

Software Engineering Tutorial In Urdu

Through a series of recent breakthroughs, deep learning has boosted the entire field of machine learning. Now, even programmers who know close to nothing about this technology can use simple, efficient tools to implement programs capable of learning from data. This practical book shows you how. By using concrete examples, minimal theory, and two production-ready Python frameworks—Scikit-Learn and TensorFlow—author Aurélien Géron helps you gain an intuitive understanding of the concepts and tools for building intelligent systems. You'll learn a range of techniques, starting with simple linear regression and progressing to deep neural networks. With exercises in each chapter to help you apply what you've learned, all you need is programming experience to get started. Explore the machine learning landscape, particularly neural nets Use Scikit-Learn to track an example machine-learning project end-to-end Explore several training models, including support vector machines, decision trees, random forests, and ensemble methods Use the TensorFlow library to build and train neural nets Dive into neural net architectures, including convolutional nets, recurrent nets, and deep reinforcement learning Learn techniques for training and scaling deep neural nets

Experience learning made easy-and quickly teach yourself how to create impressive documents with Word 2010. With STEP BY STEP, you set the pace-building and practicing the skills you need, just when you need them! Topics include using styles and themes; sharing, printing, and publishing documents; editing images from within Word; using SmartArt diagrams and charts; creating references, footnotes, indexes, and tables of contents; collaborating with multiple people at the same time on the same document; and turning your ideas into blogs, Web pages, and more.

This book is for the Engineering Services exam General Studies portion Subjects covered in this (Booklet-1) are 1. Environment And Energy 2. Information and Communication Technologies 3. Engineering Ethics 4. Project Management

Cloud computing is rapidly expanding in its applications and capabilities through various parts of society. Utilizing different types of virtualization technologies can push this branch of computing to even greater heights. Design and Use of Virtualization Technology in Cloud Computing is a crucial resource that provides in-depth discussions on the background of virtualization, and the ways it can help shape the future of cloud computing technologies. Highlighting relevant topics including grid computing, mobile computing, open source virtualization, and virtualization in education, this scholarly reference source is ideal for computer engineers, academicians, students, and researchers that are interested in learning more about how to infuse current cloud computing technologies with virtualization advancements.

Summary Kotlin in Action guides experienced Java developers from the language basics of Kotlin all the way through building applications to run on the JVM and Android devices. Foreword by Andrey Breslav, Lead Designer of Kotlin. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Developers want to get work done - and the less hassle, the better. Coding with Kotlin means less hassle. The Kotlin programming language offers an expressive syntax, a strong intuitive type system, and great tooling support along with seamless interoperability with existing Java code, libraries, and frameworks. Kotlin can be compiled to Java bytecode, so you can use it everywhere Java is used, including Android. And with an efficient compiler and a small standard library, Kotlin imposes virtually no runtime overhead. About the Book Kotlin in Action teaches you to use the Kotlin language for production-quality applications. Written for experienced Java developers, this example-rich book goes further than most language books, covering interesting topics like building DSLs with natural language syntax. The authors are core Kotlin developers, so you can trust that even the gnarly details are dead accurate. What's Inside Functional programming on the JVM Writing clean and idiomatic code Combining Kotlin and Java Domain-specific languages About the Reader This book is for experienced Java developers. About the Author Dmitry Jemerov and Svetlana Isakova are core Kotlin developers at JetBrains. Table of Contents PART 1 - INTRODUCING KOTLIN Kotlin: what and why Kotlin basics Defining and calling functions Classes, objects, and interfaces Programming with lambdas The Kotlin type system PART 2 - EMBRACING KOTLIN Operator overloading and other conventions Higher-order functions: lambdas as parameters and return values Generics Annotations and reflection DSL construction

Lumion is a real-time 3D technology that lets you create amazing visualizations without the need for long rendering hours. Lumion 3D Best Practices covers the most important Lumion features and techniques that can be incorporated in to any real production environment. Each chapter covers a different stage of a production workflow. The first two chapters provide a good foundation, in particular for when creating content for Lumion. Furthermore, the book provides an efficient workflow by covering two classic visualization scenes: interior and exterior scenes. You then get to know the best techniques to create physically based materials that boost the look and realism of any 3D scene. Special chapters are reserved to create efficient animations, still images and movies. By the end of this practical guide, users will be familiar with the professional and effective techniques to increase efficiency in producing high-end quality visualizations in Lumion.

