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Computer Algorithms

Introduction to Design and Analysis

Pearson Written with the undergraduate particularly in mind, this third edition features new material on: algorithms for Java, recursion, how to prove algorithms are correct, recurrence equations, computing with DNA, and dynamic sets.

Computer Algorithms

Introduction to Design and Analysis

Addison Wesley Publishing Company the design and analysis of algorithms, including an exhaustive array of algorithms and their complexity analyses. Baase emphasizes the development of algorithms through a step-by-step process, rather than merely presenting the end result. Three chapters on modern topics are new to this edition: adversary arguments and selection, dynamic programming, and parallel algorithms.

A Gift of Fire

Social, Legal, and Ethical Issues for Computing Technology

Prentice Hall This timely revision will feature the latest Internet issues and provide an updated comprehensive look at social and ethical issues in computing from a computer science perspective.

Extreme Programming and Agile Methods - XP/Agile Universe 2003

Third XP and Second Agile Universe Conference, New Orleans, LA, USA, August 10-13, 2003, Proceedings

Springer Science & Business Media This book constitutes the refereed proceedings of the XP / Agile Universe 2003 Conference held in New Orleans, LA, USA in August 2003. The 17 revised full papers presented together with abstracts or papers from an educator symposium and workshop summaries were carefully reviewed and selected from 35 submissions. The papers are organized in topical sections on becoming agile, agile methods and processes, agile testing, and tool support for agile teams.

The Constitution of Algorithms

Ground-Truthing, Programming, Formulating

MIT Press A laboratory study that investigates how algorithms come into existence. Algorithms--often associated with the terms big data, machine learning, or artificial intelligence--underlie the technologies we use every day, and disputes over the consequences, actual or potential, of new algorithms arise regularly. In this book, Florian Jatton offers a new way to study computerized methods, providing an account of where algorithms come from and how they are constituted, investigating the practical activities by which algorithms are progressively assembled rather than what they may suggest or require once they are assembled.

Quantum Computation and Quantum Information

Cambridge University Press First-ever comprehensive introduction to the major new subject of quantum computing and quantum information.

Design and Analysis of Algorithms

University Science Press, Laxmi Publications, New Delhi

Introduction To Design And Analysis Of Algorithms, 2/E

Pearson Education India

Numerical Algorithms

Methods for Computer Vision, Machine Learning, and Graphics

CRC Press Numerical Algorithms: Methods for Computer Vision, Machine Learning, and Graphics presents a new approach to numerical analysis for modern computer scientists. Using examples from a broad base of computational tasks, including data processing, computational photography, and animation, the textbook introduces numerical modeling and algorithmic design

The Design and Analysis of Computer Algorithms

Pearson Education India

Classic Computer Science Problems in Java

Simon and Schuster Sharpen your coding skills by exploring established computer science problems! Classic Computer Science Problems in Java challenges you with time-tested scenarios and algorithms. Summary Sharpen your coding skills by exploring established computer science problems! Classic Computer Science

Problems in Java challenges you with time-tested scenarios and algorithms. You'll work through a series of exercises based in computer science fundamentals that are designed to improve your software development abilities, improve your understanding of artificial intelligence, and even prepare you to ace an interview. As you work through examples in search, clustering, graphs, and more, you'll remember important things you've forgotten and discover classic solutions to your "new" problems! Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the technology Whatever software development problem you're facing, odds are someone has already uncovered a solution. This book collects the most useful solutions devised, guiding you through a variety of challenges and tried-and-true problem-solving techniques. The principles and algorithms presented here are guaranteed to save you countless hours in project after project. About the book *Classic Computer Science Problems in Java* is a master class in computer programming designed around 55 exercises that have been used in computer science classrooms for years. You'll work through hands-on examples as you explore core algorithms, constraint problems, AI applications, and much more. What's inside Recursion, memoization, and bit manipulation Search, graph, and genetic algorithms Constraint-satisfaction problems K-means clustering, neural networks, and adversarial search About the reader For intermediate Java programmers. About the author David Kopec is an assistant professor of Computer Science and Innovation at Champlain College in Burlington, Vermont. Table of Contents 1 Small problems 2 Search problems 3 Constraint-satisfaction problems 4 Graph problems 5 Genetic algorithms 6 K-means clustering 7 Fairly simple neural networks 8 Adversarial search 9 Miscellaneous problems 10 Interview with Brian Goetz

