

How To Code A Step By Step Guide To Computer Coding

If you have a working knowledge of Haskell, this hands-on book shows you how to use the language's many APIs and frameworks for writing both parallel and concurrent programs. You'll learn how parallelism exploits multicore processors to speed up computation-heavy programs, and how concurrency enables you to write programs with threads for multiple interactions. Author Simon Marlow walks you through the process with lots of code examples that you can run, experiment with, and extend. Divided into separate sections on Parallel and Concurrent Haskell, this book also includes exercises to help you become familiar with the concepts presented: Express parallelism in Haskell with the Eval monad and Evaluation Strategies Parallelize ordinary Haskell code with the Par monad Build parallel array-based computations, using the Repa library Use the Accelerate library to run computations directly on the GPU Work with basic interfaces for writing concurrent code Build trees of threads for larger and more complex programs Learn how to build high-speed concurrent network servers Write distributed programs that run on multiple machines in a network

Computer Programming for Beginners Learn How to Code Step by Step Learning to program can be a very daunting and intimidating task. I know, I was once in your shoes trying to figure out how the heck I was going to do this crazy thing call code! I remember asking myself questions like where to start, what computer to buy, what language to learn, what books to read and everything else that went with it. I know the struggle, and that's why I wrote this book to streamline the process and answer all those questions for those individuals just like me. In this book, you will learn: What programming is How programming is used How to debug different errors The different types of languages Which languages work best for different tasks Understanding the basics of programming How much math is really involved in programming The properties of a well written program Tips and tricks to write code efficiently Get your copy of Computer Programming for Beginners: Learn How to Code Step by Step and join the world of programming today!

Computer Systems Architecture provides IT professionals and students with the necessary understanding of computer hardware. It addresses the ongoing issues related to computer hardware and discusses the solutions supplied by the industry. The book describes trends in computing solutions that led to the current available infrastructures, tracing the initial need for computers to recent concepts such as the Internet of Things. It covers computers' data representation, explains how computer architecture and its underlying meaning changed over the years, and examines the implementations and performance enhancements of the central processing unit (CPU). It then discusses the organization, hierarchy, and performance considerations of computer memory as applied by the operating system and illustrates how cache memory significantly improves performance. The author proceeds to explore the bus system, algorithms for ensuring data integrity, input and output (I/O) components, methods for performing I/O, various aspects relevant to software engineering, and nonvolatile storage devices, such as hard drives and technologies for enhancing performance and reliability. He also describes virtualization and cloud computing and the emergence of software-based systems' architectures. Accessible to software engineers and developers as well as students in IT disciplines, this book enhances readers' understanding of the hardware infrastructure used in software engineering projects. It enables readers to better optimize system usage by focusing on the principles used in hardware systems design and the methods for enhancing performance.

This book addresses the impacts of various types of services such as infrastructure, platforms, software, and business processes that cloud computing and Big Data have introduced into business. Featuring chapters which discuss effective and efficient approaches in dealing with the inherent complexity and increasing demands in data science, a variety of application domains are covered. Various case studies by data management and analysis experts are presented in these chapters. Covered applications include banking, social networks, bioinformatics, healthcare, transportation and criminology. Highlighting the Importance of Big Data Management and Analysis for Various Applications will provide the reader with an understanding of how data management and analysis are adapted to these applications. This book will appeal to researchers and professionals in the field.

Hydrology covers the fundamentals of hydrology and hydrogeology, taking an environmental slant dictated by the emphasis in recent times for the remediation of contaminated aquifers and surface-water bodies as well as a demand for new designs that impose the least negative impact on the natural environment. Major topics covered include hydrological principles, groundwater flow, groundwater contamination and clean-up, groundwater applications to civil engineering, well hydraulics, and surface water. Additional topics addressed include flood analysis, flood control, and both ground-water and surface-water applications to civil engineering design.