This Expert Guide gives you the techniques and technologies in software engineering to optimally design and implement your embedded system. Written by experts with a solutions focus, this encyclopedic reference gives you an indispensable aid to tackling the day-to-day problems when using software engineering methods to develop your embedded systems. With this book you will learn: The principles of good architecture for an embedded system Design practices to help make your embedded project successful Details on principles that are often a part of embedded systems, including digital signal processing, safety-critical principles, and development processes Techniques for setting up a performance engineering strategy for your embedded system software How to develop user interfaces for embedded systems Strategies for testing and deploying your embedded system, and ensuring quality development processes Practical techniques for optimizing embedded software for performance, memory, and power Advanced guidelines for developing multicore software for embedded systems How to develop embedded software for networking, storage, and automotive segments How to manage the embedded development process Includes contributions from: Frank Schirrmester, Shelly Gretlein, Bruce Douglass, Erich Styger, Gary Stringham, Jean Labrosse, Jim Trudeau, Mike Brogioli, Mark Pitchford, Catalin Dan Udma, Markus Levy, Pete Wilson, Whit Waldo, Inga Harris, Xinxin Yang, Srinivasa Addepalli, Andrew McKay, Mark Kraeling and Robert Oshana. Road map of key problems/issues and references to their solution in the text Review of core methods in the context of how to apply them Examples demonstrating timeless implementation details Short and to- the- point case studies show how key ideas can be implemented, the rationale for choices made, and design guidelines and trade-offs

Part of the new Allyn & Bacon series in technical communication, Writing Software Documentation features a step-by-step strategy to writing and describing procedures. This task-oriented book is designed to support both college students taking a course and professionals working in the field. Teaching apparatus includes complete programs for students to work on and a full set of project tracking forms, as well as a broad range of examples including Windows-style pages and screens and award-winning examples from STC competitions.

Prepare for Microsoft Certification Exam 70-483: Programming in C#. The "What, Why, and How" of each concept is presented along with quick summaries, code challenges, and exam questions to review and practice key concepts. You will learn how to use: Lambda expressions to write LINQ query expressions Asynchronous programming with the Async and Await keywords to maximize performance of slow applications Regular expressions to validate user input Reflection to create and handle types at runtime and much more The source code in the book will be available in the form of iCanCSharp notebooks and scripts that allow you to try out examples and extend them in interesting ways. What You Will Learn Understand the necessary knowledge and skill set to prepare for Microsoft Exam 70-483 Study the

code challenges and practice questions on C# that are relevant to the exam Master the C# programming language Who This Book Is For Experienced C# and .NET programmers and developers who are ready to take and pass the exam in order to get certified

Make Dart Your Programming Language of Choice There are many programming languages you can start learning today. But not many are as modern, easy to learn, object-oriented and scalable as Dart. Plus, combined with Flutter, Dart allows you to build native iOS, Android, web and desktop applications with a single code base. Dart Apprentice will teach you all the basic concepts you need to master this language. Follow along with the clearly and thoroughly explained concepts and you'll be building Dart applications in a breeze. Who This Book Is For Dart Apprentice is aimed at anyone interested in learning this new and modern programming language. If you're a beginner and want to start programming, this is great place to start. If you're an experienced programmer interested in learning Dart, here you'll find all the concepts you need to know. In either case, following along with this book, you'll be comfortable writing your own Dart programs in less time than you think. Topics covered in Dart Apprentice Expressions, Variables and Constants: The building blocks of the language Types and Operations: Static vs. dynamic typing, inference and strings Control Flow: Booleans, enums, switches, if statements and loops Functions: Named and anonymous functions, parameters and arrow syntax Classes: Objects, constructors, methods and properties Nullability: Null and how to handle it Collections: Lists, sets and maps Advanced classes: Inheritance, abstract classes, interfaces and mixins Asynchronous Programming: Concurrency, futures, streams and isolates One thing you can count on: after reading this book, you'll be prepared to build your own applications using Dart. About the Tutorial Team The Tutorial Team is a group of app developers and authors who write tutorials at the popular website raywenderlich.com. We take pride in making sure each tutorial we write holds to the highest standards of quality. We want our tutorials to be well written, easy to follow, and fun. If you've enjoyed the tutorials we've written in the past, you're in for a treat. The chapters we've written for this book are some of our best yet - and this book contains detailed technical knowledge explained in a way you simply won't be able to find anywhere else. With the perpetual advancements of technology, library and information science professionals are tasked with understanding these technologies and providing accurate and comprehensive information to other potential users. These professionals must develop best practices for understanding these technologies in order to best serve other users. The Handbook of Research on Emerging Trends and Technologies in Library and Information Science is a critical research book that examines advancing technologies and new innovations and their influences on library and information sciences for improved best practices. Featuring an array of topics such as digital libraries, distance education, and information literacy, this publication is essential for librarians, knowledge managers, information retrieval specialists, library and information science professionals, information scientists, researchers, web librarians, academicians, educators, IT specialists, and managers.