Data Structures and Algorithms Using Python

Foundations of Algorithms

Jones & Bartlett Publishers Foundations of Algorithms, Fifth Edition offers a well-balanced presentation of algorithm design, complexity analysis of algorithms, and computational complexity. Ideal for any computer science students with a background in college algebra and discrete structures, the text presents mathematical concepts using standard English and simple notation to maximize accessibility and user-friendliness. Concrete examples, appendices reviewing essential mathematical concepts, and a student-focused approach reinforce theoretical explanations and promote learning and retention. C++ and Java pseudocode help students better understand complex algorithms. A chapter on numerical algorithms includes a review of basic number theory, Euclid's Algorithm for finding the greatest common divisor, a review of modular arithmetic, an algorithm for solving modular linear equations, an algorithm for computing modular powers, and the new polynomial-time algorithm for determining whether a number is

prime. The revised and updated Fifth Edition features an all-new chapter on genetic algorithms and genetic programming, including approximate solutions to the traveling salesperson problem, an algorithm for an artificial ant that navigates along a trail of food, and an application to financial trading. With fully updated exercises and examples throughout and improved instructor resources including complete solutions, an Instructor's Manual and PowerPoint lecture outlines, Foundations of Algorithms is an essential text for undergraduate and graduate courses in the design and analysis of algorithms. Key features include: The only text of its kind with a chapter on genetic algorithms Use of C++ and Java pseudocode to help students better understand complex algorithms No calculus background required Numerous clear and student-friendly examples throughout the text Fully updated exercises and examples throughout Improved instructor resources, including complete solutions, an Instructor's Manual, and PowerPoint lecture outlines"

Design and Analysis of Randomized Algorithms

Introduction to Design Paradigms

Springer Science & Business Media Systematically teaches key paradigmatic algorithm design methods Provides a deep insight into randomization

Mathematics for Computer Science

This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

Strengthening Forensic Science in the United States

A Path Forward

National Academies Press Scores of talented and dedicated people serve the forensic science community, performing vitally important work. However, they are often constrained by lack of adequate resources, sound policies, and national support. It is clear that change and advancements, both systematic and scientific, are needed in a

number of forensic science disciplines to ensure the reliability of work, establish enforceable standards, and promote best practices with consistent application. *Strengthening Forensic Science in the United States: A Path Forward* provides a detailed plan for addressing these needs and suggests the creation of a new government entity, the National Institute of Forensic Science, to establish and enforce standards within the forensic science community. The benefits of improving and regulating the forensic science disciplines are clear: assisting law enforcement officials, enhancing homeland security, and reducing the risk of wrongful conviction and exoneration. *Strengthening Forensic Science in the United States* gives a full account of what is needed to advance the forensic science disciplines, including upgrading of systems and organizational structures, better training, widespread adoption of uniform and enforceable best practices, and mandatory certification and accreditation programs. While this book provides an essential call-to-action for congress and policy makers, it also serves as a vital tool for law enforcement agencies, criminal prosecutors and attorneys, and forensic science educators.

Algorithms in a Nutshell

"O'Reilly Media, Inc." *Creating robust software requires the use of efficient algorithms, but programmers seldom think about them until a problem occurs. Algorithms in a Nutshell describes a large number of existing algorithms for solving a variety of problems, and helps you select and implement the right algorithm for your needs -- with just enough math to let you understand and analyze algorithm performance. With its focus on application, rather than theory, this book provides efficient code solutions in several programming languages that you can easily adapt to a specific project. Each major algorithm is presented in the style of a design pattern that includes information to help you understand why and when the algorithm is appropriate. With this book, you will: Solve a particular coding problem or improve on the performance of an existing solution Quickly locate algorithms that relate to the problems you want to solve, and determine why a particular algorithm is the right one to use Get algorithmic solutions in C, C++, Java, and Ruby with implementation tips Learn the expected performance of an algorithm, and the conditions it needs to perform at its best Discover the impact that similar design decisions have on different algorithms Learn advanced data structures to improve the efficiency of algorithms With Algorithms in a Nutshell, you'll learn how to improve the performance of key algorithms essential for the success of your software applications.*

Extreme Programming and Agile Methods

XP/Agile Universe ... : ... XP Universe and ... Agile Universe Conference ... : Proceedings Ethics for the Information Age

Addison-Wesley Widely praised for its balanced treatment of computer ethics, Ethics for the Information Age offers a modern presentation of the moral controversies surrounding information technology. Topics such as privacy and intellectual property are explored through multiple ethical theories, encouraging readers to think critically about these issues and to make their own ethical decisions.

