Bank Database Schema Diagram Wordpress

A balanced mechanics-materials approach and coverage of the latest developments in biomaterials and electronic materials, the new edition of this popular text is the most thorough and modern book available for upper-level undergraduate courses on the mechanical behavior of materials. To ensure that the student gains a thorough understanding the authors present the fundamental mechanisms that operate at micro- and nano-meter level across a wide-range of materials, in a way that is mathematically simple and requires no extensive knowledge of materials. This integrated approach provides a conceptual presentation that shows how the microstructure of a material controls its mechanical behavior, and this is reinforced through extensive use of micrographs and illustrations. New worked examples and exercises help the student test their understanding. Further resources for this title, including lecture slides of select illustrations and solutions for exercises, are available online at www.cambridge.org/9780521866758.
DATA MODELING AND DATABASE DESIGN presents a conceptually complete coverage of indispensable topics that each MIS student should learn if that student takes only one database course.

Database design and data modeling encompass the minimal set of topics addressing the core competency of knowledge students should acquire in the database area. The text, rich examples, and figures work together to cover material with a depth and precision that is not available in more introductory database books. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The second edition of the Handbook of Test Development provides graduate students and professionals with an up-to-date, research-oriented guide to the latest developments in the field. Including thirty-two chapters by well-known scholars and practitioners, it is divided into five sections, covering the foundations of test development, content definition, item development, test design and form assembly, and the processes of test administration, documentation, and evaluation. Keenly aware of developments in the field since the publication of the first edition, including changes in technology, the evolution of psychometric theory, and the increased demands for effective tests via educational policy, the editors of this edition include new chapters on assessing noncognitive skills, measuring growth and learning progressions, automated item generation and test assembly, and computerized scoring of constructed responses. The

volume also includes expanded coverage of performance testing, validity, fairness, and numerous other topics. Edited by Suzanne Lane, Mark R. Raymond, and Thomas M. Haladyna, The Handbook of Test Development, 2nd edition, is based on the revised Standards for Educational and Psychological Testing, and is appropriate for graduate courses and seminars that deal with test development and usage, professional testing services and credentialing agencies, state and local boards of education, and academic libraries serving these groups.

The first chapter is on software engineering methodologies. Both Waterfall and Agile software engineering methodologies have been discussed in length. Scrum is especially covered extensively as it has become very popular and learning Scrum is essential as it is being used more and more on software projects. The second chapter is on software requirement engineering. After you have gone through this chapter, you will be able to build user stories and other types of software requirement engineering documents. The third chapter is on software project management. Since we learned as to how to create good software requirements in Chapter 2; now we can do project planning activities for these software requirements. The fourth chapter is on software feasibility studies. For each software requirement; we can find out feasible solutions using prototyping techniques which are discussed in this

chapter. The fifth chapter is on software high level design. A software product consists of many pieces and understanding it from a higher level is important. Chapter 6 is devoted to learn user interface design. We can learn how to build user interfaces using mock up screens. Chapter 7 is concerned about learning as to how to design and program so that business logic can be implemented. We will learn all object oriented design concepts including class diagrams, object diagrams, sequence diagrams, statechart diagrams etc. Programming concepts like variables, methods, classes and objects are also covered extensively. Chapter 8 is about database design. We will learn about Entity Relationship diagrams and other concepts to design databases for software products. Chapter 9 is about software testing. We will learn everything about unit, integration, system, and user acceptance testing in this chapter. Chapter 10 is about software maintenance. We will also learn about production instances of software products in this chapter. Chapter 11 is about project execution and conflict management. We will learn about project tracking techniques like Gantt charts for Waterfall projects and burn-down chart for Agile projects. A case study of a live software project is discussed throughout the book to ensure that; hands-on learning happens while learning theory of software engineering. Data Science and Big Data Analytics is about

harnessing the power of data for new insights. The book covers the breadth of activities and methods and tools that Data Scientists use. The content focuses on concepts, principles and practical applications that are applicable to any industry and technology environment, and the learning is supported and explained with examples that you can replicate using open-source software. This book will help you: Become a contributor on a data science team Deploy a structured lifecycle approach to data analytics problems Apply appropriate analytic techniques and tools to analyzing big data Learn how to tell a compelling story with data to drive business action Prepare for EMC Proven Professional Data Science Certification Corresponding data sets are available from the book's page at Wiley which you can find on the Wiley site by searching for the ISBN 9781118876138. Get started discovering, analyzing, visualizing, and presenting data in a meaningful way today!

