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September 11 Fiction of Matrix

The Geology of Radon

This book is Open Access under a CC BY licence. This book constitutes the proceedings of the 22nd International Conference on Fundamental Approaches to Software Engineering, FASE 2019, which took place in Prague, Czech Republic in April 2019, held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2019. The 24 papers presented in this volume were carefully reviewed and selected from 94 submissions. The papers are organized in topical sections named: software verification; model-driven development and model transformation; software evolution and requirements engineering; specification, design, and implementation of particular classes of systems; and software testing.

Forthcoming Books

Reconciliation in Conflict-Affected Communities

"Steam, Its Generation and Use" by Babcock & Wilcox Company. Published by Good Press. Good Press publishes a wide range of titles that encompasses every genre. From well-known classics & literary fiction and non-fiction to forgotten—or yet undiscovered gems—of world literature, we issue the books that need to be read. Each Good Press edition has been meticulously edited and formatted to boost readability for all e-readers and devices. Our goal is to produce eBooks that are user-friendly and accessible to everyone in a high-quality digital format.

Persuasive Technology

Books in print is the major source of information on books currently published and in print in the United States. The database provides the record of forthcoming books, books in-print, and books out-of-print.

Subject Guide to Children's Books in Print

Graphiti

Lists all the resources needed to create a balanced curriculum for homeschooling--from preschool to high school level

Automotive Systems and Software Engineering

From artificial neural net / game theory / semantic applications, to modeling tools, smart manufacturing systems, and data science research - this book offers a broad overview of modern intelligent methods and applications of machine learning, evolutionary computation, Industry 4.0 technologies, and autonomous agents leading to the Internet of Things and potentially a new technological revolution. Though chiefly intended for IT professionals, it will also help a broad range of users of future emerging technologies adapt to the new smart / intelligent wave. In separate chapters, the book highlights fourteen successful examples of recent advances in the rapidly evolving area of intelligent systems. Covering major European projects paving the way to a serious smart / intelligent collaboration, the chapters explore e.g. cyber-security issues, 3D digitization, aerial robots, and SMEs that have introduced cyber-physical production systems. Taken together, they offer unique insights into contemporary artificial intelligence and its potential for innovation.

The Theory and Practice of Online Learning

Medical devices and surgical tools that contain micro and nanoscale features allow surgeons to perform clinical procedures

with greater precision and safety while monitoring physiological and biomechanical parameters more accurately. While surgeons have started to master the use of nanostructured surgical tools in the operating room, this book addresses for the first time the impact and interaction of nanomaterials and nanostructured coatings in a comprehensive manner. Surface Engineered Surgical Tools and Medical Devices presents the latest information and techniques in the emerging field of surface engineered biomedical devices and surgical tools, and analyzes the interaction between nanotechnology, nanomaterials, and tools for surgical applications. Chapters of the book describe developments in coatings for heart valves, stents, hip and knee joints, cardiovascular devices, orthodontic applications, and regenerative materials such as bone substitutes. Chapters are also dedicated to the performance of surgical tools and dental tools and describe how nanostructured surfaces can be created for the purposes of improving cell adhesion between medical devices and the human body.

Paperbound Books in Print

Tackles resource scarcity and sustainability and describes how everyday objects from chairs to cars and factories are being redesigned to sustain and promote life.

The Upcycle

I was inspired by Hollywood movie in giving a name to this book. Matrix is the name of a fake world which is believed to be fictitious. September 11 was a starting point which differentiates between those who resist and those who don't and between those who believe and those who don't. I agree with war on terrorism, blame all kind of terrorist and terror acts, but I disagree with the fiction of Matrix. Absolutely, Al Qaeda is a terrorist organization and Laden is the mastermind of terrorism. Thank you Canada. I am proud of being Canadian, otherwise I would not feel free to write this book in US. FARUK ARSLAN REGINA, SASKATCHEWAN, CANADA

Model-Driven Software Engineering in Practice

PRWeek Contact

Nanostructured Semiconductors

Handbook of Social Media and the Law

Covers how to create your own original comic book characters, draw fight scenes, design special powers, and invent imaginary creatures, with a section on how the comic business works.

