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Computer Fundamentals COMPUTER FUNDAMENTALS
(SEMESTER - 1). INFORMATION TECHNOLOGY : THEORY AND PRACTICE DISTRIBUTED OPERATING SYSTEMS Foundations of Computing Computer Fundamentals Handbook of Computer Science & IT Wireless Networks and Mobile Computing Microprocessor-Based Control Systems Soft Computing and Intelligent Systems Foundations of Computing Computer Programming and Applications Fundamentals of Computer Programming with C# Cognitive Computing for Human-Robot Interaction Electronic Health Record Handbook of Research on Natural Computing for Optimization Problems Brain and Behavior Computing Computer Fundamentals The Outsourcer The Cambridge Handbook of Computing Education Research Intelligent Computing Paradigm: Recent Trends COURSE ON COMPUTER CONCEPTS MADE SIMPLE. Cloud Computing for Geospatial Big Data Analytics Rock Fragmentation by Blasting Computer Fundamentals The Journey of Advaita Robustness of Statistical Tests Scratching of Materials and Applications Computer Systems Introduction to Computer Science Hip Replacement Data Mining and Machine Learning Applications VLSI and Hardware Implementations using Modern Machine Learning Methods Fundamentals of Chiropractic - E-Book Taxmann's Cyber Crimes & Laws | Choice Based Credit System (CBCS) | B.Com-Hons.| 4th Edition | January 2021 Computer Fundamentals and Problem Solving Cloud Computing in Ocean and Atmospheric Sciences Fundamentals of 5G Mobile Networks Computer Fundamentals Ethics

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This book is a comprehensive & authentic textbook on ' Cyber Crimes & Laws ' . This book aims to fulfill the requirement of the following students • B.Com./B.Com. (Hons.) under CBCS Programme
B.Com: Semester-III | Paper BC 3.4 (B) | Cyber Crimes and Laws
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4.5(F) | Cyber Crimes and Laws • Non-Collegiate Women ' s Education Board • School of Open Learning of University of Delhi • Various Central Universities throughout India. The Present Publication is the 4th Edition, authored by Sushma Arora & Raman Arora, with the following noteworthy features: • The subject-matter is presented in a simple, systematic method along with comprehensive explanation of the concept and theories underlying basic financial accounting. • [Student-Oriented Book] This book has been developed, keeping in mind the following factors: Interaction of the author/teacher with his/her students in the class-room Shaped by the author/teachers experience of teaching the subject-matter at different levels [Specific Emphasis] Reaction and responses of students have been incorporated at different places in the book • [Comprehensive Coverage of the Laws] with interesting examples/case studies derived from landmark rulings • [Test Question, True/False Statements & Projects] are given at the end of each chapter to provide students a thorough practice in solving examination questions • Contents of this book is as follows: Unit I – Cyber Crimes • Cyber Crimes: Meaning, Categories and Kinds Unit II – Definitions under IT Act, 2000 and Contemporary Business Issues in Cyber Space Unit III – Electronic Records Unit IV – Regulatory Framework Unit V – Case Laws Past Examination Papers • B.Com. CBCS SEM-III (November 2016) • B.Com. (H) CBCS SEM-IV (May-June 2017) • B.Com. (H) CBCS SEM-IV (May-June 2018) • B.Com. CBCS SEM-III (November 2018) • BA (Prog.) SEM-III (November 2018) • B.Com. SEM-III (November 2019) • BA (Prog.) SEM-III (November 2019) • B.Com. CBCS SEM-III (December 2020) This book is based on the premise that knowledge of Information Technology (IT) is essential today for people in every walk of life and all types of profession. It is designed to impart a unified body of knowledge

