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Maple Eleven Introductory Programming Guide Introductory Programming with Simple Games **Guide to Programming for the Digital Humanities** ECGBL 2017 11th European Conference on Game-Based Learning **ICEL2016-Proceedings of the 11th International Conference on e- Learning Learning in the Age of Digital and Green Transition Introduction to Java Programming, Brief Version** 11th Annual Conference Cognitive Science Society Pod *Java* Proceedings of The 13th MAC 2018 **MORRIS:INTRO SYST PROGRAMMING:, BASED ON THE PDP-11 Scientific and Technical Aerospace Reports Graph Transformations and Model-Driven Engineering Proceedings of IAC-SSaH 2015 The Rust Programming Language (Covers Rust 2018) Advances in Visual Informatics Human-Computer Interaction. Theory, Design, Development and Practice** *Introduction to Java Programming, Brief Version, Global Edition Technology and Innovation in Learning, Teaching and Education* Trends and Innovations in Information Systems and Technologies **General Catalog -- University of California, Santa Cruz ECEL2012-The Proceedings of the 11th European Conference on E-Learning** Big Data **MORRIS:INTRO SYST PROGRAMMING:, BASED ON THE PDP-11 A Primer on Scientific Programming with Python Beginning DirectX 11 Game Programming** Service Oriented, Holonic and Multi-Agent Manufacturing Systems for Industry of the Future **Introduction to Java Programming and Data Structures** Innovative Teaching Strategies and New Learning Paradigms in Computer Programming *Advances in Human Factors in Training, Education, and Learning Sciences* **Introduction to Java Programming and Data Structures, Comprehensive Version, Global Edition** Artificial Intelligence in HCI **The Cambridge Handbook of Computing Education Research** Proceedings of the Fourth Australian Computer Conference, Adelaide, 1969, August 11th to 15th: Technical papers **Exploring C++ 11 Introduction to Programming Using Java Programming for Everyday Life Introduction to Java Programming and Data Structures, Comprehensive Version Plus MyProgrammingLab with Pearson EText -- Access Card Package The Impact of the 4th Industrial Revolution on Engineering Education Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition Plus MyProgrammingLab with Pearson EText - Access Card Package**

This book constitutes the proceedings of the 7th CCF Conference on Big Data, BigData 2019, held in Wuhan, China, in October 2019. The 30 full papers presented in this volume were carefully reviewed and selected from 324 submissions. They were organized in topical sections as follows: big data modelling and methodology; big data support and architecture; big data processing; big data analysis; and big data application. This book constitutes the refereed proceedings of the 7th International Conference on Advances in Visual Informatics, IVIC 2021, held in Selangor, Malaysia in November 2021. The 59 papers presented were carefully reviewed and selected from 114 submissions. The papers are organized into the following topics: Visualization and Digital Innovation; Engineering and Digital Innovation; Cyber Security and Digital Innovation; and Energy Informatics and Digital Innovation. Courses in computer programming combine a number of different concepts, from general problem-solving to mathematical precepts such as algorithms and computational intelligence. Due to the complex nature of computer science education, teaching the novice programmer can be a challenge. Innovative Teaching Strategies and New Learning Paradigms in Computer Programming brings together pedagogical and technological methods to address the recent challenges that have developed in computer programming courses. Focusing on educational tools, computer science concepts, and educational design, this book is an essential reference source for teachers, practitioners, and scholars interested in improving the success rate of students. This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures, Brief Version teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. The 11th edition has been completely revised to enhance clarity and presentation, and includes new and expanded content, examples, and exercises. As an introduction to programming for the Digital Humanities (DH), this book presents six key assignments oriented on DH topics. The topics include Computing Change Over Time (calculating burials at a historic cemetery), Visualizing Change Over Time (visualizing the burials at the historic cemetery), Textual Analysis (finding word frequencies and “stop words” in public domain texts), XML Transformation (transforming a simplified version of XML into HTML styled with CSS), Stylometry (comparing the measured features of graphic images), and Social Network Analysis (analyzing extended relationships in historic circles). The book focuses on the practical application of these assignments in the classroom, providing a range of variations for each assignment, which can be selected on the basis of students’ specific programming background and skills; “atomic” assignments, which can be used to give students the experience they need to successfully complete the main assignments; and some common pitfalls and gotchas to manage in the classroom. The book’s chief goals are to introduce novice computer science (CS) students to programming for DH, and to offer them valuable hands-on experience with core programming concepts. Exploring C++ divides C++ up into bite-sized chunks that will help you learn the language one step at a time. Assuming no familiarity with C++, or any other C-based language, you’ll be taught everything you need to know in a logical progression of small lessons that you can work through as quickly or as slowly as you need. C++ can be a complicated language. Writing even the most straight-forward of programs requires you to understand many disparate aspects of the language and how they interact with one another. C++ doesn't lend itself to neat compartmentalization the way other languages do. Rather than baffle you with complex chapters explaining functions, classes and statements in isolation we’ll focus on teaching you how to achieve results. By learning a little bit of this and a little of that you’ll soon have amassed enough knowledge to be writing non-trivial programs and will have built a solid foundation of experience that puts those previously baffling concepts into context. In this fully-revised second edition of Exploring C++, you’ll learn how to use the standard library early in the book. Next, you’ll learn to work with operators, objects and data-sources in increasingly realistic situations. Finally, you’ll start putting the pieces together to create sophisticated programs of your own design confident that you’ve built a firm base of experience from which to grow. For courses in introductory Computer Science courses using Java, and other introductory programming courses in Computer Science, Computer Engineering, CIS, MIS, IT, and Business. Ideal for a wide range of introductory computer science courses, Java: An Introduction to Problem Solving and Programming, 8th Edition introduces students to object-oriented programming and important concepts such as design, testing and debugging, programming style, interfaces and inheritance, and exception handling. A concise, accessible introduction to Java, the text covers key Java language features in a manner that resonates with introductory programmers. Objects are covered early and thoroughly in the text. The author's tried-and-true pedagogy incorporates numerous case studies, programming examples, and programming tips, while flexibility charts and optional graphics sections allow instructors to order chapters and sections based on their course needs. This 8th Edition incorporates new examples, updated material, and revisions. Revised edition of: Introduction to Java programming / Y. Daniel Liang, Armstrong Atlantic State University. Tenth edition. Comprehensive version. 2015. This is an excellent resource for programmers who need to learn Java but aren't interested in just reading about concepts. Introduction to Java Programming with

Games follows a spiral approach to introduce concepts and enable them to write game programs as soon as they start. It includes code examples and problems that are easy to understand and motivates them to work through to find the solutions. This game-motivated presentation will help programmers quickly apply what they've learned in order to build their skills. First published in 1989. Routledge is an imprint of Taylor & Francis, an informa company. This book gathers papers presented at the 22nd International Conference on Interactive Collaborative Learning (ICL2019), which was held in Bangkok, Thailand, from 25 to 27 September 2019. Covering various fields of e-learning and distance learning, course and curriculum development, knowledge management and learning, real-world learning experiences, evaluation and outcomes assessment, computer-aided language learning, vocational education development and technical teacher training, the contributions focus on innovative ways in which higher education can respond to the real-world challenges related to the current transformation in the development of education. Since it was established, in 1998, the ICL conference has been devoted to new approaches in learning with a focus on collaborative learning. Today, it is a forum for sharing trends and research findings as well as presenting practical experiences in learning and engineering pedagogy. The book appeals to policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, and other professionals in the learning industry, and further and continuing education. This book gathers selected papers presented at the 2020 World Conference on Information Systems and Technologies (WorldCIST'20), held in Budva, Montenegro, from April 7 to 10, 2020. WorldCIST provides a global forum for researchers and practitioners to present and discuss recent results and innovations, current trends, professional experiences with and challenges regarding various aspects of modern information systems and technologies. The main topics covered are A) Information and Knowledge Management; B) Organizational Models and Information Systems; C) Software and Systems Modeling; D) Software Systems, Architectures, Applications and Tools; E) Multimedia Systems and Applications; F) Computer Networks, Mobility and Pervasive Systems; G) Intelligent and Decision Support Systems; H) Big Data Analytics and Applications; I) Human–Computer Interaction; J) Ethics, Computers & Security; K) Health Informatics; L) Information Technologies in Education; M) Information Technologies in Radiocommunications; and N) Technologies for Biomedical Applications. We are currently witnessing a significant transformation in the development of education on all levels and especially in post-secondary education. To face these challenges, higher education must find innovative ways to quickly respond to these new needs. These were the aims connected with the 25th International Conference on Interactive Collaborative Learning (ICL2022), which was held in Vienna, Austria, from September 27 to 30, 2022. Since its beginning in 1998, this conference is devoted to new approaches in learning with a focus on collaborative learning in higher education. This book contains papers in the fields of: • New Learning Models and Applications• Project-Based Learning• Engineering Pedagogy Education• Research in Engineering