The world's most infamous hacker offers an insider's view of the low-tech threats to high-tech security Kevin Mitnick's exploits as a cyber-desperado and fugitive form one of the most exhaustive FBI manhunts in history and have spawned dozens of articles, books, films, and documentaries. Since his release from federal prison, in 1998, Mitnick has turned his life around and established himself as one of the most sought-after computer security experts worldwide. Now, in The Art of Deception, the world's most notorious hacker gives new meaning to the old adage, "It takes a thief to catch a thief." Focusing on the human factors involved with information security, Mitnick explains why all the firewalls and encryption protocols in the world will never be enough to stop a savvy grifter intent on rifling a corporate database or an irate employee determined to crash a system. With the help of many fascinating true stories of successful attacks on business and government, he illustrates just how susceptible even the most locked-down information systems are to a slick con artist impersonating an IRS agent. Narrating from the points of view of both the attacker and the victims, he explains why each attack was so successful and how it could have been prevented in an engaging and highly readable style reminiscent of a true-crime novel. And, perhaps most importantly, Mitnick offers advice for preventing these types of social engineering hacks through security protocols, training programs, and manuals that address the human element of security.

CD-ROM contains: Java and XML implementations of ideas and models described in the appendix.

The free book "Fundamentals of Computer Programming with C#" is a comprehensive computer programming tutorial that teaches programming, logical thinking, data structures and algorithms, problem solving and high quality code with lots of examples in C#. It starts with the first steps in programming and software development like variables, data types, conditional statements, loops and arrays and continues with other basic topics like methods, numeral systems, strings and string processing, exceptions, classes and objects. After the basics this fundamental programming book enters into more advanced programming topics like recursion, data structures (lists, trees, hash-tables and graphs), high-quality code, unit testing and refactoring, object-oriented principles (inheritance, abstraction, encapsulation and polymorphism) and their implementation the C# language. It also covers fundamental topics that each good developer should know like algorithm design, complexity of algorithms and problem solving. The book uses C# language and Visual Studio to illustrate the programming concepts and explains some C# / .NET specific technologies like lambda expressions, extension methods and LINQ. The book is written by a team of developers lead by Svetlin Nakov who has 20+ years practical software development experience. It teaches the major programming concepts and way of thinking needed to become a good software engineer and the C# language in the meantime. It is a great start for anyone who wants to become a skillful software engineer. The books does not teach technologies like databases, mobile and web development, but shows the true way to master the basics of programming regardless of the languages, technologies and tools. It is good for beginners and intermediate developers who want to put a solid base for a successful career in the software engineering industry. The book is accompanied by free video lessons, presentation slides and mind maps, as well as hundreds of exercises and live examples. Download the free C# programming book, videos, presentations and other resources from <http://introprogramming.info>. Title: Fundamentals of Computer Programming with C# (The Bulgarian C# Programming Book) ISBN: 9789544007737 ISBN-13: 978-954-400-773-7 (9789544007737) ISBN-10: 954-400-773-3 (9544007733) Author: Svetlin Nakov & Co. Pages: 1132 Language: English Published: Sofia, 2013 Publisher: Faber Publishing, Bulgaria Web site: <http://www.introprogramming.info> License: CC-Attribution-Share-Alike Tags: free, programming, book, computer programming, programming fundamentals, ebook, book programming, C#, CSharp, C# book, tutorial, C# tutorial; programming concepts, programming fundamentals, compiler, Visual Studio, .NET, .NET Framework, data types, variables, expressions, statements, console, conditional statements, control-flow logic, loops, arrays, numeral systems, methods, strings, text processing, StringBuilder, exceptions, exception handling, stack trace, streams, files, text files, linear data structures, list, linked list, stack, queue, tree, balanced tree, graph, depth-first search, DFS, breadth-first search, BFS, dictionaries, hash tables, associative arrays, sets, algorithms, sorting algorithm, searching algorithms, recursion, combinatorial algorithms, algorithm complexity, OOP, object-oriented programming, classes, objects, constructors, fields, properties, static members, abstraction, interfaces, encapsulation, inheritance, virtual methods, polymorphism, cohesion, coupling, enumerations, generics, namespaces, UML, design patterns, extension methods, anonymous types, lambda expressions, LINQ, code quality, high-quality code, high-quality classes, high-quality methods, code formatting, self-documenting code, code refactoring, problem solving, problem solving methodology, 9789544007737, 9544007733

