programming language, to make the case for the value of teaching children with computers. Papert argues that children are more than capable of mastering computers, and that teaching computational processes like de-bugging in the classroom can change the way we learn everything else. He also shows that schools saturated with technology can actually improve socialization and interaction among students and between students and teachers. Technology changes every day, but the basic ways that computers can help us learn remain. For thousands of teachers and parents who have sought creative ways to help children learn with computers, Mindstorms is their bible.

Appropriate for one-semester courses in Administrative Law at both college and university levels. Legal concepts and Canadian business applications are introduced in a concise, one-semester format. The text is structured so that five chapters on contracts form the nucleus of the course, and the balance provides stand-alone sections that the instructor may choose to cover in any order. We've made the design more reader-friendly, using a visually-appealing four-colour format and enlivening the solid text with case snippets and extracts. The result is a book that maintains the strong legal content of previous editions while introducing more real-life examples of business law in practice.

Popular Mechanics inspires, instructs and influences readers to help them master the modern world. Whether it's practical DIY home-improvement tips, gadgets and digital technology, information on the newest cars or the latest breakthroughs in science -- PM is the ultimate guide to our high-tech lifestyle.

Biology for grades 6 to 12 is designed to aid in the review and practice of biology topics such as matter and atoms, cells, classifying animals, genetics, plant and animal structures, human body systems, and ecological relationships. The book includes realistic diagrams and engaging activities to support practice in all areas of biology. The 100+ Series science books span grades 5 to 12. The activities in each book reinforce essential science skill practice in the areas of life science, physical science, and earth science. The books include engaging, grade-appropriate activities and clear thumbnail answer keys. Each book has 128 pages and 100 pages (or more) of reproducible content to help students review and reinforce essential skills in individual science topics. The series is aligned to current science standards.

College Algebra

Business Law in Canada

Simulation and the Monte Carlo Method

Occupational Outlook Handbook

Global Innovation Index 2020

Art, Science, and Personalities

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Algorithm Design introduces algorithms by looking at the real-world problems that motivate them. The book teaches students a range of design and analysis techniques for problems that arise in computing applications. The text encourages an understanding of the algorithm design process and an appreciation of the role of algorithms in the broader field of computer science. August 6, 2009 Author, Jon Kleinberg, was recently cited in the New York Times for his statistical analysis research in the Internet age.

Highly effective thinking is an art that engineers and scientists can be taught to develop. By presenting actual experiences and analyzing them as they are described, the author conveys the developmental thought processes employed and shows a style of thinking that leads to successful results is something that can be learned. Along with spectacular successes, the author also conveys how failures contributed to shaping the thought processes. Provides the reader with a style of thinking that will enhance a person's ability to function as a problem-solver of complex technical issues. Consists of a collection of stories about the author's participation in significant discoveries, relating how those discoveries came about and, most importantly, provides analysis about the thought processes and reasoning that took place as the author and his associates progressed through engineering problems.

Presents an introduction to the open-source electronics prototyping platform.

Getting Started with Arduino"O'Reilly Media, Inc."

Mindstorms

Exploring Geometry

Statistical Physics of Spin Glasses and Information Processing

Synthetic Biology in the Lab

Democratizing Innovation

Who Will Finance Innovation?

Explore STEM concepts through making and tinkering!

Are you wondering what the next killer app will be? Do you want to know how you can maintain and add to your value during these rapidly changing times? Are you wondering how the word love can even be used in the context of business? Instead of wondering, read this book and find out how to become a lovecat—a nice, smart person who succeeds in business and in life. How do you become a lovecat? By sharing your intangibles. By that I mean: Your knowledge: everything that comes from all the books that I’ll encourage you to devour. Your network: the collection of friends and contacts you now have, which I’ll teach you how to grow and nurture. Your compassion: that human warmth you already possess—in these pages I’ll convince you that you can show it freely at the office. What happens when you do all this? * You become a rich source of information to all around you. * You are seen as a person with valuable insight. * You are perceived as generous to a fault, producing surprise and delight. * You double your business intelligence in one year. * You triple your network of personal relationships in two years. * You quadruple the number of colleagues in your life who love you like family. In short, you become one of those amazing, outstanding people to whom everyone turns, who leads rather than follows, who never runs out of ideas, contacts, or friendship. Here’s the real scoop: Nice guys don’t finish last. They rule!

