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Elements of Hypermedia Design: Techniques for Navigation & Visualization in Cyberspace Jun 29 2022
The hypermedia authoring process has been vividly described in a special issue of the Economist as a combination of writing a book, a play, a film, and a radio or television show: A hypermedia document combines all these elements and adds some of its own. The author's first job is to structure and explain all of the information. The author then must distill the information into brief, descriptive nodes. Each node has to contain a list of the ingredients, and instructions on how the ingredients are mixed together to the greatest advantage. The structure of the material provided is translated into an architectural metaphor of some kind; much of the designer's work is the creation of this imaginary space. Then, the designers must chart the details of what to animate, what to film, who to interview, and how to arrange the information in the space to be built [Eco95a]. This book presents guidelines, tools, and techniques for prospective authors such that they can design better hypermedia documents and applications. It surveys the different techniques used to organize, search, and structure information in a large information system. It then describes the algorithms used to locate, reorganize, and link data to enable navigation and retrieval. It looks in detail at the creation and presentation of certain types of visual information, namely algorithm animations. It introduces new mechanisms for editing audio and video data streams.

High Availability Nov 03 2022 A best practices guide to the people and process issues associated with maximizing application availability. Focus is on how enterprises can design systems that are easier to maintain.

Data Base Design Techniques II Oct 22 2021

Languages, Design Methods, and Tools for Electronic System Design Dec 12 2020 This book brings together a selection of the best papers from the nineteenth edition of the Forum on Specification and Design Languages Conference (FDL), which took place on September 14-16, 2016, in Bremen, Germany. FDL is a well-established international forum devoted to dissemination of research results, practical experiences and new ideas in the application of specification, design and verification languages to the design, modeling and verification of integrated circuits, complex hardware/software embedded systems, and mixed-technology systems.

Algorithms Jan 05 2023 Problem solving is an essential part of every scientific discipline. It has two components: (1) problem identification and formulation, and (2) the solution to the formulated problem. One can solve a problem on its own using ad hoc techniques or by following techniques that have produced efficient solutions to similar problems. This requires the understanding of various algorithm design techniques, how and when to use them to formulate solutions, and the context appropriate for each of them. Algorithms: Design Techniques and Analysis advocates the study of algorithm design by presenting the most useful techniques and illustrating them with numerous examples — emphasizing on design techniques in problem solving rather than algorithms topics like searching and sorting.

Algorithmic analysis in connection with example algorithms are explored in detail. Each technique or strategy is covered in its own chapter through numerous examples of problems and their algorithms. Readers will be equipped with problem solving tools needed in advanced courses or research in science and engineering. Contents: Basic Concepts and Introduction to Algorithms: Basic Concepts in Algorithmic Analysis Data Structures Heaps and the Disjoint Sets Data Structures Techniques Based on Recursion: Induction Divide and Conquer Dynamic Programming First-Cut Techniques: The Greedy Approach Graph Traversal Complexity of Problems: NP-Complete Problems Introduction to Computational Complexity Lower Bounds Coping with Hardness: Backtracking Randomized Algorithms Approximation Algorithms Iterative Improvement for Domain-Specific Problems: Network Flow Matching Techniques in Computational Geometry: Geometric Sweeping Voronoi Diagrams Appendices: Mathematical Preliminaries Introduction to Discrete Probability Readership: Senior undergraduates, graduate students and professionals in software development. Readers in advanced courses or research in science and engineering. Key Features: It covers many topics that are not in any other book on algorithms It covers a wide range of design techniques each in its own chapter Keywords: Algorithms; Algorithm Design; Algorithm Analysis

Mobile Design and Development Mar 27 2022 Mobile devices outnumber desktop and laptop computers

three to one worldwide, yet little information is available for designing and developing mobile applications. Mobile Design and Development fills that void with practical guidelines, standards, techniques, and best practices for building mobile products from start to finish. With this book, you'll learn basic design and development principles for all mobile devices and platforms. You'll also explore the more advanced capabilities of the mobile web, including markup, advanced styling techniques, and mobile Ajax. If you're a web designer, web developer, information architect, product manager, usability professional, content publisher, or an entrepreneur new to the mobile web, Mobile Design and Development provides you with the knowledge you need to work with this rapidly developing technology. Mobile Design and Development will help you: Understand how the mobile ecosystem works, how it differs from other mediums, and how to design products for the mobile context Learn the pros and cons of building native applications sold through operators or app stores versus mobile websites or web apps Work with flows, prototypes, usability practices, and screen-size-independent visual designs Use and test cross-platform mobile web standards for older devices, as well as devices that may be available in the future Learn how to justify a mobile product by building it on a budget

