How Asia Works
Joe Studdwell 2013-07-02 “A good read for anyone who wants to understand what actually determines whether a developing economy will succeed” (Bill Gates, “Top 5 Books of the Year”). The Economist Best Book of the Year from a reporter who has spent two decades in the region, and who The Economist Times said “should be named chief myth-buster for Asian business.” In How Asia Works, Joe Studdwell distills his extensive research into the economies of nine countries—Japan, South Korea, Taiwan, Indonesia, Malaysia, Thailand, the Philippines, Vietnam, and China—into an accessible, readable narrative that debunks Western misconceptions, shows what really happened in Asia and why, and for once makes clear why some countries have boomed while others have languished. Studdwell’s in-depth analysis focuses on three main areas: land policy, manufacturing, and finance. Land reform has been essential to the success of Asian economies, giving a kick-start to development by utilizing a large workforce and providing capital for growth. With manufacturing, industrial development alone is not sufficient, Studdwell argues. Instead, countries need “export discipline,” a government that forces companies to compete on the global scale. And in finance, effective regulation is essential for fostering, and sustaining growth. To explore all of these subjects, Studdwell journeys far and wide, drawing on fascinating examples from a Philippine sugar baron’s stifling of reform to the explosive growth at a Korean steel mill. “Profound . . . How Asia Works is a striking and enlightening book . . . A lively mix of scholarship, reporting and policy.” —The Economist
Beginning Software Engineering
Rod Stephens 2015-03-02 A complete introduction to building robust and reliable software Beginning Software Engineering demystifies the software engineering methodologies and techniques that professional developers use to design and build robust, efficient, and consistently reliable software. Free of jargon and assuming no previous programming, development, or management experience, this accessible guide explains important concepts and techniques that can be applied to any programming language. Each chapter ends with exercises that let you test your understanding and help you elaborate on the chapter's main concepts. Everything you need to understand waterfall, Sashimi, agile, RAD, Scrum, Kanban, Extreme Programming, and many other development models is inside! Describes in plain English what software engineering is Explains the roles and responsibilities of team members working on a software engineering project Outlines key phases that any software engineering effort must handle to produce applications that are powerful and dependable Details the most popular software development methodologies and explains the different ways they handle critical development tasks Incorporates exercises that expand upon each chapter's main ideas Includes an extensive glossary of software engineering terms
The Indigo Book
Christopher Jon Springman 2016-05-02 This public domain book is an open and compatible implementation of the Uniform System of Citation. Java Software Structures,International Edition John Lewis 2014-11-18 Intended for use in the Java Data Structures course The fourth edition of Java Software Structures embraces the enhancements of the latest version of Java, where all structures and collections are based on generics. The framework of the text walks the reader through three main areas: conceptualization, explanation, and implementation, allowing for a consistent and coherent introduction to data structures. Students learn how to develop high-quality software systems using well-designed collections and algorithms. Teaching and Learning Experience To provide a better teaching and learning experience, for both instructors and students, this program will: Apply Theory and/or Research: Three main areas: conceptualization, explanation, and implementation, allow for a consistent and coherent introduction to data structures. Engage Students: Hands-on optional case studies and new VideoNotes tutorials offer real-world perspective, and keep students interested in the material. Support Instructors and Students: Instructor Supplemental Support includes PowerPoint presentation slides, Solution Manual, test bank, case studies with source code, and solutions.
Research Methods in Criminal Justice and Criminology Callie Marie Rennison 2018-02-06 "This is a great text. It is comprehensive and easy to understand. The illustrations will enable students to learn and remember the information. This is the first research methods text I have read that is actually fun to read." --Tina L. Freiburger, University of Wisconsin-Milwaukee Research Methods in Criminal Justice and Criminology connects key concepts to real field research and practices using contemporary examples and recurring case studies that demonstrate how concepts relate to students’ lives. Authors Callie M. Rennison and Timothy C. Hart introduce practical research strategies used in criminal justice to show students how a research question can become a policy that changes or influences criminal justice practices. The book’s student-driven approach addresses both the why and the how as it covers the