A multi-user game, web site, cloud application, or networked database can have thousands of users all interacting at the same time. You need a powerful, industrial-strength tool to handle the really hard problems inherent in parallel, concurrent environments. You need Erlang. In this second edition of the bestselling Programming Erlang, you'll learn how to write parallel programs that scale

effortlessly on multicore systems. Using Erlang, you'll be surprised at how easy it becomes to deal with parallel problems, and how much faster and more efficiently your programs run. That's because Erlang uses sets of parallel processes-not a single sequential process, as found in most programming languages. Joe Armstrong, creator of Erlang, introduces this powerful language in small steps, giving you a complete overview of Erlang and how to use it in common scenarios. You'll start with sequential programming, move to parallel programming and handling errors in parallel programs, and learn to work confidently with distributed programming and the standard Erlang/Open Telecom Platform (OTP) frameworks. You need no previous knowledge of functional or parallel programming. The chapters are packed with hands-on, real-world tutorial examples and insider tips and advice, and finish with exercises for both beginning and advanced users. The second edition has been extensively rewritten. New to this edition are seven chapters covering the latest Erlang features: maps, the type system and the Dialyzer, WebSockets, programming idioms, and a new stand-alone execution environment. You'll write programs that dynamically detect and correct errors, and that can be upgraded without stopping the system. There's also coverage of rebar (the de facto Erlang build system), and information on how to share and

use Erlang projects on github, illustrated with examples from cowboy and bitcask. Erlang will change your view of the world, and of how you program. What You Need The Erlang/OTP system. Download it from erlang.org.

The Cloud Computing Bible is a complete reference to cloud computing that presents the technologies, protocols, platforms and infrastructure that make cloud computing possible and desirable. Many of the cloud computing books on the market today are small books of 300 pages or less and the larger books tend to be programming books or security titles. A longer format book such as Cloud Computing Bible allows a complete definition of the topic as well as in-depth introductions to essential technologies and platforms. Additionally it allows significant technologies to be presented in a form that provides enough detail for the reader to determine if it is something that they are interested in learning more about. It is important to stress platform and technologies as the main subject and intersperse that with products in order to provide an extended life span, but have current appeal. The book will be divided into five parts: The Value Proposition, Platforms, Infrastructure, Services and Applications, and The Mobile Cloud.

Go beyond spreadsheets and tables and design a data presentation that really makes an impact. This practical guide shows you how to use Tableau

Software to convert raw data into compelling data visualizations that provide insight or allow viewers to explore the data for themselves. Ideal for analysts, engineers, marketers, journalists, and researchers, this book describes the principles of communicating data and takes you on an in-depth tour of common visualization methods. You'll learn how to craft articulate and creative data visualizations with Tableau Desktop 8.1 and Tableau Public 8.1. Present comparisons of how much and how many Use blended data sources to create ratios and rates Create charts to depict proportions and percentages Visualize measures of mean, median, and mode Lean how to deal with variation and uncertainty Communicate multiple quantities in the same view Show how quantities and events change over time Use maps to communicate positional data Build dashboards to combine several visualizations Get the most out of your data by getting more out of Tableau Tableau Your Data! shows you how to build dynamic, best of breed visualizations using the Tableau Software toolset. This comprehensive guide covers the core feature set for data analytics, and provides clear step-by-step guidance toward best practices and advanced techniques that go way beyond the user manual. You'll learn how Tableau is different from traditional business information analysis tools, and how to navigate your way around the Tableau 9.0 desktop before delving into functions

