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The Blue Book of Grammar and Punctuation *A Theory of Objects* ADO ActiveX Data Objects *Sociological Objects* **Programming C#** Platonism and the Objects of Science Shape Analysis and Retrieval of Multimedia Objects Learning Objects for Instruction: Design and Evaluation *The Rudiments of Practical Perspective, in which the Representation of Objects is Described by Two Easy Methods, One Depending on the Plan of the Object, the Other on Its Dimensions and Position ... Illustrated by 38 Plates, Etc* Objects, Models, Components, Patterns **Foreign Objects** *Electromagnetic Wave Scattering by Aerial and Ground Radar Objects* **Non-canonical Marking of Subjects and Objects** **PHP 5 Objects, Patterns, and Practice** **The Logic of Intentional Objects** Direct Objects and Language Acquisition PHP Objects, Patterns, and Practice **Learning Objects** **Everyday Objects** **Scripting with Objects** **Formal Methods for Components and Objects** Touch of Class **Object-Oriented Analysis and Design with Applications** *Advanced R* **Reference to Abstract Objects in Discourse** **On the Fascination of Objects** *A Cultural History of Objects in the Age of Industry* **The Objects of Experience** *Perception of Faces, Objects, and Scenes* Contested Objects **Travelling Objects: Changing Values** *Engineering Distributed Objects* **Why Do Moving Objects Slow Down?** *Interacting with Objects* **Formal Methods for Components and Objects** *Convention on International Liability for Damage Caused by Space Objects: Analysis and Background Data* **How Humans Recognize Objects: Segmentation, Categorization and Individual Identification** **Productive Objects** **The Nature of Ordinary Objects** *Objects of Hope*

The bestselling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, *The Blue Book of Grammar and Punctuation* includes easy-to-understand rules, abundant examples, dozens of reproducible quizzes, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated 12th edition reflects the latest updates to English usage and grammar, and includes answers to all reproducible quizzes to facilitate self-assessment and learning. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with even more quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, *The Blue Book of Grammar and Punctuation* offers comprehensive, straightforward instruction. What are the aims of sociology? What are its objects of study? How relevant is the classical tradition to the practice of sociology today? This volume brings together internationally renowned and new scholars to consider the changing relationship between contemporary and classical sociology. Arguing that recent historical and theoretical developments make reconsideration timely, it suggests that whilst the classical tradition has a continuing pertinence, it is inevitably subject to ongoing reconfiguration. Assessing the explanatory value of classical and contemporary forms of sociology, interrogating social theory as both a form of explanation and a mode of practice, and considering the possible consequences for the discipline of questions about its subject matter, *Sociological Objects* steers a course between assertions about radical epistemological breaks on the one hand, and reverence for the classical tradition on the other. Rather, it emphasizes the value of reworking, reconsidering and reconfiguring sociological thought. Object-Oriented scripting with Perl and Python Scripting languages are becoming increasingly important for software development. These higher-level

languages, with their built-in easy-to-use data structures are convenient for programmers to use as "glue" languages for assembling multi-language applications and for quick prototyping of software architectures. Scripting languages are also used extensively in Web-based applications. Based on the same overall philosophy that made Programming with Objects such a wide success, Scripting with Objects takes a novel dual-language approach to learning advanced scripting with Perl and Python, the dominant languages of the genre. This method of comparing basic syntax and writing application-level scripts is designed to give readers a more comprehensive and expansive perspective on the subject. Beginning with an overview of the importance of scripting languages—and how they differ from mainstream systems programming languages—the book explores:

- Regular expressions for string processing
- The notion of a class in Perl and Python
- Inheritance and polymorphism in Perl and Python
- Handling exceptions
- Abstract classes and methods in Perl and Python
- Weak references for memory management
- Scripting for graphical user interfaces
- Multithreaded scripting
- Scripting for network programming
- Interacting with databases
- Processing XML with Perl and Python