Computer Graphics Principles and Practice

Addison-Wesley Professional A guide to the concepts and applications of computer graphics covers such topics as interaction techniques, dialogue design, and user interface software.

Grokking Algorithms An illustrated guide for programmers and other curious people

Simon and Schuster Summary Grokking Algorithms is a fully illustrated, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. You'll start with sorting and searching and, as you build up your skills in thinking algorithmically, you'll tackle more complex concerns such as data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. Learning about algorithms doesn't have to be boring! Get a sneak peek at the fun, illustrated, and friendly examples you'll find in Grokking Algorithms on Manning Publications' YouTube channel. Continue your journey into the world of algorithms with Algorithms in Motion, a practical, hands-on video course available exclusively at Manning.com (www.manning.com/livevideo/algorithms-in-motion). Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats

from Manning Publications. *About the Technology* An algorithm is nothing more than a step-by-step procedure for solving a problem. The algorithms you'll use most often as a programmer have already been discovered, tested, and proven. If you want to understand them but refuse to slog through dense multipage proofs, this is the book for you. This fully illustrated and engaging guide makes it easy to learn how to use the most important algorithms effectively in your own programs. *About the Book* *Grokking Algorithms* is a friendly take on this core computer science topic. In it, you'll learn how to apply common algorithms to the practical programming problems you face every day. You'll start with tasks like sorting and searching. As you build up your skills, you'll tackle more complex problems like data compression and artificial intelligence. Each carefully presented example includes helpful diagrams and fully annotated code samples in Python. By the end of this book, you will have mastered widely applicable algorithms as well as how and when to use them. *What's Inside* Covers search, sort, and graph algorithms Over 400 pictures with detailed walkthroughs Performance trade-offs between algorithms Python-based code samples *About the Reader* This easy-to-read, picture-heavy introduction is suitable for self-taught programmers, engineers, or anyone who wants to brush up on algorithms. *About the Author* Aditya Bhargava is a Software Engineer with a dual background in Computer Science and Fine Arts. He blogs on programming at adit.io. *Table of Contents* Introduction to algorithms Selection sort Recursion Quicksort Hash tables Breadth-first search Dijkstra's algorithm Greedy algorithms Dynamic programming K-nearest neighbors

Computer Science Illuminated

Jones & Bartlett Publishers Revised and updated with the latest information in the field, the Fifth Edition of best-selling *Computer Science Illuminated* continues to provide students with an engaging breadth-first overview of computer science principles and provides a solid foundation for those continuing their study in this dynamic and exciting discipline. Authored by two of today's most respected computer science educators, Nell Dale and John Lewis, the text carefully unfolds the many layers of computing from a language-neutral perspective, beginning with the information layer, progressing through the hardware, programming, operating systems, application, and communication layers, and ending with a discussion on the limitations of computing. -- Provided by publisher.

The Pattern On The Stone

The Simple Ideas That Make Computers Work

Basic Books Most people are baffled by how computers work and assume that they will never understand them. What they don't realize—and what Daniel Hillis's short book brilliantly demonstrates—is that computers' seemingly complex operations can

be broken down into a few simple parts that perform the same simple procedures over and over again. Computer wizard Hillis offers an easy-to-follow explanation of how data is processed that makes the operations of a computer seem as straightforward as those of a bicycle. Avoiding technobabble or discussions of advanced hardware, the lucid explanations and colorful anecdotes in *The Pattern on the Stone* go straight to the heart of what computers really do. Hillis proceeds from an outline of basic logic to clear descriptions of programming languages, algorithms, and memory. He then takes readers in simple steps up to the most exciting developments in computing today—quantum computing, parallel computing, neural networks, and self-organizing systems. Written clearly and succinctly by one of the world's leading computer scientists, *The Pattern on the Stone* is an indispensable guide to understanding the workings of that most ubiquitous and important of machines: the computer.