research process and focuses on the practical application of data collection and analysis. By demonstrating the variety of ways research can be used and reinforcing the need to discern quality research, the book prepares students to become critical consumers and ethical producers of research. Free Poster: How to conduct a literature review Give your students the SAGE edge! SAGE edge offers a robust online environment featuring an impressive array of free tools and resources for review, study, and further exploration, keeping both instructors and students on the cutting edge of teaching and learning. Learn more at edge.sagepub.com/rennisonm. Available with Perusall—an e-book that makes it easier to prepare for class! Perusall is an award-winning e-book platform featuring social annotation tools that allow students and instructors to collaboratively mark up and discuss their SAGE textbook. Backed by research and supported by technological innovations developed at Harvard University, this process of learning through collaborative annotation keeps your students engaged and makes teaching easier and more effective. Learn more.
Java: How to Design Programs, second edition
How to Design Programs, second edition Matthew J. Weisfeld 2008-08-25 The Object-Oriented Thought Process Third Edition Matt Weisfeld An introduction to object-oriented concepts for developers looking to master modern application practices. Object-oriented programming (OOP) is the foundation of modern programming languages, including C++, Java, C#, and Visual Basic.NET. By designing with objects rather than treating the code and data as separate entities, OOP allows objects to fully utilize other objects’ services as well as inherit their functionality. OOP promotes code portability and reuse, but requires a shift in thinking to be fully understood. Before jumping into the world of object-oriented programming languages, you must first master The Object-Oriented Thought Process. Written by a developer for developers who want to make the leap to object-oriented technologies as well as managers who simply want to understand what they are managing, The Object-Oriented Thought Process provides a solution-oriented approach to object-oriented programming. Readers will learn to understand object-oriented design with inheritance or composition, object aggregation and association, and the difference between interfaces and implementations. Readers will also become more efficient and better thinkers in terms of object-oriented development. This revised edition focuses on interoperability across various technologies, primarily using XML as the communication mechanism. A more detailed focus is placed on how business objects operate over networks, including client/server architectures and web services. “Programmers who aim to create high quality software—as all programmers should—must learn the varied subtleties of the familiar yet not so familiar beasts called objects and classes. Doing so entails careful study of books such as Matt Weisfeld’s The Object-Oriented Thought Process.” —Bill McCarty, author of Java Distributed Objects, and Object-Oriented Design in Java Matt Weisfeld is an associate professor in business and technology at Cuyahoga Community College in Cleveland, Ohio. He has more than 20 years of experience as a professional software developer, project manager, and corporate trainer using C++, Smalltalk, .NET, and Java. He holds a BS in systems analysis, an MS in computer science, and an MBA in project management. Weisfeld has published many articles in major computer trade magazines and professional journals. How to Design Programs, second edition Matthew J. Weisfeld 2015-05-04 A completely revised edition, offering new design recipes for interactive programs and support for images as plain values, testing, event-driven programming, and even distributed programming. This introduction to programming places computer science
at the core of a liberal arts education. Unlike other introductory books, it focuses on the program design process, presenting program design guidelines that show the reader how to analyze a problem statement, how to formulate concise goals, how to make up examples, how to develop an outline of the solution, how to finish the program, and how to test it. Because learning to design programs is about the study of principles and the acquisition of transferable skills, the text does not use an off-the-shelf industrial language but presents a tailor-made teaching language. For the same reason, it offers DrRacket, a programming environment for novices that supports playful, feedback-oriented learning. The environment grows with readers as they master the material in the book until it supports a full-fledged language for the whole spectrum of programming tasks. This second edition has been completely revised. While the book continues to teach a systematic approach to program design, the second edition introduces different design recipes for interactive programs with graphical interfaces and batch programs. It also enriches its design recipes for functions with numerous new hints. Finally, the teaching languages and their IDE now come with support for images as plain values, testing, event-driven programming, and even distributed programming.