Self-Checking and Fault-Tolerant Digital Design Jan 13 2021 With VLSI chip transistors getting smaller and smaller, today's digital systems are more complex than ever before. This increased complexity leads to more cross-talk, noise, and other sources of transient errors during normal operation. Traditional off-line testing strategies cannot guarantee detection of these transient faults. And with critical applications relying on faster, more powerful chips, fault-tolerant, self-checking mechanisms must be built in to assure reliable operation. Self-Checking and Fault-Tolerant Digital Design deals extensively with self-checking design techniques and is the only book that emphasizes major techniques for hardware fault tolerance. Graduate students in VLSI design courses as well as practicing designers will appreciate this balanced treatment of the concepts and theory underlying fault tolerance along with the practical techniques used to create fault-tolerant systems. Features: Introduces reliability theory and the importance of maintainability Presents coding and the construction of several error detecting and correcting codes Discusses in depth, the available techniques for fail-safe design of combinational circuits Details checker design techniques for detecting erroneous bits and encoding output of self-checking circuits Demonstrates how to design self-checking sequential circuits, including a technique for fail-safe state machine design

Algorithms Apr 08 2023 "Problem solving is an essential part of every scientific discipline. It has two components: (1) problem identification and formulation, and (2) the solution to the formulated problem. One can solve a problem on its own using ad hoc techniques or by following techniques that have produced efficient solutions to similar problems. This requires the understanding of various algorithm design techniques, how and when to use them to formulate solutions, and the context appropriate for each of them. Algorithms: Design Techniques and Analysis advocates the study of algorithm design by presenting the most useful techniques and illustrating them with numerous examples -- emphasizing on design techniques in problem solving rather than algorithms topics like searching and sorting. Algorithmic analysis in connection with example algorithms are explored in detail. Each technique or strategy is covered in its own chapter through numerous examples of problems and their algorithms. Readers will be equipped with problem solving tools needed in advanced courses or research in science and engineering."--Provided by publisher.

Effective Learning and Teaching in Computing Jan 01 2020 Covering all the core issues & current debates within computing, including assessment, links with industry, curricula & strategies for improving teaching & learning, this volume is aimed at fulfilling the needs of anyone teaching computing in higher education today.

Computer Literature Bibliography: 1946-1963 Sep 20 2021

Introduction to Software Design with Java Aug 08 2020 This textbook provides an in-depth introduction to software design, with a focus on object-oriented design, and using the Java programming language. Its goal is to help readers learn software design by discovering the experience of the design process. To this end, the text follows a continuous narrative that introduces each element of design know-how in context, and explores alternative solutions in that context. This narrative is complemented by hundreds of code fragments and design diagrams. The first chapter is a general introduction to software design and the subsequent chapters cover design concepts and techniques. The concepts and techniques covered include interfaces, encapsulation, inheritance, design patterns, composition, functional-style design, unit testing, and many more. A major emphasis is placed on coding and experimentation as a necessary

complement to reading the text. To support this aspect of the learning process, a companion website with practice exercises is provided, as well as two complete sample applications. Guidance on these sample applications is provided in "Code Exploration" insets throughout the book. Although the Java language is used as a means of conveying design-related ideas, the book's main goal is to address concepts and techniques that are applicable in a host of technologies. This second edition covers additional design techniques such as input validation and dependency injection. It also provides extended and revised treatment of many core subjects, including polymorphic copying, unit testing, the Observer pattern, and functional-style programming. This book is intended for readers who have a minimum of programming experience and want to move from writing small programs and scripts to tackling the development of larger systems. This audience naturally includes students in university-level computer science and software engineering programs. As the prerequisites to specific computing concepts are kept to a minimum, the content is also accessible to programmers with no previous background in computing. In a similar vein, understanding the code fragments requires only a minimal grasp of the Java language, such as would be taught in an introductory programming course.

Smart Computing Techniques and Applications Mar 03 2020 This book presents best selected papers presented at the 4th International Conference on Smart Computing and Informatics (SCI 2020), held at the Department of Computer Science and Engineering, Vasavi College of Engineering (Autonomous), Hyderabad, Telangana, India. It presents advanced and multi-disciplinary research towards the design of smart computing and informatics. The theme is on a broader front which focuses on various innovation paradigms in system knowledge, intelligence and sustainability that may be applied to provide realistic solutions to varied problems in society, environment and industries. The scope is also extended towards the deployment of emerging computational and knowledge transfer approaches, optimizing solutions in various disciplines of science, technology and health care.

Fashion Computing Sep 01 2022 This is the first book to comprehensively explain how to use fashion computing software to produce fashion designs.

Software Design Feb 06 2023 Software: engineering and design; Design representation techniques; Software design methods; Software design engineering.