This book serves as an excellent textbook for a one-semester undergraduate course on advanced scripting in which the students have some prior experience using Perl and Python, or for a two-semester course for students who will be experiencing scripting for the first time. Scripting with Objects is also an ideal resource for industry professionals who are making the transition from Perl to Python, or vice versa. Formal methods have been applied successfully to the verification of medium-sized programs in protocol and hardware design. However, their application to the development of large systems requires more emphasis on specification, modelling and validation techniques supporting the concepts of reusability and modifiability, and their implementation in new extensions of existing programming languages like Java. The 6th International Symposium on Formal Methods for Components and Objects, FMCO 2007, was held in Amsterdam, The Netherlands, in October 2007. This book presents 12 revised papers submitted after the symposium by the speakers of each of the following European IST projects: the IST-FP6 project Mobius, developing the technology for establishing trust and security for the next generation of global computers; the IST-FP6 project SelfMan on self management for large-scale distributed systems based on structured overlay networks and components; the IST-FP6 project GridComp and the FP6 CoreGRID Network of Excellence on grid programming with components; the Real-time component cluster of the Network of Excellence on Embedded System Design ARTIST, focussing on design processes, and architectures for real-time embedded systems; and the IST-FP6 project CREDO on modeling and analysis of evolutionary structures for distributed services. This text combines a practical, hands-on approach to programming with the introduction of sound theoretical support focused on teaching the construction of high-quality software. A major feature of the book is the use of Design by Contract.

What if museums could harness the emotional and intellectual connections people have to personal and everyday objects to create richer visitor experiences? In this book, Elizabeth Wood and Kiersten Latham present the Object Knowledge Framework, a tool for using objects to connect museum visitors to themselves, to others, and to their world. They discuss the key concepts underpinning our lived experience of objects and how museums can learn from them. Then they walk readers through concrete methods for transforming visitor-object experiences, including exercises and strategies for teams developing exhibit themes, messages, and content, and participatory experiences. This book is about the objects people owned and how they used them. Twenty-three specially written essays investigate the type of things that might have been considered 'everyday objects' in the medieval and early modern periods, and how they help us to understand the daily lives of those individuals for whom few other types of evidence survive – for instance people of lower status and women of all status groups. Everyday Objects presents new research by specialists from a range of disciplines to assess what the study of material culture can contribute to our

understanding of medieval and early modern societies. Extending and developing key debates in the study of the everyday, the chapters provide analysis of such things as ceramics, illustrated manuscripts, pins, handbells, carved chimneypieces, clothing, drinking vessels, bagpipes, paintings, shoes, religious icons and the built fabric of domestic houses and guild halls. These things are examined in relation to central themes of pre-modern history; for instance gender, identity, space, morality, skill, value, ritual, use, belief, public and private behaviour, continental influence, materiality, emotion, technical innovation, status, competition and social mobility. This book offers both a collection of new research by a diverse range of specialists and a source book of current methodological approaches for the study of pre-modern material culture. The multi-disciplinary analysis of these 'everyday objects' by archaeologists, art historians, literary scholars, historians, conservators and museum practitioners provides a snapshot of current methodological approaches within the humanities. Although analysis of material culture has become an increasingly important aspect of the study of the past, previous research in this area has often remained confined to subject-specific boundaries. This book will therefore be an invaluable resource for researchers and students interested in learning about important new work which demonstrates the potential of material culture study to cut across traditional historiographies and disciplinary boundaries and access the lived experience of individuals in the past.