and practice in IT to its readers. Readers can apply this knowledge in innovative ways for various strategic advantages such as increasing productivity, improving quality of products and services, problem solving, decision making, and improving their own and others living standards. The textbook takes a practical approach to introduce the various components of IT to its readers. While doing so, it demonstrates how IT is being used in modern enterprises by various departments to carry out their activities with greater ease, speed, and accuracy than before. It also introduces several new business models and practices made possible due to IT that enterprises are now using for better profitability. In the process, the book provides to its readers a sound foundation of various components and aspects of IT. It also introduces to its readers several latest concepts and technologies in IT such as Wearable computers, Green computing, Cloud computing, Speech recognition and voice response systems, 4G and 5G networks, Big data analytics, Data science, Web 3.0, IPv6, 3D printing, Enterprise 2.0 organization, etc. Discover How Electronic Health Records Are Built to Drive the Next Generation of Healthcare Delivery The increased role of IT in the healthcare sector has led to the coining of a new phrase "health informatics," which deals with the use of IT for better healthcare services. Health informatics applications often involve maintaining the health records of individuals, in digital form, which is referred to as an Electronic Health Record (EHR). Building and implementing an EHR infrastructure requires an understanding of healthcare standards, coding systems, and frameworks. This book provides an overview of different health informatics resources and artifacts that underlie the design and development of interoperable healthcare systems and applications. Electronic Health Record: Standards, Coding Systems, Frameworks, and Infrastructures compiles, for the first time, study and analysis results that EHR

professionals previously had to gather from multiple sources. It benefits readers by giving them an understanding of what roles a particular healthcare standard, code, or framework plays in EHR design and overall IT-enabled healthcare services along with the issues involved. This book on Electronic Health Record: Offers the most comprehensive coverage of available EHR Standards including ISO, European Union Standards, and national initiatives by Sweden, the Netherlands, Canada, Australia, and many others Provides assessment of existing standards Includes a glossary of frequently used terms in the area of EHR Contains numerous diagrams and illustrations to facilitate comprehension Discusses security and reliability of data A history of how India became a major player in the global technology industry, mapping technological, economic, and political transformations. Scope of science and technology is expanding at an exponential rate and so is the need of skilled professionals i.e., Engineers. To stand out of the crowd amidst rising competition, many of the engineering graduates aim to crack GATE, IES and PSUs and pursue various post graduate Programmes. Handbook series as its name suggests is a set of Best-selling Multi-Purpose Quick Revision resource books, those are devised with anytime, anywhere approach. It ' s a compact, portable revision aid like none other. It contains almost all useful Formulae, equations, Terms, definitions and many more important aspects of these subjects. Computer Science & IT Handbook has been designed for aspirants of GATE, IES, PSUs and Other Competitive Exams. Each topic is summarized in the form of key points and notes for everyday work, problem solving or exam revision, in a unique format that displays concepts clearly. The book also displays formulae and circuit diagrams clearly, places them in context and crisply identities and describes all the variables involved Theory of Computation, Data Structure with Programming in C, Design and Analysis of

Algorithm, Database Management Systems, Operation System, Computer Network, Compiler Design, Software Engineering and Information System, Web Technology, Switching Theory and Computer Architecture Recent advances in LSI technology and the consequent availability of inexpensive but powerful microprocessors have already affected the process control industry in a significant manner. Microprocessors are being increasingly utilized for improving the performance of control systems and making them more sophisticated as well as reliable. Many concepts of adaptive and learning control theory which were considered impractical only 20 years ago are now being implemented. With these developments there has been a steady growth in hardware and software tools to support the microprocessor in its complex tasks. With the current trend of using several microprocessors for performing the complex tasks in a modern control system, a great deal of emphasis is being given to the topic of the transfer and sharing of information between them. Thus the subject of local area networking in the industrial environment has become assumed great importance. The object of this book is to present both hardware and software concepts that are important in the development of microprocessor-based control systems. An attempt has been made to obtain a balance between theory and practice, with emphasis on practical applications. It should be useful for both practicing engineers and students who are interested in learning the practical details of the implementation of microprocessor-based control systems. As some of the related material has been published in the earlier volumes of this series, duplication has been avoided as far as possible. Computer Fundamentals is specifically designed to be used at the beginner level. It covers all the basic hardware and software concepts in computers and its peripherals in a very lucid manner. The surface characterizations of engineering materials