Pedagogy• Teaching Best Practices• Real World Experiences• Academia-Industry Partnerships• Trends in Master and Doctoral Research. Interested readership includes policymakers, academics, educators, researchers in pedagogy and learning theory, school teachers, the learning industry, further and continuing education lecturers, etc. This book constitutes the thoroughly refereed post-conference proceedings of the First International Conference on Technology and Innovation in Learning, Teaching and Education, TECH-EDU 2018, held in Thessaloniki, Greece, on June 20-22, 2018. The 30 revised full papers along with 18 short papers presented were carefully reviewed and selected from 80 submissions.The papers are organized in topical sections on new technologies and teaching approaches to promote the strategies of self and co-regulation learning (new-TECH to SCRL); eLearning 2.0: trends, challenges and innovative perspectives; building critical thinking in higher education: meeting the challenge; digital tools in S and T learning; exploratory potentialities of emerging technologies in education; learning technologies; digital technologies and instructional design; big data in education and learning analytics. This Handbook describes the extent and shape of computing education research today. Over fifty leading researchers from academia and industry (including Google and Microsoft) have contributed chapters that together define and expand the evidence base. The foundational chapters set the field in context, articulate expertise from key disciplines, and form a practical guide for new researchers. They address what can be learned empirically, methodologically and theoretically from each area. The topic chapters explore issues that are of current interest, why they matter, and what is already known. They include discussion of motivational context, implications for practice, and open questions which might suggest future research. The authors provide an authoritative introduction to the field and is essential reading for policy makers, as well as both new and established researchers. Learn to use Python to program a computer more easily than ever before!Save time and energy by starting to build useful software that solves problems and changes lives.Have you ever wanted to learn how to program but never found quite the right book to get you started? Sadly, many introductory programming books are far too long, detailed and narrow in scope to really benefit the programming novice. In "Programming for Everyday Life: Introduction to Coding for Beginners", you'll get started straight away with the fundamentals of what programming is, basic programming with Python and the fundamental aspects of practical web development.Read Programming for Everyday Life and discover possibly the "greatest tool for progress that mankind has at its disposal"In this book, you'll learn about: What programming is and how it can benefit you Variables and operations as the building blocks of a program If statements, For loops and Methods in Python Classes, Objects and Inheritance in Python Web development using HTML, CSS, JavaScript, PHP and SQL A basic introduction to some of the most important algorithms in programming The programming languages and frameworks that are available to developers The future of technology and opportunities for developers and entrepreneurs Where you can take programming further to learn and create more amazing applications Contents OutlineRead Me First Starting Point Chapter 1 - Introduction Building Blocks Chapter 2 - Variables and Basic Operations Chapter 3 - Decisions and Loops Chapter 4 - Functions Taking it Further Chapter 5 - Classes and Objects Chapter 6 - The Graphical User Interface Web Development Chapter 7 - Sockets, Networks and the World Wide WebChapter 8- HTML, CSS and JavaScript Chapter 9 - PHP and SQL What's out there? Chapter 10 - Amazing Algorithms Chapter 11 - Programming Languages, Libraries and Frameworks Chapter 12 - Big Ideas Chapter 13 - Where to go from here Appendix 1 - Common Programming Terms IndexTestimonials"A highly approachable text which not only convinces you of the utility of programming, but also gives you an excellent base from which to launch your excursions into the newly revealed world of programming." James PattersonAbout the AuthorTom is an Entrepreneur, Computer Scientist and Author who has published both academic and popular works on topics in computer science and programming. He is passionate about getting the essential skills of programming into the hands of students, professionals and those out of work, in order to provide them with the tools to achieve more in everyday life. He has a degree in Electronic Engineering with Mobile and Secure Systems from the University of Southampton, UK and has worked as a freelance developer and within a range of companies, taking ideas and making them a reality for customers. Tom is now CEO of a software development consulting company called Eminode Software Ltd. and is actively involved in early-stage startups in the financial sector. The book serves as a first introduction to computer programming of scientific applications, using the high-level Python language. The exposition is example- and problem-oriented, where the applications are taken from mathematics, numerical calculus, statistics, physics, biology, and finance. The book teaches "Matlab-style" and procedural programming as well as object-oriented programming. High school mathematics is a required background, and it is advantageous to study classical and numerical one-variable calculus in parallel with reading this book. Besides learning how to program computers, the reader will also learn how to solve mathematical problems, arising in various branches of science and