Lab Manual Walter Savitch 2004-05

Absolute Java, Global Edition Walter Savitch 2015-12-16 For courses in computer programming and engineering. Beginner to Intermediate Programming in Java This book is designed to serve as a textbook and reference for programming in the Java language. Although it does include programming techniques, it is organized around the features of the Java language rather than any particular curriculum of programming techniques. The main audience is undergraduate students who have not had extensive experience with the Java language. The introductory chapters are written at a level that is accessible to beginners, while the boxed sections of those chapters serve to quickly introduce more experienced programmers to basic Java syntax. Later chapters are still designed to be accessible, but are written at a level suitable for students who have progressed to these more advanced topics. MyProgrammingLab™ is not included. Students, if MyProgrammingLab is a recommended/mandatory component of the course, please ask your instructor for the correct ISBN and course ID. MyProgrammingLab should only be purchased when required by an instructor. Instructors, contact your Pearson representative for more information.

MyProgrammingLab is an online homework, tutorial, and assessment product designed to personalize learning and improve results. With a wide range of interactive, engaging, and assignable activities, students are encouraged to actively learn and retain tough course concepts.

Java Foundations John Lewis 2010-02-12 Inspired by the success of their best-selling introductory programming text, Java Software Solutions, authors Lewis, DePasquale, and Chase now release Java Foundations, Second Edition. This book is a comprehensive resource for instructors who want a two-or three-semester introduction to programming textbook that includes detail on data structures topics. Java Foundations introduces a Software Methodology early on and revisits it throughout to ensure students develop sound program development skills from the beginning. Control structures are covered before writing classes, providing a solid foundation of fundamental concepts and sophisticated topics.

Data Structures and Problem Solving Using Java Mark Allen Weiss 2002 Data Structures and Problem Solving Using Java, Second Edition provides a practical introduction to data structures and algorithms from the viewpoint of abstract thinking and problem solving, as well as the use of Java. This text has a clear separation of the interface and implementation to promote abstract thinking. Java allows the programmer to write the interface and implementation separately, to place them in separate files and compile separately, and to hide the implementation details. This book goes a step further: the interface and implementation are discussed in separate parts of the book. Part I (Tour of Java), Part II (Algorithms and Building Blocks), and Part III (Applications) lay the groundwork by discussing basic concepts and tools and providing some practical examples, but implementation of data structures is not shown until Part IV (Implementations). Class interfaces are written and used before the implementation is known, forcing the reader to think about the functionality and potential efficiency of the various data structures (e.g., hash tables are written well before the hash table is implemented). "NEWH Complete chapter covering Design Patterns (Chapter 5). "NEH Building Python Programs Stuart Reges 2018-08-03 "Intro book for learning to code using the Python Program"--

Getting Started with Processing.py Allison Parrish 2015-06-11 Processing opened up the world of programming to artists, designers, educators, and beginners. The Processing.py Python implementation of Processing reinterprets it for today's web. This short book gently introduces the core concepts of computer programming and working with Processing. Written by the co-founders of the Processing project, Reas and Fry, along with co-author Allison Parrish, Getting Started with Processing.py is your fast track to using Python's Processing mode.

Debt David Graeber 2012 Economic history states that money replaced a bartering system, yet there isn't any evidence to support this axiom. Anthropologist Graeber presents a stunning reversal of this conventional wisdom. For more than 5000 years, humans have used elaborate credit systems to buy and sell goods. Since the beginning of the agrarian empires, humans have been divided into debtors and creditors. Through time, virtual credit money was replaced by gold and the system as a whole went into decline. This fascinating history is told for the first time.

Complete Guide for Growing Plants Hydroponically J. Benton Jones, Jr. 2014-02-13 With the continued implementation of new equipment and new concepts and methods, such as hydroponics and soilless practices, crop growth has improved and become more efficient. Focusing on the basic principles and practical growth requirements, the Complete Guide for Growing Plants Hydroponically offers valuable information for the commercial grower, the researcher, the hobbyist, and the student interested in hydroponics. It provides details on methods of growing that are applicable to a range of environmental growing systems. The author begins with an introduction that covers the past, present, and future of hydroponics. He also describes the basic concepts behind how plants grow, followed by several chapters that present in-depth practical details for hydroponic growing systems. The essential plant nutrient elements The nutrient solution Rooting media Systems of hydroponic culture Hydroponic application factors These chapters cover the nutritional requirements of plants and how to best prepare and use nutrient solutions to satisfy plant requirements, with different growing systems and rooting media, under a variety of conditions. The book gives many nutrient solution formulas and discusses the advantages and disadvantages of various hydroponic systems. It also contains a chapter that describes a school project, which students can follow to generate nutrient element deficiency symptoms and monitor their effects on plant growth.