effects their scratch/abrasion/Mar resistance, coating adhesion/strength, and abrasive wear mechanism. *Scratching of Materials and Applications* has chapters devoted to direct industrial application and contains some of the important works that are being conducted. Scratch testing of materials has grown extensively since the earlier days of the Mohs Scale for ranking minerals according to their relative scratch resistance. This test has been used on metals, ceramics, glasses, polymers and coatings of various types and thicknesses. The chapters are grouped according to the type of the engineering materials used. The beginning chapters relate mostly to bulk polymers, which are followed by different types of coatings (hard wear resistant to the diamond-like carbon coatings) and finally, chapters on the application of scratching technique to metals and ceramics are included at the end of the book. Thus, the book covers a fairly wide spectrum of engineering materials which are useful to engineers and researchers.

- * Balances theoretical science with practical application
- * Demonstrates real-life applications within industry
- * Written experts in the fields of materials, tribology and surface mechanics

Brain and Behavior Computing offers insights into the functions of the human brain. This book provides an emphasis on brain and behavior computing with different modalities available such as signal processing, image processing, data sciences, statistics further it includes fundamental, mathematical model, algorithms, case studies, and future research scopes. It further illustrates brain signal sources and how the brain signal can process, manipulate, and transform in different domains allowing researchers and professionals to extract information about the physiological condition of the brain. Emphasizes real challenges in brain signal processing for a variety of applications for analysis, classification, and clustering. Discusses data sciences and its applications in brain computing

visualization. Covers all the most recent tools for analysing the brain and it ' s working. Describes brain modeling and all possible machine learning methods and their uses. Augments the use of data mining and machine learning to brain computer interface (BCI) devices. Includes case studies and actual simulation examples. This book is aimed at researchers, professionals, and graduate students in image processing and computer vision, biomedical engineering, signal processing, and brain and behavior computing. Cloud Computing in Ocean and Atmospheric Sciences provides the latest information on this relatively new platform for scientific computing, which has great possibilities and challenges, including pricing and deployments costs and applications that are often presented as primarily business oriented. In addition, scientific users may be very familiar with these types of models and applications, but relatively unfamiliar with the intricacies of the hardware platforms they use. The book provides a range of practical examples of cloud applications that are written to be accessible to practitioners, researchers, and students in affiliated fields. By providing general information on the use of the cloud for oceanographic and atmospheric computing, as well as examples of specific applications, this book encourages and educates potential users of the cloud. The chapters provide an introduction to the practical aspects of deploying in the cloud, also providing examples of workflows and techniques that can be reused in new projects. Provides real examples that help new users quickly understand the cloud and provide guidance for new projects Presents proof of the usability of the techniques and a clear path to adoption of the techniques by other researchers Includes real research and development examples that are ideal for cloud computing adopters in ocean and atmospheric domains Robustness of Statistical Tests provides a general, systematic finite sample theory of the robustness of tests and covers the

application of this theory to some important testing problems commonly considered under normality. This eight-chapter text focuses on the robustness that is concerned with the exact robustness in which the distributional or optimal property that a test carries under a normal distribution holds exactly under a nonnormal distribution. Chapter 1 reviews the elliptically symmetric distributions and their properties, while Chapter 2 describes the representation theorem for the probability ratio of a maximal invariant. Chapter 3 explores the basic concepts of three aspects of the robustness of tests, namely, null, nonnull, and optimality, as well as a theory providing methods to establish them. Chapter 4 discusses the applications of the general theory with the study of the robustness of the familiar Student's t -test and tests for serial correlation. This chapter also deals with robustness without invariance. Chapter 5 looks into the most useful and widely applied problems in multivariate testing, including the GMANOVA (General Multivariate Analysis of Variance). Chapters 6 and 7 tackle the robust tests for covariance structures, such as sphericity and independence and provide a detailed description of univariate and multivariate outlier problems. Chapter 8 presents some new robustness results, which deal with inference in two population problems. This book will prove useful to advance graduate mathematical statistics students.

