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An introduction to coding for complete beginners, this friendly and accessible book will teach children the basics of Scratch (a free, online programme developed by MIT which is widely used in primary schools), allowing them to get inside the code of their computer and create simple games and animations on screen. This fun, friendly guide is a perfect first introduction to computer coding. Discover how computers work and what coding does -- then follow simple, step-by-step instructions to code your own stories and games. The coding uses ScratchJr, a computer language designed for beginners and available for free. Helpful notes for grown-ups included! Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews. Class-tested and coherent, this textbook teaches classical and web information retrieval, including web search and the related areas of text classification and text clustering from basic concepts. It gives an up-to-date treatment of all aspects of the design and implementation of systems for gathering, indexing, and searching documents; methods for evaluating systems; and an introduction to the use of machine learning methods on text collections. All the important ideas are explained using examples and figures, making it perfect for introductory courses in information retrieval for advanced undergraduates and graduate students in computer science. Based on feedback from extensive classroom experience, the book has been carefully structured in order to make teaching more natural and effective. Slides and additional exercises (with solutions for lecturers) are also available through the book's supporting website to help course instructors prepare their lectures. This open access two-volume set LNCS 10980 and 10981 constitutes the refereed proceedings of the 30th International Conference on Computer Aided Verification, CAV 2018, held in Oxford, UK, in July 2018. The 52 full and 13 tool papers presented together with 3 invited papers and 2 tutorials were carefully reviewed and selected from 215 submissions. The papers cover a wide range of topics and techniques, from algorithmic and logical foundations of verification to practical applications in distributed, networked, cyber-physical, and autonomous systems. They are organized in topical sections on model checking, program analysis using polyhedra, synthesis, learning, runtime verification, hybrid and timed systems, tools, probabilistic systems, static analysis, theory and security, SAT, SMT and decisions procedures, concurrency, and CPS, hardware, industrial applications. This volume focuses on methods to measures and model small-volume mechanical and tribological properties. Nanoscale characterization of the mechanical and tribological properties of surfaces is important in many engineering applications. Comprehensive Materials Processing provides students and professionals with a one-stop resource consolidating and enhancing the literature of the materials processing and manufacturing universe. It provides authoritative analysis of all processes, technologies, and techniques for converting industrial materials from a

raw state into finished parts or products. Assisting scientists and engineers in the selection, design, and use of materials, whether in the lab or in industry, it matches the adaptive complexity of emergent materials and processing technologies. Extensive traditional article-level academic discussion of core theories and applications is supplemented by applied case studies and advanced multimedia features. Coverage encompasses the general categories of solidification, powder, deposition, and deformation processing, and includes discussion on plant and tool design, analysis and characterization of processing techniques, high-temperatures studies, and the influence of process scale on component characteristics and behavior. Authored and reviewed by world-class academic and industrial specialists in each subject field Practical tools such as integrated case studies, user-defined process schemata, and multimedia modeling and functionality Maximizes research efficiency by collating the most important and established information in one place with integrated applets linking to relevant outside sources This book contains a plethora of different viewpoints and research results from all over the world, bringing them together to provide a global perspective on the various issues that comprise "open access". Topics include copyright, best practices and management, open access and society, repositories, journals, publications and publishing, services and technology, quality and evaluation. The book offers a holistic focus on open access and can serve as a useful learning tool for students and professionals. The second edition of this best-selling Python book (over 500,000 copies sold!) uses Python 3 to teach even the technically uninclined how to write programs that do in minutes what would take hours to do by hand. There is no prior programming experience required and the book is loved by liberal arts majors and geeks alike. If you've ever spent hours renaming files or updating hundreds of spreadsheet cells, you know how tedious tasks like these can be. But what if you could have your computer do them for you? In this fully revised second edition of the best-selling classic Automate the Boring Stuff with Python, you'll learn how to use Python to write programs that do in minutes what would take you hours to do by hand--no prior programming experience required. You'll learn the basics of Python and explore Python's rich library of modules for performing specific tasks, like scraping data off websites, reading PDF and Word documents, and automating clicking and typing tasks. The second edition of this international fan favorite includes a brand-new chapter on input validation, as well as tutorials on automating Gmail and Google Sheets, plus tips on automatically updating CSV files. You'll learn how to create programs that effortlessly perform useful feats of automation to:

