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This book gives detailed coverage of all the various aspects of modelling and simulation including the concept of systems. The emphasis is on digital computer simulation of discrete systems, although both analogue and digital simulation of continuous and discrete systems are discussed. This book is intended for classroom teaching in architectural and civil engineering at the graduate and undergraduate levels. Although it has been developed from lecture notes given in structural steel design, it can be useful to practicing engineers. Many of the examples presented in this book are drawn from the field of design of structures. Design of Steel Structures can be used for one or two semesters of three hours each on the undergraduate level. For a two-semester curriculum, Chapters 1 through 8 can be used during the first semester. Heavy emphasis should be placed on Chapters 1 through 5, giving the student a brief exposure to the consideration of wind and earthquakes in the design of buildings. With the new federal requirements vis a vis wind and earthquake hazards, it is beneficial to the student to have some understanding of the underlying concepts in this field. In addition to the class lectures, the instructor should require the student to submit a term project that includes the complete structural design of a multi-story building using standard design procedures as specified by AISC Specifications. Thus, the use of the AISC Steel Construction Manual is a must in teaching this course. In the second semester, Chapters 9 through 13 should be covered. At the undergraduate level, Chapters 11 through 13 should be used on a limited basis, leaving the student more time to concentrate on composite construction and built-up girders. The book presents comprehensive coverage of fundamental computer graphics concepts in a simple, lucid, and systematic way. It also introduces the popular OpenGL programming language with illustrative examples of the various functions in OpenGL. The book teaches you a wide range of exciting topics such as graphics devices, scan conversion, polygons, segments, 2D and 3D transformations, windowing and clipping, illumination models and shading algorithms, hidden line elimination algorithms, curves and fractals. The book also focuses on modern concepts like animation and gaming. This is a concise and informal introductory book on the mathematical concepts that underpin computer graphics. The author, John Vince, makes the concepts easy to understand, enabling non-experts to come to terms with computer animation work. The book complements the author's other works and is written in the same accessible and easy-to-read style. It is also a useful reference book for programmers working in the field of computer graphics, virtual reality, computer animation, as well as students on digital media courses, and even mathematics courses. Create distributed applications with clever design patterns to solve complex problems Key Features Set up and run distributed algorithms on a cluster using Dask and PySpark Master skills to accurately implement concurrency in your code Gain practical experience of Python design patterns with real-world examples Book Description This Learning Path shows you how to leverage the power of both native and third-party Python libraries for building robust and responsive applications. You will learn about profilers and reactive programming, concurrency and parallelism, as well as tools for making your apps quick and efficient. You will discover how to write code for parallel architectures using TensorFlow and Theano, and use a cluster of computers for large-scale computations using technologies such as Dask and PySpark. With the knowledge of how Python design patterns work, you will be able to clone objects, secure interfaces, dynamically choose algorithms, and accomplish much more in high performance computing. By the end of this Learning Path, you will have the skills and confidence to build engaging models that quickly offer efficient solutions to your problems. This

