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Introduction to Microcontrollers is a comprehensive, introductory text/reference for electrical and computer engineers and students with little experience with a high-level programming language. It systematically teaches the programming of a microcontroller in assembly language, as well as C and C++. This books also covers the principles of good programming practice through top-down design and the use of data structures. It is suitable as an introductory text for a first course on microcomputers that demonstrates what a small computer can do. Shows how a computer executes instructions; Shows how a high-level programming language converts to assembler language; Shows how a microcontroller is interfaced to the outside world; Hundreds of examples, experiments, "brain-teasers" and motivators; More than 20 exercises at the end of each chapter Progress in Low Temperature

Physics This four-volume set documents the complexity and richness of women's contributions to American history and culture, empowering all students by demonstrating a more populist approach to the past. • Provides significantly more detail than typical reference works on women's history and culture, enabling readers to better appreciate the contributions of women of all socio-cultural statuses • Covers the astounding range of American women's experience, including women of various economic and racial statuses, religious affiliations, political and ideological identifications, and sexualities • Includes a significant selection of primary documents, thereby combining the educational power of secondary and primary literature to create a richer learning experience for users The Role of Engine Oil Viscosity in Low Temperature Cranking and Starting, Volume 10 presents the methods for measuring the low temperature viscosity of engine oils that would correlate with the Coordinating Research Council (CRC) engine test results. This book discusses the historical background, technical progress, and the role of engine oil viscosity in low temperature cranking and starting of engines. Organized into 18 chapters, this volume starts with an overview of the importance of oil viscosity in cold starting. This text then discusses the major effects and other factors that play a part in cold starting, including oil viscosity, oil pumpability, battery condition, fuel volatility, ignition efficiency, engine clearances,

and starter motor characteristics. Other chapters consider the progress in motor oil whereby multiple viscosity graded oils are capable of meeting two or more SAE viscosity grades that introduced some technical problems. The final chapter deals with the development of a reciprocating viscometer. Automotive engineers will find this book useful. Add Practice Perfect Softball to your dugout and begin your journey to a championship season. The National Fastpitch Coaches Association (NFCA) has put together an all-star lineup of coaches, including Connie Clark, Jo Evans, Rachel Lawson, Ken Eriksen, Donna Papa, Julie Lenhart, Lonni Alameda, Dot Richardson, and Beverly Smith. For more than 40 years, Computerworld has been the leading source of technology news and information for IT influencers worldwide. Computerworld's award-winning Web site (Computerworld.com), twice-monthly publication, focused conference series and custom research form the hub of the world's largest global IT media network. This IMA Volume in Mathematics and its Applications TWO PHASE FLOWS AND WAVES is based on the proceedings of a workshop which was an integral part of the 1988-89 IMA program on NONLINEAR WAVES. The workshop focussed on the development of waves in flowing composites. We thank the Coordinating Committee: James Glimm, Daniel Joseph, Barbara Keyfitz, Andrew Majda, Alan Newell, Peter Olver, David Sattinger and David Schaeffer for planning and implementing the

stimulating year-long program. We especially thank the Workshop Organizers, Daniel D. Joseph and David G. Schaeffer for their efforts in bringing together many of the major figures in those research fields in which modelling of granular flows and suspensions is used. Avner Friedman Willard Miller, Jr. PREFACE This Workshop, held from January 3-10, 1989 at IMA, focused on the properties of materials which consist of many small solid particles or grains. Let us distinguish the terms granular material and suspension. In the former, the material consists exclusively of solid particles interacting through direct contact with one another, either sustained frictional contacts in the case of slow shearing or collisions in the case of rapid shearing. In suspensions, also called two phase flow, the grains interact with one another primarily through the influence of a viscous fluid which occupies the interstitial space and participates in the flow. (As shown by the lecture of I. Vardoulakis (not included in this volume), the distinction between these two idealized cases is not always clear. Secure your CISSP certification! If you're a security professional seeking your CISSP certification, this book is a perfect way to prepare for the exam. Covering in detail all eight domains, the expert advice inside gives you the key information you'll need to pass the exam. Plus, you'll get tips on setting up a 60-day study plan, tips for exam day, and access to an online test bank of questions. CISSP For Dummies is fully updated and reorganized to reflect upcoming

