A Practical Guide To Computer Simulations

Use this hands-on, introductory guide to understand and implement digital forensics to investigate computer crime using Windows, the most widely used operating system. This book provides you with the necessary skills to identify an intruder's footprints and to gather the necessary digital evidence in a forensically sound manner to prosecute in a court of law. Directed toward users with no experience in the digital forensics field, this book provides guidelines and best practices when conducting investigations as well as teaching you how to use a variety of tools to investigate computer crime. You will be prepared to handle problems such as law violations, industrial espionage, and use of company resources for private use. Digital Forensics Basics is written as a series of tutorials with each task demonstrating how to use a specific computer forensics tool or technique. Practical information is provided and users can read a task and then implement it directly on their devices. Some theoretical information is presented to define terms used in each technique and for users with varying IT skills. What You'll Learn Assemble computer forensics lab requirements, including workstations, tools, and more Document the digital crime scene, including preparing a sample chain of custody form Differentiate between law enforcement agency and corporate investigations Gather intelligence using OSINT sources Acquire and analyze digital evidence Conduct in-depth forensic analysis of Windows operating systems covering Windows 10–specific feature forensics Utilize anti-forensic techniques, including steganography, data destruction techniques, encryption, and anonymity techniques Who This Book Is For Police and other law enforcement personnel, judges (with no technical background), corporate and nonprofit management, IT specialists and computer security professionals, incident response team members, IT military and intelligence services officers, system administrators, e-business security professionals, and banking and insurance professionals

This thorough overview of the major computer algebra (symbolic mathematical) systems compares and contrasts their strengths and weaknesses, and gives tutorial information for using these systems in various ways. * Compares different packages quantitatively using standard 'test suites' * Ideal for assessing the most appropriate package for a particular user or application * Examines the performance and future developments from a user's and developer's viewpoint Internationally recognized specialists overview both the general and special purpose systems and discuss issues such as denesting nested roots, complex number calculations, efficiently computing special polynomials, solving single equations and systems of polynomial equations, computing limits, multiple integration, solving ordinary differential and nonlinear evolution equations, code generation, evaluation and computer algebra in education. The historical origins, computer algebra resources and equivalents for many common operations in seven major packages are also covered. By providing such a comprehensive survey, the experienced user is able to make an informed decision on which system(s) he or she might like to use. It also allows a user new to computer algebra to form an idea of where to begin. Since each system looked at in this book uses a different language, many examples are included to aid the user in adapting to these language differences. These examples can be used as a guide to using the various systems once one understands the basic principles of one CAS. The book also includes contributions which look at the broad issues of the needs of various users and future developments, both from the user's and the developer's viewpoint. The author is a leading figure in the development and analysis of mathematical software and is well known through the 'Wester test suite' of problems which provide a bench mark for measuring the performance of mathematical software systems. The book will help develop our range of titles for applied mathematcians. The book will provide a unique, fully up-to-date and independent assessment of particular systems and will be of interest to users and purchasers of CAS's.

This practical guide for educational leaders explores how you can transform your school or district into a vibrant center of learning and socio-ecological responsibility with only three manageable actions: taking students outside, bringing nature inside, and cultivating a mindset of awareness, responsibility, and empathy. This book is rich in practical, attainable approaches and stories of real actions taken by leaders, teachers, parents, and community partners to design, lead, and manage a vibrant, flourishing, sustainable learning community. Authors Uline and Kensler take you on an inspirational journey through nine key leadership strategies for you to begin or expand your work towards whole school sustainability.

Computing has had a dramatic impact on the discipline of linguistics and is shaping the way we conceptualize both linguistics and language. Using Computers in Linguistics provides a non-technical introduction to recent developments in linguistic computing and offers specific guidance to the linguist or language professional who wishes to take advantage of them. Divided into eight chapters, each of the expert contributors focus on a different aspect of the interaction of computing and linguistics looking either at computational resources: the Internet, software for fieldwork and teaching linguistics, Unix utilities, or at computational developments: the availability of electronic texts, new methodologies in natural language processing, the development of the CELLAR computing environment for linguistic analysis.

Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the Python language fast? Or did you think you didn't have enough basic skills? If so, keep reading... Are you ready to dip your toes into the exciting world of Python coding? This book is for you. You no longer have to waste your time and money learning Python from lengthy books, expensive online courses or complicated Python tutorials. What this book offers... Python for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the Python language even if you have never coded before. Carefully Chosen Python Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples is provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to Python, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The Python Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn Python in just one day and start coding immediately. What you'll learn: - What is Python? - What software you need to code and run Python programs? - What are variables? - What are the common data types in Python? - What are Lists and Tuples? - How to format strings - How to accept user inputs and display outputs - How to control the flow of program with loops - How to handle errors and exceptions - What are functions and modules? - How to define your own functions and modules - How to work with external files - What are objects and classes - How to write your own class - How to handle errors in python - Python web development If you are already convinced, I invite you to continue reading this book. I promise you that the more and more you go into each of the topics presented, you will discover all the potential that programming has in a practical way and that you are capable of doing much more than you imagined. Scheduling is not difficult when you invest the right amount of time, are persistent, and value self-learning. You will find that solving the challenges faced during code development is something rewarding, and when you can visualize your creations after a day of study, you will feel motivated to continue and eager to know more. Click the BUY button and download the book now to start learning Python. Learn it fast and learn it well.

This straightforward and effective how-to guide provides the basics for any reporter or journalism student beginning to use data for news stories. It has step-by-step instructions on how to do basic data analysis in journalism while addressing why these digital tools should be an integral part of reporting in the 21st century. In an ideal core text for courses on data-driven journalism or computer-assisted reporting, Houston emphasizes that journalists are accountable for the accuracy and relevance of the data they acquire and share. With a refreshed design, this updated new edition includes expanded coverage on social media, scraping data from the web, and text-mining, and provides journalists with the tips and tools they need for working with data.

This practical, how-to guide makes it easy for teachers to incorporate the latest technology in their classes. Employing an informal workshop

approach, the book avoids technical jargon and pays special attention to the needs of teachers who are expanding the use of computers in their classrooms. The authors focus on what teachers do and how they can do it better, and provide a wide variety of proven tools, tips, and methods for enhancing these activities with technology."Best Ideas for Teaching with Technology" provides extensively illustrated tutorials for a wide variety of software, online tools, and teaching techniques. It covers everything from lesson plans, to time management, how to show animation, blogging, podcasts, laptop strategies, and much, much more. In addition, periodic updates to the text will be available on the authors' website.

Using a jargon-free style, it offers accessible and practical advice on how to use colour effectively for presentation—both on the computer screen and for output to paper. Contains numerous depictions of pitfalls to avoid, 32 pages of colour illustrations, a slew of practical examples, look-up charts and tables.

This is a practical student guide to scientific computing on parallel computers, working up from a hardware instruction level, to shared memory machines, and finally to distributed memory machines.

This second edition of Grune and Jacobs’ brilliant work presents new developments and discoveries that have been made in the field. Parsing, also referred to as syntax analysis, has been and continues to be an essential part of computer science and linguistics. Parsing techniques have grown considerably in importance, both in computer science, ie. advanced compilers often use general CF parsers, and computational linguistics where such parsers are the only option. They are used in a variety of software products including Web browsers, interpreters in computer devices, and data compression programs; and they are used extensively in linguistics.

Your First Year Teaching Computer Science is a comprehensive guide to teaching computer science geared to new instructors in the field. It can be used as a guide and a reference, and it provides multiple examples of how to construct teaching materials, how to prepare lectures, how to write assignments, how to train TAs, and how to advise students, among many other topics. It is both motivational and instructive, and it provides a foundation on which to become a great CS instructor. Teaching computer science involves more than just "teaching the material," and this book details all of the other parts of teaching that you will need to know to do the job. If you are wondering where to begin as a computer science teacher, this is the book for you.Features-Serves as a comprehensive guide to teaching introductory computer science for new teachers, and experienced teachers can refer to it on specific points. -Provides examples of teaching materials, grading guides, multiple lists, and other valuable resource for helping new teachers to launch their first computer science courses. -Includes information about training TAs, holding office hours, advising students, and many other practical information that is not specifically about the technical part of teaching computer science. -Written in a conversational tone and is premised on the belief that teaching should be rewarding, fun, and engaging.