Learning Path includes content from the following Packt products: Python High Performance - Second Edition by Gabriele Lanaro Mastering Concurrency in Python by Quan Nguyen Mastering Python Design Patterns by Sakis Kasampalis What you will learn Use NumPy and pandas to import and manipulate datasets Achieve native performance with Cython and Numba Write asynchronous code using asyncio and RxPy Design highly scalable programs with application scaffolding Explore abstract methods to maintain data consistency Clone objects using the prototype pattern Use the adapter pattern to make incompatible interfaces compatible Employ the strategy pattern to dynamically choose an algorithm Who this book is for This Learning Path is specially designed for Python developers who want to build high-performance applications and learn about single core and multi-core programming, distributed concurrency, and Python design patterns. Some experience with Python programming language will help you get the most out of this Learning Path. Understand, evaluate, and visualize data About This Book Learn basic steps of data analysis and how to use Python and its packages A step-by-step guide to predictive modeling including tips, tricks, and best practices Effectively visualize a broad set of analyzed data and generate effective results Who This Book Is For This book is for Python Developers who are keen to get into data analysis and wish to visualize their analyzed data in a more efficient and insightful manner. What You Will Learn Get acquainted with NumPy and use arrays and array-oriented computing in data analysis Process and analyze data using the time-series capabilities of Pandas Understand the statistical and mathematical concepts behind predictive analytics algorithms Data visualization with Matplotlib Interactive plotting with NumPy, Scipy, and MKL functions Build financial models using Monte-Carlo simulations Create directed graphs and multi-graphs Advanced visualization with D3 In Detail You will start the course with an introduction to the principles of data analysis and supported libraries, along with NumPy basics for statistics and data processing. Next, you will overview the Pandas package and use its powerful features to solve data-processing problems. Moving on, you will get a brief overview of the Matplotlib API .Next, you will learn to manipulate time and data structures, and load and store data in a file or database using Python packages. You will learn how to apply powerful packages in Python to process raw data into pure and helpful data using examples. You will also get a brief overview of machine learning algorithms, that is, applying data analysis results to make decisions or building helpful products such as recommendations and predictions using Scikit-learn. After this, you will move on to a data analytics specialization—predictive analytics. Social media and IOT have resulted in an avalanche of data. You will get started with predictive analytics using Python. You will see how to create predictive models from data. You will get balanced information on statistical and mathematical concepts, and implement them in Python using libraries such as Pandas, scikit-learn, and NumPy. You'll learn more about the best predictive modeling algorithms such as Linear Regression, Decision Tree, and Logistic Regression. Finally, you will master best practices in predictive modeling. After this, you will get all the practical guidance you need to help you on the journey to effective data visualization. Starting with a chapter on data frameworks, which explains the transformation of data into information and eventually knowledge, this path subsequently cover the complete visualization process using the most popular Python libraries with working examples This Learning Path combines some of the best that Packt has to offer in one complete, curated package. It includes content from the following Packt products: Getting Started with Python Data Analysis, Phuong Vo.T.H & Martin Czygan Learning Predictive Analytics with Python, Ashish Kumar Mastering Python Data Visualization, Kirthi Raman Style and approach The course acts as a step-by-step guide to get you familiar with data analysis and the libraries supported by Python with the help of real-world examples and datasets. It also helps you gain practical insights into predictive modeling by implementing predictive-analytics algorithms on public datasets with Python. The course offers a wealth of practical guidance to help you on this journey to data visualization Basic Electrical and Electronics Engineering provides an overview of the basics of electrical and electronic engineering that are required at the undergraduate level. The book allows students outside electrical and electronics engineering to easily The authors provide clear examples and thorough explanations of every feature in the C language. They teach C vis-a-vis the UNIX operating system. A reference and tutorial to the C programming language. Annotation copyrighted by Book News, Inc., Portland, OR This Book Provides A Systematic Account Of The Basic Principles Involved In Engineering Drawing. The Treatment Is Based On The First Angle Projection. Salient Features: \* Nomography Explained In Detail. \* 555 Self-Explanatory Solved University Problems. \* Step-By-Step Procedures. \* Side-By-Side Simplified Drawings. \* Adopts B.I.S. And I.S.O. Standards. \* 1200 Questions Included For Self Test. The Book Would Serve As An Excellent Text For B.E., B.Tech., B.Sc. (Ap. Science) Degree And Diploma Students Of Engineering. Amie Students Would Also Find It Extremely Useful. This well-written textbook discusses the concepts, principles and applications of Computer Graphics in a simple, precise and systematic manner. It explains how to manipulate visual and geometric information by using the computational techniques. It also incorporates several experiments to be performed in computer graphics and multimedia labs. Modern C++ at your fingertips! About This Book This book gets you