Advances and Innovations in Systems, Computing Sciences and Software Engineering Springer Science & Business Media

Textile manufacturing is an important subject in textile programs and processing industries. The introduction of manmade and synthetic fibers, such as polyester, nylon, acrylic, cellulose, and Kevlar, among others, has greatly expanded the variety of textile products available today. In addition, new fiber development has brought about new machines for producing yarns, fabrics, and garments. Textile

Manufacturing Processes is a collection of academic and research work in the field of textile manufacturing. Written by experts, chapters cover topics such as yarn manufacturing, fabric manufacturing, and garment and technical textiles. This book is useful for students, industry workers, and anyone interested in learning the fundamentals of textile manufacturing.

This book constitutes the refereed proceeding of the 14th European Software Process Improvement Conference, EuroSPI 2007, held in Potsdam, Germany, in September 2007. The papers are organized in topical sections on enforcement, alignment, tailoring. There is focus on SME issues, improvement analysis and empirical studies, new avenues of SPI, SPI methodologies, as well as testing and reliability.

In this concise book you will learn what you need to know to begin assembling and leading a data science enterprise, even if you have never worked in data science before. You'll get a crash course in data science so that you'll be conversant in the field and understand your role as a leader. You'll also learn how to recruit, assemble, evaluate, and develop a team with complementary skill sets and roles. You'll learn the structure of the data science pipeline, the goals of each stage, and how to keep your team on target throughout. Finally, you'll learn some down-to-earth practical skills that will help you overcome the common challenges that frequently derail data science projects.

Efficiently and profitably delivering quality flexible packaging to the marketplace requires designing and manufacturing products that are both "fit-to-use" and "fit-to-make". The engineering function in a flexible packaging enterprise must attend to these dual design challenges. Flexible Packaging discusses the basic processes used to manufacture flexible packaging products, including rotogravure printing, flexographic printing, adhesive lamination, extrusion lamination/coating; and finishing/slitting. These processes are then related to the machines used to practice them, emphasizing the basics of machines' control systems, and options to minimize wasted time and materials between production jobs. Raw materials are also considered, including the three basic forms: Rollstock (paper, foil, plastic films); Resin; and Wets (inks, varnishes, primers). Guidance is provided on both material selection, and on adding value through enhancement or modification of the materials' physical features. A 'measures' section covers both primary material features – such as tensile, elongation, modulus and elastic and plastic regions – and secondary quality characteristics such as seal and bond strengths, coefficient of friction, oxygen barrier and moisture vapour barrier. Helps engineers improve existing raw material selection and manufacturing processes for manufacturing functional flexible packaging materials. Covers all aspects of delivering high value packaging to the customer – from the raw materials, to the methods of processing them, the machines used to do it, and the measures required to gauge the characteristics of the product. Helps engineers to minimize waste and unproductive time in production.

Describes the LISP programming language, and covers basic procedures, data, and modularity

Predicting Prosody from Text for Text-to-Speech Synthesis covers the specific aspects of prosody, mainly focusing on how to predict the prosodic information from linguistic text, and then how to exploit the predicted prosodic knowledge for various speech applications. Author K. Sreenivasa Rao discusses proposed methods along with state-of-the-art techniques for the acquisition and incorporation of prosodic knowledge for developing speech systems. Positional, contextual and phonological features are proposed for representing the linguistic and production constraints of the sound units present in the text. This book is intended for graduate students and researchers working in the area of speech processing.