Teachers faced with integrating computers into a second language curriculum will appreciate this helpful, straightforward resource. Unlike the existing scholarly and theoretical texts on computer-assisted language learning (CALL), this book gives context and meaning to the computer environment with immediate classroom needs in mind. The text introduces teachers to CALL, offering tips for getting started, and providing an overview of current CALL pedagogy. (Midwest).

Using Computers in History is designed to introduce students to historical computing through practical workshop exercises. With topics such as the pattern of nineteenth century emigration from the UK, the performance of the American and German economies in the 1930s and the Lancashire cotton industry, Lloyd-Jones and Lewis explain and illustrate the possible uses of the computer for the historian. Using Computers in History: * raises awareness of the use of computers as an important tool for the historian * provides a practical introduction to basic computer terminology * includes high quality diagrams of the screen displays which should appear at each stage * examines the use of spreadsheets and how to design and work with them * discusses the different software packages available, concentrating on Microsoft Excel 4 * includes spreadsheet exercises based around a range of historical data sets * explores the use of databases * shows how to construct them * gives guidelines for further study * prompts students to apply the skills they have learnt to a number of examples

Previous editions titled: Computer-assisted reporting.

This straightforward and effective how-to guide provides the basics for any journalist or student beginning to use data for news stories. It has step-by-step instructions on how to do basic data analysis in journalism while addressing why these digital tools should be an integral part of reporting in the 21st century. The book pays particular attention to the need for accuracy in computer-assisted reporting and to both the potential and pitfalls in utilizing large datasets in journalism. An ideal core text for courses on data-driven journalism or computer-assisted reporting, Houston pushes back on current trends by helping current and future journalists become more accountable for the accuracy and relevance of the data they acquire and share. Online instructor's materials are available to adopting professors, and additional exercises are available free online to students at the below address: http://ire.org/carbook/ username: carbook password: carbook4

A Practical Guide to Teaching Computing and ICT in the Secondary School offers straightforward guidance and inspiration to support all trainee and newly qualified teachers, as well as their tutors and mentors. It will also be a source of support and ideas for qualified teachers who wish to develop their teaching of Computing as a subject, in light of recent changes to the National Curriculum. Grounded in the best research and practice available, it focuses on the key pedagogical issues which arise during teacher training and offers stimulating activities based on tried and tested strategies. Comprehensively updated and restructured to reflect recent changes in the curriculum, Initial Teacher Training Standards and classroom technologies, it covers key aspects of Computing and ICT teaching: Planning pupil learning and progression Managing the learning environment Using assessment to improve pupil learning and your own teaching Developing pupils’ understanding of key concepts and ideas in Computing, including Computational Thinking and Programming Pupils’ common misconceptions and how to avoid them Helping pupils appreciate good and bad effects of computing. A Practical Guide to Teaching Computing and ICT in the Secondary School, written by experts in the field, provides detailed examples of theory in practice, enabling you to analyse and reflect on your own teaching in order to ensure pupil learning is maximised.

An accessible and rigorous textbook for introducing undergraduates to computer science theory What Can Be Computed? is a uniquely accessible yet rigorous introduction to the most profound ideas at the heart of computer science. Crafted specifically for undergraduates who are studying the subject for the first time, and requiring minimal prerequisites, the book focuses on the essential fundamentals of computer science theory and features a practical approach that uses real computer programs (Python and Java) and encourages active experimentation. It is also ideal for self-study and reference. The book covers the standard topics in the theory of computation, including Turing machines

and finite automata, universal computation, nondeterminism, Turing and Karp reductions, undecidability, time-complexity classes such as P and NP, and NP-completeness, including the Cook-Levin Theorem. But the book also provides a broader view of computer science and its historical development, with discussions of Turing's original 1936 computing machines, the connections between undecidability and Gödel's incompleteness theorem, and Karp's famous set of twenty-one NP-complete problems. Throughout, the book recasts traditional computer science concepts by considering how computer programs are used to solve real problems. Standard theorems are stated and proven with full mathematical rigor, but motivation and understanding are enhanced by considering concrete implementations. The book's examples and other content allow readers to view demonstrations of—and to experiment with—a wide selection of the topics it covers. The result is an ideal text for an introduction to the theory of computation. An accessible and rigorous introduction to the essential fundamentals of computer science theory, written specifically for undergraduates taking introduction to the theory of computation Features a practical, interactive approach using real computer programs (Python in the text, with forthcoming Java alternatives online) to enhance motivation and understanding Gives equal emphasis to computability and complexity Includes special topics that demonstrate the profound nature of key ideas in the theory of computation Lecture slides and Python programs are available at whatcanbecomputed.com