and calculations, as well as sharing with the Tableau Server. Coverage includes settings customization, data security, scaling, syntax, and more, with plenty of examples that simplify advanced techniques. Use cases demonstrate how Tableau is applied throughout the enterprise, so you can utilize these analysis tools across sales, marketing, operations, financials, and much more. The companion website features actual working models of the book's visualizations, plus a host of useful links to web-based resources that can help you customize your Tableau experience. Tableau is designed specifically to provide fast and easy visual analytics. The intuitive drag-and-drop interface helps you create interactive reports, dashboards, and visualizations, all without any special or advanced training. This book is your Tableau companion, helping you get the most out of this invaluable business toolset. Analyze data more effectively with Tableau Desktop Deploy visualizations to consumers throughout the enterprise Understand Tableau functions and calculations Leverage Tableau across every link in the value chain You need to make sense of your data before you can use it effectively to make good business decisions. Tableau helps you unlock the stories within the numbers, andTableau Your Data! puts the software's full functionality right at your fingertips.

The essential interaction design guide, fully revised

and updated for the mobile age About Face: The Essentials of Interaction Design, Fourth Edition is the latest update to the book that shaped and evolved the landscape of interaction design. This comprehensive guide takes the worldwide shift to smartphones and tablets into account. New information includes discussions on mobile apps, touch interfaces, screen size considerations, and more. The new full-color interior and unique layout better illustrate modern design concepts. The interaction design profession is blooming with the success of design-intensive companies, priming customers to expect "design" as a critical ingredient of marketplace success. Consumers have little tolerance for websites, apps, and devices that don't live up to their expectations, and the responding shift in business philosophy has become widespread. About Face is the book that brought interaction design out of the research labs and into the everyday lexicon, and the updated Fourth Edition continues to lead the way with ideas and methods relevant to today's design practitioners and developers. Updated information includes: Contemporary interface, interaction, and product design methods Design for mobile platforms and consumer electronics State-of-the-art interface recommendations and up-to-date examples Updated Goal-Directed Design methodology Designers and developers looking to remain relevant through the

current shift in consumer technology habits will find About Face to be a comprehensive, essential resource.

START-UP NATION addresses the trillion dollar question: How is it that Israel-- a country of 7.1 million, only 60 years old, surrounded by enemies, in a constant state of war since its founding, with no natural resources-- produces more start-up companies than large, peaceful, and stable nations like Japan, China, India, Korea, Canada and the UK? With the savvy of foreign policy insiders, Senor and Singer examine the lessons of the country's adversity-driven culture, which flattens hierarchy and elevates informality-- all backed up by government policies focused on innovation. In a world where economies as diverse as Ireland, Singapore and Dubai have tried to re-create the "Israel effect", there are entrepreneurial lessons well worth noting. As America reboots its own economy and can-do spirit, there's never been a better time to look at this remarkable and resilient nation for some impressive, surprising clues.

Aimed at software developers, this book proposes the creation of a new profession of software design. The examples in the text are updated to reflect new platforms along with additional case studies where appropriate.

Covering the breadth of a large topic, this book provides a thorough grounding in object-oriented

concepts, the software development process, UML and multi-tier technologies. After covering some basic ground work underpinning OO software projects, the book follows the steps of a typical development project (Requirements Capture - Design - Specification & Test), showing how an abstract problem is taken through to a concrete solution. The book is programming language agnostic - so code is kept to a minimum to avoid detail and deviation into implementation minutiae. A single case study running through the text provides a realistic example showing development from an initial proposal through to a finished system. Key artifacts such as the requirements document and detailed designs are included. For each aspect of the case study, there is an exercise for the reader to produce similar documents for a different system. For many researchers, Python is a first-class tool mainly because of its libraries for storing, manipulating, and gaining insight from data. Several resources exist for individual pieces of this data science stack, but only with the Python Data Science Handbook do you get them all—IPython, NumPy, Pandas, Matplotlib, Scikit-Learn, and other related tools. Working scientists and data crunchers familiar with reading and writing Python code will find this comprehensive desk reference ideal for tackling day-to-day issues: manipulating, transforming, and cleaning data; visualizing different types of data; and