Larson's PRECALCULUS WITH LIMITS is known for delivering the same sound, consistently structured explanations and exercises of mathematical concepts as the market-leading PRECALCULUS, with a laser focus on preparing students for calculus. In LIMITS, the author includes a brief algebra review of core precalculus topics along with coverage of analytic geometry in three dimensions and an introduction to concepts covered in calculus. With the Fourth Edition, Larson continues to revolutionize the way students learn material by incorporating more real-world applications, ongoing review, and innovative technology. How Do You See It? exercises give students practice applying the concepts, and new Summarize features, and Checkpoint problems reinforce understanding of the skill sets to help students better prepare for tests. The companion website LarsonPrecalculus.com offers free access to multiple tools and resources to supplement students' learning. Stepped-out solution videos with instruction are available at CalcView.com for selected exercises throughout the text. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Rapport sur les jurandes et maîtrises et sur un projet de statuts et réglemens pour M. M. les Marchands de Vin de Paris Computer Programming for Beginners Learn How to Code Step by Step Die in der Reihe IFLA Series on Bibliographic Control (früher: UBCIM - Universal Bibliographic Control and International MARC) erscheinenden Publikationen vermitteln detailliertes Wissen über bibliographische Standards und Normen, deren Pflege und Entwicklung für den weltweiten Austausch nationaler bibliographischer Informationen unverzichtbar geworden ist. Die Bände dieser Reihe geben außerdem einen umfassenden und genauen Überblick über die große Bandbreite verfügbarer nationaler bibliographischer Dienste.

An interactive way to introduce the world of Python Programming KEY FEATURES Detailed comparisons and differentiation of python language from other most popular languages C/C++/Java. Authentic and extensive set of programming illustrations in every chapter of the book. Broad study on all the programming constructs of the python programming language such as native data types, looping, decision making, exception handling, file handling etc. Broad study of Python Object Oriented Programming features with illustrations. Numerous review questions and exercises at the end of every chapter.

DESCRIPTION This Book is meant for wide range of readers who wish to learn the basics of Python programming language. It can be helpful for students, programmers, researchers, and software developers. The basic concepts of python programming are dealt in detail. The various concepts of python language such as object-oriented features, operators, native data types, control structures, functions, exception handling, file handling, etc are discussed in detail with the authentic programming illustration of each. presently, python programming is a hot topic among academician's researchers, and program developers. As a result, the book is designed to give an in-depth knowledge of programming in python. This book can be used as handbook as well as a guide for students of all computer science stream at any grade beginning from 10+1 to Research in PhD. To conclude, we hope that the readers will find this book a helpful guide and valuable source of information about python programming.

WHAT WILL YOU LEARN Python Data Types, Input Output Operators and Expressions Control Structures Python Functions, Modules Exception Handling File Management, Classes and Objects Inheritance, Python Operator Overloading WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python Language 2. Python Data Types and Input Output 3. Operators and Expressions 4. Control Structures 5. Python Native Data Types 6. Python Functions 7. Python Modules 8. Exception Handling 9. File Management in Python 10. Classes and Objects 11. Inheritance 12. Python Operator Overloading

PROC REPORT by Example: Techniques for Building Professional Reports Using SAS provides real-world examples using PROC REPORT to create a wide variety of professional reports. Written from the point of view of the programmer who produces the reports, this book explains and illustrates creative techniques used to achieve the desired results. Each chapter focuses on a different concrete example, shows an image of the final report, and then takes you through the process of creating that report. You will be able to break each report down to find out how it was produced, including any data manipulation you have to do. The book clarifies solutions to common, everyday programming challenges and typical daily tasks that programmers encounter. For example: obtaining desired report formats using style templates supplied by SAS and PROC TEMPLATE, PROC REPORT STYLE options, and COMPUTE block features employing different usage options (DISPLAY, ORDER, GROUP, ANALYSIS, COMPUTED) to create a variety of detail and summary reports using BREAK statements and COMPUTE blocks to summarize and report key findings producing reports in various Output Delivery System (ODS) destinations including RTF, PDF, XML, TAGSETS.RTF embedding images in a report and combining graphical and tabular data with SAS 9.2 and beyond Applicable to SAS users from all disciplines, the real-life scenarios will help elevate your reporting skills learned from other books to the next level. With PROC REPORT by Example: Techniques for Building Professional Reports Using SAS, what seemed complex will become a matter of practice. This book is part of the SAS Press program.