Exploring Geometry, Second Edition promotes student engagement with the beautiful ideas of geometry. Every major concept is introduced in its historical context and connects the idea with real-life. A system of experimentation followed by rigorous explanation and proof is central. Exploratory projects play an integral role in this text. Students develop a better sense of how to prove a result and visualize connections between statements, making these connections real. They develop the intuition needed to conjecture a theorem and devise a proof of what they have observed. Features: Second edition of a successful textbook for the first undergraduate course Every major concept is introduced in its historical context and connects the idea with real life Focuses on experimentation Projects help enhance student learning All major software programs can be used; free software from author

There are many reasons to be curious about the way people learn, and the past several decades have seen an explosion of research that has important implications for individual learning, schooling, workforce training, and policy. In 2000, How People Learn: Brain, Mind, Experience, and School: Expanded Edition was published and its influence has been wide and deep. The report summarized insights on the nature of learning in school-aged children; described principles for the design of effective learning environments; and provided examples of how that could be implemented in the classroom. Since then, researchers have continued to investigate the nature of learning and have generated new findings related to the neurological processes involved in learning, individual and cultural variability related to learning, and educational technologies. In addition to expanding scientific understanding of the mechanisms of learning and how the brain adapts throughout the lifespan, there have been important discoveries about influences on learning, particularly sociocultural factors and the structure of learning environments. How People Learn II: Learners, Contexts, and Cultures provides a much-needed update incorporating insights gained from this research over the past decade. The book expands on the foundation laid out in the 2000 report and takes an in-depth look at the constellation of influences that affect individual learning. How People Learn II will become an indispensable resource to understand learning throughout the lifespan for educators of students and adults.

Developing Management Skills

Argumentation and Debate

Computational Complexity

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

How to Win Business and Influence Friends

Fundamentals of Fire Fighter Skills

College Algebra provides a comprehensive exploration of algebraic principles and meets scope and sequence requirements for a typical introductory algebra course. The modular approach and richness of content ensure that the book meets the needs of a variety of courses. College Algebra offers a wealth of examples with detailed, conceptual explanations, building a strong foundation in the material before asking students to apply what they've learned. Coverage and Scope In determining the concepts, skills, and topics to cover, we engaged dozens of highly experienced instructors with a range of student audiences. The resulting scope and sequence proceeds logically while allowing for a significant amount of flexibility in instruction. Chapters 1 and 2 provide both a review and foundation for study of Functions that begins in Chapter 3. The authors recognize that while some institutions may find this material a prerequisite, other institutions have told us that they have a cohort that need the prerequisite skills built into the course. Chapter 1: Prerequisites Chapter 2: Equations and Inequalities Chapters 3-6: The Algebraic Functions Chapter 3: Functions Chapter 4: Linear Functions Chapter 5: Polynomial and Rational Functions Chapter 6: Exponential and Logarithm Functions Chapters 7-9: Further Study in College Algebra Chapter 7: Systems of Equations and Inequalities Chapter 8: Analytic Geometry Chapter 9: Sequences, Probability and Counting Theory

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

A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

The majority of professors have never had a formal course in education, and the most common method for learning how to teach is on-the-job training. This represents a challenge for disciplines with ever more complex subject matter, and a lost opportunity when new active learning approaches to education are yielding dramatic improvements in student learning and retention. This book aims to cover all aspects of teaching engineering and other technical subjects. It presents both practical matters and educational theories in a format useful for both new and experienced teachers. It is organized to start with specific, practical teaching applications and then leads to psychological and educational theories. The "practical orientation" section explains how to develop objectives and then use them to enhance student learning, and the "theoretical orientation" section discusses the theoretical basis for learning/teaching and its impact on students. Written mainly for PhD students and professors in all areas of engineering, the book may be used as a text for graduate-level classes and professional workshops or by professionals who wish to read it on their own. Although the focus is engineering education, most of this book will be useful to teachers in other disciplines. Teaching is a complex human activity, so it is impossible to develop a formula that guarantees it will be excellent. However, the methods in this book will help all professors become good teachers while spending less time preparing for the classroom. This is a new edition of the well-received volume published by McGraw-Hill in 1993. It includes an entirely revised section on the Accreditation Board for Engineering and Technology (ABET) and new sections on the characteristics of great teachers, different active learning methods, the application of technology in the classroom (from clickers to intelligent tutorial systems), and how people learn.

