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**Network Computer Technology. Phase I: Viability and Promise Within NASA's Desktop Computing Environment**-Peter Paluzzi 1998

**Voice Data Logger**-James R. Bassel 1996

**Introduction to Programming Using Java**-David J. Eck 2014

**American Book Publishing Record**- 2005

**Think Java**-Allen B. Downey 2016-05-06 Currently used at many colleges, universities, and high schools, this hands-on introduction to computer science is ideal for people with little or no programming experience. The goal of this concise book is not just to teach you Java, but to help you think like a computer scientist. You'll learn how to program—a useful skill by itself—but you'll also discover how to use programming as a means to an end. Authors Allen Downey and Chris Mayfield start with the most basic concepts and gradually move into topics that are more complex, such as recursion and object-oriented programming. Each brief chapter covers the material for one week of a college course and includes exercises to help you practice what you've learned. Learn one concept at a time: tackle complex topics in a series of small steps with examples Understand how to formulate problems, think creatively about solutions, and write programs clearly and accurately Determine which development techniques work best for you, and practice the important skill of debugging Learn relationships among input and output, decisions and loops, classes and methods, strings and arrays Work on exercises involving word games, graphics, puzzles, and playing cards

**The Cambridge Handbook of Computing Education Research**-Sally A. Fincher 2019-02-21 This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context, implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers.

**SolidWorks 2014 Design Bible-II**-Kris 2013-12-10 The SolidWorks 2014 Design Bible-II, is written to help professionals as well as learners in creating Assemblies and then creating drafting from assemblies as well as models. The book covers almost all the information required by a learner to master the SolidWorks 2014. It covers basic as well as advanced topics like Assembly mates, Mechanical mates, Advanced mates, surface modeling, Drawing view and related operations, Sheetmetal, Motion Study and so on. Some of the salient features of this book are : In-Depth explanation of concepts Every new topic of this book starts with the explanation of the basic concepts. In this way, the user becomes capable of relating the things with real world. Topics Covered Every chapter starts with a list of topics being covered in that chapter. In this way, the user can easily find the topic of his/her interest easily. Instruction through illustration The instructions to perform any action are provided by maximum number of illustrations so that the user can perform the actions discussed in the book easily and effectively. There are about 1200 illustrations that make the learning process effective. Tutorial point of view At the end of concept's explanation, the tutorial make the understanding of users firm and long lasting. Almost each chapter of the book has tutorials that are real world projects. Project The projects are provided to the customers who mail us and give their feedback on the book at [technishia@gmail.com](mailto:technishia@gmail.com). Free Resources Link to the resources used in this book are provided to the users via email. To get the resources mail us at [technishia@gmail.com](mailto:technishia@gmail.com) with your contact information. With your contact record with us, you will be provided latest updates and informations regarding various technologies. The format to write us mail for resources is as follows: Subject of E-mail as Application for resources of \_\_\_\_\_ book. Name: Name of book purchased: Course pursuing/Profession: Contact Address: E-mail ID: For Any query or suggestion If you have any query or suggestion, please let us know by mailing us on [technishia@gmail.com](mailto:technishia@gmail.com). Your valuable constructive suggestions will be incorporated in our books and your name will be addressed in special thanks area of our books.

**Advances in Artificial Intelligence and Its Applications**-Obdulia Pichardo Lagunas 2015-11-19 The two volume set LNAI 9413 + 9414 constitutes the proceedings of the 14th Mexican International Conference on Artificial Intelligence, MICAI 2015, held in Cuernavaca, Morelos, Mexico, in October 2015. The total of 98 papers presented in these proceedings was carefully reviewed and selected from 297 submissions. They were organized in topical sections named: natural language processing; logic and multi-agent systems; bioinspired algorithms; neural networks; evolutionary algorithms; fuzzy logic; machine learning and data mining; natural language processing applications; educational applications; biomedical applications; image processing and computer vision; search and optimization; forecasting; and intelligent applications.

**Network World** - 2002-05-20 For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

**InfoWorld** - 2002-05-13 InfoWorld is targeted to Senior IT professionals. Content is segmented into Channels and Topic Centers. InfoWorld also celebrates people, companies, and projects.