using data to build statistical or machine learning models. Quite simply, this is the must-have reference for scientific computing in Python. With this handbook, you'll learn how to use: IPython and Jupyter: provide computational environments for data scientists using Python NumPy: includes the ndarray for efficient storage and manipulation of dense data arrays in Python Pandas: features the DataFrame for efficient storage and manipulation of labeled/columnar data in Python Matplotlib: includes capabilities for a flexible range of data visualizations in Python Scikit-Learn: for efficient and clean Python implementations of the most important and established machine learning algorithms 1000 questions and answers prepare you for the USMLE Step 1! The only comprehensive Q&A review for the USMLE Step directly linked to high-yield facts from Dr. Le's First Aid for the USMLE Step 1, this essential study guide offers 1000 board-style questions and answers, easy-to-navigate, high yield explanations for correct and incorrect answers, and more than 350 accompanying images. Features: 1000 board-style questions and answers -- reviewed and approved -- by students who just aced the exam Detailed explanations for both right and wrong answers - with letter options in boldface for at-a-glance review Chapters keyed to Dr. Le's First Aid for the USMLE Step1 so you can simultaneously review questions and high-yield facts 350+ high-yield

images, diagrams, and tables One complete practice exam consisting of 7 blocks of 50 questions simulates the exam experience
Design and develop advanced computer vision projects using OpenCV with Python About This Book Program advanced computer vision applications in Python using different features of the OpenCV library Practical end-to-end project covering an important computer vision problem All projects in the book include a step-by-step guide to create computer vision applications Who This Book Is For This book is for intermediate users of OpenCV who aim to master their skills by developing advanced practical applications. Readers are expected to be familiar with OpenCV's concepts and Python libraries. Basic knowledge of Python programming is expected and assumed. What You Will Learn Generate real-time visual effects using different filters and image manipulation techniques such as dodging and burning Recognize hand gestures in real time and perform hand-shape analysis based on the output of a Microsoft Kinect sensor Learn feature extraction and feature matching for tracking arbitrary objects of interest Reconstruct a 3D real-world scene from 2D camera motion and common camera reprojection techniques Track visually salient objects by searching for and focusing on important regions of an image Detect faces using a cascade classifier and recognize emotional expressions in human

faces using multi-layer peceptrons (MLPs) Recognize street signs using a multi-class adaptation of support vector machines (SVMs) Strengthen your OpenCV2 skills and learn how to use new OpenCV3 features In Detail OpenCV is a native cross platform C++ Library for computer vision, machine learning, and image processing. It is increasingly being adopted in Python for development. OpenCV has C++/C, Python, and Java interfaces with support for Windows, Linux, Mac, iOS, and Android. Developers using OpenCV build applications to process visual data; this can include live streaming data from a device like a camera, such as photographs or videos. OpenCV offers extensive libraries with over 500 functions This book demonstrates how to develop a series of intermediate to advanced projects using OpenCV and Python, rather than teaching the core concepts of OpenCV in theoretical lessons. Instead, the working projects developed in this book teach the reader how to apply their theoretical knowledge to topics such as image manipulation, augmented reality, object tracking, 3D scene reconstruction, statistical learning, and object categorization. By the end of this book, readers will be OpenCV experts whose newly gained experience allows them to develop their own advanced computer vision applications. Style and approach This book covers independent hands-on projects that teach important

computer vision concepts like image processing and machine learning for OpenCV with multiple examples.

This fully revised second edition of Bain and Howells' Monetary Economics provides an up-to-date examination of monetary policy as it is practised and the theory underlying it. The authors link the conduct of monetary policy to the IS/PC/MR model and extend this further through the addition of a simple model of the banking sector. They demonstrate why monetary policy is central to the management of a modern economy, showing how it might have lasting effects on real variables, and look at how the current economic crisis has weakened the ability of policymakers to influence aggregate demand through the structure of interest rates. The second edition: features a realistic account of the conduct of monetary policy when the money supply is endogenous provides a detailed and up-to-date account of the conduct of monetary policy and links this explicitly to a framework for teaching macroeconomics includes recent changes in money market operations and an examination of the problems posed for monetary policy by the recent financial crisis Monetary Economics is an ideal core textbook for advanced undergraduate modules in monetary economics and monetary theory and policy.

This book provides comprehensive coverage of fundamentals of database management system. It contains a detailed description on Relational Database Management System Concepts. There are a variety of solved examples and review questions with solutions. This book is for those who require a better understanding of relational data modeling, its purpose, its nature, and the standards used in creating relational data model.