engineering, with the aid of numerical methods and programming. By blending programming, mathematics and scientific applications, the book lays a solid foundation for practicing computational science. This festschrift volume, published in honor of Manfred Nagl on the occasion of his 65th birthday, contains 30 refereed contributions, that cover graph transformations, software architectures and reengineering, embedded systems engineering, and more. The scientific theme of the book is "Virtualisation – a multifaceted key enabler of Industry 4.0 from holonic to cloud manufacturing" which is addressed in the framework of cyber-physical system development. The book approaches cyber-physical systems for manufacturing with emergent digital technologies: Internet of Things, digital twins (based on the virtualization of production models embedded in the design, virtual commissioning, optimization and resilience of processes and fault tolerance of resources), big data, cloud control and computing, machine learning and cobots, that are applied in

the book’s chapters to industry and service sectors such as manufacturing, energy, logistics, construction and health care. The novelty of this approach consists in interpreting and applying the characteristics of RAMI4.0—the reference architecture model of the Industry 4.0 framework—as combinations of virtualized cyber-physical system elements and IT components in life cycle value stream models. The general scope of the book is to foster innovation in smart and sustainable manufacturing and logistics systems and in this context to promote concepts, methods and solutions for the digital transformation of manufacturing through service orientation in holonic and agent-based control with distributed intelligence. The book’s readership is comprised by researchers and engineers working in the manufacturing value chain area who develop and use digital control solutions in the “Industry of the Future” vision. The book also addresses to master’s and Ph.D. students enrolled in Engineering Sciences programs. The 3-volume set LNCS 9731, 9732, and 9733 constitutes the refereed proceedings of the 18th International Conference on Human-Computer Interaction, HCII 2016, held in Toronto, ON, Canada, in July 2016. The total of 1287 papers and 186 posters presented at the HCII 2016 conferences and were carefully reviewed and selected from 4354 submissions. The papers thoroughly cover the entire field of Human-Computer Interaction, addressing major advances in knowledge and effective use of computers in a variety of application areas. The volumes constituting the full 27-volume set of the conference proceedings. Discover the latest and most popular technology for creating next-generation 3D games: DIRECTX 11! BEGINNING DIRECTX 11 GAME PROGRAMMING is an introductory guide to learning the basics of DirectX 11 that will help get you started on the path to 3D video game programming and development. Written specifically for the beginner programmer, this book uses step-by-step instructions to teach the basics of DirectX 11 and introduces skills that can be applied to creating games for PCs and game console platforms such as the Xbox 360. Updated for all the newest DirectX 11 technology, this book includes coverage of improved professional coding practices, an overview of the latest DirectX components and tools, sprites, text and font rendering, 3D character rendering, cameras, audio, shaders and effects, and much more. By the time you reach the end of this book, you will have had enough experience with DirectX 11 that you should be able to explore making simple video games and demos. From there, you can progress toward making more complex games and demos until you find yourself able to complete and release your own PC or console games. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. A fundamentals-first introduction to basic programming concepts and techniques Designed to support an introductory programming course, Introduction to Java Programming and Data Structures teaches concepts of problem-solving and object-orientated programming using a fundamentals-first approach. Beginner programmers learn critical problem-solving techniques then move on to grasp the key concepts of object-oriented, GUI programming, advanced GUI and Web programming using JavaFX. This course approaches Java GUI programming using JavaFX, which has replaced Swing as the new GUI tool for developing cross-platform-rich Internet applications and is simpler to learn and use. 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Students, if interested in purchasing this title with MyLab Programming, ask your instructor to confirm the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. If you would like to purchase both the physical text and MyLab Programming, search for: 0134694503 / 9780134694504 Introduction to Java Programming and Data Structures, Brief Version plus MyLab Programming with Pearson eText -- Access Card Package, 11/e Package consists of: 0134611039 /9780134611037 Introduction to Java Programming and Data Structures, Brief Version, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e The official book on the Rust programming language, written by the Rust development team at the Mozilla Foundation, fully updated for Rust 2018. The Rust Programming Language is the official book on Rust: an open source systems programming language that helps you write faster, more reliable software. Rust offers control over low-level details (such as memory usage) in combination with high-level ergonomics, eliminating the hassle traditionally associated with low-level languages. The authors of The Rust Programming Language, members of the Rust Core Team, share their knowledge and experience to show you how to