STAR Jul 07 2020

Digital Design and Fabrication Oct 10 2020 In response to tremendous growth and new technologies in the semiconductor industry, this volume is organized into five, information-rich sections. Digital Design and Fabrication surveys the latest advances in computer architecture and design as well as the technologies used to manufacture and test them. Featuring contributions from leading experts, the book also includes a new section on memory and storage in addition to a new chapter on nonvolatile memory technologies. Developing advanced concepts, this sharply focused book— Describes new technologies that have become driving factors for the electronic industry Includes new information on semiconductor memory circuits, whose development best illustrates the phenomenal progress encountered by the fabrication and technology sector Contains a section dedicated to issues related to system power consumption Describes reliability and testability of computer systems Pinpoints trends and state-of-the-art advances in fabrication and CMOS technologies Describes performance evaluation measures, which are the bottom line from the user's point of view Discusses design techniques used to create modern computer systems, including high-speed computer arithmetic and high-frequency design, timing and clocking, and PLL and DLL design

Culture and Computing. Design Thinking and Cultural Computing Nov 22 2021 The two-volume set LNCS 12794-12795 constitutes the refereed proceedings of the 9th International Conference on Culture and Computing, C&C 2021, which was held as part of HCI International 2021 and took place virtually during July 24-29, 2021. The total of 1276 papers and 241 posters included in the 39 HCII 2021 proceedings volumes was carefully reviewed and selected from 5222 submissions. The papers included in the HCII-C&C volume set were organized in topical sections as follows: Part I: ICT for cultural heritage; technology and art; visitors' experiences in digital culture; Part II: Design thinking in cultural contexts; digital humanities, new media and culture; perspectives on cultural computing.

Analysis and Design of Intelligent Systems Using Soft Computing Techniques Dec 04 2022 This book comprises a selection of papers on new methods for analysis and design of hybrid intelligent systems using soft computing techniques from the IFSA 2007 World Congress, held in Cancun, Mexico, June 2007.

Evolutionary and Adaptive Computing in Engineering Design Feb 23 2022 Following an introduction to the various techniques and examples of their routine application, this potential is explored through the

introduction of various strategies that support searches across a far broader set of possible design solutions within time and budget constraints. Generic problem areas investigated include: - design decomposition; - whole-system design; - multi-objective and constraint satisfaction; - human-computer interaction; - computational expense. Appropriate strategies that help overcome problems often encountered when integrating computer-based techniques with complex, real-world design environments are described. A straightforward approach coupled with examples supports a rapid understanding of the manner in which such strategies can best be designed to handle the complexities of a particular problem.

Algorithm Design Techniques Nov 10 2020 Algorithm Design Techniques: Recursion, Backtracking, Greedy, Divide and Conquer, and Dynamic Programming Algorithm Design Techniques is a detailed, friendly guide that teaches you how to apply common algorithms to the practical problems you face every day as a programmer. What's Inside Enumeration of possible solutions for the problems. Performance trade-offs (time and space complexities) between the algorithms. Covers interview questions on data structures and algorithms. All the concepts are discussed in a lucid, easy to understand manner. Interview questions collected from the actual interviews of various software companies will help the students to be successful in their campus interviews. Python-based code samples were given the book.

A Practitioner's Guide to Software Test Design Feb 11 2021 Written by a leading expert in the field, this unique volume contains current test design approaches and focuses only on software test design. Copeland illustrates each test design through detailed examples and step-by-step instructions.

Ubiquitous Computing: Design, Implementation and Usability May 29 2022 Interactive systems in the mobile, ubiquitous, and virtual environments are at a stage of development where designers and developers are keen to find out more about design, use and usability of these systems. Ubiquitous Computing: Design, Implementation and Usability highlights the emergent usability theories, techniques, tools and best practices in these environments. This book shows that usable and useful systems are able to be achieved in ways that will improve usability to enhance user experiences. Research on the usability issues for young children, teenagers, adults, and the elderly is presented, with different techniques for the mobile, ubiquitous, and virtual environments.

Control and Dynamic Systems V58: Computer-Aided Design/Engineering (Cad/Cae) Techniques And Their Applications Part 1 of 2 Sep 08 2020 Control and Dynamic Systems, Volume 58: Computer-Aided Design/Engineering (CAD/CAE) Techniques and Their Applications Part 1 of 2 is the first of a two-volume sequence that manifests the significance and the power of CAD/CAE techniques that are available and their further development for the essential role they play in the design of modern engineering systems. The volume contains eight chapters and begins with a study on the reliability and control (limiting) of errors in the CAD/CAE design process. This is followed by separate chapters on methods for organizing engineering design and design techniques in a CAD/CAE database system; the various high-level tools to support a CAD engineer working in the graphical user interface computer environment; and finite element analysis techniques in the CAD/CAE process. Subsequent chapters deal with explicit and implicit aspects of large-scale nonlinear finite element analysis; techniques in parallel computing architectures; and a comprehensive treatment of (iterative) change in the design process. This volume will provide a significant and, perhaps, unique reference source for students, research workers, practicing engineers, and others on the international scene for many years.