The perimeter defenses guarding your network perhaps are

not as secure as you think. Hosts behind the firewall have no defenses of their own, so when a host in the "trusted" zone is breached, access to your data center is not far behind. That's an all-too-familiar scenario today. With this practical book, you'll learn the principles behind zero trust architecture, along with details necessary to implement it. The Zero Trust Model treats all hosts as if they're internet-facing, and considers the entire network to be compromised and hostile. By taking this approach, you'll focus on building strong authentication, authorization, and encryption throughout, while providing compartmentalized access and better operational agility. Understand how perimeter-based defenses have evolved to become the broken model we use today Explore two case studies of zero trust in production networks on the client side (Google) and on the server side (PagerDuty) Get example configuration for open source tools that you can use to build a zero trust network Learn how to migrate from a perimeter-based network to a zero trust network in production

How to Design and Evaluate Research in Education 10e provides a comprehensive introduction to educational research. The text covers the most widely used research methodologies and discusses each step in the research process in detail. Step-by-step analysis of real research studies provides students with practical examples of how to prepare their work and read that of others. End-of-chapter problem sheets, comprehensive coverage of data analysis, and information on how to prepare research proposals and reports make it appropriate both for courses that focus on doing research and for those that stress how to read and understand research.

A guide to computer game design, architecture, and management explores the application of design principles, shares the experiences of game programmers, and offers an

overview of game development software.

The topic of NoSQL databases has recently emerged, to face the Big Data challenge, namely the ever increasing volume of data to be handled. It is now recognized that relational databases are not appropriate in this context, implying that new database models and techniques are needed. This book presents recent research works, covering the following basic aspects: semantic data management, graph databases, and big data management in cloud environments. The chapters in this book report on research about the evolution of basic concepts such as data models, query languages, and new challenges regarding implementation issues.

"Designing Software Product Lines with UML is well-written, informative, and addresses a very important topic. It is a valuable contribution to the literature in this area, and offers practical guidance for software architects and engineers." --Alan Brown Distinguished Engineer, Rational Software, IBM Software Group "Gomaa"s process and UML extensions allow development teams to focus on feature-oriented development and provide a basis for improving the level of reuse across multiple software development efforts. This book will be valuable to any software development professional who needs to manage across projects and wants to focus on creating software that is consistent, reusable, and modular in nature." --Jeffrey S Hammond Group Marketing Manager, Rational Software, IBM Software Group "This book brings together a good range of concepts for understanding software product lines and provides an organized method for developing product lines using object-oriented techniques with the UML. Once again, Hassan has done an excellent job in balancing the needs of both experienced and novice software engineers." --Robert G. Pettit IV, Ph.D. Adjunct Professor of Software Engineering, George Mason University "This breakthrough book provides a comprehensive step-by-

step approach on how to develop software product lines, which is of great strategic benefit to industry. The development of software product lines enables significant reuse of software architectures. Practitioners will benefit from the well-defined PLUS process and rich case studies." --Hurley V. Blankenship II Program Manager, Justice and Public Safety, Science Applications International Corporation "The Product Line UML based Software engineering (PLUS) is leading edge. With the author''s wide experience and deep knowledge, PLUS is well harmonized with architectural and design pattern technologies." --Michael Shin Assistant Professor, Texas Tech University Long a standard practice in traditional manufacturing, the concept of product lines is quickly earning recognition in the software industry. A software product line is a family of systems that shares a common set of core technical assets with preplanned extensions and variations to address the needs of specific customers or market segments. When skillfully implemented, a product line strategy can yield enormous gains in productivity, quality, and time-to-market. Studies indicate that if three or more systems with a degree of common functionality are to be developed, a product-line approach is significantly more cost-effective. To model and design families of systems, the analysis and design concepts for single product systems need to be extended to support product lines. Designing Software Product Lines with UML shows how to employ the latest version of the industry-standard Unified Modeling Language (UML 2.0) to reuse software requirements and architectures rather than starting the development of each new system from scratch. Through real-world case studies, the book illustrates the fundamental concepts and technologies used in the design and implementation of software product lines. This book describes a new UML-based software design method for product lines