Problem Solving with C++ Walter J. Savitch 2005 This text explains C++ and basic programming techniques in a way suitable for beginning students. It adapts to the syllabus created by the instructor rather than making you adapt to the book. The order in which the chapters and sections are covered can easily be changed without loss of continuity in reading the text.

Discovering Statistics Using R Andy Field 2012-03-07 Lecturers - request an e-inspection copy of this text or contact your local SAGE representative to discuss your course needs. Watch Andy Field's introductory video to Discovering Statistics Using R Keeping the uniquely humorous and self-deprecating style that has made students across the world fall in love with Andy Field's books, Discovering Statistics Using R takes students on a journey of statistical discovery using R, a free, flexible and dynamically changing software tool for data analysis that is becoming increasingly popular across the social and behavioural sciences throughout the world. The journey begins by explaining basic statistical and research concepts before a guided tour of the R software environment. Next you discover the importance of exploring and graphing data, before moving onto statistical tests that are the foundations of the rest of the book (for example correlation and regression). You will then stride confidently into intermediate level analyses such as ANOVA, before ending your journey with advanced techniques such as MANOVA and multilevel models. Although there is enough theory to help you gain the necessary conceptual understanding of what you're doing, the emphasis is on applying what you learn to playful and real-world examples that should make the experience more fun than you might expect. Like its sister textbooks, Discovering Statistics Using R is written in an irreverent style and follows the same ground-breaking structure and pedagogical approach. The core material is augmented by a cast of characters to help the reader on their way, together with hundreds of examples, self-assessment tests to consolidate knowledge, and additional website material for those wanting to learn more. Given this book's accessibility, fun spirit, and use of bizarre real-world research it should be essential for anyone wanting to learn about statistics using the freely-available R software.

Java Software Structures John Lewis 2013-02-25 The fourth edition of Java Software Structures embraces the enhancements of the latest version of Java, where all structures and collections are based on generics. The framework of the text walks the reader through three main areas: conceptualization, explanation, and implementation, allowing for a consistent and coherent introduction to data structures. Readers will learn how to develop high-quality software systems using well-designed collections and algorithms. Java Walter J. Savitch 2004 Best-selling author, Walter Savitch, uses a conversational style to teach programmers problem solving and programming techniques with Java. Readers are introduced to object-oriented programming and important computer science concepts such as testing and debugging techniques, program style, inheritance, and exception handling. It includes thorough coverage of the Swing libraries and event driven programming. The Java coverage is concise, accessible introduction that covers key language features. Through early coverage of objects is included, with an emphasis on applications over applets. The author includes a highly flexible format that allows readers to adapt coverage of topics to their preferred order. Although the book does cover such more advanced topics as inheritance, exception handling, and the Swing libraries, it starts from the beginning, and it teaches traditional, more basic techniques, such as algorithm design. The volume provides concise coverage of computers and Java objects, primitive types, strings, and interactive I/O, flow of control, defining classes and methods, arrays, inheritance, exception handling, streams and file I/O, recursion, window interfaces using swing objects, and applets and HTML. For Programmers. Vessel Health and Preservation: The Right Approach for Vascular Access Nancy L. Moureau 2013-06-10 This open access book offers updated and revised information on vessel health and preservation (VHP), a model concept first published in poster form in 2008 and in JVA in 2012, which has received a great deal of attention, especially in the US, UK and Australia. The book presents a model and a new way of thinking applied to vascular access and administration of intravenous treatment, and shows how establishing and maintaining a route of access to the bloodstream is essential for patients in acute care today. Until now, little thought has been given to an intentional process to guide selection, insertion and management of vascular access devices (VADs) and by default actions are based on crisis management when a quickly selected VAD fails. The book details how VHP establishes a framework or pathway model for each step of the patient experience, intentionally guiding, improving and eliminating risk when possible. The evidence points to the fact that reducing fragmentation, establishing a pathway, and teaching the process to all stakeholders reduces complications with intravenous therapy, improves efficiency and diminishes cost. As such this book appeals to nurses, physicians and other health professionals.