This book covers microsoft acces-based GUI programming using pyqt. Intentionally designed for various levels of interest and ability of learners, this book is suitable for students, engineers, and even researchers in a variety of disciplines. No advanced programming experience is needed, and only a few school-level programming skill are needed. In the first chapter, you will learn to use several widgets in PyQt5: Display a welcome message; Use the Radio Button widget; Grouping radio buttons; Displays options in the form of a check box; and Display two groups of check boxes. In chapter two, you will learn to use the following topics: Using Signal / Slot Editor; Copy and place text from one Line Edit widget to another; Convert data types and make a simple calculator; Use the Spin Box widget; Use scrollbars and sliders; Using the Widget List; Select a number of list items from one Widget List and display them on another Widget List widget; Add items to the Widget List; Perform operations on the Widget List; Use the Combo Box widget; Displays data selected by the user from the Calendar Widget; Creating a hotel reservation application; and Display tabular data using Table Widgets. In third chapter, you will learn: How to create the initial three tables project in the School database: Teacher, Class, and Subject tables; How to create database configuration files; How to create a Python GUI for inserting and editing tables; How to create a Python GUI to join and query the three tables. In fourth chapter, you will learn how to: Create a main form to connect all forms; Create a project will add three more tables to the school database: Student, Parent, and Tuition tables; Create a Python GUI for inserting and editing tables; Create a Python GUI to join and query over the three tables. In the last chapter, you will join the six classes, Teacher, TClass, Subject, Student, Parent, and Tuition and make queries over those tables.

With this visual guide to computer programming for beginners, it has never been easier to learn how to code. Coding skills are in high demand and the need for programmers is still growing. Covering three of the most popular languages for new coders, this book uses a graphic method to break complex subjects into user-friendly chunks, bringing essential skills within easy reach. Each chapter contains tutorials on practical projects designed to teach you the main applications of each language, such as building websites, creating games, and designing apps. The book also looks at many of the main coding languages that are out there, outlining the key applications of each language, so you can choose the right language for you. You'll learn to think like a programmer by breaking a problem down into parts, before turning those parts into lines of code. Short, easy-to-follow steps then show you, piece by piece, how to build a complete program. There are challenges for you to tackle to build your confidence before moving on. Written by a team of expert coders and coding teachers, Beginner's Step-by-Step Coding Course is the ideal way to get to set you on the road to code.

Created to help scientists and engineers write computer code, this practical book addresses the important tools and techniques that are necessary for scientific computing, but which are not yet commonplace in science and engineering curricula. This book contains chapters summarizing the most important topics that computational researchers need to know about. It leverages the viewpoints of passionate experts involved with scientific computing courses around the globe and aims to be a starting point for new computational scientists and a reference for the experienced. Each contributed chapter focuses on a specific tool or skill, providing the content needed to provide a working knowledge of the topic in about one day. While many individual books on specific computing topics exist, none is explicitly focused on getting technical professionals and students up and running immediately across a variety of computational areas.

The topic of workplace bullying and abuse gained considerable public and media attention during 2013 when the scandal of events at the BBC was unveiled following an enquiry led by Dinah Rose QC. The Handbook of Dealing with Workplace Bullying, edited by Dr Anne-Marie Quigg, presents the collective wisdom and knowledge of a number of lawyers, management experts and academics from around the world. The key themes include understanding the law in each country represented and the responsibilities of individuals as well as management teams and governors in organizations. New case studies are supplied by people working with and within HR teams who have professional experience of dealing with the issue, as well as practical suggestions that are of use to managers, to people accused of bullying and also to people who find they are targets of bullying. Dr Quigg summarizes the range and scope of the contributions by the individual contributors, commenting on the research findings and professional experience that informs them. The book thus reflects the variety of options for dealing with bullying that are relevant in different parts of the world, and focuses on advice that is pertinent in real life, rather than presenting a collection of academic theories.

This volume of Research Methodology in Strategy and Management reflects a diversity of Africa-born authors in the mainland and diaspora, as well as non-Africans whose research focus on Africa, it offers high impact research that makes a major contribution in advancing management education and knowledge in Africa.

The rise of Ruby on Rails has signified a huge shift in how we build web applications today; it is a fantastic framework with a growing community. There is, however, space for another such framework that integrates seamlessly with Java. Thousands of companies have invested in Java, and these same companies are losing out on the benefits of a Rails-like framework. Enter Grails. Grails is not just a Rails clone. It aims to provide a Rails-like environment that is more familiar to Java developers and employs idioms that Java developers are comfortable using, making the adjustment in mentality to a dynamic framework less of a jump. The concepts within Grails, like interceptors, tag libs, and Groovy Server Pages (GSP), make those in the Java community feel right at home. Grails' foundation is on solid open source technologies such as Spring, Hibernate, and SiteMesh, which gives it even more potential in the Java space: Spring provides powerful inversion of control and MVC, Hibernate brings a stable, mature object relational mapping technology with the ability to integrate with legacy systems, and SiteMesh handles flexible layout control and page decoration. Grails complements these with additional features that take advantage of the coding-by-convention paradigm such as dynamic tag libraries, Grails object relational mapping, Groovy Server Pages, and scaffolding. Graeme Rocher, Grails lead and founder, and

Jeff Brown bring you completely up-to-date with their authoritative and fully comprehensive guide to the Grails framework. You'll get to know all the core features, services, and Grails extensions via plug-ins, and understand the roles that Groovy and Grails are playing in the changing Web.