called PLUS (Product Line UML-based Software engineering). PLUS provides a set of concepts and techniques to extend UML-based design methods and processes for single systems in a new dimension to address software product lines. Using PLUS, the objective is to explicitly model the commonality and variability in a software product line. Hassan Gomaa explores how each of the UML modeling views--use case, static, state machine, and interaction modeling--can be extended to address software product families. He also discusses how software architectural patterns can be used to develop a reusable component-based architecture for a product line and how to express this architecture as a UML platform-independent model that can then be mapped to a platform-specific model. Key topics include: Software product line engineering process, which extends the Unified Development Software Process to address software product lines Use case modeling, including modeling the common and variable functionality of a product line Incorporating feature modeling into UML for modeling common, optional, and alternative product line features Static modeling, including modeling the boundary of the product line and information-intensive entity classes Dynamic modeling, including using interaction modeling to address use-case variability State machines for modeling state-dependent variability Modeling class variability using inheritance and parameterization Software architectural patterns for product lines Component-based distributed design using the new UML 2.0 capability for modeling components, connectors, ports, and provided and required interfaces Detailed case studies giving a step-by-step solution to real-world product line problems Designing Software Product Lines with UML is an invaluable resource for all designers and developers in this growing field. The information, technology, and case studies presented here

show how to harness the promise of software product lines and the practicality of the UML to take software design, quality, and efficiency to the next level. An enhanced online index allows readers to quickly and easily search the entire text for specific topics.

This book is about database security and auditing. You will learn many methods and techniques that will be helpful in securing, monitoring and auditing database environments. It covers diverse topics that include all aspects of database security and auditing - including network security for databases, authentication and authorization issues, links and replication, database Trojans, etc. You will also learn of vulnerabilities and attacks that exist within various database environments or that have been used to attack databases (and that have since been fixed). These will often be explained to an "internals level. There are many sections which outline the "anatomy of an attack – before delving into the details of how to combat such an attack. Equally important, you will learn about the database auditing landscape – both from a business and regulatory requirements perspective as well as from a technical implementation perspective. * Useful to the database administrator and/or security administrator - regardless of the precise database vendor (or vendors) that you are using within your organization. * Has a large number of examples - examples that pertain to Oracle, SQL Server, DB2, Sybase and even MySQL.. * Many of the techniques you will see in this book will never be described in a manual or a book that is devoted to a certain database product. * Addressing complex issues must take into account more than just the database and focusing on capabilities that are provided only by the database vendor is not always enough. This book offers a broader view of the database environment - which is not dependent on the database platform - a view that is important

to ensure good database security.
This fully revised and updated edition introduces the reader to sedimentology and stratigraphic principles, and provides tools for the interpretation of sediments and sedimentary rocks. The processes of formation, transport and deposition of sediment are considered and then applied to develop conceptual models for the full range of sedimentary environments, from deserts to deep seas and reefs to rivers. Different approaches to using stratigraphic principles to date and correlate strata are also considered, in order to provide a comprehensive introduction to all aspects of sedimentology and stratigraphy. The text and figures are designed to be accessible to anyone completely new to the subject, and all of the illustrative material is provided in an accompanying CD-ROM. High-resolution versions of these images can also be downloaded from the companion website for this book at: www.wiley.com/go/nicholssedimentology.
This book covers all you need to know to model and design software applications from use cases to software architectures in UML and shows how to apply the COMET UML-based modeling and design method to real-world problems. The author describes architectural patterns for various architectures, such as broker, discovery, and transaction patterns for service-oriented architectures, and addresses software quality attributes including maintainability, modifiability, testability, traceability, scalability, reusability, performance, availability, and security. Complete case studies illustrate design issues for different software architectures: a