Learners, Contexts, and Cultures

Human Dimension and Interior Space

How to Promote Engagement, Understanding, and Independence for All Learners

Algorithm Design

The 3M Story

For all being interested in astronautics, this translation of Hermann Oberth's classic work is a truly historic event. Readers will be impressed with this extraordinary pioneer and his incredible achievement. In a relatively short work of 1923, Hermann Oberth laid down the mathematical laws governing rocketry and spaceflight, and he offered practical design considerations based on those laws. Today's synthetic biologists are in the early stages of engineering living cells to help treat diseases, sense toxic compounds in the environment, and produce valuable drugs. With this manual, you can be part of it. Based on the BioBuilder curriculum, this valuable book provides open-access, modular, hands-on lessons in synthetic biology for secondary and post-secondary classrooms and laboratories. It also serves as an introduction to the field for science and engineering enthusiasts. Developed at MIT in collaboration with award-winning high school teachers, BioBuilder teaches the foundational ideas of the emerging synthetic biology field, as well as key aspects of biological engineering that researchers are exploring in labs throughout the world. These lessons will empower teachers and students to explore and be part of solving persistent real-world challenges. Learn the fundamentals of biodesign and DNA engineering Explore important ethical issues raised by examples of synthetic biology Investigate the BioBuilder labs that probe the design-build-test cycle Test synthetic living systems designed and built by engineers Measure several variants of an enzyme-generating genetic circuit Model "bacterial photography" that changes a strain's light sensitivity Build living systems to produce purple or green pigment Optimize baker's yeast to produce ?-carotene

John Dewey's Democracy and Education addresses the challenge of providing quality public education in a democratic society. In this classic work Dewey calls for the complete renewal of public education, arguing for the fusion of vocational and contemplative studies in education and for the necessity of universal education for the advancement of self and society. First published in 1916, Democracy and Education is regarded as the seminal work on public education by one of the most important scholars of the century.

This book is unique because unlike others on the subject that focus on mathematical arguments, this volume emphasizes the original field concept, aiming at objectives in modern information technology. Written primarily for undergraduate students of physics and engineering, this book serves as a useful reference for graduate students and researchers too. With concise introductory arguments for the physics of electromagnetism, this book covers basic topics including the nature of space-time-dependent radiations in modern applications.

Buddy's Bedtime Battery

Biology

A Modern Approach

Teaching Engineering, Second Edition

Analog Circuit Design

Physics of Classical Electromagnetism

The study of human body measurements on a comparative basis is known as anthropometrics. Its applicability to the design process is seen in the physical fit, or interface, between the human body and the various components of interior space. Human Dimension and Interior Space is the first major anthropometrically based reference book of design standards for use by all those involved with the physical planning and detailing of interiors, including interior designers, architects, furniture designers, builders, industrial designers, and students of design. The use of anthropometric data, although no substitute for good design or sound professional judgment should be viewed as one of the many tools required in the design process. This comprehensive overview of anthropometrics consists of three parts. The first part deals with the theory and application of anthropometrics and includes a special section dealing with physically disabled and elderly people. It provides the designer with the fundamentals of anthropometrics and a basic understanding of how interior design standards are established. The second part contains easy-to-read, illustrated anthropometric tables, which provide the most current data available on human body size, organized by age and percentile groupings. Also included is data relative to the range of joint motion and body sizes of children. The third part contains hundreds of dimensioned drawings, illustrating in plan and section the proper anthropometrically based relationship between user and space. The types of spaces range from residential and commercial to recreational and institutional, and all dimensions include metric conversions. In the Epilogue, the authors challenge the interior design profession, the building industry, and the furniture manufacturer to seriously explore the problem of adjustability in design. They expose the fallacy of designing to accommodate the so-called average man, who, in fact, does not exist. Using government data, including studies prepared by Dr. Howard Stoudt, Dr. Albert Damon, and Dr. Ross McFarland, formerly of the Harvard School of Public Health, and Jean Roberts of the U.S. Public Health Service, Panero and Zelnik have devised a system of interior design reference standards, easily understood through a series of charts and situation drawings. With Human Dimension and Interior Space, these standards are now accessible to all designers of interior environments.