Communicating art and cultural heritage has become a crucial and challenging task, since these sectors, together with tourism heritage, represent a key economic resource worldwide. In order to activate this economic and social potential, art and cultural heritage need to be disseminated through effective communicative strategies. Adopting a wide variety of digital humanities approaches and a plurilingual perspective, the essays gathered in this book provide an extensive and up-to-date overview of digital linguistic resources and research methods that will contribute to the design and implementation of such strategies. Cultural and artistic content curators, specialised translators in the fields of art, architecture, tourism and web documentaries, researchers in art history and tourism communication, and cultural heritage management professionals, among others, will find this book extremely useful due to its provision of some concrete applications of innovative methods and tools for the study and dissemination of art and heritage knowledge.

This fourth edition of a bestselling textbook has been extensively rewritten and expanded in line with the current Eurocodes. It presents the principles of the design of concrete elements and of complete structures, with practical illustrations of the theory. It explains the background to the Eurocode rules and goes beyond the core topics to cover the design of foundations, retaining walls, and water retaining structures. The text includes more than sixty worked out design examples and more than six hundred diagrams, plans, and charts. It suitable for civil engineering courses and is a useful reference for practicing engineers.

Artificial intelligence is a constantly advancing field that requires models in order to accurately create functional systems. The use of natural acumen to create artificial intelligence creates a field of research in which the natural and the artificial meet in a new and innovative way. Critical Developments and Applications of Swarm Intelligence is a critical academic publication that examines developing research, technologies, and function regarding natural and artificial acumen specifically, in regards to self-organized systems. Featuring coverage on a broad range of topics such as evolutionary algorithms, optimization techniques, and computational comparison, this book is geared toward academicians, students, researchers, and engineers seeking relevant and current research on the progressive research based on the implementation of swarm intelligence in self-organized systems.

Open data and policy implications coming from data-aware planning entail collection and pre- and postprocessing as operations of primary interest. Before these steps, making data available to people and their decision-makers is a crucial point. Referring to the relationship between data and energy, public administrations, governments, and research bodies are promoting the construction of reliable and robust datasets to pursue policies coherent with the Sustainable Development Goals, as well as to allow citizens to make informed choices. Energy engineers and planners must provide the simplest and most robust tools to collect, process, and analyze data in order to offer solid data-based evidence for future projections in building, district, and regional systems planning. This Special Issue aims at providing the state-of-the-art on open-energy data analytics; its availability in the different contexts, i.e., country peculiarities; and its availability at different scales, i.e., building, district, and regional for data-aware planning and policy-making. For all the aforementioned reasons, we encourage researchers to share their original works on the field of open data and energy analytics. Topics of primary interest include but are not limited to the following: 1. Open data and energy sustainability; 2. Open data science and energy planning; 3. Open science and open governance for sustainable development goals; 4. Key performance indicators of data-aware energy modelling, planning, and policy; 5. Energy, water, and sustainability database for building, district, and regional systems; 6. Best practices and case studies.

Wolfgang Engel's GPU Pro 360 Guide to Lighting gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology on lighting. This volume is complete with 24 articles by leading programmers that describes rendering techniques of global illumination effects suited for direct rendering applications in real time. GPU Pro 360 Guide to Lighting is comprised of ready-to-use ideas and efficient procedures that can help solve many computer graphics programming challenges that may arise. Key Features: Presents tips and tricks on real-time rendering of special effects and visualization data on common consumer software platforms such as PCs, video consoles, and mobile devices Covers specific challenges involved in creating games on various platforms Explores the latest developments in the rapidly evolving field of real-time rendering Takes a practical approach that helps graphics programmers solve their daily challenges

Vol. 26 of IFLA Series on Bibliographic Control was the start of a process towards an International Cataloguing Code that will continue through 2007. Through the series of meetings represented by each volume, the reader will be able to track the development and consultation taking place throughout the different parts of the world, that will culminate with the creation of a truly international cataloguing code. The current volume 28, contains information in English and Spanish on the use of cataloguing rules throughout Latin America and the Caribbean, and provides perspectives from the experts representing each of these countries in today's environment.