This textbook covers digital design, fundamentals of computer architecture, and assembly language. The book starts by introducing basic number systems, character coding, basic knowledge in digital design, and components of a computer. The book goes on to discuss information representation in computing; Boolean algebra and logic gates; sequential logic; input/output; and CPU performance. The author also covers ARM architecture, ARM instructions and ARM assembly language which is used in a variety of devices such as cell phones, digital TV, automobiles,

routers, and switches. The book contains a set of laboratory experiments related to digital design using Logisim software; in addition, each chapter features objectives, summaries, key terms, review questions and problems. The book is targeted to students majoring Computer Science, Information System and IT and follows the ACM/IEEE 2013 guidelines.

- Comprehensive textbook covering digital design, computer architecture, and ARM architecture and assembly
- Covers basic number system and coding, basic knowledge in digital design, and components of a computer
- Features laboratory exercises in addition to objectives, summaries, key terms, review questions, and problems in each chapter

Today, computer has become an integral part of our life. Some experts think that eventually, the person who does not know how to use a computer will be handicapped in performing his or her job. To become computer literate, you should not only know the use of computers, but also how and where they can be used. If you are taking a course to familiarize yourself with the world of computers, Computer Fundamentals serves as an interesting and informative guide in your journey to computer literacy. This widely popular book is designed to introduce its readers to important concepts in Computer Science.

-- Hip Replacement offers useful strategies to choose the appropriate biomaterials and implant structure avoid complications in hip replacement surgery analyze the bone-biomaterial interface perform difficult hip reconstructions track in vivo performance of hip prosthetics inhibit implant loosening and the formation of wear debris classify acetabular defects for surgical revisions Providing nearly 200 figures, pictures, and micrographs to clarify surgical procedures, Hip Replacement is a timely and state-of-the-art guide for orthopaedic and hip replacement surgeons; geriatricians; biomedical, biomaterials, and chemical engineers and bioengineers; physical, materials,

biological, and polymer scientists; and upper-level undergraduate and graduate students in these disciplines. Machine learning is a potential solution to resolve bottleneck issues in VLSI via optimizing tasks in the design process. This book aims to provide the latest machine-learning–based methods, algorithms, architectures, and frameworks designed for VLSI design. The focus is on digital, analog, and mixed-signal design techniques, device modeling, physical design, hardware implementation, testability, reconfigurable design, synthesis and verification, and related areas. Chapters include case studies as well as novel research ideas in the given field. Overall, the book provides practical implementations of VLSI design, IC design, and hardware realization using machine learning techniques. Features: Provides the details of state-of-the-art machine learning methods used in VLSI design Discusses hardware implementation and device modeling pertaining to machine learning algorithms Explores machine learning for various VLSI architectures and reconfigurable computing Illustrates the latest techniques for device size and feature optimization Highlights the latest case studies and reviews of the methods used for hardware implementation This book is aimed at researchers, professionals, and graduate students in VLSI, machine learning, electrical and electronic engineering, computer engineering, and hardware systems. This book includes extended versions of selected works presented at the 52nd Annual Convention of Computer Society of India (CSI 2017), held at Science City, Kolkata on 19–21 January 2018. It features a collection of chapters focusing on recent trends in computational intelligence, covering topics such as ANN, neuro-fuzzy based clustering, edge detection, data mining, mobile cloud computing, intelligent scheduling, processing and authentication. It also discusses societal applications of these methods. As such it is useful for students, researchers and

industry professionals working in the area of computational intelligence. Nature-inspired computation is an interdisciplinary topic area that connects the natural sciences to computer science. Since natural computing is utilized in a variety of disciplines, it is imperative to research its capabilities in solving optimization issues. The Handbook of Research on Natural Computing for Optimization Problems discusses nascent optimization procedures in nature-inspired computation and the innovative tools and techniques being utilized in the field. Highlighting empirical research and best practices concerning various optimization issues, this publication is a comprehensive reference for researchers, academicians, students, scientists, and technology developers interested in a multidisciplinary perspective on natural computational systems.

DESCRIPTION If you wish to have a bright future in any profession today, you cannot ignore having sound foundation in Information Technology (IT). Hence, you cannot ignore to have this book because it provides comprehensive coverage of all important topics in IT. Foundations of Computing is designed to introduce through a single book the important concepts of the Foundation Courses in Computer Science (CS), Computer Applications (CA), and Information Technology (IT) programs taught at undergraduate and postgraduate levels.

