

12th Computer Practical

This book introduces computer-based testing, addressing both nontechnical and technical considerations. The material is oriented toward practitioners and graduate students. The practical emphasis will be useful to measurement professionals who are or will be responsible for implementing a computerized testing program. The instructional information is also designed to be suitable for a one-semester graduate course in computerized testing in an educational measurement or quantitative methods program. While certain theoretical concepts are addressed, the focus of the book is on the applied nature of computerized testing. For this reason, the materials include such features as example applications, figures, and plots to illustrate critical points in the discussions. A wide range of nontechnical issues need to be considered in implementing a computer-based testing program. Separate chapters are provided on test administration and development issues, examinee issues, software issues, and innovative item types. Test administration and delivery issues include the location of exam administration, selection of hardware and software, security considerations, scheduling of administration frequency and time limits, cost implications, and program support as well as approaches for addressing reliability, validity, comparability, and data analysis. Examinee issues include the influence of examinees' reactions to adaptive testing, the effect of computer based task constraints, and the impact of examinees' prior computer experience. Software issues include usability studies and software evaluation as tools in selecting and developing appropriate software, based on the test program needs.

Computer Application in Business (Tamil Nadu) S. Chand Publishing

It's a great pleasure in presenting this fifth thoroughly revised edition of the book on Computer Applications in Business. In this revised edition, the book includes Operating System, E-Commerce & Internet, System Analysis & Design, Computer based Information System and Database.

In an increasingly scientific and technological world the need for a knowledgeable citizenry, individuals who understand the fundamentals of technological ideas and think critically about these issues, has never been greater. There is growing appreciation across the broader education community that educational three dimensional virtual learning environments are part of the daily lives of citizens, not only regularly occurring in schools and in after-school programs, but also in informal settings like museums, science centers, zoos and aquariums, at home with family, in the workplace, during leisure time when children and adults participate in community-based activities. This blurring of the boundaries of where, when, why, how and with whom people learn, along with better understandings of learning as a personally constructed, life-long process of making meaning and shaping identity, has initiated a growing awareness in the field that the questions and frameworks guiding assessing these environments should be reconsidered in light of these new realities. The audience for this book will be researchers working in the Serious Games arena along with distance education instructors and administrators and students on the cutting edge of assessment in computer generated environments.

This book provides a practically-oriented introduction to high-level programming language implementation. It demystifies what goes on within a compiler and stimulates the reader's interest in compiler design, an essential aspect of computer science. Programming language analysis and translation techniques are used in many software application areas. A Practical Approach to Compiler Construction covers the fundamental principles of the subject in an accessible way. It presents the necessary background theory and shows how it can be applied to implement complete compilers. A step-by-step approach, based on a standard compiler structure is adopted, presenting up-to-date techniques and examples. Strategies and designs are described in detail to guide the reader in implementing a translator for a programming language. A simple high-level language, loosely based on C, is used to illustrate aspects of the compilation process. Code examples in C are included, together with discussion and illustration of how this code can be extended to cover the compilation of more complex languages. Examples are also given of the use of the flex and bison compiler construction tools. Lexical and syntax analysis is covered in detail together with a comprehensive coverage of semantic analysis, intermediate representations, optimisation and code generation. Introductory material on parallelisation is also included. Designed for personal study as well as for use in introductory undergraduate and postgraduate courses in compiler design, the author assumes that readers have a reasonable competence in programming in any high-level language.

With emphasis on practical aspects of engineering, this bestseller has gained worldwide recognition through progressive editions as the essential reliability textbook. This fifth edition retains the unique balanced mixture of reliability theory and applications, thoroughly updated with the latest industry best practices. Practical Reliability Engineering fulfils the requirements of the Certified Reliability Engineer curriculum of the American Society for Quality (ASQ). Each chapter is supported by practice questions, and a solutions manual is available to course tutors via the companion website. Enhanced coverage of mathematics of reliability, physics of failure, graphical and software methods of failure data analysis, reliability prediction and modelling, design for reliability and safety as well as management and economics of reliability programmes ensures continued relevance to all quality assurance and reliability courses. Notable additions include: New chapters on applications of Monte Carlo simulation methods and reliability demonstration methods. Software applications of statistical methods, including probability plotting and a wider use of common software tools. More detailed descriptions of reliability prediction methods. Comprehensive treatment of accelerated test data analysis and warranty data analysis. Revised and expanded end-of-chapter tutorial sections to advance students' practical knowledge. The fifth edition will appeal to a wide range of readers from college students to seasoned engineering professionals involved in the design, development, manufacture and maintenance of reliable engineering products and systems. www.wiley.com/go/oconnor_reliability5

This authoritative and accessible guide for librarians and computer scientists explores the technologies behind digital libraries, the choices to be made in building them, and the economic and policy structures that affect them.