Test Your C Skills Yasheen P. Kanodiya 202-01-01 Computational Complexity Sanjeev Arora 2009-04-20 New and classical results in computational complexity, including interactive proofs, PCP, derandomization, and quantum computation. Ideal for graduate students. The Interpretation of Cultures Clifford Geertz 2017-08-15 In The Interpretation of Cultures, the most original

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anthropologist of his generation moved far beyond the traditional confines of his discipline to develop an
important new concept of culture. This groundbreaking book, winner of the 1974 Sorokin Award of
the American Sociological Association, helped define for an entire generation of anthropologists what their field is
ultimately about.

Absolute Java Walter Savitch 2015-04-15 NOTE: You are purchasing a standalone product;
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ISBN-10: 0314016474 ISBN-13: 9780314016474 and ISBN-10:1034342015 ISBN-13: 9781034342012. For courses in computer programming and engineering. Beginner to Intermediate Programming in Java Absolute Java provides a comprehensive reference to programming in the Java language. Accessible to both beginner and intermediate programmers, the text focuses around specifically using the Java language to practice programming techniques. The Sixth Edition is extremely flexible and easily applicable to a wide range of users. Standalone and optional chapters allow instructors to adapt the text to a variety of course content. Highly up-to-date with new content and information regarding the use of Java, this text introduces readers to the world of programming through a widely used and relevant language. Also Available with MyProgrammingLab™ This title is also available with MyProgrammingLab™ – an online homework, tutorial, and assessment program designed to work with this text to engage students and improve results. Within its structured environment, students practice what they learn, test their understanding, and pursue a personalized study plan that helps them better absorb course material and understand difficult concepts. Students, if interested in purchasing this title with MyProgrammingLab, ask your instructor for the correct package ISBN and Course ID. Instructors, contact your Pearson representative for more information. Interactive Practice helps students gain first-hand programming experience in an interactive online environment. Step-by-step VideoNote Tutorials enhance the programming concepts presented in your Pearson textbook by allowing students to view the entire problem-solving process outside of the classroom—when they need help the most. Pearson eText gives students access to their textbook anytime, anywhere. In addition to note taking, highlighting, and bookmarking, the Pearson eText offers interactive and sharing features. Rich media options let students watch lecture and example videos as they read or do their homework. Instructors can share their comments or highlights, and students can add their own, creating a tight community of learners in your class. The Pearson eText companion app allows existing subscribers to access their titles on an iPad or Android tablet for either online or offline viewing. Dynamic grading and assessment ensure your students’ submissions are automatically graded, both saving you time, and offering students immediate learning opportunities. Gradework results can be exported to Excel to use with your LMS.

The Software Encyclopedia 1986

Absolute C++ Walter J. Savitch 2013 &NOTE: You are purchasing a standalone product;
MyProgrammingLab does not come packaged with this content. If you would like to purchase both the

Encyclopedia of Caves and Karst Science John Gunn 2004-08-02 The Encyclopedia of Caves and Karst Science contains 350 alphabetically arranged entries. The topics include cave and karst geoscience, cave archaeology and human use of caves, art in caves, hydrology and groundwater, cave and karst history, and conservation and management. The Encyclopedia is extensively illustrated with photographs, maps, diagrams, and tables, and has thematic content lists and a comprehensive index to facilitate searching and browsing.

Java Programming D. S. Malik 2006 This revision of Dr. D. S. Malik’s successful Java Programming text will guarantee a student’s success in the CS1 course by using detailed programming examples and color-coded programming codes.

data Structures & Other Objects Using C++ Michael Main 2011 Data Structures and Other Objects Using C++ takes a gentle approach to the data structures course in C++. Providing an early, self-contained review of object-oriented programming and C++, this text gives students a firm grasp of key concepts and allows those experienced in another language to adjust easily. Flexible by design, professors have the option of emphasizing object-oriented programming, covering recursion and sorting early, or accelerating the pace of the course. Finally, a solid foundation in building and using abstract data types is also provided, along with an assortment of advanced topics such as B-trees for project building and graphs.

