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Cover Letter Magic-Wendy S. Enelow 2004 Professional resume and cover letter writers reveal their inside secrets for creating phenomenal cover letters that get attention and land interviews. Features more than 150 sample cover letters written for all types of job seekers, including the Before-and-After transformations that can make boring letters fabulous.

The Art of Game Design-Jesse Schell 2008-08-04 Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many

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different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Excel 2013: The Missing Manual-Matthew MacDonald 2013-04-18 The world's most popular spreadsheet program is now more powerful than ever, but it's also more complex. That's where this Missing Manual comes in. With crystal-clear explanations and hands-on examples, Excel 2013: The Missing Manual shows you how to master Excel so you can easily track, analyze, and chart your data. You'll be using new features like PowerPivot and Flash Fill in no time. The important stuff you need to know: Go from novice to ace. Learn how to analyze your data, from writing your first formula to charting your results. Illustrate trends. Discover the clearest way to present your data using Excel's new Quick Analysis feature. Broaden your analysis. Use pivot tables, slicers, and timelines to examine your data from different perspectives. Import data. Pull data from a variety of sources, including website data feeds and corporate databases. Work from the Web. Launch and manage your workbooks on the road, using the new Excel Web App. Share your worksheets. Store Excel files on SkyDrive and collaborate with colleagues on Facebook, Twitter, and LinkedIn. Master the new data model. Use PowerPivot to work with millions of rows of data. Make calculations. Review financial data, use math and scientific formulas, and perform statistical analyses.

A+.- 1985

Don't Make Me Think, Revisited-Steve Krug 2014 Offers observations and solutions to fundamental Web design problems, as well as a new chapter about mobile Web design.

Byte- 1990

MacUser- 1991-05

Macworld- 1991

DICOM Structured Reporting-David A. Clunie 2000

Field Book for Describing and Sampling Soils- 1998

The Software Encyclopedia- 1988

The Code Book-Simon Singh 2011-01-26 In his first book since the bestselling Fermat's Enigma, Simon Singh offers the first sweeping history of encryption, tracing its evolution and revealing the dramatic effects codes have had on wars, nations, and individual lives. From Mary, Queen of Scots, trapped by her own code, to the Navajo Code Talkers who helped the Allies win World War II, to the incredible (and incredibly simple) logistical breakthrough that made Internet commerce secure, The Code Book tells the story of the most powerful intellectual weapon ever known: secrecy. Throughout the text are clear technical and mathematical explanations, and portraits of the remarkable personalities who wrote and broke the world's most difficult codes. Accessible, compelling, and remarkably far-reaching, this book will forever alter your view of history and what drives it. It will also make you wonder how private that e-mail you just sent really is.

Next Generation Mobile Communications Ecosystem-Saad Z. Asif 2011-02-25 Taking an in-depth look at the mobile communications ecosystem, this book covers the two key components, i.e., Network and End-User Devices, in detail. Within the network, the sub components of radio access network, transmission network, core networks, services and OSS are discussed; component level discussion also features antenna diversity and interference cancellation techniques for smart wireless devices. The role of various standard development organizations and industry forums is highlighted throughout. The ecosystem is strengthened with the addition of the Technology Management (TM) component dealing mostly with the non-technical aspects of the underlying mobile communications industry. Various aspects of TM including technology development, innovation management, knowledge management and more are also presented.

Focuses on OFDM-based radio technologies such as LTE & WiMAX as well as MBWA (Mobile Broadband Wireless Access) Provides a vital addition to the momentum of EVDO and its migration towards LTE Emphasis on radio, core, operation, architectural and performance aspects of two next generation technologies - EPS and WiMAX Includes discussion of backhaul technologies and alternatives as well as issues faced by operators switching to 3G and Next Generation Mobile Networks Cutting-edge research on emerging Gigabit Ethernet Microwave Radios and Carrier Ethernet transport technologies Next Generation Mobile Communications Ecosystem serves as a practical reference for telecom associated academia and industry to understanding mobile communications in a holistic manner, as well as assisting in preparing graduate students and fresh graduates for the marketplace by providing them with information not only on state-of-the-art technologies and standards but also on TM. By effectively focusing on the key domains of TM this book will further assist companies with improving their competitiveness in the long run. Importantly, it will provide students, engineers, researchers, technology managers and executives with extensive details on various emerging mobile wireless standards and technologies.