Despite the importance of the concept of hope in human affairs, psychoanalysts have long had difficulty accepting responsibility for the manner in which their various interpretive orientations and explanations of therapeutic action express their own hopes for their patients. In *Objects of Hope: Exploring Possibility and Limit in Psychoanalysis*, Steven Cooper remedies this longstanding lacuna in the literature, and, in the process, provides a thorough comparative analysis of contemporary psychoanalytic models with respect to issues of hope and hopefulness. Cooper's task is challenging, given that the most hopeful aspects of human growth frequently entail acceptance of the destructive elements of our inner lives. The analysis of hope, then, implicates what Cooper sees as a central dialectic tension in psychoanalysis: that between psychic possibility and psychic limit. He argues that analysts have historically had difficulty integrating the concept of limit into a treatment modality so dedicated to the creation and augmentation of psychic possibility. And yet, it is only by accepting the realm of limit as a necessary counterpoise to the realm of possibility and clinically embracing the tension between the two realms that analysts can further their understanding of therapeutic process in the interest of better treatment outcomes. Cooper persuasively demonstrates how each psychoanalytic theory provides its own logic of hope; this logic, in turn, translates into a distinctive sense of what the analyst may hope for the patient, and what the patient is encouraged to hope for himself or herself. *Objects of Hope* brings ranging scholarship and refreshing candor to bear on the knotty issue of what can and cannot be achieved in the course of psychoanalytic therapy. It will be valued not only as an exemplary exercise in comparative psychoanalysis, but also as a thoughtful, original effort to place the vital issue of hope at the center of clinical concern. Aided by three key elements: object fundamentals, design principles, and best practices, you'll learn how to develop elegant and rock solid systems using PHP. The 5th edition of this popular book has been fully updated for PHP 7, including replacing the PEAR package manager with Composer, and new material on Vagrant and PHP standards. It provides a solid grounding in PHP's support for objects, it builds on this foundation to instill core principles of software design and then covers the tools and practices needed to develop, test and deploy robust code. *PHP Objects, Patterns, and Practice* begins by covering PHP's object-oriented features. It introduces key topics including class declaration, inheritance, reflection and much more. The next section is devoted to design patterns. It explains the principles that make patterns powerful. The book

covers many of the classic design patterns and includes chapters on enterprise and database patterns. The last segment of the book covers the tools and practices that can help turn great code into a successful project. The section shows how to manage multiple developers and releases with git, how to manage builds and dependencies with Composer. It also explores strategies for automated testing and continuous integration.

What You'll Learn Work with object fundamentals: writing classes and methods, instantiating objects, creating powerful class hierarchies using inheritance. Master advanced object-oriented features, including static methods and properties, managing error conditions with exceptions, and creating abstract classes and interfaces. Learn about the new object-oriented features introduced by PHP 7 and why they matter for your code. Understand and use design principles to deploy objects and classes effectively in your projects. Discover a set of powerful patterns that you can deploy in your own projects. Guarantee a successful project including unit testing; version control, build, installation and package management; and continuous integration.

Who This Book is For This book is suitable for anyone with at least a basic knowledge of PHP who wants to use its object-oriented features in their projects. Those who already know their interfaces from their abstracts may well still find it hard to use these features in their systems. They will benefit from the book's emphasis on design. They will learn how to choose and combine the participants of a system; how to read design patterns and how to use them in their code. Finally this book is for PHP coders who want to learn about the practices and tools (version control, testing, continuous integration, etc) that can make projects safe, elegant and stable.

What are the objects of science? Are they just the things in our scientific experiments that are located in space and time? Or does science also require that there be additional things that are not located in space and time? Using clear examples, these are just some of the questions that Scott Berman explores as he shows why alternative theories such as Nominalism, Contemporary Aristotelianism, Constructivism, and Classical Aristotelianism, fall short. He demonstrates why the objects of scientific knowledge need to be not located in space or time if they are to do the explanatory work scientists need them to do. The result is a contemporary version of Platonism that provides us with the best way to explain what the objects of scientific understanding are, and how those non-spatiotemporal things relate to the spatiotemporal things of scientific experiments, as well as everything around us, including even ourselves.