Investigating Corporate Fraud Accounting Irregularities E-discovery Challenges Trade Secret Theft Social Networks Data Breaches The Cloud Hackers "Having worked with Erik on some of the most challenging computer forensic investigations during the early years of this industry's formation as well as having competed with him earnestly in the marketplace...I can truly say that Erik is one of the unique pioneers of computer forensic investigations. He not only can distill complex technical information into easily understandable concepts, but he always retained a long-term global perspective on the relevancy of our work and on the impact of the information revolution on the social and business structures of tomorrow." —From the Foreword by James Gordon, Managing Director, Navigant Consulting, Inc. Get the knowledge you need to make informed decisions throughout the computer forensic investigation process Investigative Computer Forensics zeroes in on a real need felt by lawyers, jurists, accountants, administrators, senior managers, and business executives around the globe: to understand the forensic investigation landscape before having an immediate and dire need for the services of a forensic investigator. Author Erik Laykin—leader and pioneer of computer forensic investigations—presents complex technical information in easily understandable concepts, covering: A primer on computers and networks Computer forensic fundamentals Investigative fundamentals Objectives and challenges in investigative computer forensics E-discovery responsibilities The future of computer forensic investigations Get the knowledge you need to make tough decisions during an internal investigation or while engaging the capabilities of a computer forensic professional with the proven guidance found in Investigative Computer Forensics.

Updated with the latest advances from the field, GUIDE TO COMPUTER FORENSICS AND INVESTIGATIONS, Fifth Edition combines all-encompassing topic coverage and authoritative information from seasoned experts to deliver the most comprehensive forensics resource available. This proven author team's wide ranging areas of expertise mirror the breadth of coverage provided in the book, which focuses on techniques and practices for gathering and analyzing evidence used to solve crimes involving computers. Providing clear instruction on the tools and techniques of the trade, it introduces readers to every step of the computer forensics investigation-from lab set-up to testifying in court. It also details step-by-step guidance on how to use current forensics software. Appropriate for learners new to the field, it is also an excellent refresher and technology update for professionals in law enforcement, investigations, or computer security. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

In this volume, the authors begin by defining usability, advocating and explaining the methods of usability engineering and reviewing many techniques for assessing and assuring usability throughout the development process. They then follow all the steps in planning and conducting a usability test, analyzing data, and using the results to improve both products and processes. This book is simply written and filled with examples from many types of products and tests. It discusses the full range of testing options from quick studies with a few subjects to more formal tests with carefully designed controls. The authors discuss the place of usability laboratories in testing as well as the skills needed to conduct a test. Included are forms to use or modify to conduct a usability test, as well as layouts of existing labs that will help the reader build his or her own.

This book presents all the computational techniques and tools needed to start doing scientific research using computer simulations. After working through this book, the reader will possess the necessary basic background knowledge, from program design, programming in C, fundamental algorithms and data structures, random numbers, and debugging, all the way to data analysis, presentation and publishing. In each of these fields, no preliminary knowledge is assumed. The reader will be equipped to successfully perform complete projects from the first idea until the final publication. All techniques are explained using many examples in C; these C codes, as well as the solutions to exercises, are readily available in the accompanying CD-ROM. The techniques in this book are independent of the fields of research, and hence they are suitable for conducting research projects in physics, chemistry, computer science, biology and engineering. This also means that no problem-dependent algorithms are introduced; therefore, this book does NOT explain molecular dynamics, Monte Carlo, finite elements and other special-purpose techniques, which would be beyond the scope of a general-purpose book. There has been no similar comprehensive book written so far. Currently, one needs many different books to learn all the necessary elements. With this book, however, one basically needs only a second book on field-specific algorithms in order to be fully equipped to perform computer simulations research.