banking system for client/server architecture, an online shopping system for service-oriented architecture, an emergency monitoring system for component-based software architecture, and an automated guided vehicle for real-time software architecture. Organized as an introduction followed by several short, self-contained chapters, the book is perfect for senior undergraduate or graduate courses in software engineering and design, and for experienced software engineers wanting a quick reference at each stage of the analysis, design, and development of large-scale software systems.
A practical guide to research for architects and designers—now updated and expanded! From searching for the best glass to prevent glare to determining how clients might react to the color choice for restaurant walls, research is a crucial tool that architects must master in order to effectively address the technical, aesthetic, and behavioral issues that arise in their work. This book's unique coverage of research methods is specifically targeted to help professional designers and researchers better conduct and understand research. Part I explores basic research issues and concepts, and includes chapters on relating theory to method and design to research. Part II gives a comprehensive treatment of specific strategies for investigating built forms. In all, the book covers seven types of research, including historical, qualitative, correlational, experimental, simulation, logical argumentation, and case studies and mixed methods. Features new to this edition include: Strategies for investigation, practical examples, and resources for additional information A

look at current trends and innovations in research Coverage of design studio–based research that shows how strategies described in the book can be employed in real life A discussion of digital media and online research New and updated examples of research studies A new chapter on the relationship between design and research Architectural Research Methods is an essential reference for architecture students and researchers as well as architects, interior designers, landscape architects, and building product manufacturers. Geared to IT professionals eager to get into the all-importantfield of data warehousing, this book explores all topics needed bythose who design and implement data warehouses. Readers will learnabout planning requirements, architecture, infrastructure, datapreparation, information delivery, implementation, and maintenance.They'll also find a wealth of industry examples garnered from theauthor's 25 years of experience in designing and implementingdatabases and data warehouse applications for majorcorporations. Market: IT Professionals, Consultants. For many applications a randomized algorithm is either the simplest algorithm available, or the fastest, or both. This tutorial presents the basic concepts in the design and analysis of randomized algorithms. The first part of the book presents tools from probability theory and probabilistic analysis that are recurrent in algorithmic applications. Algorithmic examples are given to illustrate the use of each tool in a concrete setting. In the second part of the book, each of the seven chapters focuses on one important area of application of randomized

algorithms: data structures; geometric algorithms; graph algorithms; number theory; enumeration; parallel algorithms; and on-line algorithms. A comprehensive and representative selection of the algorithms in these areas is also given. This book should prove invaluable as a reference for researchers and professional programmers, as well as for students.

Updated concepts and tools to set up project plans, schedule work, monitor progress-and consistently achieve desired project results.In today's time-based and cost-conscious global business environment, tight project deadlines and stringent expectations are the norm. This classic book provides businesspeople with an excellent introduction to project management, supplying sound, basic information (along with updated tools and techniques) to understand and master the complexities and nuances of project management. Clear and down-to-earth, this step-by-step guide explains how to effectively spearhead every stage of a project-from developing the goals and objectives to managing the project team-and make project management work in any company. This updated second edition includes: * New material on the Project Management Body of Knowledge (PMBOK) * Do's and don'ts of implementing scheduling software* Coverage of the PMP certification offered by the Project Management Institute* Updated information on developing problem statements and mission statements* Techniques for implementing today's project management technologies in any organization-in any industry.

Design makes a tremendous impact on the produced

world in terms of usability, resources, understanding, and priorities. What we produce, how we serve customers and other stakeholders, and even how we understand how the world works is all affected by the design of models and solutions. Designers have an unprecedented opportunity to use their skills to make meaningful, sustainable change in the world—if they know how to focus their skills, time, and agendas. In Design is the Problem: The Future of Design Must be Sustainable, Nathan Shedroff examines how the endemic culture of design often creates unsustainable solutions, and shows how designers can bake sustainability into their design processes in order to produce more sustainable solutions.

There is no single methodology for creating the perfect product—but you can increase your odds. One of the best ways is to understand users' reasons for doing things. Mental Models gives you the tools to help you grasp, and design for, those reasons. Adaptive Path co-founder Indi Young has written a roll-up-your-sleeves book for designers, managers, and anyone else interested in making design strategic, and successful.