Rules of Play-Katie Salen 2004 Meaningful play - Design - Systems - Interactivity - Defining games - The magic circle - Defining rules - Rules on three levels - The rules of digital games - Games as systems of uncertainty - Games as systems of information - Games as cybernetic systems - Games as systems of conflict - Games as the play of experience - Games as the play of meaning - Games as the play of simulation - Games as cultural rhetoric - Games as cultural resistance - Games as cultural environment.

Smart Card Handbook-Wolfgang Rankl 2004-04-02 Building on previous editions, this third edition of the Smart Card Handbook offers a completely updated overview of the state of the art in smart card technology. Everything you need to know about smart cards and their applications is covered! Fully revised, this handbook describes the advantages and disadvantages of smart cards when compared with other systems, such as optical cards and magnetic stripe cards and explains the basic technologies to the reader. This book also considers the actual status of appropriate European and international standards.

Features include: New sections on: smart card applications (PKCS #15, USIM, Tachosmart). smart card terminals: M.U.S.C.L.E., OCF, MKT, PC/SC. contactless card data transmission with smart cards. Revised and updated chapters on: smart cards in the telecommunications industry (GSM, UMTS, (U)SIM application toolkit, decoding of the files of a GSM card). smart card security (new attacks, new protection methods against attacks). A detailed description of the physical and technical properties and the fundamental principles of information processing techniques. Explanations of the architecture of smart card operating systems, data transfer to and from the smart card, command set and implementation of the security mechanisms and the function of the smart card terminals. Current applications of the technology on mobile telephones, telephone cards, the electronic purse and credit cards. Discussions on future developments of smart cards: USB, MMU on microcontroller, system on card, flash memory and their usage. Practical guidance on the future applications of smart cards, including health insurance cards, e-ticketing, wireless security, digital signatures and advanced electronic payment methods. "The book is filled with information that students, enthusiasts, managers, experts, developers, researchers and programmers will find useful. The book is well structured and provides a good account of smart card state-of-the-art technology... There is a lot of useful information in this book and as a practicing engineer I found it fascinating, and extremely useful." Review of second edition in Measurement and Control. 'The standard has got a lot higher, if you work with smart cards then buy it! Highly recommended.' Review of second edition in Journal of the Association of C and C++ Programmers. Visit the Smart Card Handbook online at www.wiley.co.uk/commstech/

Discovering Literacy-Judy Kalman 2005 Discovering Literacy : Access Routes to Written Culture for a Group of Women in Mexico

Nanometer CMOS ICs-Harry J.M. Veendrick 2017-04-28 This textbook provides a comprehensive, fully-updated introduction to the essentials of nanometer CMOS integrated circuits. It includes aspects of scaling to even beyond 12nm CMOS technologies and designs. It clearly describes the fundamental CMOS

operating principles and presents substantial insight into the various aspects of design implementation and application. Coverage includes all associated disciplines of nanometer CMOS ICs, including physics, lithography, technology, design, memories, VLSI, power consumption, variability, reliability and signal integrity, testing, yield, failure analysis, packaging, scaling trends and road blocks. The text is based upon in-house Philips, NXP Semiconductors, Applied Materials, ASML, IMEC, ST-Ericsson, TSMC, etc., courseware, which, to date, has been completed by more than 4500 engineers working in a large variety of related disciplines: architecture, design, test, fabrication process, packaging, failure analysis and software.