changes (ISC)2 has made to the Common Body of Knowledge. Complete with access to an online test bank this book is the secret weapon you need to pass the exam and gain certification. Get key information for all eight exam domains Find test-taking and exam-day tips and tricks Benefit from access to free online practice questions and flash cards Prepare for the CISSP certification in 2018 and beyond You've put in the time as a security professional—and now you can reach your long-term goal of CISSP certification. This book constitutes the refereed proceedings of the 13th International Conference on Inductive Logic Programming, ILP 2003, held in Szeged, Hungary in September/October 2003. The 23 revised full papers presented were carefully reviewed and selected from 53 submissions. Among the topics addressed are multirelational data mining, complexity issues, theory revision, clustering, mathematical discovery, relational reinforcement learning, multirelational learning, inductive inference, description logics, grammar systems, and inductive learning. With this new handbook, coaches learn how to make the right call every time their basketball team has the ball. Each section contains a variety of sets and plays, all clearly explained and diagrammed. The state of the art of high-performance computing Prominent researchers from around the world have gathered to present the state-of-the-art techniques and innovations in high-performance computing (HPC), including: * Programming

models for parallel computing: graph-oriented programming (GOP), OpenMP, the stages and transformation (SAT) approach, the bulk-synchronous parallel (BSP) model, Message Passing Interface (MPI), and Cilk * Architectural and system support, featuring the code tiling compiler technique, the MigThread application-level migration and checkpointing package, the new prefetching scheme of atomicity, a new "receiver makes right" data conversion method, and lessons learned from applying reconfigurable computing to HPC * Scheduling and resource management issues with heterogeneous systems, bus saturation effects on SMPs, genetic algorithms for distributed computing, and novel task-scheduling algorithms * Clusters and grid computing: design requirements, grid middleware, distributed virtual machines, data grid services and performance-boosting techniques, security issues, and open issues * Peer-to-peer computing (P2P) including the proposed search mechanism of hybrid periodical flooding (HPF) and routing protocols for improved routing performance * Wireless and mobile computing, featuring discussions of implementing the Gateway Location Register (GLR) concept in 3G cellular networks, maximizing network longevity, and comparisons of QoS-aware scatternet scheduling algorithms * High-performance applications including partitioners, running Bag-of-Tasks applications on grids, using low-cost clusters to meet high-demand applications, and

advanced convergent architectures and protocols High-Performance Computing: Paradigm and Infrastructure is an invaluable compendium for engineers, IT professionals, and researchers and students of computer science and applied mathematics. The food and beverage industries today face an intensely competitive business environment. To the degree that the product developer and marketer - as well as general business manager - can more fully understand the consumer and target development and marketing efforts, their business will be more successful. Sensory and Consumer Research in Food Product Design and Development is the first book to present, from the business viewpoint, the critical issues faced by sensory analysts, product developers, and market researchers in the food and beverage arena. The book's unique perspective stems from the author team of Moskowitz, Beckley, and Resurreccion, three leading practitioners in the field, who each combines an academic and business acumen. The beginning reader will be introduced to systematic experimentation at the very early stages, to newly emerging methods for data acquisition/knowledge development, and to points of view employed by successful food and beverage companies. The advanced reader will find new ideas, backed up by illustrative case histories, to provide yet another perspective on commonly encountered problems and their practical solutions. Aimed toward all aspects of the food and beverage industry, Sensory and

Consumer Research in Food Product Design and Development is especially important for those professionals involved in the early stages of product development, where business opportunity is often the greatest. Why call the book name ASCII Shrug? The born of ASCII makes almost every computing feature possible. The born of ASCII transforms computing and our lives in such an easier way, sometimes we may finish a job with just a shrug. But all these came not easy, countless computing scientists and engineers have devoted to create a series of milestones. Chapter I brings you to hundred years ago, even ancient time when civilization just sprouted. How number is generated? How mathematics and algebra developed? How mathematic related with computing? Chapter II touches many basic concepts. Chapter III goes into a deep further to explain some basic and popular topics in language computing. Have you ever thought about the many basics? What exactly is iteration and recursion? Have you thought about how important floating point is? If philosophy can help us understand the world, we can trace back to Before Christ. Chapter IV tries to illustrate the important programming paradigm from fundamental, from philosophy. What is object in the world? What is object-oriented way of thinking from philosophy point of view? Chapter V accumulates all the contents in my developer notes, it covers data, database, data modeling, SQL server, and the evolvement of windows interface implementation and web