- Search for text in a file or across multiple files
- Create, update, move, and rename files and folders
- Search the Web and download online content
- Update and format data in Excel spreadsheets of any size
- Split, merge, watermark, and encrypt PDFs
- Send email responses and text notifications
- Fill out online forms

Step-by-step instructions walk you through each program, and updated practice projects at the end of each chapter challenge you to improve those programs and use your newfound skills to automate similar tasks. Don't spend your time doing work a well-trained monkey could do. Even if you've never written a line of code, you can make your computer do the grunt work. Learn how in Automate the Boring Stuff with Python, 2nd Edition. This book is an effort to tether all the exuberant observations on adding nanomaterial in the TPE matrix. With an enhanced processing property along with amplified recyclability and reprocessing feature, thermoplastic elastomers (TPE) proves to be one of the most significant polymeric materials till date. As the scientific world evolves, these advanced materials have attuned themselves with various anisotropic nanomaterials to induce an enhanced property effect on the final product. On an additional note, authors have done extensive research on graphene, the most multifaceted element in the filler family keeping TPE and its derivative as the matrix material. Cogitating the idea of a multidimensional readership, authors have analyzed the synthesis, derivatization, and properties of graphene and its derivatives separately. Apart from reviewing the future prospects and the potential application of these nano-filled advanced materials, they have kept the structure-property relationship of graphene-based composites at the cynosure to provide firm understanding on the blossoming of these elastomeric composites. The authors believe this book is a potential content for both professionals and academicians. An introduction to coding for complete beginners, this friendly and accessible book will teach children the basics of Python (a widely used programming language), allowing them to get inside the code of their computer and create simple games and animations on screen. Human visual perception is limited to the visual-optical spectrum. Machine vision is not. Cameras sensitive to the different infrared spectra can enhance the abilities of autonomous systems and visually perceive the environment in a holistic way. Relevant scene content can be made visible especially in situations, where sensors of other modalities face issues like a visual-optical camera that needs a source of illumination. As a consequence, not only human mistakes can be avoided by increasing the level of automation, but also machine-induced errors can be reduced that, for example, could make a self-driving car crash into a pedestrian under difficult illumination conditions. Furthermore, multi-spectral sensor systems with infrared imagery as one modality are a rich source of information and can provably increase the robustness of many autonomous systems. Applications that can benefit from utilizing infrared imagery range from robotics to automotive and from biometrics to surveillance. In this book, we provide a brief yet concise introduction to the current state-of-the-art of computer vision and machine learning in the infrared spectrum. Based on various popular computer vision tasks such as image enhancement, object detection, or object tracking, we first motivate each task starting from established literature in the visual-optical spectrum. Then, we discuss the differences between processing images and videos in the visual-optical spectrum and the various infrared spectra. An overview of the current literature is provided together with an outlook for each task. Furthermore, available and annotated public datasets and common evaluation methods and metrics are presented. In a separate chapter, popular applications that can greatly benefit from the use of infrared imagery as a data source are presented and discussed. Among them are automatic target recognition, video surveillance, or biometrics including face recognition. Finally, we conclude with recommendations for well-fitting sensor setups and data processing algorithms for certain computer vision tasks. We address this book to prospective researchers and engineers new to the field but also to anyone who wants to get introduced to the challenges and the approaches of computer vision using infrared images or videos. Readers will be able to start their work directly after reading the book supported by a highly comprehensive backlog of recent and relevant literature as well as related infrared datasets including existing evaluation frameworks. Together with consistently decreasing costs for infrared cameras, new fields of application appear and make computer vision in the infrared spectrum a great opportunity to face nowadays scientific and engineering challenges. A simple user-friendly book which helps complete beginners of all ages get started using the web languages, HTML, CSS and JavaScript. After finishing this book, readers will have built their own website from scratch. With step-by-step instructions at every stage and quirky illustrations throughout. Illustrations: Full colour throughout Practical Sampling Techniques for Infrared Analysis provides a single-source guide to sample handling for routine analysis in infrared spectroscopy using commercially available instrumentation