Coding for Beginners in easy steps has an easy-to-follow style that will appeal to anyone, of any age, who wants to begin coding computer programs. You need have no previous knowledge of any computer programming language so it's ideal for the newcomer, including youngsters needing to learn programming basics for the school curriculum. Coding for Beginners in easy steps instructs you how to write code to create your own computer programs. It contains separate chapters demonstrating how to store information in data structures, how to control program flow using control structures, and how to create re-usable blocks of code in program functions. There are complete step-by-step example programs that demonstrate each aspect of coding, together with screenshots that illustrate the actual output when each program has been executed. Coding for Beginners in easy steps begins by explaining how to easily create a programming environment on your own computer, so you can quickly begin to create your own working programs by copying the book's examples. After demonstrating the essential building blocks of computer programming it describes how to code powerful algorithms and demonstrates how to code classes for Object Oriented Programming (OOP). The examples throughout this book feature the popular Python programming language but additionally the final chapter demonstrates a comparison example in the C, C++, and Java programming languages to give you a rounded view of computer coding. The code in the listed steps within the book is colour-coded to precisely match the default colour-coding of the Python IDLE editor, making it easier for beginners to grasp. By the end of this book you will have gained a sound understanding of coding and be able to write your own computer programs that can be run on any compatible computer.

Analyzing Group Interactions gives a comprehensive overview of the use of different methods for the analysis of group interactions. International experts from a range of different disciplines within the social sciences illustrate their step-by-step procedures of how they analyze interactions within groups and explain what kind of data and skills are needed to get started. Each method is discussed in the same, structured manner, focusing on each method's strengths and weaknesses, its applicability and requirements, and the precise workflow to "follow along"

when analyzing group interactions with the respective method. The analyzing strategies covered in this book include ethnographical approaches, phenomenology, content analysis, documentary method, discourse analysis, grounded theory, social network analysis, quantitative ratings, and several triangulative and mixed-method research designs. This volume is recommended for researchers at all levels that need guidance with the complex task of analyzing group interactions. The unified structure throughout the book facilitates comparison across the different methods and helps with deciding on the approach to be taken.

This is the latest report in a process towards International Cataloguing Principles that began in 2003 and will continue through 2007. Through the series of meetings represented by each volume the reader will be able to track the development and consultation taking place throughout the different parts of the world that will culminate with the creation of a truly international set of principles to guide the development of cataloguing codes worldwide. This volume contains information in English and Arabic on the recommendations of cataloguing experts from countries in the Arabic-speaking Middle East. The April 2006 draft Statement on International Cataloguing Principles included here reflects the votes of agreement from all participants of the IME ICC1 (Europe and Anglo-American), IME ICC2 (Latin America and the Caribbean), and IME ICC3 (Middle East).

This book illustrates the potential for computer simulation in the study of modern slavery and worker abuse, and by extension in all social issues. It lays out a philosophy of how agent-based modelling can be used in the social sciences. In addressing modern slavery, Chesney considers precarious work that is vulnerable to abuse, like sweat-shop labour and prostitution, and shows how agent modelling can be used to study, understand and fight abuse in these areas. He explores the philosophy, application and practice of agent modelling through the popular and free software NetLogo. This topical book is grounded in the technology needed to address the messy, chaotic, real world problems that humanity faces in this case the serious problem of abuse at work but equally in the social sciences which are needed to avoid the unintended consequences inherent to human responses. It includes a short but extensive NetLogo guide which readers can use to quickly learn this software and go on to develop complex models. This is an important book for students and researchers of computational social science and others interested in agent-based modelling. .

Criminal Law: A Comparative Approach presents a systematic and comprehensive analysis of the substantive criminal law of two major jurisdictions: the United States and Germany. Presupposing no familiarity with either U.S. or German criminal law, the book will provide criminal law scholars and students with a rich comparative understanding of criminal law's foundations and central doctrines. All foreign-language sources have been translated into English; cases and materials are accompanied by heavily cross-referenced introductions and notes that place them within the framework of each country's criminal law system and highlight issues ripe for comparative analysis. Divided into three parts, the book covers foundational issues - such as constitutional limits on the criminal law - before tackling the major features of the general part of the criminal law and a selection of offences in the special part. Throughout, readers are exposed to alternative approaches to familiar problems in criminal law, and as a result will have a chance to see a given country's criminal law doctrine, on specific issues and in general, from the critical distance of comparative analysis.