Steam, Its Generation and Use

This book focuses on teaching by example. Every chapter provides an overview, and then dives right into hands-on examples so you can see and play with the solution in your own environment. This book is for Java developers who don't need any prior experience with Liferay portal. Although Liferay portal makes heavy use of open source frameworks, no prior experience of using these is assumed.

Intelligent Systems: Theory, Research and Innovation in Applications

In 2007 INTEROP-VLab defined Enterprise Interoperability as “the ability of an enterprise system or application to interact with others at a low cost with a flexible approach”. Enterprise Interoperability VI brings together a peer reviewed selection of over 40 papers, ranging from academic research through case studies to industrial and administrative experience of interoperability. It shows how, in a scenario of globalised markets, the capacity to cooperate with other firms efficiently becomes essential in order to remain in the market in an economically, socially and environmentally cost-effective manner, and that the most innovative enterprises are beginning to redesign their business model to become interoperable. This goal of interoperability is vital, not only from the perspective of the individual enterprise but also in the new business structures that are now emerging, such as supply chains, virtual enterprises, interconnected organisations or extended enterprises, as well as in mergers and acquisitions. Establishing efficient and relevant collaborative situations requires managing interoperability from a dynamic perspective: a relevant and efficient collaboration of organizations might require adaptation to remain in line with potentially changing objectives, evolving resources, and unexpected events, for example. Many of the papers contained in this, the seventh volume of Proceedings of the I-ESA Conferences have examples and illustrations calculated to deepen understanding and generate new ideas. The I-ESA'14 Conference is jointly organised by Ecole des Mines Albi-Carmaux, on behalf of PGSO, and the European Virtual Laboratory for Enterprise Interoperability (INTEROP-VLab) and supported by the International Federation for Information Processing (IFIP). A concise reference to the state of the art in systems interoperability, Enterprise Interoperability VI will be of great value to engineers and computer scientists working in manufacturing and other process industries and to software engineers and electronic and manufacturing engineers working in the academic environment.

Ready to Play

Billions of minutes a month are spent globally on social media. This raises not only serious legal issues, but also has a clear impact on everyday commercial activity. This book considers the significant legal developments that have arisen due to social media. It provides an expert explanation of the issues that practitioners and businesses need to consider, as well as the special measures that are required in order to minimise their exposure to risk. The content is highly practical, and not only explores the law related to social media, but also includes useful aids for the reader, such as flow charts, checklists and case studies. Various categories and channels of social media are covered in this book, alongside the legal classification of different social networks. Social media is also considered in the context of human rights law by evaluating the implications this has had upon the development of civil and criminal law when pursuing a civil remedy or criminal prosecution in relation to online speech. As part of these discussions the book deals specifically with the Defamation Act 2013, the Communications Act 2003, the Computer Misuse Act 1990 and the Contempt of Court Act 1988 among other key issues such as seeking Injunctions and the resulting privacy implications. Finally, the author also pays careful consideration to the commercial aspects raised by social media. The reader will find reference to key cases and regulatory guidance notes and statutes including, the Data Protection Act 1998 (including the draft Data Protection Regulation), user privacy, human rights, trading and advertising standards, special rules for FCA regulated bodies and social media insurance. This book is an invaluable guide for private practice and in-house practitioners, business professionals, academics and post-graduate students involved in the law surrounding social media.

Fundamental Approaches to Software Engineering

Enterprise Interoperability VI

How to Draw Comic Book Heroes and Villains

Advances in High Temperature Gas Cooled Reactor Fuel Technology

The two-volume set LNCS 10896 and 10897 constitutes the refereed proceedings of the 16th International Conference on Computers Helping People with Special Needs, ICCHP 2018, held in Linz, Austria, in July 2018. The 101 revised full papers and 78 short papers presented were carefully reviewed and selected from 356 submissions. The papers are organized in the

following topical sections: Web accessibility in the connected world; accessibility and usability of mobile platforms for people with disabilities and elderly persons: design, development and engineering; accessible system/information/document design; accessible e-learning - e-learning for accessibility/AT; personalized access to TV, film, theatre, and music; digital games accessibility; accessibility and usability of self-service terminals, technologies and systems; universal learning design; motor and mobility disabilities: AT, HCI, care; empowerment of people with cognitive disabilities using digital technologies; augmented and alternative communication (AAC), supported speech; Art Karshmer lectures in access to mathematics, science and engineering; environmental sensing technologies for visual impairment; 3D printing in the domain of assistive technologies (AT) and do it yourselves (DIY) AT; tactile graphics and models for blind people and recognition of shapes by touch; access to artworks and its mediation by and for visually impaired people; digital navigation for people with visual impairments; low vision and blindness: human computer interaction; future perspectives for ageing well: AAL tools, products, services; mobile healthcare and m-health apps for people with disabilities; and service and information provision.