Visualization, Modeling, and Graphics for Engineering Design-Dennis K. Lieu 2008-02-15 A new book for a new generation of engineering professionals, Visualization, Modeling, and Graphics for Engineering Design was written from the ground up to take a brand-new approach to graphic communication within the context of engineering design and creativity. With a blend of modern and traditional topics, this text recognizes how computer modeling techniques have changed the engineering design process. From this new perspective, the text is able to focus on the evolved design process, including the critical phases of creative thinking, product ideation, and advanced analysis techniques. Focusing on design and design communication rather than drafting techniques and standards, it goes beyond the what to explain the why of engineering graphics. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Product-Service System Design for Sustainability-Carlo Vezzoli 2017-09-08 This book, based on a huge European and Asian research project, is a state-of-the-art examination of the theory and practice of system innovation through Product-Service System (PSS) design for sustainability from a trans-cultural viewpoint. PSS design incorporates innovative strategies that shift businesses away from simply designing and selling physical products to developing integrated systems of products and services that satisfy human needs. The book provides background, advice and tools for designers interested in sustainable PSSs and

has a wealth of case studies for practitioners to digest.

Building Microservices-Sam Newman 2015-02-02 Annotation Over the past 10 years, distributed systems have become more fine-grained. From the large multi-million line long monolithic applications, we are now seeing the benefits of smaller self-contained services. Rather than heavy-weight, hard to change Service Oriented Architectures, we are now seeing systems consisting of collaborating microservices. Easier to change, deploy, and if required retire, organizations which are in the right position to take advantage of them are yielding significant benefits. This book takes an holistic view of the things you need to be cognizant of in order to pull this off. It covers just enough understanding of technology, architecture, operations and organization to show you how to move towards finer-grained systems.

Getting Started with Arduino-Massimo Banzi 2011-09-13 Presents an introduction to the open-source electronics prototyping platform.

Complete A+ Guide to IT Hardware and Software-Cheryl A. Schmidt 2019-07-29 Master IT hardware and software installation, configuration, repair, maintenance, and troubleshooting and fully prepare for the CompTIA® A+ Core 1 (220-1001) and Core 2 (220-1002) exams. This is your all-in-one, real-world, full-color guide to connecting, managing, and troubleshooting modern devices and systems in authentic IT scenarios. Its thorough instruction built on the CompTIA A+ Core 1 (220-1001) and Core 2 (220-1002) exam objectives includes coverage of Windows 10, Mac, Linux, Chrome OS, Android, iOS, cloud-based software, mobile and IoT devices, security, Active Directory, scripting, and other modern techniques and best practices for IT management. Award-winning instructor Cheryl Schmidt also addresses widely-used legacy technologies—making this the definitive resource for mastering the tools and technologies you'll encounter in real IT and business environments. Schmidt's emphasis on both technical and soft skills will help you rapidly become a well-qualified, professional, and customer-friendly technician. LEARN MORE QUICKLY AND THOROUGHLY WITH THESE STUDY AND REVIEW TOOLS: Learning Objectives and chapter opening lists of CompTIA A+ Certification Exam Objectives make sure you know exactly what

you'll be learning, and you cover all you need to know Hundreds of photos, figures, and tables present information in a visually compelling full-color design Practical Tech Tips provide real-world IT tech support knowledge Soft Skills best-practice advice and team-building activities in every chapter cover key tools and skills for becoming a professional, customer-friendly technician Review Questions—including true/false, multiple choice, matching, fill-in-the-blank, and open-ended questions—carefully assess your knowledge of each learning objective Thought-provoking activities help students apply and reinforce chapter content, and allow instructors to “flip” the classroom if they choose Key Terms identify exam words and phrases associated with each topic Detailed Glossary clearly defines every key term Dozens of Critical Thinking Activities take you beyond the facts to deeper understanding Chapter Summaries recap key concepts for more efficient studying Certification Exam Tips provide insight into the certification exam and preparation process

The Code Book-Simon Singh 2003 Provides a review of cryptography, its evolution over time, and its purpose throughout history from the era of Julius Caesar to the modern day.