WHAT YOU WILL LEARN Characteristics, Evolution and Classification of computers. Binary, Octal and Hexadecimal Number systems, Computer codes and Binary arithmetic. Boolean algebra, Logic gates, Flip-Flops, and Design of Combinational and Sequential Circuits. Computer architecture, including design of CPU, Memory, Secondary storage, and I/O devices. Computer software, how to acquire software, and the commonly used tools and techniques for planning, developing, implementing, and operating software systems. Programming languages, Operating systems, Communication technologies,

Computer networks, Multimedia computing, and Information security. Database and Data Science technologies. The Internet, Internet of Things (IoT), E-Governance, Geo-informatics, Medical Informatics, Bioinformatics, and many more. WHO THIS BOOK IS FOR Students of CS, CA and IT will find the book suitable for use as a textbook or reference book. Professionals will find it suitable for use as a reference book for topics in CS, CA and IT. Applicants preparing for various entrance tests and competitive examinations will find it suitable for clearing their concepts of CS, CA and IT. Anyone else interested in developing a clear understanding of the important concepts of various topics in CS, CA and IT will also find this book useful.

TABLE OF CONTENTS

Letter to Readers
Preface
About Lecture Notes
Presentation Slides
Abbreviations

1. Characteristics, Evolution, And Classification Of Computers
2. Internal Data Representation In Computers
3. Digital Systems Design
4. Computer Architecture
5. Secondary Storage
6. Input-Output Devices
7. Software
8. Planning The Computer Program
9. Programming Languages
10. Operating Systems
11. Database And Data Science
12. Data Communications and Computer Networks
13. The Internet and Internet Of Things
14. Multimedia Computing
15. Information Security
16. Application Domains

Glossary
Index
Know Your Author

The highly praised book in communications networking from IEEE Press, now available in the Eastern Economy Edition. This is a non-mathematical introduction to Distributed Operating Systems explaining the fundamental concepts and design principles of this emerging technology. As a textbook for students and as a self-study text for systems managers and software engineers, this book provides a concise and an informal introduction to the subject. This Thoughtfully Organized Book Has Been Designed To Provide Its Readers With A Sound Foundation Of Computers And Information Technology. The Number Of

Chapters, Chapter Topics, And The Contents Of Each Chapter Have Been Carefully Chosen To Introduce The Readers To All Important Concepts Through A Single Book. Each Chapter Addresses The Fundamental Concepts, Popular Technologies, And Current State-Of-The-Art Topics. Complete With Numerous Illustrations And Examples, Chapter Summaries, End-Of-Chapter Questions, And A Glossary Of Important Terms, Foundations Of Computing Is Designed To Serve As An Ideal Textbook For Various Courses Offered In Computer Science, Information Technology, And Other Related Areas. You Will Find Sufficient Coverage Of All Major Topics In The Field, Including Several New And Advanced Topics, Such As: Software Engineering, Object-Oriented Programming, Network, Distributed, And Real-Time Operating Systems, Unix, Windows, And Linux Operating Systems, Relational, Object-Oriented, And Multimedia Databases, Data Warehousing And Data Mining, Information Security In Computer Systems, Multimedia Computing Systems And Applications, Wireless Networks, The Internet, And Many More&..

DATA MINING AND MACHINE LEARNING APPLICATIONS

The book elaborates in detail on the current needs of data mining and machine learning and promotes mutual understanding among research in different disciplines, thus facilitating research development and collaboration. Data, the latest currency of today ' s world, is the new gold. In this new form of gold, the most beautiful jewels are data analytics and machine learning. Data mining and machine learning are considered interdisciplinary fields. Data mining is a subset of data analytics and machine learning involves the use of algorithms that automatically improve through experience based on data. Massive datasets can be classified and clustered to obtain accurate results. The most common technologies used include classification and clustering methods. Accuracy and error rates are calculated for regression