services implementation over the years. Have you thought about SQL server architecture? Why the query can run in SQL server? Have you seen those SQL errors before? Chapter VI pictorial tomorrow's technologies in some computing areas, which directions are for programming languages, big data, and user interface, it also lays out some challenges in the research. If tomorrow comes, we will have something new along with the difficulties, we will have lots of work and challenges, but we are full of hope, we will be looking forward to the coming of each tomorrow. Authored by experts in various facets of civil litigation and reviewed by general editor William C. Bochet, LexisNexis Practice Guide New Jersey Trial, Post-Trial, and Appellate Proceedings offers quick, direct, New Jersey-specific answers to questions that arise in day-to-day civil litigation practice. Topically organized, LexisNexis Practice Guide New Jersey Trial, Post-Trial, and Appellate Proceedings covers a range of civil practice issues and takes task-oriented approach to each subject in its action-oriented section headings (e.g. Moving for Relief in Limine, Preparing for Direct Examinations of Experts at Trial, and Making Objections or Requests for Curative Instructions) and multiple checklists in each chapter that guide the reader through each step of a task. This publication covers critical topics such as jury charges, bench trial, opening statements, burdens of proof, trial motions, party and non-party witnesses, expert witnesses, summations,

and bringing appeals. It includes numerous practice tips (Strategic Point, Warning, Timing and Exception) to ensure best practices and help the attorney make choices, avoid practice pitfalls and recognize important time limitations and exceptions to general rules. The online product includes practice forms. The end of dramatic exponential growth in single-processor performance marks the end of the dominance of the single microprocessor in computing. The era of sequential computing must give way to a new era in which parallelism is at the forefront. Although important scientific and engineering challenges lie ahead, this is an opportune time for innovation in programming systems and computing architectures. We have already begun to see diversity in computer designs to optimize for such considerations as power and throughput. The next generation of discoveries is likely to require advances at both the hardware and software levels of computing systems. There is no guarantee that we can make parallel computing as common and easy to use as yesterday's sequential single-processor computer systems, but unless we aggressively pursue efforts suggested by the recommendations in this book, it will be "game over" for growth in computing performance. If parallel programming and related software efforts fail to become widespread, the development of exciting new applications that drive the computer industry will stall; if such innovation stalls, many other parts of the economy will follow suit. The Future of

Computing Performance describes the factors that have led to the future limitations on growth for single processors that are based on complementary metal oxide semiconductor (CMOS) technology. It explores challenges inherent in parallel computing and architecture, including ever-increasing power consumption and the escalated requirements for heat dissipation. The book delineates a research, practice, and education agenda to help overcome these challenges. The Future of Computing Performance will guide researchers, manufacturers, and information technology professionals in the right direction for sustainable growth in computer performance, so that we may all enjoy the next level of benefits to society. This book focuses on using and implementing Circulation Control (CC) - an active flow control method used to produce increased lift over the traditionally used systems, like flaps, slats, etc. - to design a new type of fixed-wing unmanned aircraft that are endowed with improved aerodynamic efficiency, enhanced endurance, increased useful payload (fuel capacity, battery cells, on-board sensors) during cruise flight, delayed stall, and reduced runway during takeoff and landing. It presents the foundations of a step-by-step comprehensive methodology from design to implementation and experimental testing of Coandă based Circulation Control Wings (CCWs) and CC system, both integral components of the new type of aircraft, called Unmanned Circulation Control Air Vehicle. The