This book introduces the essential concepts of algorithm analysis required by core undergraduate and graduate computer science courses, in addition to providing a review of the fundamental mathematical notions necessary to understand these concepts. Features: includes numerous fully-worked examples and step-by-step proofs, assuming no strong mathematical background; describes the foundation of the analysis of algorithms theory in terms of the big-Oh, Omega, and Theta notations; examines recurrence relations; discusses the concepts of basic operation, traditional loop counting, and best case and worst case complexities; reviews various algorithms of a probabilistic nature, and uses elements of probability theory to compute the average complexity of algorithms such as Quicksort; introduces a variety of classical finite graph algorithms, together with an analysis of their complexity; provides an appendix on probability theory, reviewing the major definitions and theorems used in the book.

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/>.

Computer Application in Pharmacy Theory and Practical is designed to serve as a textbook to cover the theoretical aspects and as a practical book to cover the practical applied aspects of the subject of computer applications for all Semester II BPharm students.

Welcome to Code Like a Girl, where you'll get started on the adventure of coding with cool projects and step-by-step tips, from the co-author of the bestselling The Daring Book for Girls.

Coding is about creativity, self-expression, and telling your story. It's solving problems and being curious, building things, making the world a better place, and creating a future. It's about you: whoever you are, wherever you're at, whatever you want. Nearly everything you encounter on a screen is made from code. You see, with code you can have an idea and put it into action: it's your voice and your vision. From the outside, tech and code may seem puzzling and mysterious, but when you get through the door and past the first few beginner steps and your code starts to work, it feels like magic. In this book, you'll learn how to: - Code with Scratch--projects like making a dog walk through the park, sending your friend a card, and devising a full-scoring game! - Build your own computer--really! - Create your own digital fortune-teller, with the Python language. - Make your own smartphone gloves. - Make light-up bracelets. - Code a motion sensor that tells you when someone enters your room. - And lots more!

Classroom-tested by tens of thousands of students, this new edition of the bestselling intro to programming book is for anyone who wants to understand computer science. Learn about design, algorithms, testing, and debugging. Discover the fundamentals of programming with Python 3.6--a language that's used in millions of devices. Write programs to solve real-world problems, and come away with everything you need to produce quality code. This edition has been updated to use the new language features in Python 3.6.

This book is a collection of refereed invited papers on the history of computing in education from the 1970s to the mid-1990s presenting a social history of the introduction and early use of computers in schools. The 30 papers deal with the introduction of computer in schools in many countries around the world: Norway, South Africa, UK, Canada, Australia, USA, Finland, Chile, The Netherlands, New Zealand, Spain, Ireland, Israel and Poland. The authors are not professional historians but rather people who as teachers, students or researchers were involved in this history and they narrate their experiences from a personal perspective offering fascinating stories.

Latest edition of the successful best-seller that views commercial translation from the translator's and customer's viewpoints.

A guide to the operating system's practical applications covers listing, finding, displaying, printing, security, editing, Emacs, and writing Bourne Shell Scripts and Perl programs

This guidebook examines the fundamental issues that both licensors and licensees confront in the negotiation of a software license and, where appropriate, relevant ancillary issues such as software development as well as maintenance and support. A companion CD-ROM is included with customizable agreements and relevant forms.

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

What constitutes excellent teaching? To answer this question, these noted experts went straight to the thousands of teachers who have been recognized for excellence-recipients of teaching excellence awards-and asked them. Their answers, which the authors have put into context with history and research, make for a book that is as inspiring as it is informative, shedding new light on both the definable and the simply magical components of good teaching. ... Publisher description.

Humanware is everything which helps human beings to handle (use and look after) a product, e.g. controls and indicators, program ergonomics, location of assembly divisions in parts to be put together, signs and other markings, instructions, training and technical consultation. Against the background of how humans behave when handling a product, this book offers advice and explains principles for suitable design of humanware: how to analyse needs, design different types of humanware, and test that it works. A wide range of specific examples are described. Exercises after each chapter give readers the possibility of trying to solve humanware problems themselves. Suggested solutions are provided at the end of the book. The book is intended for practising developers, designers and technical communicators, and for students of these professions.