and classification and clustering to find actual results through algorithms like support vector machines and neural networks with forward and backward propagation. Applications include fraud detection, image processing, medical diagnosis, weather prediction, e-commerce and so forth. The book features: A review of the state-of-the-art in data mining and machine learning, A review and description of the learning methods in human-computer interaction, Implementation strategies and future research directions used to meet the design and application requirements of several modern and real-time applications for a long time, The scope and implementation of a majority of data mining and machine learning strategies. A discussion of real-time problems. Audience Industry and academic researchers, scientists, and engineers in information technology, data science and machine and deep learning, as well as artificial intelligence more broadly. Wireless communication is one of the fastest growing industry segments today. Many types of wireless networks are now being used for applications such as personal communication, entertainment, rural and urban healthcare, smart home building, inventory control, and surveillance. This book introduces the basic concepts of wireless networks and mobile computing to give engineering students at the undergraduate/graduate level a solid background in the field. It also looks at the latest research and challenging problems in the field to serve as a reference for advanced-level researchers. Wireless Networks and Mobile Computing begins with an introduction to the different types of wireless networks, including Wi-Fi, ZigBee, cellular mobile, ad hoc, cognitive radio, wireless mesh, and wireless sensor. Subsequent chapters address more advanced topics such as: Mobility, bandwidth, and node location management issues in mobile networks Message communication techniques and protocols in ad hoc networks Recent research and future direction of wireless

local area networks (WLANs) Deployment of sensor nodes in wireless sensor networks (WSNs) Energy-efficient communication in wireless networks Security aspects of wireless communication

The book includes exercises at the end of every chapter to help give students a better insight into the topics presented. It includes a number of advanced-level exercises, which are research problems that may be taken up by researchers in the respective areas. This book provides a valuable reference for classroom study/teaching as well as for technology development and research in the relevant areas. The field of soft computing is emerging from the cutting edge research over the last ten years devoted to fuzzy engineering and genetic algorithms. The subject is being called soft computing and computational intelligence. With acceptance of the research fundamentals in these important areas, the field is expanding into direct applications through engineering and systems science. This book cover the fundamentals of this emerging filed, as well as direct applications and case studies. There is a need for practicing engineers, computer scientists, and system scientists to directly apply "fuzzy" engineering into a wide array of devices and systems. About the Book The Journey of Advaita elucidates the richness, depth and profundity of Advaitic thought right from Vedas to Integral Advaitism of Sri Aurobindo and further how it is being incorporated in modern science. Advaita Philosophy is not a later development of thought as one of the six systems of Indian philosophy. Vedas are replete with suggestions about Unity. The earlier stage of naturalistic and anthropomorphic polytheism yielded to monistic belief. In the dictum, ekam sad vipr bahudh vadanti we perceive an echo of Unity. Upani adic seers picked up this Unity and tirelessly went in their search till they came to the highest conclusion, tat tvam asi. This concept of Unity gets its full bloom in a kara ' s Keval dvaita; later on it gave inspiration to

different rivulets of Vedānta schools. Śāṅkara's unqualified impersonal Brahman could not satisfy those who sought loving communion with God. Consequently different schools of Bhakti-Vedānta came into existence, namely, Viśiṣṭhadvaita of Rāmānuja, Dvaita of Madhva, Dvaitadvaita of Nimbārka and Uddhadvaita of Vallabha. For all of them the emphasis is on the liberation of individual soul only, which gave way to Sri Aurobindo's Integral Advaitism where the emphasis is not only on spiritualization of man but of the whole cosmos. The journey continues further with modern physics. Consciousness is the building block of the Universe and the ground of all beings, which can't be found in plural. About the Author Dr Priti Sinha retired as the Head, Department of Philosophy, Vasanta College, Banaras Hindu University after twenty-eight years of service. An alumnus of the university, she holds a doctorate and postgraduate degrees, both in Philosophy as well as Religion and Philosophy. She has been recognized for her work in several national and international seminars. An accomplished musician, Dr Sinha has the distinction of choreographing dance dramas, human puppetry and designing costumes for stage plays, especially historical dramas. This textbook introduces and explains basic chiropractic philosophy and history, principles, and applications in practice. In addition to covering chiropractic care techniques, it also discusses anatomy, biomechanics, and physiology, as well as spinal analysis and diagnostic procedures. Key scientific and philosophical issues within the chiropractic community are addressed. Clearly presented material in an easy-to-follow format defines unfamiliar terms, explains and illustrates concepts, and reinforces ideas through review and critical thinking questions. The book's broad scope and discussions of diverse topics make it ideal for students or anyone in the chiropractic community. Topics and content parallel the test plan outlines from the National Board of