started with the exciting world of C++ programming It will enable you to write C++ code that uses the standard library, has a level of object orientation, and uses memory in a safe and effective way It forms the basis of programming and covers concepts such as data structures and the core programming language Who This Book Is For A computer, an internet connection, and the desire to learn how to code in C++ is all you need to get started with this book. What You Will Learn Get familiar with the structure of C++ projects Identify the main structures in the language: functions and classes Feel confident about being able to identify the execution flow through the code Be aware of the facilities of the standard library Gain insights into the basic concepts of object orientation Know how to debug your programs Get acquainted with the standard C++ library In Detail C++ has come a long way and is now adopted in several contexts. Its key strengths are its software infrastructure and resource-constrained applications, including desktop applications, servers, and performance-critical applications, not to forget its importance in game programming. Despite its strengths in these areas, beginners usually tend to shy away from learning the language because of its steep learning curve. The main mission of this book is to make you familiar and comfortable with C++. You will finish the book not only being able to write your own code, but more importantly, you will be able to read other projects. It is only by being able to read others' code that you will progress from a beginner to an advanced programmer. This book is the first step in that progression. The first task is to familiarize you with the structure of C++ projects so you will know how to start reading a project. Next, you will be able to identify the main structures in the language, functions, and classes, and feel confident being able to identify the execution flow through the code. You will then become aware of the facilities of the standard library and be able to determine whether you need to write a routine yourself, or use an existing routine in the standard library. Throughout the book, there is a big emphasis on memory and pointers. You will understand memory usage, allocation, and access, and be able to write code that does not leak memory. Finally, you will learn about C++ classes and get an introduction to object orientation and polymorphism. Style and approach This straightforward tutorial will help you build strong skills in C++ programming, be it for enterprise software or for low-latency applications such as games or embedded programming. Filled with examples, this book will take you gradually up the steep learning curve of C++. Because of its inherent simplicity, graph theory has a wide range of applications in engineering, and in physical sciences. It has of course uses in social sciences, in linguistics and in numerous other areas. In fact, a graph can be used to represent almost any physical situation involving discrete objects and the relationship among them. Now with the solutions to engineering and other problems becoming so complex leading to larger graphs, it is virtually difficult to analyze without the use of computers. This book is recommended in IIT Kharagpur, West Bengal for B.Tech Computer Science, NIT Arunachal Pradesh, NIT Nagaland, NIT Agartala, NIT Silchar, Gauhati University, Dibrugarh University, North Eastern Regional Institute of Management, Assam Engineering College, West Bengal University of Technology (WBUT) for B.Tech, M.Tech Computer Science, University of Burdwan, West Bengal for B.Tech. Computer Science, Jadavpur University, West Bengal for M.Sc. Computer Science, Kalyani College of Engineering, West Bengal for B.Tech. Computer Science. Key Features: This book provides a rigorous yet informal treatment of graph theory with an emphasis on computational aspects of graph theory and graph-theoretic algorithms. Numerous applications to actual engineering problems are incorporated with software design and optimization topics. Learn Python Quickly, A Programmer-Friendly Guide DESCRIPTION Most Programmer's learning Python are usually comfortable with some or the other programming language and are not interested in going through the typical learning curve of learning the first programming language. Instead, they are looking for something that can get them off the ground quickly. They are looking for similarities and differences in a feature that they have used in other language(s). This book should help them immediately. It guides you from the fundamentals of using module through the use of advanced object orientation. KEY FEATURES Strengthens the foundations, as detailed explanation of programming language concepts are given in simple manner. Lists down all the important points that you need to know related to various topics in an organized manner. Prepares you for coding related interview and theoretical questions. Provides In depth explanation of complex topics and Questions. Focuses on how to think logically to solve a problem. Follows a systematic approach that will help you to prepare for an interview in short duration of time. Exercises are exceptionally useful to complete the reader's understanding of a topic. WHAT WILL YOU LEARN Data types, Control flow instructions, console & File Input/Output Strings, list & tuples, List comprehension Sets & Dictionaries, Functions & Lambdas Dictionary Comprehension Modules, classes and objects, Inheritance Operator overloading, Exception handling Iterators & Generators, Decorators, Command-line Parsing WHO THIS BOOK IS FOR Students, Programmers, researchers, and software developers who wish to learn the basics of Python programming language. Table of Contents 1. Introduction to Python 2. Python Basics 3. Strings 4. Decision Control Instruction 5. Repetition Control Instruction 6. Console Input/Output 7. Lists 8. Tuples 9. Sets 10. Dictionaries 11. Comprehensions 12. Functions 13. Recursion 14. Functional Programming 15. Modules and

Packages16. Namespaces17. Classes and Objects18. Intricacies of Classes and Objects19. Containership and Inheritance20. Iterators and Generators21. Exception Handling22. File Input/Output 23. Miscellany24. Multi-threading25. Synchronization

**AUTHOR BIO**  
Yashavant Kanetkar  
Through his books and Quest Video Courses on C, C++, Java, Python, Data Structures, .NET, IoT, etc. Yashavant Kanetkar has created, moulded and groomed lacs of IT careers in the last three decades. Yashavant's books and Quest videos have made a significant contribution in creating top-notch IT manpower in India and abroad. Yashavant's books are globally recognized and millions of students / professionals have benefitted from them. Yashavant's books have been translated into Hindi, Gujarati, Japanese, Korean and Chinese languages. Many of his books are published in India, USA, Japan, Singapore, Korea and China. Yashavant is a much sought after speaker in the IT field and has conducted seminars/workshops at TedEx, IITs, IIITs, NITs and global software companies. Yashavant has been honored with the prestigious "e;Distinguished Alumnus Award"e; by IIT Kanpur for his entrepreneurial, professional and academic excellence. This award was given to top 50 alumni of IIT Kanpur who have made significant contribution towards their profession and betterment of society in the last 50 years. In recognition of his immense contribution to IT education in India, he has been awarded the "e;Best .NET Technical Contributor"e; and "e;Most Valuable Professional"e; awards by Microsoft for 5 successive years. Yashavant holds a BE from VJTI Mumbai and M.Tech. from IIT Kanpur. Yashavant's current affiliations include being a Director of KICIT Pvt Ltd. And KSET Pvt Ltd. His LinkedIn profile: [linkedin.com/in/yashavant-kanetkar-9775255](https://www.linkedin.com/in/yashavant-kanetkar-9775255)