System Engineering Analysis, Design, and Development Charles S. Wasson 2015-11-16 Praise for the first edition: “This excellent text will be useful to every system engineer (SE) regardless of the domain. It covers ALLrelevant SE material and does so in a very clear, methodical fashion. The breadth and depth of the author's presentation of SE principles and practices is outstanding” —Philip Allan This textbook presents a comprehensive, step-by-step guide to System Engineering analysis, design, and development via an integrated set of concepts, principles, practices, and methodologies. The methods presented in this text apply to any type of human system — small, medium, and large organizational systems and development projects delivering engineered systems across various multiple business sectors such as medical transportation, financial, educational, governmental, aerospace and defense, utilities, political, and charity, among others. Provides a common focal point for “bridging the gap” between and unifying System Users, System Acquirers, multi-discipline System Engineering, and Project, Functional, and Executive Management education, knowledge, and decision-making for developing systems, products, or services Each chapter provides definitions of key terms, guiding principles, examples, author’s notes, real-world examples, and exercises, which highlight and reinforce key SE inordercepts and practices Addresses concepts employed in Model-Based Systems Engineering (MBSE), Model-Driven Design (MDD), Unified Modeling Language (UML/UMD) / Systems Modeling Language (SysML), and Agile/SPIN/V-Model Development such asuser needs, stories, and use cases analysis; specification/development; system architecture development; User-Centric System Design (USCD), interface definition & control; systemintegration & test; and Verification & Validation (V&V). Highlights/introduces a new 21st Century SystemsEngineering & Development (SE&D) paradigm that is easy to understand and implement. Provides practices that are critical steppingpoints for technical decision making such as Technical Strategy/Development; Life Cycle requirements; Phases, Modes, & Steps; SE Process; Requirements Derivation; System Architecture Development, User-Centric System Design (USCD); Engineering/Standards, Coordinate Systems, and Conventions; et al. Thoroughly illustrated, with end-of-chapter exercises and numerous case studies and examples, Systems Engineering/Analysis, Design, and Development. Second Edition is a primary textbook for multi-discipline, engineering, system analysis, and project management undergraduate/graduate level students and available reference for professionals.

Data Structures and Problem Solving Using Java Mark A. Weiss 2013-07-23 For the second or third programming course. A practical and unique approach to data structures that separates interface from implementation. This book provides a practical introduction to data structures with an emphasis on abstract thinking and problem solving, as well as the use of Java. It does this through what remains a unique approach that clearly separates each data structure's interface (how to use a data structure) from its implementation (how to actually program that structure). Parts I (Tour of Java), II (Algorithms and Building Blocks).

Loose Leaf for C++ Programming: An Object-Oriented Approach Richard Gilberg 2019-01-04 C++ Programming: An Object-Oriented Approach has two primary objectives: Teach the basic principles of programming as outlined in the ACM curriculum for a CS1 class and teach the basic constructs of the C++ language. While C++ is a complex and professional language, experience shows that beginning students can easily understand and use C++ + C++ Programming: An Object-Oriented Approach uses a combination of thorough, well-ordered explanations and a strong visual framework to make programming concepts accessible to students. The authors stress incremental program development, wherein program analysis is followed by building a structure chart, constructing UML flow diagrams, writing algorithms, undertaking program design, and finally testing. This foundation, combined with a focus on the benefits of a consistent and well-documented programming style, prepares students to tackle the academic and professional programming challenges they will encounter down the road with confidence.

C++ Programming: From Problem Analysis to Program Design D. S. Malik 2017-05-24 Learn how to program with C++ using today's definitive choice for your first programming language experience -- C++ PROGRAMMING: FROM PROBLEM ANALYSIS TO PROGRAM DESIGN. 8E. D. S. Malik’s time-tested, user-centered methodology incorporates a strong focus on problem-solving with full-code examples that vividly demonstrate the hows and whys of applying programming concepts and utilizing C++ to work through a problem. Thoroughly updated end-of-chapter exercises, more than 20 extensive new programming exercises, and numerous new examples drawn from Dr. Malik’s experience further strengthen the reader’s understanding of problem solving and program design in this new edition. This book highlights the most important features of C++ 14 Standard with timely discussions that ensure this edition equips you to succeed in your first programming experience and well beyond. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