"A fascinating survey of the digital age . . . An eye-opening paean to possibility." —The Boston Globe "Mr. Shirky writes cleanly and convincingly about the intersection of technological innovation and social change." —New York Observer An extraordinary exploration of how technology can empower social and political organizers For the first time in history, the tools for cooperating on a global scale are not

solely in the hands of governments or institutions. The spread of the internet and mobile phones are changing how people come together and get things done—and sparking a revolution that, as Clay Shirky shows, is changing what we do, how we do it, and even who we are. Here, we encounter a whoman who loses her phone and recruits an army of volunteers to get it back from the person who stole it. A dissatisfied airline passenger who spawns a national movement by taking her case to the web. And a handful of kids in Belarus who create a political protest that the state is powerless to stop. Here Comes Everybody is a revelatory examination of how the wildfirelike spread of new forms of social interaction enabled by technology is changing the way humans form groups and exist within them. A revolution in social organization has commenced, and Clay Shirky is its brilliant chronicler. "It is a practical book with emphasis on real problems the programmers encounter daily." --Dr.Tim H. Lin, California State Polytechnic University, Pomona "My overall impressions of this book are excellent. This book emphasizes the three areas I want: advanced C++, data structures and the STL and is much stronger in these areas than other competing books." --Al Verbanec, Pennsylvania State University Think, Then Code When it comes to writing code, preparation is crucial to success. Before you can begin writing successful code, you

need to first work through your options and analyze the expected performance of your design. That's why Elliot Koffman and Paul Wolfgang's Objects, Abstraction, Data Structures, and Design: Using C++ encourages you to Think, Then Code, to help you make good decisions in those critical first steps in the software design process. The text helps you thoroughly understand basic data structures and algorithms, as well as essential design skills and principles. Approximately 20 case studies show you how to apply those skills and principles to real-world problems. Along the way, you'll gain an understanding of why different data structures are needed, the applications they are suited for, and the advantages and disadvantages of their possible implementations. Key Features * Object-oriented approach. * Data structures are presented in the context of software design principles. * 20 case studies reinforce good programming practice. * Problem-solving methodology used throughout... "Think, then code!" * Emphasis on the C++ Standard Library. * Effective pedagogy.
Fundamentals of Relational Database Management SystemsSpringer
Comprehensive and unique source integrates the material usually distributed among a half a dozen sources. * Presents a unified approach to modeling of new designs and develops the skills for complex engineering analysis. * Provides industrial insight to

the applications of the basic theory developed. Database Management Systems provides comprehensive and up-to-date coverage of the fundamentals of database systems. Coherent explanations and practical examples have made this one of the leading texts in the field. The third edition continues in this tradition, enhancing it with more practical material. The new edition has been reorganized to allow more flexibility in the way the course is taught. Now, instructors can easily choose whether they would like to teach a course which emphasizes database application development or a course that emphasizes database systems issues. New overview chapters at the beginning of parts make it possible to skip other chapters in the part if you don't want the detail. More applications and examples have been added throughout the book, including SQL and Oracle examples. The applied flavor is further enhanced by the two new database applications chapters.

The best way to learn software engineering is by understanding its core and peripheral areas. Foundations of Software Engineering provides in-depth coverage of the areas of software engineering that are essential for becoming proficient in the field. The book devotes a complete chapter to each of the core areas. Several peripheral areas are also explained by assigning a separate chapter to each of them. Rather than using UML or other formal

notations, the content in this book is explained in easy-to-understand language. Basic programming knowledge using an object-oriented language is helpful to understand the material in this book. The knowledge gained from this book can be readily used in other relevant courses or in real-world software development environments. This textbook educates students in software engineering principles. It covers almost all facets of software engineering, including requirement engineering, system specifications, system modeling, system architecture, system implementation, and system testing. Emphasizing practical issues, such as feasibility studies, this book explains how to add and develop software requirements to evolve software systems. This book was written after receiving feedback from several professors and software engineers. What resulted is a textbook on software engineering that not only covers the theory of software engineering but also presents real-world insights to aid students in proper implementation. Students learn key concepts through carefully explained and illustrated theories, as well as concrete examples and a complete case study using Java. Source code is also available on the book's website. The examples and case studies increase in complexity as the book progresses to help students build a practical understanding of the required theories and applications.

A comprehensive guide to advanced marketing automation for marketing strategists, data scientists, product managers, and software engineers. The book covers the main areas of marketing that require programmatic micro-decisioning - targeted promotions and advertisements, eCommerce search, recommendations, pricing, and assortment optimization.