Aditya Kanetkar  
Aditya Kanetkar is currently working as a backend Software Engineer at Microsoft, Redmond, USA. He has been designing distributed systems software for the last 4 years. He has worked at multiple companies in the past, including Oracle, Redfin, Amazon and Arista Networks. Aditya holds a Master's Degree in Computer Science from Georgia Tech, Atlanta and a Bachelor's Degree in Computer Science and Engineering from IIT Guwahati. His current passion is anything remotely connected to Python, Machine Learning, Distributed Systems, Cloud Computing and C# related technologies. His LinkedIn Profile: [linkedin.com/in/aditya-kanetkar-a4292397](https://www.linkedin.com/in/aditya-kanetkar-a4292397)

This book makes JavaScript less challenging to learn for newcomers, by offering a modern view that is as consistent as possible. Highlights: Get started quickly, by initially focusing on modern features. Test-driven exercises and quizzes available for most chapters (sold separately). Covers all essential features of JavaScript, up to and including ES2019. Optional advanced sections let you dig deeper. No prior knowledge of JavaScript is required, but you should know how to program.

Engineering Graphics, in its 13th year, has been succinctly revised for the Engineering students of 1st year of Gujarat Technological University, Ahmedabad. Beginning with the units, dimensions and standard, this book discusses the measurement and measurement errors. Then, it goes on to discuss electronics equipment, measurements of low resistance and A.C. bridges. Moreover, the book deals with the cathode ray oscilloscopes. Further, it describes various instrument calibration. Finally, the book deals with recorders and plotters.

A collection of original contributions by researchers who work at the forefront of a new field, lying at the intersection of computer vision and computer graphics. Several original approaches are presented to the integration of computer vision and graphics techniques to aid in the realistic modelling of objects and scenes, interactive computer graphics, augmented reality, and virtual studios. Numerous applications are also discussed, including urban and archaeological site modelling, modelling dressed humans, medical visualisation, figure and facial animation, real-time 3D teleimmersion telecollaboration, augmented reality as a new user interface concept, and augmented reality in the understanding of underwater scenes.

A collection of essays from the influential American journal of film, video and photography, exploring ideologies and institutions of the artworld; current media strategies for producing social change; and topics around gender, race and representation.

Python 3 is the best version of the language yet: It is more powerful, convenient, consistent, and expressive than ever before. Now, leading Python programmer Mark Summerfield demonstrates how to write code that takes full advantage of Python 3 ' s features and idioms. The first book written from a completely " Python 3 " viewpoint, Programming in Python 3 brings together all the knowledge you need to write any program, use any standard or third-party Python 3 library, and create new library modules of your own. Summerfield draws on his many years of Python experience to share deep insights into Python 3 development you won ' t find anywhere else. He begins by illuminating Python ' s " beautiful heart " : the eight key elements of Python you need to write robust, high-performance programs. Building on these core elements, he introduces new topics designed to strengthen your practical expertise—one concept and hands-on example at a time. This book ' s coverage includes Developing in Python using procedural, object-oriented, and functional programming paradigms Creating custom packages and modules Writing and reading binary, text, and XML files, including optional compression, random access, and text and XML parsing Leveraging advanced data types, collections, control structures, and functions Spreading program workloads across multiple processes and threads Programming SQL databases and key-value DBM files Utilizing Python ' s regular expression mini-language and module Building usable, efficient, GUI-based applications