Digital Video and HD

Algorithms and Interfaces

Elsevier Rapidly evolving computer and communications technologies have achieved data transmission rates and data storage capacities high enough for digital video. But video involves much more than just pushing bits! Achieving the best possible image quality, accurate color, and smooth motion requires understanding many aspects of image acquisition, coding, processing, and display that are outside the usual realm of computer graphics. At the same time, video system designers are facing new demands to interface with film and computer system that require techniques outside conventional video engineering. Charles Poynton's 1996 book *A Technical Introduction to Digital Video* became an industry favorite for its succinct, accurate, and accessible treatment of standard definition television (SDTV). In *Digital Video and HDTV*, Poynton augments that book with coverage of high definition television (HDTV) and compression systems. For more information on HDTV Retail markets, go to: <http://www.insightmedia.info/newsletters.php#hdtv> With the help of hundreds of high quality technical illustrations, this book presents the following topics:

- * Basic concepts of digitization, sampling, quantization, gamma, and filtering
- * Principles of color science as applied to image capture and display
- * Scanning and coding of SDTV and HDTV
- * Video color coding: luma, chroma (4:2:2 component video, 4fSC composite video)
- * Analog NTSC and PAL
- * Studio systems and interfaces
- * Compression technology, including M-JPEG and MPEG-2
- * Broadcast standards and consumer video equipment

Blown to Bits

Your Life, Liberty, and Happiness After the Digital Explosion

Addison-Wesley Professional 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.

Python for Data Analysis

Data Wrangling with Pandas, NumPy, and IPython

"O'Reilly Media, Inc." Get complete instructions for manipulating, processing, cleaning, and crunching datasets in Python. Updated for Python 3.6, the second edition of this hands-on guide is packed with practical case studies that show you how to solve a broad set of data analysis problems effectively. You'll learn the latest versions of pandas, NumPy, IPython, and Jupyter in the process. Written by Wes McKinney, the creator of the Python pandas project, this book is a practical, modern introduction to data science tools in Python. It's ideal for analysts new to Python and for Python programmers new to data science and scientific computing. Data files and related material are available on GitHub. Use the IPython shell and Jupyter notebook for exploratory computing Learn basic and advanced features in NumPy (Numerical Python) Get started with data analysis tools in the pandas library Use flexible tools to load, clean, transform, merge, and reshape data Create informative visualizations with matplotlib Apply the pandas groupby facility to slice, dice, and summarize datasets Analyze and manipulate regular and irregular time series data Learn how to solve real-world data analysis problems with thorough, detailed examples

Programming Computer Vision with Python

Tools and algorithms for analyzing images

"O'Reilly Media, Inc." *If you want a basic understanding of computer vision's underlying theory and algorithms, this hands-on introduction is the ideal place to start. You'll learn techniques for object recognition, 3D reconstruction, stereo imaging, augmented reality, and other computer vision applications as you follow clear examples written in Python. Programming Computer Vision with Python explains computer vision in broad terms that won't bog you down in theory. You get complete code samples with explanations on how to reproduce and build upon each example, along with exercises to help you apply what you've learned. This book is ideal for students, researchers, and enthusiasts with basic programming and standard mathematical skills. Learn techniques used in robot navigation, medical image analysis, and other computer vision applications Work with image mappings and transforms, such as texture warping and panorama creation Compute 3D reconstructions from several images of the same scene Organize images based on similarity or content, using clustering methods Build efficient image retrieval techniques to search for images based on visual content Use algorithms to classify image content and recognize objects Access the popular OpenCV library through a Python interface*

Introduction to Computing

Explorations in Language, Logic, and Machines

Introduction to Computing is a comprehensive text designed for the CS0 (Intro to CS) course at the college level. It may also be used as a primary text for the Advanced Placement Computer Science course at the high school level.

Compared to What?