The best-selling workbook and grammar guide, revised and updated! Hailed as one of the best books around for teaching grammar, The Blue Book of Grammar and Punctuation includes easy-to-understand rules, abundant examples, dozens of reproducible exercises, and pre- and post-tests to help teach grammar to middle and high schoolers, college students, ESL students, homeschoolers, and more. This concise, entertaining workbook makes learning English grammar and usage simple and fun. This updated Twelfth Edition reflects the latest updates to English usage and grammar and features a two-color design and lay-flat binding for easy photocopying. Clear and concise, with easy-to-follow explanations, offering "just the facts" on English grammar, punctuation, and usage Fully updated to reflect the latest rules, along with quizzes and pre- and post-tests to help teach grammar Ideal for students from seventh grade through adulthood in the US and abroad For anyone who wants to understand the major rules and subtle guidelines of English grammar and usage, The Blue Book of Grammar and Punctuation offers comprehensive, straightforward instruction.

"If you're looking for solid, easy-to-follow advice on estimation, requirements gathering, managing change, and more, you can stop now: this is the book for you."--Scott Berkun, Author of The Art of Project Management What makes software projects succeed? It takes more than a good idea and a team of talented programmers. A project manager needs to know how to guide the team through the entire software project. There are common pitfalls that plague all software projects and rookie mistakes that are made repeatedly--sometimes by the same people! Avoiding these pitfalls is not hard, but it is not necessarily intuitive. Luckily, there are tried and true techniques that can help any project manager. In Applied Software Project Management, Andrew Stellman and Jennifer Greene provide you with tools, techniques, and practices that you can use on your own projects right away. This book supplies you with the information you need to diagnose your team's situation and presents practical advice to help you achieve your goal of building better software. Topics include: Planning a software project Helping a team estimate its workload Building a schedule Gathering software requirements and creating use cases Improving programming with refactoring, unit testing, and version control Managing an outsourced project Testing software Jennifer Greene and Andrew Stellman have been building software together since 1998. Andrew comes from a programming background and has managed teams of requirements analysts, designers, and developers. Jennifer has a testing background and has managed teams of architects, developers, and testers. She has led multiple large-scale outsourced projects. Between the two of them, they have managed every aspect of software development. They have worked in a wide range of industries, including finance, telecommunications, media, nonprofit, entertainment, natural-language processing, science, and academia. For more information about them and this book, visit stellman-greene.com

First released in the Spring of 1999, How People Learn has been expanded to show how the theories and insights from the original book can translate into actions and practice, now making a real connection between classroom activities and learning behavior. This edition includes far-reaching suggestions for research that could increase the impact that classroom teaching has on actual learning. Like the original edition, this book offers exciting new research about the mind and the brain that provides answers to a number of compelling questions. When do infants begin to learn? How do experts learn and how is this different from non-experts? What can teachers and schools do-with curricula, classroom settings, and teaching methods--to help children learn

most effectively? New evidence from many branches of science has significantly added to our understanding of what it means to know, from the neural processes that occur during learning to the influence of culture on what people see and absorb. How People Learn examines these findings and their implications for what we teach, how we teach it, and how we assess what our children learn. The book uses exemplary teaching to illustrate how approaches based on what we now know result in in-depth learning. This new knowledge calls into question concepts and practices firmly entrenched in our current education system. Topics include: How learning actually changes the physical structure of the brain. How existing knowledge affects what people notice and how they learn. What the thought processes of experts tell us about how to teach. The amazing learning potential of infants. The relationship of classroom learning and everyday settings of community and workplace. Learning needs and opportunities for teachers. A realistic look at the role of technology in education.

Summary Software Development Metrics is a handbook for anyone who needs to track and guide software development and delivery at the team level, such as project managers and team leads. New development practices, including "agile" methodologies like Scrum, have redefined which measurements are most meaningful and under what conditions you can benefit from them. This practical book identifies key characteristics of organizational structure, process models, and development methods so that you can select the appropriate metrics for your team. It describes the uses, mechanics, and common abuses of a number of metrics that are useful for steering and for monitoring process improvement. The insights and techniques in this book are based entirely on field experience. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Book When driving a car, you are less likely to speed, run out of gas, or suffer engine failure because of the measurements the car reports to you about its condition. Development teams, too, are less likely to fail if they are measuring the parameters that matter to the success of their projects. This book shows you how. Software Development Metrics teaches you how to gather, analyze, and effectively use the metrics that define your organizational structure, process models, and development methods. The insights and examples in this book are based entirely on field experience. You'll learn practical techniques like building tools to track key metrics and developing data-based early warning systems. Along the way, you'll learn which metrics align with different development practices, including traditional and adaptive methods. No formal experience with developing or applying metrics is assumed. What's Inside Identify the most valuable metrics for your team and process Differentiate "improvement" from "change" Learn to interpret and apply the data you gather Common pitfalls and anti-patterns About the Author Dave Nicolette is an organizational transformation consultant, team coach, and trainer. Dave is active in the agile and lean software communities. Table of Contents Making metrics useful Metrics for steering Metrics for improvement Putting the metrics to work Planning predictability Reporting outward and upward