Packed with real-world applications, UNDERSTANDING HOSPITAL CODING AND BILLING: A WORKTEXT, 3e offers a comprehensive guide to both hospital billing and coding that helps students learn to create results with greater specificity, and accuracy. Enabling instructors to easily adapt to the postponement of ICD-10-CM and ICD-10-PCS, the new edition provides instruction on the current ICD-9-CM concepts as well as prepares students for ICD-10 guidelines. Features more than 30 case studies with patient record activities for practicing completing the UB-04 billing form Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

While Excel remains ubiquitous in the business world, recent Microsoft feedback forums are full of requests to include Python as an Excel scripting language. In fact, it's the top feature requested. What makes this combination so compelling? In this hands-on guide, Felix Zumstein--creator of xlwings, a popular open source package for automating Excel with Python--shows experienced Excel users how to integrate these two worlds efficiently. Excel has added quite a few new capabilities over the past couple of years, but its automation language, VBA, stopped evolving a long time ago. Many Excel power users have already adopted Python for daily automation tasks. This guide gets you started. Use Python without extensive programming knowledge Get started with modern tools, including Jupyter notebooks and Visual Studio code Use pandas to acquire, clean, and analyze data and replace typical Excel calculations Automate tedious tasks like consolidation of Excel workbooks and production of Excel reports Use xlwings to build interactive Excel tools that use Python as a calculation engine Connect Excel to databases and CSV files and fetch data from the internet using Python code Use Python as a single tool to replace VBA, Power Query, and Power Pivot

Introduces the basic coding concepts using step-by-step instructions. Robot helpers feature throughout to ensure everything is clear. Learn how to give instructions and get started with simple projects in Scratch and Logo.

Special edition of the Federal Register, containing a codification of documents of general applicability and future effect ... with ancillaries.

Get past the myths of testing in agile environments - and implement agile testing the RIGHT way. * * For everyone concerned with agile testing: developers, testers, managers, customers, and other stakeholders. * Covers every key issue: Values, practices, organizational and cultural challenges, collaboration, metrics, infrastructure, documentation, tools, and more. * By two of the world's most experienced agile testing practitioners and consultants. Software testing has always been crucial, but it may be even more crucial in agile environments that rely heavily on repeated iterations of software capable of passing tests. There are, however, many myths associated with testing in agile environments. This book helps agile team members overcome those myths -- and implement testing that truly maximizes software quality and value. Long-time agile testers Lisa Crispin and Janet Gregory offer powerful insights for three large, diverse groups of readers: experienced testers who are new to agile; members of newly-created agile teams who aren't sure how to perform testing or work with testers; and test/QA managers whose development teams are implementing agile. Readers will learn specific agile testing practices and techniques that can mean the difference between success and failure; discover how to transition 'traditional' test teams to agile; and learn how to integrate testers smoothly into agile teams. Drawing on extensive experience, the authors illuminate topics ranging from culture to test planning to automated tools. They cover every form of testing: business-facing tests, technology-facing tests, exploratory tests, context-driven and scenario tests, load, stability, and endurance tests, and more. Using this book's techniques, readers can improve the effectiveness and reduce the risks of any agile project or initiative.

Judge Mettraux's four-volume compendium, International Crimes: Law and Practice, will provide the most detailed and authoritative account to-date of the law of international crimes. It is a scholarly tour de

force providing a unique blend of academic rigour and an insight into the practice of international criminal law. The compendium is un-rivalled in its breadth and depth, covering almost a century of legal practice, dozens of jurisdictions (national and international), thousands of decisions and judgments and hundreds of cases. This first volume discusses in detail the law of genocide: its definition, elements, normative status, and relationship to the other core international crimes. While the book is an invaluable tool for academics and researchers, it is particularly suited to legal practitioners, guiding the reader through the practical and evidential challenges associated with the prosecution of international crimes.

"The book provides a 28-step process that is organized according to the three phases of architectural design: schematic design, design development, and construction documents"--

This book constitutes the refereed proceedings of the 19th International Conference on Formal Engineering Methods, ICFEM 2017, held in Xi'an, China, in November 2017. The 28 revised full papers presented together with one invited talk and two abstracts of invited talks were carefully reviewed and selected from 80 submissions. The conference focuses on all areas related to formal engineering methods, such as verification and validation, software engineering, formal specification and modeling, software security, and software reliability.

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