Advanced programming techniques, including generators, function and class decorators, context managers, descriptors, abstract base classes, metaclasses, and more Programming in Python 3 serves as both tutorial and language reference, and it is accompanied by extensive downloadable example code—all of it tested with the final version of Python 3 on Windows, Linux, and Mac OS X. The development of smart cities is important and beneficial to a government and its citizens. With the advent of the smartphone, rapid and reliable communication between and among individuals and governments has become ubiquitous. Everything can be connected and accessed easily with the touch of a finger. Changes in mobile internet telecommunication systems allow for the advance of new urbanization using smart city development methods. The evolution of technology in Industry 4.0, such as the advancement of cutting-edge sensors utilizing the Internet of things (IoT) concept, has wide applications in developing various smart systems. This publication analyzes the interconnected cyber-physical systems inherent in smart cities, and the development methods and applications thereof. The fundamentals and implementation of digital electronics are essential to understanding the design and working of consumer/industrial electronics, communications, embedded systems, computers, security and military equipment. Devices used in applications such as these are constantly decreasing in size and employing more complex technology. It is therefore essential for engineers and students to understand the fundamentals, implementation and application principles of digital electronics, devices and integrated circuits. This is so that they can use the most appropriate and effective technique to suit their technical need. This book provides practical and comprehensive coverage of digital electronics, bringing together information on fundamental theory, operational aspects and potential applications. With worked problems, examples, and review questions for each chapter, Digital Electronics includes: information on number systems, binary codes, digital arithmetic, logic gates and families, and Boolean algebra; an in-depth look at multiplexers, de-multiplexers, devices for arithmetic operations, flip-flops and related devices, counters and registers, and data conversion circuits; up-to-date coverage of recent application fields, such as programmable logic devices, microprocessors, microcontrollers, digital troubleshooting and digital instrumentation. A comprehensive, must-read book on digital electronics for senior undergraduate and graduate students of electrical, electronics and computer engineering, and a valuable reference book for professionals and researchers. Computer graphics is now used in various fields; for industrial, educational, medical and entertainment purposes. The aim of computer graphics is to visualize real objects and imaginary or other abstract items. In order to visualize various things, many technologies are necessary and they are mainly divided into two types in computer graphics: modeling and rendering technologies. This book covers the most advanced technologies for both types. It also includes some visualization techniques and applications for motion blur, virtual agents and historical textiles. This book provides useful insights for researchers in computer graphics. This comprehensive reference for professionals and students in the computer graphics field clearly explains how graphics programs work and how they generate realistic objects and animations. Topics include scan conversion methods, translations, rotations, moving in 3D, and perspective projections. The mathematics and geometry behind the computer graphics are also presented. Master the essential skills needed to recognize and solve complex problems with machine learning and deep learning. Using real-world examples that leverage the popular Python machine learning ecosystem, this book is your perfect companion for learning the art and science of machine learning to become a successful practitioner. The concepts, techniques, tools, frameworks, and methodologies used in this book will teach you how to think, design, build, and execute machine learning systems and projects successfully. Practical Machine Learning with Python follows a structured and comprehensive three-tiered approach packed with hands-on examples and code. Part 1 focuses on understanding machine learning concepts and tools. This includes machine learning basics with a broad overview of algorithms, techniques, concepts and applications, followed by a tour of the entire Python machine learning ecosystem. Brief guides for useful machine learning tools, libraries and frameworks are also covered. Part 2 details standard machine learning pipelines, with an emphasis on data processing analysis, feature engineering, and modeling. You will learn how to process, wrangle, summarize and visualize data in its various forms. Feature engineering and selection methodologies will be covered in detail with real-world datasets followed by model building, tuning, interpretation and deployment. Part 3 explores multiple real-world case studies spanning diverse domains and industries like retail, transportation, movies, music, marketing, computer vision and finance. For each case study, you will learn the application of various machine learning techniques and methods. The hands-on examples will help you become familiar with state-of-the-art machine learning tools and techniques and understand what algorithms are best suited for any problem. Practical Machine Learning with Python will empower you to start solving your own problems with machine learning today! What You'll Learn Execute end-to-end machine learning projects and systems Implement hands-on examples with industry standard, open source, robust machine learning tools and frameworks Review case studies depicting applications of machine learning and deep learning