This book constitutes the thoroughly refereed proceedings of the Third International Multi-topic Conference on Communications, Technologies, Information Security and Sustainable Development, IMTIC 2013, held in Jamshoro, Pakistan, in December 2013. The 27 revised papers presented in this volume were carefully reviewed and selected from 140 submissions. The topics presented had a reasonable balance between theory and practice in multi-disciplined topics including wireless sensor networks, cloud computing, wireless communication, antenna design, signal processing, software engineering, image processing, bioinformatics and telemedicine, neural networks, automation and control, and green renewable energy.

Learn how to hack systems like black hat hackers and secure them like security experts Key Features Understand how computer systems work and their vulnerabilities Exploit weaknesses and hack into machines to test their security Learn how to secure systems from hackers Book Description This book starts with the basics of ethical hacking, how to practice hacking safely and legally, and how to install and interact with Kali Linux and the Linux terminal. You will explore network hacking, where you will see how to test the security of wired and wireless networks. You'll also learn how to crack the password for any Wi-Fi network (whether it uses WEP, WPA, or WPA2) and spy on the connected devices. Moving on, you will discover how to gain access to remote computer systems using client-side and server-side attacks. You will also get the hang of post-exploitation techniques, including remotely controlling and interacting with the systems that you compromised. Towards the end of the book, you will be able to pick up web application hacking techniques. You'll see how to discover, exploit, and prevent a number of website vulnerabilities, such as XSS and SQL injections. The attacks covered are practical techniques that work against real systems and are purely for educational purposes. At the end of each section, you will learn how to detect, prevent, and secure systems from these attacks. What you will learn Understand ethical hacking and the different fields and types of hackers Set up a penetration testing lab to practice safe and legal hacking Explore Linux basics, commands, and how to interact with the terminal Access password-protected networks and spy on connected clients Use server and client-side attacks to hack and control remote computers Control a hacked system remotely and use it to hack other systems Discover, exploit, and prevent a number of web application vulnerabilities such as XSS and SQL injections Who this book is for Learning Ethical Hacking from Scratch is for anyone interested in learning how to hack and test the security of systems like professional hackers and security experts.

This book includes a set of rigorously reviewed world-class manuscripts addressing and detailing state-of-the-art research projects in the areas of Computing Sciences, Software Engineering and Systems. The book presents selected papers from the conference proceedings of the International Conference on Systems, Computing Sciences and Software Engineering (SCSS 2006). All aspects of the conference were managed on-line.

We all negotiate on a daily basis. We negotiate with our spouses, children, parents, and friends. We negotiate when we rent an apartment, buy a car, purchase a house, and apply for a job. Your ability to negotiate might even be the most important factor in your career advancement. Negotiation is also the key to business success. No organization can survive without contracts that produce profits. At a strategic level, businesses are concerned with value creation and achieving competitive advantage. But the success of high-level business strategies depends on contracts made with suppliers, customers, and other stakeholders. Contracting capability—the ability to negotiate and perform successful contracts—is the most important function in any organization. This book is designed to help you achieve success in your personal negotiations and in your business transactions. The book is unique in two ways. First, the book not only covers negotiation concepts, but also provides practical actions you can take in future negotiations. This includes a Negotiation Planning Checklist and a completed example of the checklist for your use in future negotiations. The book also includes (1) a tool you can use to assess your negotiation style; (2) examples of "decision trees," which are useful in calculating your alternatives if your negotiation is unsuccessful; (3) a three-part strategy for increasing your power during negotiations; (4) a practical plan for analyzing your negotiations based on your reservation price, stretch goal, most-likely target, and zone of potential agreement; (5) clear guidelines on ethical standards that apply to negotiations; (6) factors to consider when deciding whether you should negotiate through an agent; (7) psychological tools you can use in negotiations—and traps to avoid when the other side uses them; (8) key elements of contract law that arise during negotiations; and (9) a checklist of factors to use when you evaluate your performance as a negotiator. Second, the book is unique in its holistic approach to the negotiation process. Other books often focus narrowly either on negotiation or on contract law. Furthermore, the books on negotiation tend to focus on what happens at the bargaining table without addressing the performance of an agreement. These books make the mistaken assumption that success is determined by evaluating the negotiation rather than evaluating performance of the agreement. Similarly, the books on contract law tend to focus on the legal requirements for a contract to be valid, thus giving short shrift to the negotiation process that precedes the contract and to the performance that follows. In the