Blown to Bits-Harold Abelson 2008 Every day, billions of photographs, news stories, songs, X-rays, TV shows, phone calls, and emails are being scattered around the world as sequences of zeroes and ones: bits. We can't escape this explosion of digital information and few of us want to-the benefits are too seductive. The technology has enabled unprecedented innovation, collaboration, entertainment, and democratic participation. But the same engineering marvels are shattering centuries-old assumptions about privacy, identity, free expression, and personal control as more and more details of our lives are captured as digital data. Can you control who sees all that personal information about you? Can email be truly confidential, when nothing seems to be private? Shouldn't the Internet be censored the way radio and TV are? is it really a federal crime to download music? When you use Google or Yahoo! to search for something, how do they decide which sites to show you? Do you still have free speech in the digital world? Do you have a voice in shaping government or corporate policies about any of this? Blown to Bits offers

provocative answers to these questions and tells intriguing real-life stories. This book is a wake-up call To The human consequences of the digital explosion.

Typeset in the Future-Dave Addey 2018-12-11 In Typeset in the Future, blogger and designer Dave Addey invites sci-fi movie fans on a journey through seven genre-defining classics, discovering how they create compelling visions of the future through typography and design. The book delves deep into 2001: A Space Odyssey, Star Trek: The Motion Picture, Alien, Blade Runner, Total Recall, WALL·E, and Moon, studying the design tricks and inspirations that make each film transcend mere celluloid and become a believable reality. These studies are illustrated by film stills, concept art, type specimens, and ephemera, plus original interviews with Mike Okuda (Star Trek), Paul Verhoeven (Total Recall), and Ralph Eggleston and Craig Foster (Pixar). Typeset in the Future is an obsessively geeky study of how classic sci-fi movies draw us in to their imagined worlds—and how they have come to represent “THE FUTURE” in popular culture.

5G Mobile Communications-Saad Asif 2018-07-20 This book will help readers comprehend technical and policy elements of telecommunication particularly in the context of 5G. It first presents an overview of the current research and standardization practices and lays down the global frequency spectrum allocation process. It further lists solutions to accommodate 5G spectrum requirements. The readers will find a considerable amount of information on 4G (LTE-Advanced), LTE-Advance Pro, 5G NR (New Radio); transport network technologies, 5G NGC (Next Generation Core), OSS (Operations Support Systems), network deployment and end-to-end 5G network architecture. Some details on multiple network elements (end products) such as 5G base station/small cells and the role of semiconductors in telecommunication are also provided. Keeping trends in mind, service delivery mechanisms along with state-of-the-art services such as MFS (mobile financial services), mHealth (mobile health) and IoT (Internet-of-Things) are covered at length. At the end, telecom sector’s burning challenges and best practices are explained which may be looked into for today’s and tomorrow’s networks. The book concludes with certain high level suggestions for the growth of telecommunication, particularly on the importance of basic research,

departure from ten-year evolution cycle and having a 20-30 year plan. Explains the conceivable six phases of mobile telecommunication's ecosystem that includes R&D, standardization, product/network/device & application development, and burning challenges and best practices Provides an overview of research and standardization on 5G Discusses solutions to address 5G spectrum requirements while describing the global frequency spectrum allocation process Presents various case studies and policies Provides details on multiple network elements and the role of semiconductors in telecommunication Presents service delivery mechanisms with special focus on IoT

The Car Hacker's Handbook-Craig Smith 2016-03-01 Modern cars are more computerized than ever. Infotainment and navigation systems, Wi-Fi, automatic software updates, and other innovations aim to make driving more convenient. But vehicle technologies haven't kept pace with today's more hostile security environment, leaving millions vulnerable to attack. The Car Hacker's Handbook will give you a deeper understanding of the computer systems and embedded software in modern vehicles. It begins by examining vulnerabilities and providing detailed explanations of communications over the CAN bus and between devices and systems. Then, once you have an understanding of a vehicle's communication network, you'll learn how to intercept data and perform specific hacks to track vehicles, unlock doors, glitch engines, flood communication, and more. With a focus on low-cost, open source hacking tools such as Metasploit, Wireshark, Kayak, can-utils, and ChipWhisperer, The Car Hacker's Handbook will show you how to:

- Build an accurate threat model for your vehicle
- Reverse engineer the CAN bus to fake engine signals
- Exploit vulnerabilities in diagnostic and data-logging systems
- Hack the ECU and other firmware and embedded systems
- Feed exploits through infotainment and vehicle-to-vehicle communication systems
- Override factory settings with performance-tuning techniques
- Build physical and virtual test benches to try out exploits safely

If you're curious about automotive security and have the urge to hack a two-ton computer, make The Car Hacker's Handbook your first stop.