take full advantage of Rust's features--from installation to creating robust and scalable programs. You'll begin with basics like creating functions, choosing data types, and binding variables and then move on to more advanced concepts, such as: Ownership and borrowing, lifetimes, and traits Using Rust's memory safety guarantees to build fast, safe programs Testing, error handling, and effective refactoring Generics, smart pointers, multithreading, trait objects, and advanced pattern matching Using Cargo, Rust's built-in package manager, to build, test, and document your code and manage dependencies How best to use Rust's advanced compiler with compiler-led programming techniques You'll find plenty of code examples throughout the book, as well as three chapters dedicated to building complete projects to test your learning: a number guessing game, a Rust implementation of a command line tool, and a multithreaded server. New to this edition: An extended section on Rust macros, an expanded chapter on modules, and appendixes on Rust development tools and editions. The 13th Multidisciplinary Academic Conference in Prague 2018, Czech Republic (The 13th MAC in Prague 2018) ALERT: Before you purchase, check with your instructor or review your course syllabus to ensure that you select the correct ISBN. Several versions of Pearson''s MyLab & Mastering products exist for each title, including customized versions for individual schools, and registrations are not transferable. In addition, you may need a CourseID, provided by your instructor, to register for and use Pearson''s MyLab & Mastering products. NOTE: Make sure to use the dashes shown on the Access Card Code when entering the code. Student can use the URL and phone number below to help answer their questions: http://247pearsoned.custhelp.com/app/home 800-677-6337 Packages Access codes for Pearson''s MyLab & Mastering products may not be included when purchasing or renting from companies other than Pearson; check with the seller before completing your purchase. 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Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages 0134756436 / 9780134756431 Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition Plus MyProgrammingLab with Pearson eText - Access Card Package, 11/e Package consists of 0134671600 / 9780134671604 Introduction to Java Programming and Data Structures, Comprehensive Version, Student Value Edition, 11/e 013467281X / 9780134672816 MyProgrammingLab with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version,11/e This book focuses on the importance of human factors in optimizing the learning and training process. It reports on the latest research and best practices and discusses key principles of behavioral and cognitive science, which are extremely relevant to the design of instructional content and new technologies to support mobile and multimedia learning, virtual training and web-based learning, among others, as well as performance measurements, social and adaptive learning and many other types of educational technologies, with a special emphasis on those important in the corporate, higher education, and military training contexts. Based on the AHFE 2018 Conference on Human Factors in Training, Education, and Learning Sciences, held July 21–25, 2018 in Orlando, Florida, USA on July 21–25, 2018, the book offers a timely perspective on the role of human factors in education. It highlights important new ideas and will fosters new discussions on how to optimally design learning experiences. NOTE: Before purchasing, check with your instructor to ensure you select the correct ISBN. Several versions of MyLab(tm) and Mastering(tm) platforms exist for each title, and registrations are not transferable. To register for and use MyLab or Mastering, you may also need a Course ID, which your instructor will provide. Used books, rentals, and purchases made outside of Pearson If purchasing or renting from companies other than Pearson, the access codes for the MyLab platform may not be included, may be incorrect, or may be previously redeemed. Check with the seller before completing your purchase. This text is intended for a 1-semester CS1 course sequence. The Brief Version contains the first 18 chapters of the Comprehensive Version. The first 13 chapters are appropriate for preparing the AP Computer Science exam. For courses in Java Programming. This package includes MyLab Programming. 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MyLab Programming consists of programming exercises correlated to the concepts and objectives in this book. Through practice exercises and immediate, personalized feedback, MyLab Programming improves the programming competence of beginning students who often struggle with the basic concepts of programming languages. 0134694511/9780134694511 Introduction to Java Programming, Comprehensive Version plus MyLab Programming w ith Pearson eText -- Access Card Package, 11/e Package consists of: 0134670949 / 9780134670942 Introduction to Java Programming and Data Structures 11/e 013467281X / 9780134672816 MyLab Programming with Pearson eText -- Access Card -- for Introduction to Java Programming and Data Structures, Comprehensive Version, 11/e This book constitutes the refereed proceedings of the Second International Conference on Artificial Intelligence in HCI, AI-HCI 2021, which was held as part of HCI International 2021 and took place virtually during July 24-29, 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers included in this volume were organized in topical sections as follows: Ethics, trust and explainability; human-centered AI; AI applications in HCI; and AI applications in smart environments.

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