methodology is composed of seven coupled phases: theoretical and mathematical analysis, design, simulation, 3-D printing/prototyping, wind tunnel testing, wing implementation and integration, and flight testing. The theoretical analysis focuses on understanding the physics of the flow and on defining the design parameters of the geometry restrictions of the wing and the plenum. The design phase centers on: designs of Coandă surfaces based on wing geometry specifications; designing and modifying airfoils from well-known ones (NACA series, Clark-Y, etc.); plenum designs for flow uniformity; dual radius flap designs to delay flow separation and reduce cruise drag. The simulation phase focuses on Computational Fluid Dynamics (CFD) analysis and simulations, and on calculating lift and drag coefficients of the designed CCWs in a simulation environment. 3-D printing and prototyping focuses on the actual construction of the CCWs. Wind tunnel testing centers on experimental studies in a laboratory environment. One step before flight testing is implementation of the qualified CCW and integration on the UAV platform, along with the CC system. Flight testing is the final phase, where design validation is performed. This book is the first of its kind, and it is suitable for students and researchers interested in the design and development of CCWs for small-scale aircraft. Background knowledge on fundamental Aerodynamics is required. This text is an introduction to the design and implementation

of various types of system software. A central theme of the book is the relationship between machine architecture and systems software. This book contents based on Anna University and Deemed University and example based designed. This book contains a wide selection of examples and exercises which are all optional, providing flexibility to instructors by allowing them to concentrate on the software and architecture they want to cover. For a growing number of countries in Africa the discovery and exploitation of natural resources is a great opportunity, but one accompanied by considerable risks. Countries dependent on oil, gas, and mining have tended to have weaker long-run growth, higher rates of poverty, and greater income inequality than less resource-abundant economies. For these resource producing economies relative prices make it more difficult to diversify into activities outside of the resource sector, limiting structural change. Mining for Change: Natural Resources and Industry in Africa presents research undertaken to understand how better management of the revenues and opportunities associated with natural resources can accelerate diversification and structural change in Africa. It begins with essays on managing the boom, the construction sector, and linking industry to the major issues that frame the question of how to use natural resources for structural change. It reports the main research results for five countries-Ghana, Mozambique, Uganda, Tanzania and Zambia. Each country

study covers managing the boom, the construction sector, and linking industry to the resource. Mining for Change argues that good policy can make a difference and sets out ideas for policy change and widening the options for structural change. . An open access title available under the terms of a CC BY-NC-SA 3.0 IGO licence. In recent years, cloud computing has gained a significant amount of attention by providing more flexible ways to store applications remotely. With software testing continuing to be an important part of the software engineering life cycle, the emergence of software testing in the cloud has the potential to change the way software testing is performed. Software Testing in the Cloud: Perspectives on an Emerging Discipline is a comprehensive collection of research by leading experts in the field providing an overview of cloud computing and current issues in software testing and system migration. Deserving the attention of researchers, practitioners, and managers, this book aims to raise awareness about this new field of study. This publication provides an update on the current status of nuclear power and prospects for its contribution, together with other low carbon energy sources, to ambitious mitigation strategies that will help the world limit global warming to 1.5°C in line with the 2015 Paris Agreement. Since 2000, the IAEA has issued such information and analysis regularly, in order to support those Member States that choose to include nuclear power in their energy

system as well as those considering other strategies. The focus of the 2020 publication is on the significant potential of nuclear energy, integrated in a low carbon energy system, to contribute to the 1.5°C climate change mitigation target, and the challenges of realizing this potential. Energy system and market related factors affecting the transition to a low carbon energy system are reviewed. This edition also outlines developments needed to realize the large scale capacity increase required to rapidly decarbonize the global energy system in line with limiting global warming to 1.5°C. "A fast-paced tell-all. . . one of the great business stories of our young century." —Steve Cherry, IEEE Spectrum Magazine The Xbox 360 and PlayStation 3 game systems have changed the face of home entertainment. But few know the amazing story inside the consoles—how David Shippy and his team of engineers at the Sony/Toshiba/IBM Design Center (STI) forged the tiny miracle at the core of it all: a revolutionary microprocessor chip that set a new paradigm in personal computing. At stake were the livelihoods—and sanity—of an unsung group of tireless visionaries. At war were the giants Microsoft and Sony. "Drama and secret deals. . . This is the real deal." —Bob Molyneaux, ChipBridge Here is a dazzling, behind-the-scenes account of life in the tech world, featuring memorable characters, high-level corporate intrigue, and cutthroat business dealings. It's a story that's never been