Project Management Case Studies-Harold Kerzner 2017-04-11 THE #1 PROJECT MANAGEMENT CASE

STUDIES BOOK NOW FEATURING NEW CASES FROM DISNEY, THE OLYMPICS, AIRBUS, BOEING, AND MORE After on-the-job experience, case studies are the most important part of every project manager's training. This Fifth Edition of Project Management Case Studies features more than one hundred case studies that detail projects at high-profile companies around the world. These cases offer you a unique opportunity to experience, first-hand, project management in action within a variety of contexts and up against some of the most challenging conditions any project manager will likely face. New to this edition are case studies focusing on agile and scrum methodologies. Contains 100-plus case studies from companies that illustrate both successful and not-so-successful project management Represents an array of industries, including medical and pharmaceutical, aerospace, entertainment, sports, manufacturing, finance, telecommunications, and more Features 18 new case studies, including high-profile cases from Disney, the Olympics, Boeing 787 Dreamliner, and Airbus 380 Follows and supports preparation for the Project Management Professional (PMP)[®] Certification Exam Experienced PMs, project managers in training, and students alike will find this book to be an indispensable resource whether used as a standalone or combined with the bestselling Project Management: A Systems Approach to Planning, Scheduling, and Controlling, 12th Edition. PMI, CAPM, PMBOK, PMP and Project Management Professional are registered marks of the Project Management Institute, Inc.

The Interpretation of Cultures-Clifford Geertz 2017-08-15 In The Interpretation of Cultures, the most original anthropologist of his generation moved far beyond the traditional confines of his discipline to develop an important new concept of culture. This groundbreaking book, winner of the 1974 Sorokin Award of the American Sociological Association, helped define for an entire generation of anthropologists what their field is ultimately about.

Information Systems for Business and Beyond-David T. Bourgeois 2014 "Information Systems for Business and Beyond introduces the concept of information systems, their use in business, and the larger impact they are having on our world."--BC Campus website.

Bad Astronomy-Philip C. Plait 2002-10-08 Advance praise for Philip Plait s Bad Astronomy "Bad Astronomy is just plain good! Philip Plait clears up every misconception on astronomy and space you never knew you suffered from." --Stephen Maran, Author of Astronomy for Dummies and editor of The Astronomy and Astrophysics Encyclopedia "Thank the cosmos for the bundle of star stuff named Philip Plait, who is the world s leading consumer advocate for quality science in space and on Earth. This important contribution to science will rest firmly on my reference library shelf, ready for easy access the next time an astrologer calls." --Dr. Michael Shermer, Publisher of Skeptic magazine, monthly columnist for Scientific American, and author of The Borderlands of Science "Philip Plait has given us a readable, erudite, informative, useful, and entertaining book. Bad Astronomy is Good Science. Very good science..." --James "The Amazing" Randi, President, James Randi Educational Foundation, and author of An Encyclopedia of Claims, Frauds, and Hoaxes of the Occult and Supernatural "Bad Astronomy is a fun read. Plait is wonderfully witty and educational as he debunks the myths, legends, and 'conspiracies' that abound in our society. 'The Truth Is Out There' and it's in this book. I loved it!" --Mike Mullane, Space Shuttle astronaut and author of Do Your Ears Pop in Space?

Out Of Control-Kevin Kelly 2009-04-30 Out of Control chronicles the dawn of a new era in which the machines and systems that drive our economy are so complex and autonomous as to be indistinguishable from living things.

The Tongue and Quill-Air Force 2019-10-11 The Tongue and Quill has been a valued Air Force resource for decades and many Airmen from our Total Force of uniformed and civilian members have contributed their talents to various editions over the years. This revision is built upon the foundation of governing directives and user's inputs from the unit level all the way up to Headquarters Air Force. A small team of Total Force Airmen from the Air University, the United States Air Force Academy, Headquarters Air Education and Training Command (AETC), the Air Force Reserve Command (AFRC), Air National Guard (ANG), and Headquarters Air Force compiled inputs from the field and rebuilt The Tongue and Quill to meet the needs

of today's Airmen. The team put many hours into this effort over a span of almost two years to improve the content, relevance, and organization of material throughout this handbook. As the final files go to press it is the desire of The Tongue and Quill team to say thank you to every Airman who assisted in making this edition better; you have our sincere appreciation!