on diverse domains and industries Apply a wide range of machine learning models including regression, classification, and clustering. Understand and apply the latest models and methodologies from deep learning including CNNs, RNNs, LSTMs and transfer learning. Who This Book Is For IT professionals, analysts, developers, data scientists, engineers, graduate students This book introduces the principles and practices in automotive systems, including modern automotive systems that incorporate the latest trends in the automobile industry. The fifteen chapters present new and innovative methods to master the complexities of the vehicle of the future. Topics like vehicle classification, structure and layouts, engines, transmissions, braking, suspension and steering are illustrated with modern concepts, such as battery-electric, hybrid electric and fuel cell vehicles and vehicle maintenance practices. Each chapter is supported with examples, illustrative figures, multiple-choice questions and review questions. Aimed at senior undergraduate and graduate students in automotive/automobile engineering, mechanical engineering, electronics engineering, this book covers the following: Construction and working details of all modern as well as fundamental automotive systems Complexities of operation and assembly of various parts of automotive systems in a simplified manner Handling of automotive systems and integration of various components for smooth functioning of the vehicle Modern topics such as battery-electric, hybrid electric and fuel cell vehicles Illustrative examples, figures, multiple-choice questions and review questions at the end of each chapter From the reviews: "This book offers a coherent treatment, at the graduate textbook level, of the field that has come to be known in the last decade or so as computational geometry. ... The book is well organized and lucidly written; a timely contribution by two founders of the field. It clearly demonstrates that computational geometry in the plane is now a fairly well-understood branch of computer science and mathematics. It also points the way to the solution of the more challenging problems in dimensions higher than two." #Mathematical Reviews#1 "... This remarkable book is a comprehensive and systematic study on research results obtained especially in the last ten years. The very clear presentation concentrates on basic ideas, fundamental combinatorial structures, and crucial algorithmic techniques. The plenty of results is cleverly organized following these guidelines and within the framework of some detailed case studies. A large number of figures and examples also aid the understanding of the material. Therefore, it can be highly recommended as an early graduate text but it should prove also to be essential to researchers and professionals in applied fields of computer-aided design, computer graphics, and robotics." #Biometrical Journal#2 "It ' s not easy to find such a generous book on big data and databases. Fortunately, this book is the one." Feng Yu. Computing Reviews. June 28, 2016. This is a book for enterprise architects, database administrators, and developers who need to understand the latest developments in database technologies. It is the book to help you choose the correct database technology at a time when concepts such as Big Data, NoSQL and NewSQL are making what used to be an easy choice into a complex decision with significant implications. The relational database (RDBMS) model completely dominated database technology for over 20 years. Today this "one size fits all" stability has been disrupted by a relatively recent explosion of new database technologies. These paradigm-busting technologies are powering the "Big Data" and "NoSQL" revolutions, as well as forcing fundamental changes in databases across the board. Deciding to use a relational database was once truly a no-brainer, and the various commercial relational databases competed on price, performance, reliability, and ease of use rather than on fundamental architectures. Today we are faced with choices between radically different database technologies. Choosing the right database today is a complex undertaking, with serious economic and technological consequences. Next Generation Databases demystifies today ' s new database technologies. The book describes what each technology was designed to solve. It shows how each technology can be used to solve real world application and business problems. Most importantly, this book highlights the architectural differences between technologies that are the critical factors to consider when choosing a database platform for new and upcoming projects. Introduces the new technologies that have revolutionized the database landscape Describes how each technology can be used to solve specific application or business challenges Reviews the most popular new wave databases and how they use these new database technologies Note: This is the 3rd edition. If you need the 2nd edition for a course you are taking, it can be found as a "other format" on amazon, or by searching its isbn: 1534970746 This gentle introduction to discrete mathematics is written for first and second year math majors, especially those who intend to teach. The text began as a set of lecture notes for the discrete mathematics course at the University of Northern Colorado. This course serves both as an introduction to topics in discrete math and as the "introduction to proof" course for math majors. The course is usually taught with a large amount of student inquiry, and this text is written to help facilitate this. Four main topics are covered: counting, sequences, logic, and graph theory. Along the way proofs are introduced, including proofs by contradiction, proofs by induction, and combinatorial proofs. The book contains over 470 exercises, including 275 with solutions and over 100 with hints. There are also Investigate! activities throughout the text to support active, inquiry based learning. While there are many fine discrete math textbooks

available, this text has the following advantages: It is written to be used in an inquiry rich course. It is written to be used in a course for future math teachers. It is open source, with low cost print editions and free electronic editions. This third edition brings improved exposition, a new section on trees, and a bunch of new and improved exercises. For a complete list of changes, and to view the free electronic version of the text, visit the book's website at [discrete.openmathbooks.org](http://discrete.openmathbooks.org) This book covers elementary discrete mathematics for computer science and engineering. It emphasizes mathematical definitions and proofs as well as applicable methods. Topics include formal logic notation, proof methods; induction, well-ordering; sets, relations; elementary graph theory; integer congruences; asymptotic notation and growth of functions; permutations and combinations, counting principles; discrete probability. Further selected topics may also be covered, such as recursive definition and structural induction; state machines and invariants; recurrences; generating functions.

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