Analog Circuit Design

A proven program for enhancing students' thinking and comprehension abilities Visible Thinking is a research-based approach to teaching thinking, begun at Harvard's Project Zero, that develops students' thinking dispositions, while at the same time deepening their understanding of the topics they study. Rather than a set of fixed lessons, Visible Thinking is a varied collection of practices, including thinking routines?small sets of questions or a short sequence of steps?as well as the documentation of student thinking. Using this process thinking becomes visible as the students' different viewpoints are expressed, documented, discussed and reflected upon. Helps direct student thinking and structure classroom discussion Can be applied with students at all grade levels and in all content areas Includes easy-to-implement classroom strategies The book also comes with a DVD of video clips featuring Visible Thinking in practice in different classrooms.

Network Fundamentals, CCNA Exploration Companion Guide is the official supplemental textbook for the Network Fundamentals course in the Cisco® Networking Academy® CCNA® Exploration curriculum version 4. The course, the first of four in the new curriculum, is based on a top-down approach to networking. The Companion Guide, written and edited by Networking Academy instructors, is designed as a portable desk reference to use anytime, anywhere. The book's features reinforce the material in the course to help you focus on important concepts and organize your study time for exams. New and improved features help you study and succeed in this course: Chapter objectives-Review core concepts by answering the focus questions listed at the beginning of each chapter. Key terms-Refer to the updated lists of networking vocabulary introduced and highlighted in context in each chapter. Glossary-Consult the comprehensive glossary with more than 250 terms. Check Your Understanding questions and answer key-Evaluate your readiness with the updated end-of-chapter questions that match the style of questions you see on the online course quizzes. The answer key explains each answer. Challenge questions and activities-Strive to ace more challenging review questions and activities designed to prepare you for the complex styles of questions you might see on the CCNA exam. The answer key explains each answer. How To-Look for this icon to study the steps you need to learn to perform certain tasks. Packet Tracer Activities- Explore networking concepts in activities interspersed throughout some chapters using Packet Tracer v4.1 developed by Cisco. The files for these activities are on the accompanying CD-ROM. Also available for the Network Fundamentals Course Network Fundamentals, CCNA Exploration Labs and Study Guide ISBN-10: 1-58713-203-6 ISBN-13: 978-1-58713-203-2 Companion CD-ROM **See instructions within the ebook on how to get access to the files from the CD-ROM that accompanies this print book. The CD-ROM provides many useful tools and information to support your education: Packet Tracer Activity exercise files v4.1 VLSM Subnetting Chart Structured Cabling Exploration Supplement Taking Notes: a .txt file of the chapter objectives A Guide to Using a Networker's Journal booklet IT Career Information Tips on Lifelong Learning in Networking This book is part of the Cisco Networking Academy Series from Cisco Press®. The products in this series support and complement the**

Cisco Networking Academy online curriculum.

An Introduction to the Philosophy of Education,

Catalog of Copyright Entries. Third Series

A Century of Innovation

Art of Doing Science and Engineering

A Guide to Building Information Modeling for Owners, Designers, Engineers, Contractors, and Facility Managers

Democracy and Education

First published in 2002. Routledge is an imprint of Taylor & Francis, an informa company.