An Introduction to the Analysis of

Algorithms

W H Freeman & Company Each chapter focuses on a basic programming problem and works through a variety of options for its solution, thus covering the essentials, incorporating pedagogical material, and giving students the experience of analysis. Math concepts are explained in the appendices. Annotation copyright by Book News, Inc., Portland, OR

Weapons of Math Destruction

How Big Data Increases Inequality and Threatens Democracy

Broadway Books Longlisted for the National Book Award New York Times Bestseller A former Wall Street quant sounds an alarm on the mathematical models that pervade modern life -- and threaten to rip apart our social fabric We live in the age of the algorithm. Increasingly, the decisions that affect our lives--where we go to school, whether we get a car loan, how much we pay for health insurance--are being made not by humans, but by mathematical models. In theory, this should lead to greater fairness: Everyone is judged according to the same rules, and bias is eliminated. But as Cathy O'Neil reveals in this urgent and necessary book, the opposite is true. The models being used today are opaque, unregulated, and uncontestable, even when they're wrong. Most troubling, they reinforce discrimination: If a poor student can't get a loan because a lending model deems him too risky (by virtue of his zip code), he's then cut off from the kind of education that could pull him out of poverty, and a vicious spiral ensues. Models are propping up the lucky and punishing the downtrodden, creating a "toxic cocktail for democracy." Welcome to the dark side of Big Data. Tracing the arc of a person's life, O'Neil exposes the black box models that shape our future, both as individuals and as a society. These "weapons of math destruction" score teachers and students, sort resumes, grant (or deny) loans, evaluate workers, target voters, set parole, and monitor our health. O'Neil calls on modelers to take more responsibility for their algorithms and on policy makers to regulate their use. But in the end, it's up to us to become more savvy about the models that govern our lives. This important book empowers us to ask the tough questions, uncover the truth, and demand change. -- Longlist for National Book Award (Non-Fiction) -- Goodreads, semi-finalist for the 2016 Goodreads Choice Awards (Science and Technology) -- Kirkus, Best Books of 2016 -- New York Times, 100 Notable Books of 2016 (Non-Fiction) -- The Guardian, Best Books of 2016 -- WBUR's "On Point," Best Books of 2016: Staff Picks -- Boston Globe, Best Books of 2016, Non-Fiction

Practical Algorithms for 3D Computer Graphics, Second Edition

CRC Press Practical Algorithms for 3D Computer Graphics, Second Edition covers the fundamental algorithms that are the core of all 3D computer graphics software packages. Using Core OpenGL and OpenGL ES, the book enables you to create a complete suite of programs for 3D computer animation, modeling, and image synthesis. Since the publication of the first edition, implementation aspects have changed significantly, including advances in graphics technology that are enhancing immersive experiences with virtual reality. Reflecting these considerable developments, this second edition presents up-to-date algorithms for each stage in the creative process. It takes you from the construction of polygonal models of real and imaginary objects to rigid body animation and hierarchical character animation to the rendering pipeline for the synthesis of realistic images. New to the Second Edition New chapter on the modern approach to real-time 3D programming using OpenGL New chapter that introduces 3D graphics for mobile devices New chapter on OpenFX, a comprehensive open source 3D tools suite for modeling and animation Discussions of new topics, such as particle modeling, marching cubes, and techniques for rendering hair and fur More web-only content, including source code for the algorithms, video transformations, comprehensive examples, and documentation for OpenFX The book is suitable for newcomers to graphics research and 3D computer games as well as more experienced software developers who wish to write plug-in modules for any 3D application program or shader code for a commercial games engine.

A Complete Guide to Programming in C++

Jones & Bartlett Learning This guide was written for readers interested in learning the C++ programming language from scratch, and for both novice and advanced C++ programmers wishing to enhance their knowledge of C++. The text is organized to guide the reader from elementary language concepts to professional software development, with in depth coverage of all the C++ language elements en route.

Logic for Computer Science

Addison Wesley Publishing Company An understanding of logic is essential to computer science. This book provides a highly accessible account of the logical basis required for reasoning about computer programs and applying logic in fields like artificial intelligence. The text contains extended examples, algorithms, and programs written in Standard ML and Prolog. No prior knowledge of either language is required. The book contains a clear account of classical first-order logic, one of the

basic tools for program verification, as well as an introductory survey of modal and temporal logics and possible world semantics. An introduction to intuitionistic logic as a basis for an important style of program specification is also featured in the book.