**Peterson's Graduate Programs in Computer Science & Information Technology, Electrical & Computer Engineering, and Energy & Power Engineering 2011**-Peterson's 2011-05-01 Peterson's Graduate Programs in Computer Science & Information Technology, Electrical & Computer Engineering, and Energy & Power Engineering contains a wealth of information on colleges and universities that offer graduate work these exciting fields. The profiled institutions include those in the United States, Canada and abroad that are accredited by U.S. accrediting bodies. Up-to-date data, collected through Peterson's Annual Survey of Graduate and Professional Institutions, provides valuable information on degree offerings, professional accreditation, jointly offered degrees, part-time and evening/weekend programs, postbaccalaureate distance degrees, faculty, students, degree requirements, entrance requirements, expenses, financial support, faculty research, and unit head and application contact information. Readers will find helpful links to in-depth descriptions that offer additional detailed information about a specific program or department, faculty members and their research, and much more. In addition, there are valuable articles on financial assistance, the graduate admissions process, advice for international and minority students, and facts about accreditation, with a current list of accrediting agencies.

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**Introduction to Programming Using Java**-David M. Arnow 1998 Javas support for GUI and network programming makes a great setting for diverse programming examples: a calculator, a strategy game, reading the Dow Jones from Yahoo , a Web surveyor application, scheduling songs for a rock-and-roll radio station, as well as traditional payroll and student GPA computations. Working with these and other examples, students learn to think like a programmer, analyze problems, devise solutions, design classes, and write code. Features \*Uses the necessary features of Java 1.1 while teaching CS1 concepts. \*Uses object-oriented concepts from the very beginning—classes, objects, and messages are all introduced in Chapter 1—and develops them throughout. \*Applies a consistent class design procedure, usable by beginners. \*Contains graphic user interface (GUI) supplements in each chapter. \*Provides an early introduction to testing, covering test drivers, debugging, and test case selection. \*Includes a chapter with three robust applications—a LOGO turtle, a Web surveyor, and Mancala (a strategy game)—which use the texts class design procedure and allow the students to tie the material together.

**Network World** - 2002-07-01 For more than 20 years, Network World has been the premier provider of information, intelligence and insight for network and IT executives responsible for the digital nervous systems of large organizations. Readers are responsible for designing, implementing and managing the voice, data and video systems their companies use to support everything from business critical applications to employee collaboration and electronic commerce.

**Computerworld** - 2001-04-23 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

**Java in a Nutshell**-David Flanagan 2002 Aimed for programmers, offers an accelerated introduction to the 1.4 release of Java 2 Standard edition covering topics such as syntax, object-oriented features, and Java development tools.

**Training Regulations**-United States. War Department

**Computerworld** - 2004-12-13 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

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**Structure and Interpretation of Computer Programs**-Harold Abelson 1985 Describes the LISP programming language, and covers basic procedures, data, and modularity

**PC Mag** - 1998-05-26 PCMag.com is a leading authority on technology, delivering Labs-based, independent reviews of the latest products and services. Our expert industry analysis and practical solutions help you make better buying decisions and get more from technology.

**Thinking in Java**-Bruce Eckel 2003 An overview of the programming language's fundamentals covers syntax, initialization, implementation, classes, error handling, objects, applets, multiple threads, projects, and network programming.

**Computerworld** - 2000-10-30 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

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**Developing Java Software**-Russel Winder 2000-05-25 Learn programming in Java from scratch - and keep on learning Developing Java Software The new edition of this excellent primer teaches how to program in an object-oriented style. Objects come first, providing a framework for understanding how Java programs work and how they can be designed, in an organised and systematic way. Programming is taught with a view to quality software engineering and is anchored in real-world issues, particularly testing. Examples and exercises provide motivation. Self-tests and class-project suggestions enhance this comprehensive Go, to, the support website at: <http://www.dcs.kcl.ac.uk/DevJavaSoft/> \* More exercises \* Selected solutions \* Instructor's notes and resources \* Code for case studies \* Updates, revisions and bug fixes \* Reviews and feedback Reviews of First Edition: 'If you want to learn to program this is an excellent book {and} if you are responsible for running a course on programming then this is a book that you should consider as a course text... Very much recommended.' Francis Glassborrow 'A book suitable as a learning text or reference for professional programmers developing large scale applications and as a set teaching text for courses when one is concerned with more than Java programming... Highly recommended.' Brian Bramer, CVU '...provides a thorough curriculum - all in Java - from basic programming and core algorithms to software engineering issues; it will be a useful single reference for anyone wanting to program well.' New Scientist 1998 'The best part of the book is worked examples of medium-scale programs at the end in a case study section.' A reader's Posting on Amazon.Com Cover illustration: Paul Gaugin's 'At the Bottom of the Mountain'. Reproduced with permission from SuperStock.

**Computerworld** - 2001-02-19 For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network.

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**Dental Laboratory Technology**-United States. Department of the Air Force 1975

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