What Is BCI2000? BCI2000 is a general-purpose software platform for brain–computer interface (BCI) research. It can also be used for a wide variety of data acquisition, stimulus p- sentation, and brain monitoring applications. BCI2000 has

been in development since 2000 in a project led by the Brain–Computer Interface R&D Program at the Wadsworth Center of the New York State Department of Health in Albany, New York, USA, with substantial contributions by the Institute of Medical Psychology and Behavioral Neurobiology at the University of Tübingen, Germany. In addition, many laboratories around the world, most notably the BrainLab at Georgia State University in Atlanta, Georgia, and Fondazione Santa Lucia in Rome, Italy, have also played an important role in the project's development. Mission The mission of the BCI2000 project is to facilitate research and the development of applications in all areas that depend on real-time acquisition, processing, and feedback of biosignals. Vision Our vision is that BCI2000 will become a widely used software tool for diverse areas of research and development.

Once you have a basic understanding of personal computers and some knowledge of Microsoft Word, Excel, and PowerPoint, how do you advance to the next level? And, is it worth the effort? This book answers with a definitive "Yes". Contrary to the information-overload of comprehensive user manuals, this book provides only the most necessary functionality and methodology to help better organize your computer, create more professional documents, and, in the end, save time. Written and formatted using Microsoft Office 2010 functionality addressed within, this book is an example of the power behind learning these essentials.

Halting the Hacker: A Practical Guide to Computer Security, Second Edition combines unique insight into the mind of the hacker with practical, step-by-step countermeasures for protecting any HP-UX, Linux, or UNIX system. Fully updated for today's key threats, tools, and solutions, this book shows you how hackers work and the best ways to respond: not just what to do, but why. Through dozens of real-world examples, you'll master the skills and mindset to protect yourself against today's attacks -- and tomorrow's.

'I find your straightforward writing style an absolute joy, such a breath of fresh air!' - Angie Ash, PhD student '...thank you very much for your accessible language, clear lay out and practical applied approach. I suspect that this book will never be far from my side over the next 4 years!!' - Mayen Konarski, PhD student Using straight-forward language Doing Qualitative Research Using Your Computer walks readers through the process of managing and streamlining research projects using commonly available Microsoft software applications. Drawing on a wide range of examples to demonstrate how easy it is to use such software, this guide is full of useful hints and tips on how to manage research more efficiently and effectively, including: - Formatting transcripts for maximum coding efficiency in Microsoft Word - Using features of Word to organize the analysis of data and to facilitate efficient qualitative coding - Synchronizing codes, categories, and important concepts between Microsoft Word and Microsoft Access - Efficiently storing and analyzing the qualitative data in Microsoft Excel - Creating flexible analytic memos in Access that help lead the researcher to final conclusions Ideal for those students or researchers who don't want to invest in expensive specialised software packages, this guide will be an invaluable companion for anyone embarking on their own research project.

Get the most out of ACDs (automatic call distributors) and other complex systems in order to boost customer satisfaction and increase sales Includes three ready to use RFPs (request for proposals) for buying an ACD, computer telephony system, or recording

This practical guide is designed and written for the early stage students, learning basics of operating systems and applying commands in lab exercises. It contents the important contents about the practical aspects such as objectives and outcomes of the studies, implementation policies of the lab exercises, and instructions for the experiments. It also guides the lab scheduling and work flows. Each individual lab unit consists of lab objectives, background, and assignments. This book will be an effective guide to accomplish the lab experiments for undergraduate college students.

The Laboratory Computer: A Practical Guide for Physiologists and Neuroscientists introduces the reader to both the basic principles and the actual practice of recording physiological signals using the computer. It describes the basic operation of the computer, the types of transducers used to measure physical quantities such as temperature and pressure, how these signals are amplified and converted into digital form, and the mathematical analysis techniques that can then be applied. It is aimed at the physiologist or neuroscientist using modern computer data acquisition systems in the laboratory, providing both an understanding of how such systems work and a guide to their purchase and implementation. The key facts and concepts that are vital for the effective use of computer data acquisition systems A unique overview of the commonly available laboratory hardware and software, including both commercial and free software A practical guide to designing one's own or choosing commercial data acquisition hardware and software