Chiropractic Examiners, ensuring that all material is relevant, up-to-date, and accurate. Well-known chapter contributors - some of the most respected and influential names in the field - give the book a balanced approach, reflecting the diversity within the profession on issues related to the science and philosophy of chiropractic. Well-referenced discussions include the most up-to-date research. Key terms and critical thinking/review questions in each chapter familiarize the reader with important concepts and promote a solid understanding of the material.

Ethics: The Fundamentals explores core ideas and arguments in moral theory by introducing students to different philosophical approaches to ethics, including virtue ethics, Kantian ethics, divine command theory, and feminist ethics. The first volume in the new **Fundamentals of Philosophy** series. Presents lively, real-world examples and thoughtful discussion of key moral philosophers and their ideas. Constitutes an excellent resource for readers coming to the subject of ethics for the first time.

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 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 Rock Fragmentation by Blasting contains the papers presented at the 10th International Symposium on Rock Fragmentation by Blasting (New Delhi, India, 26-29 November 2012), and represents the most advanced forum on blasting science and technology. The contributions cover all major recent advancements in blasting and fragmentation, from realistic tre This book introduces the latest research findings in cloud, edge, fog, and mist computing and their applications in various fields using geospatial data. It solves a number of problems of cloud computing and big data, such as scheduling, security issues using different techniques, which researchers from industry and academia have been attempting to solve in virtual environments. Some of these problems are of an intractable nature and so efficient technologies like fog, edge and mist computing play an important role in addressing these issues. By exploring emerging advances in cloud computing and big data analytics and their

engineering applications, the book enables researchers to understand the mechanisms needed to implement cloud, edge, fog, and mist computing in their own endeavours, and motivates them to examine their own research findings and developments. Fundamentals of 5G Mobile Networks provides an overview of the key features of the 5th Generation (5G) mobile networks, discussing the motivation for 5G and the main challenges in developing this new technology. This book provides an insight into the key areas of research that will define this new system technology paving the path towards future research and development. The book is multi-disciplinary in nature, and aims to cover a whole host of intertwined subjects that will predominantly influence the 5G landscape, including the future Internet, cloud computing, small cells and self-organizing networks (SONs), cooperative communications, dynamic spectrum management and cognitive radio, Broadcast-Broadband convergence, 5G security challenge, and green RF. This book aims to be the first of its kind towards painting a holistic perspective on 5G Mobile, allowing 5G stakeholders to capture key technology trends on different layering domains and to identify potential inter-disciplinary design aspects that need to be solved in order to deliver a 5G Mobile system that operates seamlessly. This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context,

implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers. Cognitive Computing for Human-Robot Interaction: Principles and Practices explores the efforts that should ultimately enable society to take advantage of the often-heralded potential of robots to provide economical and sustainable computing applications. This book discusses each of these applications, presents working implementations, and combines coherent and original deliberative architecture for human-robot interactions (HRI). Supported by experimental results, it shows how explicit knowledge management promises to be instrumental in building richer and more natural HRI, by pushing for pervasive, human-level semantics within the robot's deliberative system for sustainable computing applications. This book will be of special interest to academics, postgraduate students, and researchers working in the area of artificial intelligence and machine learning. Key features: Introduces several new contributions to the representation and management of humans in autonomous robotic systems; Explores the potential of cognitive computing, robots, and HRI to generate a deeper understanding and to provide a better contribution from robots to society; Engages with the potential repercussions of cognitive computing and HRI in the real world. Introduces several new contributions to the representation and management of humans in an autonomous robotic system Explores cognitive computing, robots and HRI, presenting a more in-depth understanding to make robots better for society Gives a challenging approach to those several repercussions of cognitive computing and HRI in the actual global scenario

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