The Complete Home Learning Sourcebook

Business Process Management (BPM) has been in existence for decades. It uses, complements, integrates and extends theories, methods and tools from other scientific disciplines like: strategic management, information technology, managerial accounting, operations management etc. During this period the main focus themes of researchers and professionals in BPM were: business process modeling, business process analysis, activity based costing, business process simulation, performance measurement, workflow management, the link between information technology and BPM for process automation etc. More recently the focus moved to subjects like Knowledge Management, Enterprise Resource Planning (ERP) Systems, Service Oriented Architectures (SOAs), Process Intelligence (PI) and even Social Networks. In this collection of papers we present a review of the work and the outcomes achieved in the classic BPM fields as well as a deeper insight on recent advances in BPM. We present a review of business process modeling and analysis and we elaborate on issues like business process quality and process performance measurement as well as their link to all other organizational aspects like human resources management, strategy, information technology (being SOA, PI or ERP), other managerial systems, job descriptions etc. We also present recent advances to BPR tools with special focus on information technology, workflow, business process modeling and human resources management tools. Other chapters elaborate on the aspect of business process and organizational costing and their relationship to business process analysis, organizational change and reorganization. In the final chapters we present some new approaches that use fuzzy cognitive maps and a recently developed software tool for scenario creation and simulation in strategic management, business process management, performance measurement and social networking. The audience of this book is quite wide. The first chapters can be read by professionals, academics and students who want to get some basic insight into the BPM field whereas the

remaining present more elaborate and state of the art concepts methodologies and tools for an audience of a more advanced level.

Liferay Portal Systems Development

Nanostructured Semiconductors focuses on the development of semiconductor nanocrystals, their technologies and applications, including energy harvesting, solar cells, solid oxide fuel cells, and chemical sensors. Semiconductor oxides are used in electronics, optics, catalysts, sensors, and other functional devices. In their 2D form, the reduction in size confers exceptional properties, useful for creating faster electronics and more efficient catalysts. Since the first edition of the book, there has been significant progress in the development of new functional nanomaterials with unique and sometimes unpredictable quantum-confined properties within the class what it called two-dimensional (2D) semiconductors. These nanocrystals represent extremely thin nano-structures with thickness of just few nano-meters. Since that time, not only were 2D semiconductor oxides further developed, more importantly, 2D metal dichalcogenides, such as MoS₂, MoSe₂, WS₂, WSe₂ and others also progressed significantly in their development demonstrating their superior properties compared to their bulk and microstructural counterparts. The book has been expanded to include these advancements. The book begins with the structure and properties of semiconductor nanocrystals (chapter 1), addresses electronic device applications (chapter 2), discusses 2-Dimensional oxides and dichalcogenide semiconductors (chapters 3 through 5), and ends with energy, environment, and bio applications (chapters 6 through 8). Focuses on the development of semiconductor nanocrystals and their technologies and applications, including energy harvesting, solar cells, solid oxide fuel cells and chemical sensors Include other 2D materials, such as dichalcogenides to present a comprehensive resource on the latest advancements in nanostructured semiconductors Reviews the fundamental physics of conductivity and electron arrangement before proceeding to practical applications Contains a unique chapter dedicated to the new atomic layer deposition (ALD) technique which has the ability to develop 2D nanostructures with great precision

Surface Engineered Surgical Tools and Medical Devices

This book focuses on the formal and informal reconciliation processes during conflict and post-conflict periods in various locations in the Asia-Pacific, and includes cases studies based on primary research conducted in countries such as Cambodia, Timor-Leste, Nepal, Sri Lanka, Pakistan, India, South Thailand, Bougainville and the Solomon Islands. It offers insights to further our understanding of the social and political processes of reconciliation in a region that has witnessed numerous armed conflicts, many of them perpetuating over generations. The book also draws lessons from the richness arising from diversity in terms of religious and cultural practices, social life, and forms of government and governance, and through the exploration of theories and practices of reconciliation in conflict and post-conflict contexts in the region. It

provides useful reference material for researchers, academics, policy makers and students working in the areas of peacebuilding, conflict transformation, reconciliation, social cohesion, development, transitional justice and human rights in the Asia and Pacific region.