This book provides a step-by-step guide to teaching computing at secondary level. It offers an entire framework for planning and delivering the curriculum and shows you how to create a supportive environment for students in which all can enjoy computing. The focus throughout is on giving students the opportunity to think, program, build and create with confidence and imagination, transforming them from users to creators of technology. In each chapter, detailed research and teaching theory is combined with resources to aid the practitioner, including case studies, planning templates and schemes of work that can be easily adapted. The book is split into three key parts: planning, delivery, and leadership and management, and covers topics such as: curriculum and assessment design lesson planning cognitive science behind learning computing pedagogy and instructional principles mastery learning in computing how to develop students' computational thinking supporting students with special educational needs and disabilities encouraging more girls to study computing actions, habits and routines of effective computing teachers behaviour management and developing a strong classroom culture how to support and lead members of your team. Teaching Computing in Secondary Schools is essential reading for trainee and practising teachers, and will prove to be an invaluable resource in helping teaching professionals ensure that students acquire a wide range of computing skills which will support them in whatever career they choose.

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.

Practical Guide for Biomedical Signals Analysis Using Machine Learning Techniques: A MATLAB Based Approach presents how machine learning and biomedical signal processing methods can be used in biomedical signal analysis. Different machine learning applications in biomedical signal analysis, including those for electrocardiogram, electroencephalogram and electromyogram are described in a practical and comprehensive way, helping readers with limited knowledge. Sections cover biomedical signals and machine learning techniques, biomedical signals, such as electroencephalogram (EEG), electromyogram (EMG) and electrocardiogram (ECG), different signal-processing techniques, signal de-noising, feature extraction and dimension reduction techniques, such as PCA, ICA, KPCA, MSPCA,

entropy measures, and other statistical measures, and more. This book is a valuable source for bioinformaticians, medical doctors and other members of the biomedical field who need a cogent resource on the most recent and promising machine learning techniques for biomedical signals analysis. Provides comprehensive knowledge in the application of machine learning tools in biomedical signal analysis for medical diagnostics, brain computer interface and man/machine interaction Explains how to apply machine learning techniques to EEG, ECG and EMG signals Gives basic knowledge on predictive modeling in biomedical time series and advanced knowledge in machine learning for biomedical time series

- Chapter wise and Topic wise introduction to enable quick revision.
- Coverage of latest typologies of questions as per the Board latest Specimen papers
- Mind Maps to unlock the imagination and come up with new ideas.
- Concept videos to make learning simple.
- Latest Solved Paper with Topper's Answers
- Previous Years' Board Examination Questions and Marking scheme Answers with detailed explanation to facilitate exam-oriented preparation.
- Examiners comments & Answering Tips to aid in exam preparation.
- Includes Topics found Difficult & Suggestions for students.
- Dynamic QR code to keep the students updated for 2021 Exam paper or any further CISCE notifications/circulars

A practical guide simplifying discrete math for curious minds and demonstrating its application in solving problems related to software development, computer algorithms, and data science Key Features Apply the math of countable objects to practical problems in computer science Explore modern Python libraries such as scikit-learn, NumPy, and SciPy for performing mathematics Learn complex statistical and mathematical concepts with the help of hands-on examples and expert guidance Book Description Discrete mathematics deals with studying countable, distinct elements, and its principles are widely used in building algorithms for computer science and data science. The knowledge of discrete math concepts will help you understand the algorithms, binary, and general mathematics that sit at the core of data-driven tasks. Practical Discrete Mathematics is a comprehensive introduction for those who are new to the mathematics of countable objects. This book will help you get up to speed with using discrete math principles to take your computer science skills to a more advanced level. As you learn the language of discrete mathematics, you'll also cover methods crucial to studying and describing computer science and machine learning objects and algorithms. The chapters that follow will guide you through how memory and CPUs work. In addition to this, you'll understand how to analyze data for useful patterns, before finally exploring how to apply math concepts in network routing, web searching, and data science. By the end of this book, you'll have a deeper understanding of discrete math and its applications in computer science, and be ready to work on real-world algorithm development and machine learning. What you will learn Understand the terminology and methods in discrete math and their usage in algorithms and data problems Use Boolean algebra in formal logic and elementary control structures Implement combinatorics to measure computational complexity and manage memory allocation Use random variables, calculate descriptive statistics, and find average-case computational complexity Solve graph problems involved in routing, pathfinding, and graph searches, such as depth-first search Perform ML tasks such as data visualization, regression, and dimensionality reduction Who this book is for This book is for computer scientists looking to expand their knowledge of discrete math, the core topic of their field.