real world, the contracting process is not divided into independent phases. What happens during a negotiation has a profound impact on the contract and on the performance that follows. The contract's legal content should reflect the realities of what happened at the bargaining table and the performance that is to follow. This book, in contrast to others, covers the entire negotiation process in chronological order beginning with your decision to negotiate and continuing through the evaluation of your performance as a negotiator. A business executive in one of the negotiation seminars the author teaches as a University of Michigan professor summarized negotiation as follows: "Life is negotiation!" No one ever stated it better. As a mother with young children and as a company leader, the executive realized that negotiations are pervasive in our personal and business lives. With its emphasis on practical action, and with its chronological, holistic approach, this book provides a roadmap you can use when navigating through your life as a negotiator.

Looks at the principles and clean code, includes case studies showcasing the practices of writing clean code, and contains a list of heuristics and "smells" accumulated from the process of writing clean code. A catalog of solutions to commonly occurring design problems, presenting 23 patterns that allow designers to create flexible and reusable designs for object-oriented software. Describes the circumstances in which each pattern is applicable, and discusses the consequences and trade-offs of using the pattern within a larger design. Patterns are compiled from real systems, and include code for implementation in object-oriented programming languages like C++ and Smalltalk. Includes a bibliography. Annotation copyright by Book News, Inc., Portland, OR

Introduces the features of the C programming language, discusses data types, variables, operators, control flow, functions, pointers, arrays, and structures, and looks at the UNIX system interface

This book constitutes the refereed proceedings of the 17th International Conference on Engineering Applications of Neural Networks, EANN 2016, held in Aberdeen, UK, in September 2016. The 22 revised full papers and three short papers presented together with two tutorials were carefully reviewed and selected from 41 submissions. The papers are organized in topical sections on active learning and dynamic environments; semi-supervised modeling; classification applications; clustering applications; cyber-physical systems and cloud applications; time-series prediction; learning-algorithms.

With increasing global challenges, the Belt and Road initiative seems to offer one possible platform to think about different possibilities and pathways to promote international collaboration and development covering Asia, Europe, Africa, and other countries. Information and Communication Technology (ICT) in education, as a key focus, provides valuable perspectives for governments, inter-governmental and non-governmental agencies wanting to innovate and advance both ICT and education independently and collaboratively. This book highlights the burgeoning of ICT in education in eleven countries, with particular emphasis placed on the context of the Belt and Road Initiative. ICT has increasingly important roles in education including improve teaching and learning qualities, as well as equity in education. The prominent contributors describe the state-of-the-art of ICT in education in eleven countries based on six major themes (policy perspectives, infrastructure, educational resources, ICT integration into practices, students' ICT competence, and teachers' professional development). We hope the in-depth discussions included in this book would provoke more academic and policy insights globally.

This is a hands-on book about ArcGIS that you work with as much as read. By the end, using Learn ArcGIS lessons, you'll be able to say you made a story map, conducted geographic analysis, edited geographic data, worked in a 3D web scene, built a 3D model of Venice, and more.

A refreshing antidote to heavy theoretical tomes, this book is a concise, practical guide to modern compiler design and construction by an acknowledged master. Readers are taken step-by-step through each stage of compiler design, using the simple yet powerful method of recursive descent to create a compiler for Oberon-0, a subset of the author's Oberon language. A disk provided with the book gives full listings of the Oberon-0 compiler and associated tools. The hands-on, pragmatic approach makes the book equally attractive for project-oriented courses in compiler design and for software engineers wishing to develop their skills in system software.

Guides beginning users through basic PC operations in Microsoft Windows, demonstrating how to print letters, manage finances, shop online, send and receive e-mail, and customize the desktop.

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