and accessories. Following a review of infrared spectroscopic theory, chapters consider individual techniques such as transmission methodology (e.g., solution cells, KBr pellets), internal reflectance, diffuse reflectance, photoacoustic FT-IR, infrared microscopy, GC/FT-IR, and quantitative analysis. In addition, two chapters elaborate on both typical and unusual samples and problems encountered in industrial laboratories and the process by which a spectroscopist chooses the most effective technique. Various short courses on infrared analysis are also listed. Practical Sampling Techniques for Infrared Analysis will be an important guide for all professional analytical chemists and technicians. The three-volume set LNCS 13980, 13981 and 13982 constitutes the refereed proceedings of the 45th European Conference on IR Research, ECIR 2023, held in Dublin, Ireland, during April 2-6, 2023. The 65 full papers, 41 short papers, 19 demonstration papers, and 12 reproducibility papers, 10 doctoral consortium papers were carefully reviewed and selected from 489 submissions. The accepted papers cover the state of the art in information retrieval focusing on user aspects, system and foundational aspects, machine learning, applications, evaluation, new social and technical challenges, and other topics of direct or indirect relevance to search. This 2nd edition textbook has been expanded to include of 175 additional pages of additional content, created in response to readers feedback, as well as to new hardware and software releases. The book presents foundational robotics concepts using the ROBOTIS BIOLOID and OpenCM-904 robotic systems, and is suitable as a curriculum for a first course in robotics for undergraduate students or a self-learner. It covers wheel-based robots, as well as walking robots. Although it uses the standard "Sense, Think, Act" approach, communications (bot-to-bot and PC-to-bot) programming concepts are treated in more depth (wired and wireless ZigBee/Bluetooth). Algorithms are developed and described via ROBOTIS' proprietary RoboPlus IDE, as well as the more open Arduino-based Embedded C environments. Additionally, a vast array of web-based multimedia materials are used for illustrating robotics concepts, code implementations and videos of actual resulting robot behaviors. Advanced sensor interfacing for gyroscope, inertial measuring unit, foot pressure sensor and color camera are also demonstrated. Managing soils to avoid and to

correct soil resource problems is a complex endeavour that involves more problems than knowing what problems exist. Perfect for children ages 6-9 who are new to coding, this highly visual workbook is a fun introduction to Scratch, a free computer coding programming language, that will take kids from playing games to creating them. With easy-to-follow directions and fun pixel art, DK Workbooks: Coding in Scratch: Games Workbook helps kids understand the basics of programming and how to create games in Scratch through fun, hands-on learning experiences. All learners need is a desktop or laptop with Adobe 10.2 or later, and an internet connection to download Scratch 2.0. Coding can be done without download on <https://scratch.mit.edu>. Simple and logical instructions help kids make their own Scratch Cat soccer game, design a ghost hunt that features a flying witch, animate a bouncing melon, or build a game to test reaction speeds. Children then can share the finished games with friends to see how they score. Kids can even test their coding knowledge with written vocabulary and programming quizzes at the end of each project. Supporting STEM education initiatives, computer coding teaches kids how to think creatively, work collaboratively, and reason systematically, and is quickly becoming a necessary and sought-after skill. DK's computer coding books are full of fun exercises with step-by-step guidance, making them the perfect introductory tools for building vital skills in computer programming. "An introduction to coding for complete beginners, this friendly and accessible book will teach children the basics of Scratch (a free, online program developed by MIT which is widely used in elementary schools), allowing them to get inside the code of their computer and create simple games and animations on screen."-- From Amazon.com. These proceedings of the World Congress 2006, the fourteenth conference in this series, offer a strong scientific program covering a wide range of issues and challenges which are currently present in Medical physics and Biomedical Engineering. About 2,500 peer reviewed contributions are presented in a six volume book, comprising 25 tracks, joint conferences and symposia, and including invited contributions from well known researchers in this field. This text provides a comprehensive introduction to infrared-transparent materials for windows and domes that must withstand harsh environmental conditions, such as high-speed flight or high temperature process monitoring. Introductory material in each section makes the book suitable for anyone with a background in science or engineering. Presents a history of the ancient world, from 6000 B.C. to 400 A.D. In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends. This friendly beginner's guide covers the basics of Scratch coding, one of the most popular programs used in UK primary schools on the National Curriculum. With step-by-step instructions showing children how to create games, animations and more, plus Scratch menu guides, a glossary and links to websites for free downloads and helpful tips. Today, technology is increasingly developed and applied in every area of life, from office work, education, entertainment, restaurants, supermarkets, or even devices in your family. Understanding how