University students looking to get hands-on with computer science, mathematics, statistics, engineering, or related disciplines will also find this book useful. Basic Python programming skills and knowledge of elementary real-number algebra are required to get started with this book.

This comprehensive, two-volume resource provides a thorough introduction to lithium ion (Li-ion) technology. Readers get a hands-on understanding of Li-ion technology, are guided through the design and assembly of a battery, through deployment, configuration and testing. The book covers dozens of applications, with solutions for each application provided. Volume Two focuses on small batteries in consumer products and power banks, as well as large low voltage batteries in stationary or mobile house power, telecom, residential, marine and microgrid. Traction batteries, including passenger, industrial, race vehicles, public transit, marine, submarine and aircraft are also discussed. High voltage stationary batteries grid-tied and off-grid are presented, exploring their use in grid quality, arbitrage and back-up, residential, microgrid, industrial, office buildings. Finally, the book explores what happens when accidents occur, so readers may avoid these mistakes. Written by a prominent expert in the field and packed with over 500 illustrations, these volumes contain solutions to practical problems, making it useful for both the novice and experienced practitioners.

When Practical Unix Security was first published more than a decade ago, it became an instant classic. Crammed with information about host security, it saved many a Unix system administrator from disaster. The second edition added much-needed Internet security coverage and doubled the size of the original volume. The third edition is a comprehensive update of this very popular book - a companion for the Unix/Linux system administrator who needs to secure his or her organization's system, networks, and web presence in an increasingly hostile world. Focusing on the four most popular Unix variants today--Solaris, Mac OS X, Linux, and FreeBSD--this book contains new information on PAM (Pluggable Authentication Modules), LDAP, SMB/Samba, anti-theft technologies, embedded systems, wireless and laptop issues, forensics, intrusion detection, chroot jails, telephone scanners and firewalls, virtual and cryptographic filesystems, WebNFS, kernel security levels, outsourcing, legal issues, new Internet protocols and cryptographic algorithms, and much more. Practical Unix & Internet Security consists of six parts: Computer security basics: introduction to security problems and solutions, Unix history and lineage, and the importance of security policies as a basic element of system security. Security building blocks: fundamentals of Unix passwords, users, groups, the Unix filesystem, cryptography, physical security, and personnel security. Network security: a detailed look at modem and dialup security, TCP/IP, securing individual network services, Sun's RPC, various host and network authentication systems (e.g., NIS, NIS+, and Kerberos), NFS and other filesystems, and the importance of secure programming. Secure operations: keeping up to date in today's changing security world, backups, defending against attacks, performing integrity management, and auditing. Handling security incidents: discovering a break-in, dealing with programmed threats and denial of service attacks, and legal aspects of computer security. Appendixes: a comprehensive security checklist and a detailed bibliography of paper and electronic references for further reading and research. Packed with 1000 pages of helpful text, scripts, checklists, tips, and warnings, this third edition remains the definitive reference for Unix administrators and anyone who cares about protecting their systems and data from today's threats.

Teach Your Students How to Create a Graphics Application Introduction to Computer Graphics: A Practical Learning Approach guides students in developing their own interactive graphics application. The authors show step by step how to implement computer graphics concepts and theory using the EnvyMyCar (NVMC) framework as a consistent example throughout the text. They use the WebGL graphics API to develop NVMC, a simple, interactive car racing game. Each chapter focuses on a particular computer graphics aspect, such as 3D modeling and lighting. The authors help students understand how to handle 3D geometric transformations, texturing, complex lighting effects, and more. This practical approach leads students to draw the elements and effects needed to ultimately create a visually pleasing car racing game. The code is available at www.envymycarbook.com

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.

Adaptive Health Management Information Systems, Fourth Edition is a thorough resource for a broad range of healthcare professionals—from informaticians, physicians and nurses, to pharmacists, public health and allied health professionals—who need to keep pace the digital transformation of health care. Wholly revised, updated, and expanded in scope, the fourth edition covers the latest developments in the field of health management information systems (HMIS) including big data analytics and machine learning in health care; precision medicine; digital health commercialization; supply chain management; informatics for pharmacy and public health; digital health leadership; cybersecurity; and social media analytics.