Intentionality is one of the most frequently discussed topics in contemporary phenomenology and analytic philosophy. This book investigates intentionality from the point of view of intentional objects. According to the classical approach to this concept, whatever can be consciously experienced is regarded as an intentional object. Thus, not only ordinary existing individuals but also various kinds of non-existents and non-individuals are considered as intentional (including such bizarre entities as quantifier objects: `some dog', `every dog'). Alexius Meinong, an Austrian philosopher, is particularly well-known as the `inventor' of an abundant ontology of objects among which even incomplete and impossible ones, like `the round square', find their place. Drawing inspirations from Meinong's ideas, the author develops a simple logic of intentional objects, M-logic. M-logic closely resembles classical first-order logic and, as opposed to the formally complicated contemporary theories of non-existent objects, it is much more friendly in apprehending and applications. However, despite this resemblance, the ontological content of M-logic far exceeds that of classical logic. In this book formal investigations are intertwined with philosophical analyses. On the one hand, M-logic is used as a tool for investigating formal features of intentional objects. On the other hand, the study of intentionality phenomena suggests further ways of extending and modifying M-logic.

Audience: The book is addressed to logicians, cognitive scientists, philosophers of language and metaphysics with either a phenomenological or an analytic background. Provides new insights into contemporary debates surrounding the metaphysics of

objects, a subject undergoing an important revival. The Shefton Collection in Newcastle upon Tyne contains a fine array of Greek and Etruscan objects and takes its name from its founder Professor Brian Shefton (1919 - 2012). In spite of the importance of this collection it has not been widely published and remains something of a hidden gem. Brian Shefton was an insightful collector, as well as a distinguished scholar of Greek and Etruscan archaeology, and the 14 papers presented here reflect the broad scope of the collection; ranging across pottery, jewelery, terracottas and metalwork. The contributions, written by leading experts in the field, focus on specific objects or groups of objects in the Collection, providing new interpretations and bringing previously unpublished items to light. The history of the Shefton Collection is explored. Together these contributions provide a tribute to a remarkable individual who made a substantial and notable contribution to his discipline. The architecture of ADO (ActiveX Data Objects), Microsoft's newest form of database communication, is simple, concise, and efficient. This indispensable reference takes a comprehensive look at every object, collection, method, and property of ADO for developers who want to get a leg up on this technology. A Cultural History of Objects in the Age of Industry covers the period 1760 to 1900, a time of dramatic change in the material world as objects shifted from the handmade to the machine made. The revolution in making, and in consuming the things which were made, impacted on lives at every scale -from body to home to workplace to city to nation. Beyond the explosion in technology, scientific knowledge, manufacturing, trade, and museums, changes in class structure, politics, ideology, and morality all acted to transform the world of objects. The 6 volume set of the Cultural History of Objects examines how objects have been created, used, interpreted and set loose in the world over the last 2500 years. Over this time, the West has developed particular attitudes to the material world, at the centre of which is the idea of the object. The themes covered in each volume are objecthood; technology; economic objects; everyday objects; art; architecture; bodily objects; object worlds. Carolyn White is Professor at the University of Nevada, Reno, USA. Volume 5 in the Cultural History of Objects set. General Editors: Dan Hicks and William Whyte Objects are essential for how, together, people create and experience social life and relate to the physical environment around them. Interacting with Objects: Language, materiality, and social activity presents studies which use video recordings of real-life settings to explore how objects feature in social interaction and activity. The studies consider many objects (e.g. paper documents, food, a camera, art, furniture, and even the human body), across various situations, such as shopping, visiting the doctor, interviews and meetings, surgery, and instruction in dance, craft, or cooking. Analyses reveal in precise detail how, as people interact, objects are seen, touched and handled, heard, created, transformed, planned, imagined, shared, discussed, or appreciated. With the companion collection Multiactivity in Social Interaction: Beyond multitasking, the book advances understanding of the complex organisation and accomplishment of social interaction, especially the significance of embodiment, materiality, participation and temporality. By focussing on objects in and for actual occasions of human action, Interacting with Objects: Language, materiality, and social activity will interest many researchers and practitioners in language and social interaction, communication and discourse, design, and also more widely within anthropology, sociology, psychology, and related disciplines. Contested Objects breaks new ground in the interdisciplinary study of material culture. Its focus is on the rich and varied legacy of objects from the First World War as the global conflict that defined the twentieth century. From the iconic German steel helmet to practice trenches on Salisbury Plain, and from the 'Dazzle Ship' phenomenon through medal-wearing, diary-writing, trophy collecting, the market in war souvenirs and the evocative reworking of European objects by African soldiers, this book presents a dazzling array of hitherto unseen worlds of the Great War. The innovative and multidisciplinary