machines work will be essential. Therefore, the subject "Programming" has been developed and become a basic skill like reading and writing in this 4.0 era. "Coding with Scratch 3.0" is an indispensable book for students entering the era of 4.0 - the era of artificial intelligence and robots. The book has five chapters and the appendix: The first chapter will introduce Scratch 3.0 Programming Environment, the next four chapters are four projects with knowledge from easy to difficult, guided by step-by-step practice. Finally, the appendix briefly introduces the circuit simulation project, translation software and adds knowledge about functions and lists in programming Self-healing is a well-known phenomenon in nature: a broken bone merges after some time and if skin is damaged, the wound will stop bleeding and heals again. This concept can be mimicked in order to create polymeric materials with the ability to regenerate after they have suffered degradation or wear. Already realized applications are used in aerospace engineering, and current research in this fascinating field shows how different self-healing mechanisms proven successful by nature can be adapted to produce even more versatile materials. The book combines the knowledge of an international panel of experts in the field and provides the reader with chemical and physical concepts for self-healing polymers, including aspects of biomimetic processes of healing in nature. It shows how to design self-healing polymers and explains the dynamics in these systems. Different self-healing concepts such as encapsulated systems and supramolecular systems are detailed. Chapters on analysis and friction detection in self-healing polymers and on applications round off the book. Building Electro-Optical Systems In the newly revised third edition of Building Electro-Optical Systems: Making It All Work, renowned Dr. Philip C. D. Hobbs delivers a birds-eye view of all the topics you'll need to understand for successful optical instrument design and construction. The author draws on his own work as an applied physicist and consultant with over a decade of experience in designing and constructing electro-optical systems from beginning to end. The book's topics are chosen to allow readers in a variety of disciplines and fields to quickly and confidently decide whether a given device or technique is appropriate for their needs. Using accessible prose and intuitive organization, Building Electro-Optical Systems remains one of the most practical and solution-oriented resources available to graduate students and professionals. The newest edition includes comprehensive revisions that reflect progress in the field of electro-optical instrument design and construction since the second edition was published. It also offers approximately 350 illustrations for visually oriented learners. Readers will also enjoy: A thorough introduction to basic optical calculations, including wave propagation, detection, coherent detection, and interferometers Practical discussions of sources and illuminators, including radiometry, continuum sources, incoherent line sources, lasers, laser noise, and diode laser coherence control Explorations of optical detection, including photodetection in semiconductors and signal-to-noise ratios Full treatments of lenses, prisms, and mirrors, as well as coatings, filters, and surface finishes, and polarization Perfect for graduate students in physics, electrical engineering, optics, and optical engineering, Building Electro-Optical Systems is also an ideal resource for professional designers working in optics, electro-optics, analog electronics, and photonics. The increasing demand for electronic devices for private and industrial purposes lead designers and researchers to explore new electronic devices and circuits that can perform several tasks efficiently with low IC area and low power consumption. In addition, the increasing demand for portable devices intensifies the call from industry to design sensor elements, an efficient storage cell, and large capacity memory elements. Several industry-related issues have also forced a redesign of basic electronic components for certain specific applications. The researchers, designers, and students working in the area of electronic devices, circuits, and materials sometimes need standard examples with certain specifications. This breakthrough work presents this knowledge of standard electronic device and circuit design analysis, including advanced technologies and materials. This outstanding new volume presents the basic concepts and fundamentals behind devices, circuits, and systems. It is a valuable reference for the veteran engineer and a learning tool for the student, the practicing engineer, or an engineer from another field crossing over into electrical engineering. It is a must-have for any library. "The manner in which computers are now able to mimic human thinking to process information is rapidly exceeding human capabilities in everything from chess to picking the winner of a song contest. In the modern age of machine learning, computers do not strictly need to receive an 'input command' to perform a task, but rather 'input data'. From the input of data they are able to form their own decisions and take actions virtually as a human world. But given it is a machine, it can consider many more scenarios and execute far more complicated calculations to solve complex problems. This is the element that excites data scientists and machine learning engineers the most. The ability to solve complex problems never before attempted. This book will dive in to introduce machine learning, and is ideal for beginners starting out in machine learning."--page 4 of cover.

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