Can You Believe What You See?

Business Process Management

This book constitutes the refereed proceedings of the Third International Conference on Persuasive Technology, PERSUASIVE 2008, held in Oulu, Finland, in June 2008. The 17 revised full papers and 12 revised short papers presented together with 3 keynote papers were carefully reviewed and selected from 63 submissions. The papers are organized in topical sections on social network systems, knowledge management, applications, conceptual frameworks, perspectives on persuasive technology, peer-to-peer and social networks, self-persuasion and timing, well-being applications, and theoretical considerations.

Fundamental Approaches to Software Engineering

Books in Print

This publication reports on the results of a coordinated research project on advances in high temperature gas cooled reactor (HTGR) fuel technology and describes the findings of research activities on coated particle developments. These comprise two specific benchmark exercises with the application of HTGR fuel performance and fission product release codes, which helped compare the quality and validity of the computer models against experimental data. The project participants also examined techniques for fuel characterization and advanced quality assessment/quality control. The key exercise included a round-robin experimental study on the measurements of fuel kernel and particle coating properties of recent Korean, South African and US coated particle productions applying the respective qualification measures of each participating Member State. The summary report documents the results and conclusions achieved by the project and underlines the added value to contemporary knowledge on HTGR fuel.

More Than Meets the Eye

Jim Henson broke into television with a five-minute puppetry segment when he was only a freshman in college. He created puppets like none ever seen before, with expressive fabric faces and rod-controlled arms. His Muppets became world-renowned celebrities and formed the backbone of a media empire. With black-and-white illustrations throughout, this easy-to-read biography will be published twenty years after Henson's untimely death.

Books in Print Supplement

This book discusses how model-based approaches can improve the daily practice of software professionals. This is known as Model-Driven Software Engineering (MDSE) or, simply, Model-Driven Engineering (MDE). MDSE practices have proved to increase efficiency and effectiveness in software development, as demonstrated by various quantitative and qualitative studies. MDSE adoption in the software industry is foreseen to grow exponentially in the near future, e.g., due to the convergence of software development and business analysis. The aim of this book is to provide you with an agile and flexible tool to introduce you to the MDSE world, thus allowing you to quickly understand its basic principles and techniques and to choose the right set of MDSE instruments for your needs so that you can start to benefit from MDSE right away. The book is organized into two main parts. The first part discusses the foundations of MDSE in terms of basic concepts (i.e., models and transformations), driving principles, application scenarios, and current standards, like the well-known MDA initiative proposed by OMG (Object Management Group) as well as the practices on how to integrate MDSE in existing development processes. The second part deals with the technical aspects of MDSE, spanning from the basics on when and how to build a domain-specific modeling language, to the description of Model-to-Text and Model-to-Model transformations, and the tools that support the management of MDSE projects. The second edition of the book features: a set of completely new topics, including: full example of the creation of a new modeling language (IFML), discussion of modeling issues and approaches in specific domains, like business process modeling, user interaction modeling, and enterprise architecture complete revision of examples, figures, and text, for improving readability, understandability, and coherence better formulation of definitions, dependencies between concepts and ideas addition of a complete index of book content In addition to the contents of the book, more resources are provided on the book's website <http://www.mdse-book.com>, including the examples presented in the book.