approach adopted here follows the lead established by Nicholas J. Saunders' *Matters of Conflict* (Routledge 2004), and extends its geographical coverage to embrace a truly international perspective. Australia, Africa, Italy, Germany, France, Belgium and Britain are all represented by a cross-disciplinary group of scholars working in archaeology, anthropology, cultural history, art history, museology, and cultural heritage. The result is a volume that resonates with richly documented and theoretically informed case studies that illustrate how the experiences of war can be embodied in and represented by an endless variety of artefacts, whose 'social lives' have endured for almost a century and that continue to shape our perceptions of an increasingly dangerous world. Human beings experience a world of objects: bounded entities that occupy space and persist through time. Our actions are directed toward objects, and our language describes objects. We categorize objects into kinds that have different typical properties and behaviors. We regard some kinds of objects - each other, for example - as animate agents capable of independent experience and action, while we regard other kinds of objects as inert. We re-identify objects, immediately and without conscious deliberation, after days or even years of non-observation, and often following changes in the features, locations, or contexts of the objects being re-identified. Comparative, developmental and adult observations using a variety of approaches and methods have yielded a detailed understanding of object detection and recognition by the visual system and an advancing understanding of haptic and auditory information processing. Many fundamental questions, however, remain unanswered. What, for example, physically constitutes an "object"? How do specific, classically-characterizable object boundaries emerge from the physical dynamics described by quantum theory, and can this emergence process be described independently of any assumptions regarding the perceptual capabilities of observers? How are visual motion and feature information combined to create object information? How are the object trajectories that indicate persistence to human observers implemented, and how are these trajectory representations bound to feature representations? How, for example, are point-light walkers recognized as single objects? How are conflicts between trajectory-driven and feature-driven identifications of objects resolved, for example in multiple-object tracking situations? Are there separate "what" and "where" processing streams for haptic and auditory perception? Are there haptic and/or auditory equivalents of the visual object file? Are there equivalents of the visual object token? How are object-identification conflicts between different perceptual systems resolved? Is the common assumption that "persistent object" is a fundamental innate category justified? How does the ability to identify and categorize objects relate to the ability to name and describe them using language? How are features that an individual object had in the past but does not have currently represented? How are categorical constraints on how objects move or act represented, and how do such constraints influence categorization and the re-identification of individuals? How do human beings re-identify objects, including each other, as persistent individuals across changes in location, context and features, even after gaps in observation lasting months or years? How do human capabilities for object categorization and re-identification over time relate to those of other species, and how do human infants develop these capabilities? What can modeling approaches such as cognitive robotics tell us about the answers to these questions? Primary research reports, reviews, and hypothesis and theory papers addressing questions relevant to the understanding of perceptual object segmentation, categorization and individual identification at any scale and from any experimental or modeling perspective are solicited for this Research Topic. Papers that review particular sets of issues from multiple disciplinary perspectives or that advance integrative hypotheses or models that take data from multiple experimental approaches into account are especially encouraged. From a barrage of photons, we readily and effortlessly recognize the faces of our friends, and the