told—until now. "The real story of a team of people tasked with doing the impossible." —John C. Beck, author of Got Game "Remarkable. . . fascinating." —Dean Takahashi, author of Opening the Xbox "The story of the whole effort to build the Cell." —The Wall Street Journal Intelligent readers who want to build their own embedded computer systems-- installed in everything from cell phones to cars to handheld organizers to refrigerators-- will find this book to be the most in-depth, practical, and up-to-date guide on the market. Designing Embedded Hardware carefully steers between the practical and philosophical aspects, so developers can both create their own devices and gadgets and customize and extend off-the-shelf systems. There are hundreds of books to choose from if you need to learn programming, but only a few are available if you want to learn to create hardware. Designing Embedded Hardware provides software and hardware engineers with no prior experience in embedded systems with the necessary conceptual and design building blocks to understand the architectures of embedded systems. Written to provide the depth of coverage and real-world examples developers need, Designing Embedded Hardware also provides a road-map to the pitfalls and traps to avoid in designing embedded systems. Designing Embedded Hardware covers such essential topics as: The principles of developing computer hardware Core hardware designs Assembly language concepts Parallel I/O

Analog-digital conversion Timers (internal and external) UART Serial Peripheral Interface Inter-Integrated Circuit Bus Controller Area Network (CAN) Data Converter Interface (DCI) Low-power operation This invaluable and eminently useful book gives you the practical tools and skills to develop, build, and program your own application-specific computers. There is arguably no field in greater need of a comprehensive handbook than computer engineering. The unparalleled rate of technological advancement, the explosion of computer applications, and the now-in-progress migration to a wireless world have made it difficult for engineers to keep up with all the developments in specialties outside their own This book contains the proceedings of two well established scientific events held in connection with the CAiSE conferences relating to the areas of enterprise, business-processes, and information systems modeling: - The 11th International Workshop on Business Process Modeling, Development and Support (BPMDS 2010); - The 15th International Conference on Exploring Modeling Methods for Systems Analysis and Design (EMMSAD 2010). The two events are introduced briefly below. BPMDS 2010 BPMDS 2010 was the 11th in a series of workshops that have successfully served as a forum for raising and discussing new ideas in the area of business process development and support. The BPMDS series has produced 10 workshops from 1998 to 2009. Eight of these workshops, including the last seven (BPMDS

2003–BPMDs 2009) were held in conjunction with CAiSE conferences. The BPMDs workshops focus on topics relating to IT support for business processes, which addresses key issues that are relevant to the continuous development of information systems theory. The continued interest in these topics within the industrial and academic IS communities is reflected by the success of the last BPMDs workshops and the emergence of new conferences devoted to this theme. Previous BPMDs workshops focused on the different phases in the business process lifecycle as well as the driver that motivate and initiate business process design and evolution. This book discusses data communication and computer networking, communication technologies and the applications of IoT (Internet of Things), big data, cloud computing and healthcare informatics. It explores, examines and critiques intelligent data communications and presents inventive methodologies in communication technologies and IoT. Aimed at researchers and academicians who need to understand the importance of data communication and advanced technologies in IoT, it offers different perspectives to help readers increase their knowledge and motivates them to conduct research in the area, highlighting various innovative ideas for future research. With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-

disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology. Annotation Embedded vision systems such as smart cameras have been rapidly developed recently. Vision systems have become smaller and lighter, but their performance has improved. The algorithms in embedded vision systems have their specifications limited by frequency of CPU, memory size, and architecture. The goal of this e-book is to provide an advanced reference work for engineers, researchers and scholars in the field of robotics, machine vision, and

automation and to facilitate the exchange of their ideas, experiences and views on embedded vision system models. The effectiveness for all methods is emphasized in a practical sense for systems presented in this e-book. This book analyzes in what way activation policies impact on given patterns of social citizenship that predominate in national contexts. It argues that the liberal paradigm of activation introduced into labour market policies in all Western European states challenges the specific patterns of social citizenship in each country.

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