It is a great pleasure to write a preface to this book. In my view, the content is unique in that it blends traditional teaching approaches with the use of mathematics and a mainstream Hardware Design Language (HDL) as formalisms to describe key concepts. The book keeps the “machine” separate from the “application” by strictly following a bottom-up approach: it starts with transistors and logic gates and only introduces assembly language programs once their execution by a processor is clearly defined. Using a HDL, Verilog in this case, rather than static circuit diagrams is a big deviation from traditional books on computer architecture. Static circuit diagrams cannot be explored in a hands-on way like the corresponding Verilog model can. In order to understand why I consider this shift so important, one must consider how computer architecture, a subject that has been studied for more than 50 years, has evolved. In the pioneering days computers were constructed by hand. An entire computer could (just about) be described by drawing a circuit diagram. Initially, such diagrams consisted mostly of analogue components before later moving toward digital logic gates. The advent of digital electronics led to more complex cells, such as half-adders, multiplexers, and decoders being recognised as useful building blocks.

Since the trial of O.J. Simpson, the "profession" of private investigation has risen to a new level of respect among both the legal community and the public at large because the success of O.J.'s "Dream Team" was largely a result of the brilliant work done by defense investigators. Private investigators are often called upon to provide information.

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.

This book offers a thorough grounding in machine learning concepts combined with practical advice on applying machine learning tools and techniques in real-world data mining situations. Clearly written and effectively illustrated, this book is ideal for anyone involved at any level in the work of extracting usable knowledge from large collections of data. Complementing the book's instruction is fully functional machine learning software.

In the past automation of the power network was a very specialized area but recently due to deregulation and privatization the area has become of a great importance because companies require more information and communication to minimize costs, reduce workforce and minimize errors in order to make a profit. * Covers engineering requirements and business implications of this cutting-edge and ever-evolving field * Provides a unique insight into a fast-emerging and growing market that has become and will continue to evolve into one of leading communication technologies * Written in a practical manner to help readers handle the transformation from the old analog environment to the modern digital communications-based one

Building a Practical Information Security Program provides users with a strategic view on how to build an information security program that aligns with business objectives. The information provided enables both executive management and IT managers not only to validate existing security programs, but also to build new business-driven security programs. In addition, the subject matter supports aspiring security engineers to forge a career path to successfully manage a security program, thereby adding value and reducing risk to the business. Readers learn how to translate technical challenges into business requirements, understand when to "go big or go home," explore in-depth defense strategies, and review tactics on when to absorb risks. This book explains how to properly plan and implement an infosec program based on business strategy and results. Provides a roadmap on how to build a security program that will protect companies from intrusion Shows how to focus the security program on its essential mission and move past FUD (fear, uncertainty, and doubt) to provide business value Teaches how to build consensus with an effective business-focused program

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.

A Concise and Practical Introduction to Programming Algorithms in Java has two main goals. The first is for novice programmers to learn progressively the basic concepts underlying most imperative programming languages using Java. The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java. The book is divided into two parts and includes: The fundamental notions of variables, expressions and assignments with type checking - Conditional and loop statements - Explanation of the concepts of functions with pass-by-value arguments and recursion - Fundamental sequential and bisection search techniques - Basic iterative and recursive sorting algorithms. Each chapter of the book concludes with a set of exercises to enable students to practice concepts covered.

This practical book shows you how to employ machine learning models to extract information from images. ML engineers and data scientists will learn how to solve a variety of image problems including classification, object detection, autoencoders, image generation, counting, and captioning with proven ML techniques. This book provides a great introduction to end-to-end deep learning: dataset creation, data preprocessing, model design, model training, evaluation, deployment, and interpretability. Google engineers Valliappa Lakshmanan, Martin Görner, and Ryan

Gillard show you how to develop accurate and explainable computer vision ML models and put them into large-scale production using robust ML architecture in a flexible and maintainable way. You'll learn how to design, train, evaluate, and predict with models written in TensorFlow or Keras. You'll learn how to: Design ML architecture for computer vision tasks Select a model (such as ResNet, SqueezeNet, or EfficientNet) appropriate to your task Create an end-to-end ML pipeline to train, evaluate, deploy, and explain your model Preprocess images for data augmentation and to support learnability Incorporate explainability and responsible AI best practices Deploy image models as web services or on edge devices Monitor and manage ML models

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