Widely praised, ARGUMENTATION AND DEBATE, 13E, uses a clear, concise, and engaging presentation that makes even complex material easy for students to understand. The authors have adapted the text over the years to match changing practices in debate and teaching while preserving classical and conventional approaches to learning debate. This edition retains its rhetorical roots with a flexible tone open to a diverse array of debate styles that is appropriate in the contemporary context. It values the importance of inclusion and sensitivity to differences of culture, gender, orientation, class and other factors as they impact communicative choices and argumentation. The authors have a preference for team topic evidence-based policy debate; however, the text strives to offer viable tools for a wide range of readers interested in improving their critical thinking for reasoned decision making. Available with InfoTrac Student Collections <http://goengage.com/infotrac>. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The process of user-centered innovation: how it can benefit both users and manufacturers and how its emergence will bring changes in business models and in public policy. Innovation is rapidly becoming democratized. Users, aided by improvements in computer and communications technology, increasingly can develop their own new products and services. These innovating users—both individuals and firms—often freely share their innovations with others, creating user-innovation communities and a rich intellectual commons. In Democratizing Innovation, Eric von Hippel looks closely at this emerging system of user-centered innovation. He explains why and when users find it profitable to develop new products and services for themselves, and why it often pays users to reveal their innovations freely for the use of all.The trend toward democratized innovation can be seen in software and information products—most notably in the free and open-source software movement—but also in physical products. Von Hippel's many examples of user innovation in action range from surgical equipment to surfboards to software security features. He shows that product and service development is concentrated among "lead users," who are ahead on marketplace trends and whose innovations are often commercially attractive. Von Hippel argues that manufacturers should redesign their innovation processes and that they should systematically seek out innovations developed by users. He points to businesses—the custom semiconductor industry is one example—that have learned to assist user-innovators by providing them with toolkits for developing new products. User innovation has a positive impact on social welfare, and von Hippel proposes that government policies, including R&D subsidies and tax credits, should be realigned to eliminate biases against it. The goal of a democratized user-centered innovation system, says von Hippel, is well worth striving for.

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Includes Part 1, Number 1 & 2: Books and Pamphlets, Including Serials and Contributions to Periodicals (January - December)

The American Architect and Building News

The Builder

Learning to Learn

Network Fundamentals, CCNA Exploration Companion Guide

Love Is the Killer App

Children, Computers, And Powerful Ideas

"For undergraduate/graduate Principles of Management and Management Skills courses." Whetten/Cameron teaches students the ten essential skills all managers should possess in order to be successful. "Developing Management"Skills"" , " 7/e, " begin each chapter, starting with the PAMS assessment in the introduction, allowing students to see which skills they need to focus on more. It shows students with little work experience that most managers struggle with one or more skills presented in the book.

If engineering is the art and science of technical problem solving, systems architecting happens when you don't yet know what the problem is. The third edition of a highly respected bestseller, The Art of Systems Architecting provides in-depth coverage of the least understood part of systems design: moving from a vague concept and limited resources to a satisfactory and feasible system concept and an executable program. The book provides a practical, heuristic approach to the "art" of systems architecting. It provides methods for embracing, and then taming, the growing complexity of modern systems. New in the Third Edition: Five major case studies illustrating successful and unsuccessful practices Information on architecture frameworks as standards for architecture descriptions New methods for integrating business strategy and architecture and the role of architecture as the technical embodiment of strategy Integration of process guidance for organizing and managing architecture projects Updates to the rapidly changing fields of software and systems-of-systems architecture Organization of heuristics around a simple and practical process model A Practical Heuristic Approach to the Art of Systems Architecting Extensively rewritten to reflect the latest developments, the text explains how to create a system from scratch, presenting invention/design rules together with clear explanations of how to use them. The author supplies practical guidelines for avoiding common systematic failures while implementing new mandates. He uses a heuristics-based approach that provides an organized attack on very ill-structured engineering problems. Examining architecture as more than a set of diagrams and documents, but as a set of decisions that either drive a system to success or doom it to failure, the book provide methods for integrating business strategy with technical architectural decision making.

New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students.

BIM Handbook

A Source Book of Design Reference Standards

1960

Getting Started with Arduino

Distance Education for Teacher Training

Making and Tinkering with STEM