A rich case-study analysis of open source software adoption by public organizations in different countries and settings. Government agencies and public organizations often consider adopting open source software (OSS) for reasons of transparency, cost, citizen access, and greater efficiency in communication and delivering services. Adopting Open Source Software offers five richly detailed real-world case studies of OSS adoption by public organizations. The authors analyze the cases and develop an overarching, conceptual framework to clarify the various enablers and inhibitors of OSS adoption in the public sector. The book provides a useful resource for policymakers, practitioners, and academics. The five cases of OSS adoption include a hospital in Ireland; an IT consortium serving all the municipalities of the province of Bozen-Bolzano, Italy; schools and public offices in the Extremadura region of Spain; the Massachusetts state government's open standards policy in the United States; and the ICT department of the Italian Chamber of Deputies. The book provides a comparative analysis of these cases around the issues of motivation, strategies, technologies, economic and social aspects, and the implications for theory and practice.

Published with Investigative Reporters and Editors, Inc. (IRE), The Investigative Reporters Handbook is the best-selling classroom and newsroom classic. Useful as a textbook in advanced journalism courses and as a reference for professional journalists, this book shows students how to use fundamental news reporting and writing skills like gathering sources, tracking information, and interviewing to pursue investigative stories in a variety of beats from the government

and education to healthcare, the environment and real estate. In addition to discussing the latest techniques and challenges in the profession, the fifth edition is now thoroughly streamlined, making it easier to locate the resources that investigative reporters need to get the story.

A Practical Guide to Computer Forensics Investigations introduces the newest technologies along with detailed information on how the evidence contained on these devices should be analyzed. Packed with practical, hands-on activities, students will learn unique subjects from chapters including Mac Forensics, Mobile Forensics, Cyberbullying, and Child Endangerment. This well-developed book will prepare students for the rapidly-growing field of computer forensics for a career with law enforcement, accounting firms, banks and credit card companies, private investigation companies, or government agencies.

The Really Useful ICT Book is a practical and easy-to-use guide to give you all the confidence you need to use ICT really effectively inside and outside the primary classroom. It makes clear how ICT can be taught as a standalone subject, and how it can be used easily and imaginatively to enhance teaching other subjects. Jam-packed with ideas and templates to save you time, this friendly handbook offers an introduction to: using ICT inside the classroom – including interactive whiteboards, computer suites, VLEs and e-safety using ICT outside the classroom – including word processors, laptops, data loggers and digital cameras when and how to use a wide range of software and hardware – from spreadsheet packages through to digital photography, e-portfolios and software simulation using ICT in all subject areas practical suggestions for using ICT in cross-curricular topics using ICT to develop teacher and pupil creativity using ICT for assessment and in your professional role. With an emphasis on developing children’s creativity and on progression from Key Stage 1 to Key Stage 2, The Really Useful ICT Book is a comprehensive compendium of advice and inspiration for all training, newly qualified and experienced teachers, as well as those in support roles in primary schools.

Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes

==========?========= Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

The Haynes Raspberry Pi Manual is the perfect introduction to the affordable small computer. Printed in full color throughout, this manual is aimed at those switching on their Pi for the first time, guiding them through the full process of setup and configuration. The book then introduces various aspects of computing and programming – subjects that have been sadly absent from the school curriculum for many years – and provides a variety of recipes to demonstrate the acclaimed versatility of the Raspberry Pi's hardware and software. With authorship from an expert close to the project and the trademark Haynes ‘how to’ approach, this is the manual everyone needs to get started with their Raspberry Pi, whether at home or in the classroom.

Many books explain the theory of atomistic computer simulations; this book teaches you how to run them This introductory "how to" title enables readers to understand, plan, run, and analyze their own independent atomistic simulations, and decide which method to use and which questions to ask in their research project. It is written in a clear and precise language, focusing on a thorough understanding of the concepts behind the equations and how these are used in the simulations. As a result, readers will learn how to design the computational model and which parameters of the simulations are essential, as well as being able to assess whether the results are correct, find and correct errors, and extract the relevant information from the results. Finally, they will know which information needs to be included in their publications. This book includes checklists for planning projects, analyzing output files, and for troubleshooting, as well as pseudo keywords and case studies. The authors provide an accompanying blog for the book with worked examples, and additional material and references: http://www.atomisticsimulations.org/.

Takes the human-computer interaction researcher through the complete experimental process, from identifying a research question, to conducting an experiment and analysing the results.

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