familiar objects and scenes around us. However, these tasks cannot be simple for our visual systems--faces are all extremely similar as visual patterns, and objects look quite different when viewed from different viewpoints. How do our visual systems solve these problems? The contributors to this volume seek to answer this question by exploring how analytic and holistic processes contribute to our perception of faces, objects, and scenes. The role of parts and wholes in perception has been studied for a century, beginning with the debate between Structuralists, who championed the role of elements, and Gestalt psychologists, who argued that the whole was different from the sum of its parts. This is the first volume to focus on the current state of the debate on parts versus wholes as it exists in the field of visual perception by bringing together the views of the leading researchers. Too frequently, researchers work in only one domain, so they are unaware of the ways in which holistic and analytic processing are defined in different areas. The contributors to this volume ask what analytic and holistic processes are like; whether they contribute differently to the perception of faces, objects, and scenes; whether different cognitive and neural mechanisms code holistic and analytic information; whether a single, universal system can be sufficient for visual-information processing, and whether our subjective experience of holistic perception might be nothing more than a compelling illusion. The result is a snapshot of the current thinking on how the processing of wholes and parts contributes to our remarkable ability to recognize faces, objects, and scenes, and an illustration of the diverse conceptions of analytic and holistic processing that currently coexist, and the variety of approaches that have been brought to bear on the issues. Since their initial discovery in the nineteenth century, the enigmatic prehistoric lake-dwellings of the Circum-Alpine region have captured the imagination of the public and archaeologists alike. Electromagnetic Wave Scattering by Aerial and Ground Radar Objects presents the theory, original calculation methods, and computational results of the scattering characteristics of different aerial and ground radar objects. This must-have book provides essential background for computing electromagnetic wave scattering in the presence of different kinds of irregularities, as well as Summarizes fundamental electromagnetic statements such as the Lorentz reciprocity theorem and the image principle Contains integral field representations enabling the study of scattering from various layered structures Describes scattering computation techniques for objects with surface fractures and radar-absorbent coatings Covers elimination of "terminator discontinuities" appearing in the method of physical optics in general bistatic cases Includes radar cross-section (RCS) statistics and high-range resolution profiles of assorted aircrafts, cruise missiles, and tanks Complete with radar backscattering diagrams, echo signal amplitude probability distributions, and other valuable reference material, Electromagnetic Wave Scattering by Aerial and Ground Radar Objects is ideal for scientists, engineers, and researchers of electromagnetic wave scattering, computational electrodynamics, and radar detection and recognition algorithms. Reference to Abstract Objects in Discourse presents a novel framework and analysis of the ways we refer to abstract objects in natural language discourse. The book begins with a typology of abstract objects and related entities like eventualities. After an introduction to 'bottom up, compositional' discourse representation theory (DRT) and to previous work on abstract objects in DRT (notably work on the semantics of the attitudes), the book turns to a semantic analysis of eventuality and abstract object denoting nominals in English. The book then substantially revises and extends the dynamic semantic framework of DRT to develop an analysis of anaphoric reference to abstract objects and eventualities that exploits discourse structure and the discourse relations that obtain between elements of the structure. A dynamic, semantically based theory of discourse structure (SDRT) is proposed, along with many illustrative examples. Two further chapters then provide the analysis of anaphoric reference to propositions VP ellipsis. The abstract entity anaphoric antecedents are elements of the discourse