Halliday’s Introduction to Functional Grammar M.A.K. Halliday 2013-06-11 Fully updated and revised, this fourth edition of Halliday's Introduction to Functional Grammar explains the principles of systemic functional grammar, enabling the reader to understand and apply them in any context. Halliday's innovative approach of engaging with grammar through discourse has become a worldwide phenomenon in linguistics. Updates to the new edition include: Recent uses of systemic functional linguistics to provide further guidance for students, scholars and researchers More on the ecology of grammar, illustrating how each major system serves to realize a semantic system A systematic indexing and classification of examples More from corpora, thus enhancing the availability of examples and thematic content lists and a comprehensive index to facilitate searching and browsing. The new edition includes: Recent research on discourse analysis Significant updates to the presentation of grammar, including more detailed treatment of the linguistic processes that underlie the formation of sentences The new edition also incorporates a strong focus on the relationship between language and society, enabling the reader to understand and apply them in any context. Halliday’s innovation approach of engaging with grammar through discourse has become a worldwide phenomenon in linguistics. Updates to the new edition include: Recent uses of systemic functional linguistics to provide further guidance for students, scholars and researchers More on the ecology of grammar, illustrating how each major system serves to realize a semantic system A systematic indexing and classification of examples More from corpora, thus allowing for easy access to data Halliday’s Introduction to Functional Grammar, Fourth Edition, is the standard reference text for systemic functional linguistics and an ideal introduction for students and scholars interested in the relation between grammar, meaning and discourse. Exploring C Yashavant Kanotkar 2003-08-01 Edible insects Arnold van Huis 2013 Edible insects have always been a part of human diets, but in some societies there remains a degree of disdain and disgust for their consumption. Insects offer a significant opportunity to merge traditional knowledge and modern science to improve human food and feed security worldwide. This publication describes the contribution of insects to food security and examines future prospects for raising insects at a commercial scale to improve food and feed production, diversify diets, and support livelihoods in both developing and developed countries. Edible insects are a promising alternative to the conventional production of meat, either for direct human consumption or indirect use as feedstock. This publication will boost awareness of the many valuable roles that insects play in sustaining nature and human
life, and it will stimulate debate on the expansion of the use of insects as food and feed.

Programming Bjarne Stroustrup 2014 An Introduction to Programming by the Inventor of C++ Preparation for Programming in the Real World The book assumes that you aim eventually to write non-trivial programs, whether for work in software development or in some other technical field. Focus on Fundamental Concepts and Techniques The book explains fundamental concepts and techniques in greater depth than traditional introductions. This approach will give you a solid foundation for writing useful, correct, maintainable, and efficient code. Programming with Today's C++ (C++11 and C++14) The book is an introduction to programming in general, including object-oriented programming and generic programming. It is also a solid introduction to the C++ programming language, one of the most widely used languages for real-world software. The book presents modern C++ programming techniques from the start, introducing the C++ standard library and C++11 and C++14 features to simplify programming tasks. For Beginners--And Anyone Who Wants to Learn Something New The book is primarily designed for people who have never programmed before, and it has been tested with many thousands of first-year university students. It has also been extensively used for self-study. Also, practitioners and advanced students have gained new insight and guidance by seeing how a master approaches the elements of his art. Provides a Broad View The first half of the book covers a wide range of essential concepts, design and programming techniques, language features, and libraries. Those will enable you to write programs involving input, output, computation, and simple graphics. The second half explores more specialized topics (such as test processing, testing, and the C programming language) and provides abundant reference material. Source code and support supplements are available from the author's website.

An Edible History of Humanity Tom Standage 2010-04-27 A lighthearted chronicle of how foods have transformed human culture throughout the ages traces the barley- and wheat-driven early civilizations of the near East through the corn and potato industries in America.

WebSphere eXtreme Scale v8.6 Key Concepts and Usage Scenarios Jonathan Marshall 2013-09-24 IBM WebSphere® eXtreme Scale provides a solution to scalability issues through caching and grid technology. It provides an enhanced quality of service in high performance computing environments. This IBM® Redbooks® publication introduces WebSphere eXtreme Scale and shows how to set up and use an eXtreme Scale environment. It begins with a discussion of the issues that would lead you to an eXtreme Scale solution. It then describes the architecture of eXtreme Scale to help you understand how the product works. It provides information about potential grid topologies, the APIs used by applications to access the grid, and application scenarios that show how to effectively use the grid. This book is intended for architects who want to implement WebSphere eXtreme Scale. The original edition of this book was based on WebSphere eXtreme Scale version 6.1. It was published in 2008 and described as a "User's Guide". This second edition updates the information based on WebSphere eXtreme Scale version 8.6, and covers key concepts and usage scenarios.