Advanced Information Systems Engineering

This book presents the state of the art, challenges and future trends in automotive software engineering. The amount of automotive software has grown from just a few lines of code in the 1970s to millions of lines in today's cars. And this trend seems destined to continue in the years to come, considering all the innovations in electric/hybrid, autonomous, and connected cars. Yet there are also concerns related to onboard software, such as security, robustness, and trust. This book

covers all essential aspects of the field. After a general introduction to the topic, it addresses automotive software development, automotive software reuse, E/E architectures and safety, C-ITS and security, and future trends. The specific topics discussed include requirements engineering for embedded software systems, tools and methods used in the automotive industry, software product lines, architectural frameworks, various related ISO standards, functional safety and safety cases, cooperative intelligent transportation systems, autonomous vehicles, and security and privacy issues. The intended audience includes researchers from academia who want to learn what the fundamental challenges are and how they are being tackled in the industry, and practitioners looking for cutting-edge academic findings. Although the book is not written as lecture notes, it can also be used in advanced master's-level courses on software and system engineering. The book also includes a number of case studies that can be used for student projects.

Puzzling Your Way Into Algebra

Neither an academic tome nor a prescriptive 'how to' guide, *The Theory and Practice of Online Learning* is an illuminating collection of essays by practitioners and scholars active in the complex field of distance education. Distance education has evolved significantly in its 150 years of existence. For most of this time, it was an individual pursuit defined by infrequent postal communication. But recently, three more developmental generations have emerged, supported by television and radio, teleconferencing, and computer conferencing. The early 21st century has produced a fifth generation, based on autonomous agents and intelligent, database-assisted learning, that has been referred to as Web 2.0. The second edition of "The Theory and Practice of Online Learning" features updates in each chapter, plus four new chapters on current distance education issues such as connectivism and social software innovations.

The PM Net Work

Includes authors, titles, subjects.

Graphiti (Four Quadrants)

This open access book constitutes the proceedings of the 23rd International Conference on Fundamental Approaches to Software Engineering, FASE 2020, which took place in Dublin, Ireland, in April 2020, and was held as Part of the European Joint Conferences on Theory and Practice of Software, ETAPS 2020. The 23 full papers, 1 tool paper and 6 testing competition papers presented in this volume were carefully reviewed and selected from 81 submissions. The papers cover topics such as requirements engineering, software architectures, specification, software quality, validation, verification of functional and non-functional properties, model-driven development and model transformation, software processes,

security and software evolution.

Instructional Materials Price List and Order Form

Grade level: 5, 6, 7, 8, 9, e, i, s, t.

Energizers

Who Was Jim Henson?

Business Today

This book constitutes the refereed proceedings of the 24th International Conference on Advanced Information Systems Engineering, CAiSE 2012, held in Gdansk, Poland, in June 2012. The 42 revised full papers, 2 full-length invited papers and 4 short tutorial papers, were carefully reviewed and selected from 297 submissions. The contributions have been grouped into the following topical sections: business process model analysis; service and component composition; language and models; system variants and configuration; process mining; ontologies; requirements and goal models; compliance; monitoring and prediction; services; case studies; business process design; feature models and product lines; and human factors.

Computers Helping People with Special Needs

In *More Than Meets the Eye*, Georgina Kleege explores the ways that ideas about visual art and blindness are linked in many facets of the culture. While it may seem paradoxical to link blindness to visual art, western theories about art have always been haunted by the specter of blindness. The ideal art viewer is typically represented as possessing perfect vision, an encyclopedic knowledge of art, and a photographic memory of images, all which allow for an unmediated wordless communion with the work of art. This ideal viewer is defined in polar opposition to a blind person, presumed to be oblivious to the power of art, and without the cognitive capacity to draw on analogous experience. Kleege begins her study with four chapters about traditional representations of blindness, arguing that traditional theories of blindness fail to take into account the presence of other senses, or the ability of blind people to draw analogies from non-visual experience to develop concepts about visual phenomena. She then shifts focus from the tactile to the verbal, beginning with Denis Diderot's

remarkable range of techniques to describe art works for readers who were not present to view them for themselves, and how his criticism offers a powerful warrant for bringing the specter of blindness out of the shadows and into the foreground of visual experience. Through both personal experience and scholarly treatment, Kleege dismantles the traditional denigration of blindness, contesting the notion that viewing art involves sight alone and challenging traditional understandings of blindness through close reading of scientific case studies and literary depictions. *More Than Meets the Eye* introduces blind and visually impaired artists whose work has shattered stereotypes and opened up new aesthetic possibilities for everyone.

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