structures that SDRT develops. The final chapter discusses some logical and philosophical difficulties for a semantic analysis of reference to abstract objects. For semanticists, philosophers of language, computer scientists interested in natural language applications and discourse, philosophical logicians, graduate students in linguistics, philosophy, cognitive science and artificial intelligence. Learning Objects for Instruction shows how practical models of learning objects solutions are being applied in education, organizations, industry, and the military. It includes diverse strategies used across these groups to apply learning objects -- from the use of firmly-grounded theoretical contexts to practical tool-based solutions. The reader will find a thorough history, solid models and real-world practices for using learning objects for instruction in a variety of settings. Greater numbers of organizations are expected to embrace the use of objects for instruction as issues of standardization continue to be worked out. This book constitutes the proceedings of the 48th International Conference on Objects, Models, Components, Patterns, held in Málaga, Spain, in June/July 2010. By developing object calculi in which objects are treated as primitives, the authors are able to explain both the semantics of objects and their typing rules, and also demonstrate how to develop all of the most important concepts of object-oriented programming languages: self, dynamic dispatch, classes, inheritance, protected and private methods, prototyping, subtyping, covariance and contravariance, and method specialization. An innovative and important approach to the subject for researchers and graduates. Object-Oriented Design with Applications has long been the essential reference to object-oriented technology, which, in turn, has evolved to join the mainstream of industrial-strength software development. In this third edition--the first revision in 13 years--readers can learn to apply object-oriented methods using new paradigms such as Java, the Unified Modeling Language (UML) 2.0, and .NET. The authors draw upon their rich and varied experience to offer improved methods for object development and numerous examples that tackle the complex problems faced by software engineers, including systems architecture, data acquisition, cryptanalysis, control systems, and Web development. They illustrate essential concepts, explain the method, and show successful applications in a variety of fields. You'll also find pragmatic advice on a host of issues, including classification, implementation strategies, and cost-effective project management. New to this new edition are An introduction to the new UML 2.0, from the notation's most fundamental and advanced elements with an emphasis on key changes New domains and contexts A greatly enhanced focus on modeling--as eagerly requested by readers--with five chapters that each delve into one phase of the overall development lifecycle. Fresh approaches to reasoning about complex systems An examination of the conceptual foundation of the widely misunderstood fundamental elements of the object model, such as abstraction, encapsulation, modularity, and hierarchy How to allocate the resources of a team of developers and manage the risks associated with developing complex software systems An appendix on object-oriented programming languages This is the seminal text for anyone who wishes to use object-oriented technology to manage the complexity inherent in many kinds of systems. Sidebars Preface Acknowledgments About the Authors Section I: Concepts Chapter 1: Complexity Chapter 2: The Object Model Chapter 3: Classes and Objects Chapter 4: Classification Section II: Method Chapter 5: Notation Chapter 6: Process Chapter 7: Pragmatics Chapter 8: System Architecture: Satellite-Based Navigation Chapter 9: Control System: Traffic Management Chapter 10: Artificial Intelligence: Cryptanalysis Chapter 11: Data Acquisition: Weather Monitoring Station Chapter 12: Web Application: Vacation Tracking System Appendix A: Object-Oriented Programming Languages Appendix B: Further Reading Notes Glossary Classified Bibliography Index Shape Analysis and Retrieval of Multimedia Objects provides a comprehensive survey of the most advanced and powerful shape retrieval techniques used in practice today. In addition, this monograph addresses key methodological issues for evaluation of the shape retrieval methods. Shape Analysis

and Retrieval of Multimedia Objects is designed to meet the needs of practitioners and researchers in industry, and graduate-level students in Computer Science.

"Foreign Objects is a critical look at consumption through the lens of indigenous knowledge and archeological theory"--Provided by publisher. This book presents 12 revised lectures given by top-researchers at the 5th International Symposium on Formal Methods for Components and Objects, FMCO 2006, held in Amsterdam, Netherlands in November 2006. It provides a unique combination of ideas on software engineering and formal methods that reflect the current interest in the application or development of formal methods for large scale software systems such as component-based systems and object systems. In some languages every subject is marked in the same way, and also every object. But there are languages in which a small set of verbs mark their subjects or their objects in an unusual way. For example, most verbs may mark their subject with nominative case, but one small set of verbs may have dative subjects, and another small set may have locative subjects. Verbs with noncanonically marked subjects and objects typically refer to physiological states or events, inner feelings, perception and cognition. The Introduction sets out the theoretical parameters and defines the properties in terms of which subjects and objects can be analysed. Following chapters discuss Icelandic, Bengali, Quechua, Finnish, Japanese, Amele (a Papuan language), and Tariana (an Amazonian language); there is also a general discussion of European languages. This is a pioneering study providing new and fascinating data, and dealing with a topic of prime theoretical importance to linguists of many persuasions. Audisee® eBooks with Audio combine professional narration and text highlighting for an engaging read aloud experience!