Formerly Known As Food-Kristin Lawless 2018-06-19 One of Bustle's "17 Best Nonfiction Books Coming Out In June 2018" • One of The Revelator's "16 New Environmental Books for June" • One of Equinox's "5 Books High Performers Should Read in June" • One of Foodtank's "18 Books Making a Splash This Summer" • One of CivilEats' "22 Noteworthy Food and Farming Books for Summer Reading—and Beyond"

From the voice of a new generation of food activists, a passionate and deeply-researched call for a new food movement. If you think buying organic from Whole Foods is protecting you, you're wrong. Our food—even what we're told is good for us—has changed for the worse in the past 100 years, its nutritional content deteriorating due to industrial farming and its composition altered due to the addition of thousands of chemicals from pesticides to packaging. We simply no longer know what we're eating. In *Formerly Known as Food*, Kristin Lawless argues that, because of the degradation of our diet, our bodies are literally changing from the inside out. The billion-dollar food industry is reshaping our food preferences, altering our brains, changing the composition of our microbiota, and even affecting the expression of our genes. Lawless chronicles how this is happening and what it means for our bodies, health, and survival. An independent journalist and nutrition expert, Lawless is emerging as the voice of a new generation of food thinkers. After years of "eat this, not that" advice from doctors, journalists, and food faddists, she offers something completely different. Lawless presents a comprehensive explanation of the problem—going beyond nutrition to issues of food choice, class, race, and gender—and provides a sound and simple philosophy of eating, which she calls the "Whole Egg Theory." Destined to set the debate over food politics for the next decade, *Formerly Known as Food* speaks to a new generation looking for a different conversation about the food on our plates. Naomi Klein, author of *No Is Not Enough* and *This*

Changes Everything: "In this revelatory survey of the dangers of the industrial food system, Lawless offers crucial tools for navigating it safely. The best ones have nothing to do with shopping advice: she asks us to think holistically about food, why it can't be separated from other struggles for justice, and what it means to demand transformative change." Mark Bittman, author of How to Cook Everything: "A stirring call to action. Lawless has done a thorough job of describing how so much of what we eat doesn't qualify as 'food'" Laurie David, Academy Award winning producer of An Inconvenient Truth and Fed Up: "You better read this book before you put another bite of food in your or your kids' mouths!" Mary Esther Malloy, MA, Mindful Birth NY: "Groundbreaking... will get you thinking differently about how you nourish yourself and your family."

Smart Cards-Timothy M. Jurgensen 2002 This book provides readers with an overview to the design of multiapplication smart card environments including the selection of a platform, the creation of applications and the logistics of initial deployment.

The Agile Samurai-Jonathan Rasmusson 2010-09-25 Printed in full color. Faced with a software project of epic proportions? Tired of over-committing and under-delivering? Enter the dojo of the agile samurai, where agile expert Jonathan Rasmusson shows you how to kick-start, execute, and deliver your agile projects. Combining cutting-edge tools with classic agile practices, The Agile Samurai gives you everything you need to deliver something of value every week and make rolling your software into production a non-event. Get ready to kick some software project butt. By learning the ways of the agile samurai you will discover: how to create plans and schedules your customer and your team can believe in what characteristics make a good agile team and how to form your own how to gather requirements in a fraction of the time using agile user stories what to do when you discover your schedule is wrong, and how to look like a pro correcting it how to execute fiercely by leveraging the power of agile software engineering practices By the end of this book you will know everything you need to set up, execute, and successfully deliver agile projects, and have fun along the way. If you're a project lead, this book gives you

the tools to set up and lead your agile project from start to finish. If you are an analyst, programmer, tester, usability designer, or project manager, this book gives you the insight and foundation necessary to become a valuable agile team member. The Agile Samurai slices away the fluff and theory that make other books less-than-agile. It's packed with best practices, war stories, plenty of humor and hands-on tutorial exercises that will get you doing the right things, the right way. This book will make a difference.