The Second Machine Age: Work, Progress, and Prosperity in a Time of Brilliant Technologies

W. W. Norton & Company A pair of technology experts describe how humans will have to keep pace with machines in order to become prosperous in the future and identify strategies and policies for business and individuals to use to combine digital processing power with human ingenuity.

Mastering Algorithms with Perl Practical Programming Through Computer Science

"O'Reilly Media, Inc." Many programmers would love to use Perl for projects that involve heavy lifting, but miss the many traditional algorithms that textbooks teach for other languages. Computer scientists have identified many techniques that a wide range of programs need, such as: Fuzzy pattern matching for text (identify misspellings!) Finding correlations in data Game-playing algorithms Predicting phenomena such as Web traffic Polynomial and spline fitting Using algorithms explained in this book, you too can carry out traditional programming tasks in a high-powered, efficient, easy-to-maintain manner with Perl. This book assumes a basic understanding of Perl syntax and functions, but not necessarily any background in computer science. The authors explain in a readable fashion the reasons for using various classic programming techniques, the kind of applications that use them, and -- most important -- how to code these algorithms in Perl. If you are an amateur programmer, this book will fill you in on the essential algorithms you need to solve problems like an expert. If you have already learned algorithms in other languages, you will be surprised at how much different (and often easier) it is to implement them in Perl. And yes, the book even has the obligatory fractal display program. There have been dozens of books on programming algorithms, some of them excellent, but never before has there been one that uses Perl. The authors include the editor of The Perl Journal and master librarian of CPAN; all are contributors to CPAN and have archived much of the code in this book there." This book was so exciting I lost sleep reading it." Tom Christiansen

Numerical Methods in Scientific Computing: Volume 1

SIAM This work addresses the increasingly important role of numerical methods in science and engineering. It combines traditional and well-developed topics with other material such as interval arithmetic, elementary functions, operator series, convergence acceleration, and continued fractions.

Essentials of Metaheuristics (Second Edition)

Interested in the Genetic Algorithm? Simulated Annealing? Ant Colony Optimization? Essentials of Metaheuristics covers these and other metaheuristics algorithms, and is intended for undergraduate students, programmers, and non-experts. The book covers a wide range of algorithms, representations, selection and modification operators, and related topics, and includes 71 figures and 135 algorithms great and small. Algorithms include: Gradient Ascent techniques, Hill-Climbing variants, Simulated Annealing, Tabu Search variants, Iterated Local Search, Evolution Strategies, the Genetic Algorithm, the Steady-State Genetic Algorithm, Differential Evolution, Particle Swarm Optimization, Genetic Programming variants, One- and Two-Population Competitive Coevolution, N-Population Cooperative Coevolution, Implicit Fitness Sharing, Deterministic Crowding, NSGA-II, SPEA2, GRASP, Ant Colony Optimization variants, Guided Local Search, LEM, PBIL, UMDA, cGA, BOA, SAMUEL, ZCS, XCS, and XCSF.

Software Engineering Methods in Intelligent Algorithms

Proceedings of 8th Computer Science On-line Conference 2019, Vol. 1

Springer This book presents software engineering methods in the context of the intelligent systems. It discusses real-world problems and exploratory research describing novel approaches and applications of software engineering, software

design and algorithms. The book constitutes the refereed proceedings of the Software Engineering Methods in Intelligent Algorithms Section of the 8th Computer Science On-line Conference 2019 (CSOC 2019), held on-line in April 2019.

Introducing Microsoft Power BI

*Microsoft Press This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Introducing Microsoft Power BI enables you to evaluate when and how to use Power BI. Get inspired to improve business processes in your company by leveraging the available analytical and collaborative features of this environment. Be sure to watch for the publication of Alberto Ferrari and Marco Russo's upcoming retail book, *Analyzing Data with Power BI and Power Pivot for Excel* (ISBN 9781509302765). Go to the book's page at the Microsoft Press Store here for more details:<http://aka.ms/analyzingdata/details>. Learn more about Power BI at <https://powerbi.microsoft.com/>.*

Computational Thinking

A Beginner's Guide to Problem-solving and Programming

BCS, The Chartered Institute for IT Computational thinking (CT) is a timeless, transferable skill that enables you to think more clearly and logically, as well as a way to solve specific problems. With this book you'll learn to apply computational thinking in the context of software development to give you a head start on the road to becoming an experienced and effective programmer.