A baseball player slides on the ground to tag a base. A toy car's wheels rub against the floor and slow the toy car down. Friction is at work all around you. But what exactly is friction? And how does it affect different objects? Read this book to find out! Learn all about matter, energy, and forces in the Exploring Physical Science series--part of the Lightning Bolt Books™ collection. With high-energy designs, exciting photos, and fun text, Lightning Bolt Books™ bring nonfiction topics to life! This book constitutes the thoroughly refereed post-proceedings of the Second International Workshop on Engineering Distributed Objects, EDO 2000, held in November 2000 in Davis, California, USA. The 15 revised full papers presented together with session surveys were carefully reviewed and selected from 30 submissions. The book presents topical sections on middleware selection, resource management, architectural reasoning, distributed communication, advanced transactions, and service integration. Direct object omission is a general occurrence, observed in varying degrees across the world's languages. The expression of verbal transitivity in small children begins with the regular use of verbs without their object, even where object omissions are illicit in the ambient language. Grounded in generative grammar and learnability theory, this book presents a comprehensive view of experimental approaches to object acquisition, and is the first to examine how children rely on the lexical, structural and pragmatic components to unravel the system. The results presented lead to the hypothesis that missing objects in child language should not be seen as a deficit but as a continuous process of knowledge integration. The book argues for a new model of how this aspect of grammar is innately represented from birth. Ideal reading for advanced students and researchers in language acquisition and syntactic theory, the book's opening and closing chapters are also suitable for non-specialist readers. An Essential Reference for Intermediate and Advanced R Programmers Advanced R presents useful tools and techniques for attacking many types of R programming problems, helping you avoid mistakes and dead ends. With more than ten years of experience programming in R, the author illustrates the elegance, beauty, and flexibility at the heart of R. The book develops the necessary skills to produce quality code that can be used in a variety of circumstances. You will learn: The fundamentals of R, including standard data types and functions Functional programming as a useful

framework for solving wide classes of problems The positives and negatives of metaprogramming How to write fast, memory-efficient code This book not only helps current R users become R programmers but also shows existing programmers what's special about R. Intermediate R programmers can dive deeper into R and learn new strategies for solving diverse problems while programmers from other languages can learn the details of R and understand why R works the way it does. The programming language C# was built with the future of application development in mind. Pursuing that vision, C#'s designers succeeded in creating a safe, simple, component-based, high-performance language that works effectively with Microsoft's .NET Framework. Now the favored language among those programming for the Microsoft platform, C# continues to grow in popularity as more developers discover its strength and flexibility. And, from the start, C# developers have relied on Programming C# both as an introduction to the language and a means of further building their skills. The fourth edition of Programming C#--the top-selling C# book on the market--has been updated to the C# ISO standard as well as changes to Microsoft's implementation of the language. It also provides notes and warnings on C# 1.1 and C# 2.0. Aimed at experienced programmers and web developers, Programming C#, 4th Edition, doesn't waste too much time on the basics. Rather, it focuses on the features and programming patterns unique to the C# language. New C# 2005 features covered in-depth include: Visual Studio 2005 Generics Collection interfaces and iterators Anonymous methods New ADO.NET data controls Fundamentals of Object-Oriented Programming Author Jesse Liberty, an acclaimed web programming expert and entrepreneur, teaches C# in a way that experienced programmers will appreciate by grounding its applications firmly in the context of Microsoft's .NET platform and the development of desktop and Internet applications. Liberty also incorporates reader suggestions from previous editions to help create the most consumer-friendly guide possible. Introduces, in simple text and photographs, the characteristics of some of the animals and plants that can be found in the forest. Includes a chipmunk, box turtle, fern, bull moose, moth, ermine, and white birch.

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