A Century of Innovation-3M Company 2002 A compilation of 3M voices, memories, facts and experiences from the company's first 100 years.

Professional CUDA C Programming-John Cheng 2014-09-09 Break into the powerful world of parallel GPU programming with this down-to-earth, practical guide Designed for professionals across multiple industrial sectors, Professional CUDA C Programming presents CUDA -- a parallel computing platform and programming model designed to ease the development of GPU programming -- fundamentals in an easy-to-follow format, and teaches readers how to think in parallel and implement parallel algorithms on GPUs. Each chapter covers a specific topic, and includes workable examples that demonstrate the development process, allowing readers to explore both the "hard" and "soft" aspects of GPU programming. Computing architectures are experiencing a fundamental shift toward scalable parallel computing motivated by application requirements in industry and science. This book demonstrates the challenges of efficiently utilizing compute resources at peak performance, presents modern techniques for tackling these challenges, while increasing accessibility for professionals who are not necessarily parallel programming experts. The CUDA programming model and tools empower developers to write high-performance applications on a scalable, parallel computing platform: the GPU. However, CUDA itself can be difficult to learn without extensive programming experience. Recognized CUDA authorities John Cheng, Max Grossman, and Ty McKercher guide readers through essential GPU programming skills and best practices in Professional CUDA C Programming, including: CUDA Programming Model GPU Execution Model GPU Memory model Streams, Event and Concurrency Multi-GPU Programming CUDA Domain-Specific

Libraries Profiling and Performance Tuning The book makes complex CUDA concepts easy to understand for anyone with knowledge of basic software development with exercises designed to be both readable and high-performance. For the professional seeking entrance to parallel computing and the high-performance computing community, Professional CUDA C Programming is an invaluable resource, with the most current information available on the market.

Digital System Design - Use of Microcontroller-Dawoud Shenouda Dawoud 2010-04 Embedded systems are today, widely deployed in just about every piece of machinery from toasters to spacecraft. Embedded system designers face many challenges. They are asked to produce increasingly complex systems using the latest technologies, but these technologies are changing faster than ever. They are asked to produce better quality designs with a shorter time-to-market. They are asked to implement increasingly complex functionality but more importantly to satisfy numerous other constraints. To achieve the current goals of design, the designer must be aware with such design constraints and more importantly, the factors that have a direct effect on them. One of the challenges facing embedded system designers is the selection of the optimum processor for the application in hand; single-purpose, general-purpose or application specific. Microcontrollers are one member of the family of the application specific processors. The book concentrates on the use of microcontroller as the embedded system's processor, and how to use it in many embedded system applications. The book covers both the hardware and software aspects needed to design using microcontroller. The book is ideal for undergraduate students and also the engineers that are working in the field of digital system design.

Microinteractions-Dan Saffer 2013-04-30 It's the little things that turn a good digital product into a great one. With this practical book, you'll learn how to design effective microinteractions: the small details that exist inside and around features. How can users change a setting? How do they turn on mute, or know they have a new email message? Through vivid, real-world examples from today's devices and applications, author Dan Saffer walks you through a microinteraction's essential parts, then shows you

how to use them in a mobile app, a web widget, and an appliance. You'll quickly discover how microinteractions can change a product from one that's tolerated into one that's treasured. Explore a microinteraction's structure: triggers, rules, feedback, modes, and loops Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with feedback, using graphics, sounds, and vibrations Use modes to let users set preferences or modify a microinteraction Extend a microinteraction's life with loops, such as "Get data every 30 seconds"

Eventually, you will certainly discover a additional experience and endowment by spending more cash. nevertheless when? pull off you take that you require to acquire those every needs in the manner of having significantly cash? Why dont you try to acquire something basic in the beginning? Thats something that will lead you to understand even more not far off from the globe, experience, some places, with history, amusement, and a lot more?

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