Computer-aided Design Techniques May 09 2023 Computer-aided Design Techniques deals with the tools used in computer-aided design, problems associated with software development for design, and techniques applied in the development of the REDAC system.

Developing Digital Design Techniques Oct 02 2022

Industrial Design Jun 17 2021 "A comprehensive history of design materials, from the origins of mass production during the Industrial Revolution to the contemporary world's applications of wood, metals, and synthetics, covers major design trends while making predictions about the potential of new technologies." - product description.

Advanced Logical Circuit Design Techniques Jul 19 2021

Dynamic Power Management Apr 27 2022 Dynamic power management is a design methodology aiming at controlling performance and power levels of digital circuits and systems, with the goal of extending the autonomous operation time of battery-powered systems, providing graceful performance degradation when supply energy is limited, and adapting power dissipation to satisfy environmental constraints.

Dynamic Power Management: Design Techniques and CAD Tools addresses design techniques and computer-aided design solutions for power management. Different approaches are presented and

organized in an order related to their applicability to control-units, macro-blocks, digital circuits and electronic systems, respectively. All approaches are based on the principle of exploiting idleness of circuits, systems, or portions thereof. They involve both the detection of idleness conditions and the freezing of power-consuming activities in the idle components. The book also describes some approaches to system-level power management, including Microsoft's OnNow architecture and the 'Advanced Configuration and Power Management' standard proposed by Intel, Microsoft and Toshiba. These approaches migrate power management to the software layer running on hardware platforms, thus providing a flexible and self-configurable solution to adapting the power/performance tradeoff to the needs of mobile (and fixed) computing and communication. Dynamic Power Management: Design Techniques and CAD Tools is of interest to researchers and developers of computer-aided design tools for integrated circuits and systems, as well as to system designers.

Step by Step Electronic Design Techniques May 17 2021 Presented in full color, these techniques are explained in straightforward, no-nonsense style by the world's top experts of computer design and illustration.

Practical Network Design Techniques Jun 05 2020 The authors of Practical Network Design Techniques, Second Edition: A Complete Guide for WANs and LANs build upon the popular first edition by combining pre-existing network design fundamentals with new material on LAN devices and topologies, wireless local networks, and LAN internetworking issues. This new edition has two parts. The first p

Formal Methods for Mobile Computing May 05 2020 This book presents 8 tutorial survey papers by leading researchers who lectured at the 5th International School on Formal Methods for the Design of Computer, Communication, and Software Systems, SFM 2005, held in Bertinoro, Italy in April 2005. SFM 2005 was devoted to formal methods and tools for the design of mobile systems and mobile communication infrastructures. The 8 lectures are organized into topical sections on models and languages, scalability and performance, dynamic power management, and middleware support.

Smart Things Jan 31 2020 The world of smart shoes, appliances, and phones is already here, but the practice of user experience (UX) design for ubiquitous computing is still relatively new. Design companies like IDEO and frogdesign are regularly asked to design products that unify software interaction, device design and service design -- which are all the key components of ubiquitous computing UX -- and practicing designers need a way to tackle practical challenges of design. Theory is not enough for them -- luckily the industry is now mature enough to have tried and tested best practices and case studies from the field. Smart Things presents a problem-solving approach to addressing designers' needs and concentrates on process, rather than technological detail, to keep from being quickly outdated. It pays close attention to the capabilities and limitations of the medium in question and discusses the tradeoffs and challenges of design in a commercial environment. Divided into two sections, frameworks and techniques, the book discusses broad design methods and case studies that reflect key aspects of these approaches. The book then presents a set of techniques highly valuable to a practicing designer. It is intentionally not a comprehensive tutorial of user-centered design 'as that is covered in many other books' but it is a handful of techniques useful when designing ubiquitous computing user experiences. In short, Smart Things gives its readers both the "why" of this kind of design and the "how," in well-defined chunks. Tackles design of products in the post-Web world where computers no longer have to be monolithic, expensive general-purpose devices Features broad frameworks and processes, practical advice to help approach specifics, and techniques for the unique design challenges Presents case studies that describe, in detail, how others have solved problems, managed trade-offs, and met successes

Advanced Design Techniques for RF Power Amplifiers Apr 03 2020 Advanced Design Techniques for RF Power Amplifiers provides a deep analysis of theoretical aspects, modelling, and design strategies of RF high-efficiency power amplifiers. The book can be used as a guide by scientists and engineers dealing with the subject and as a text book for graduate and postgraduate students. Although primarily intended for skilled readers, it provides an excellent quick start for beginners.

Low-Power Design Techniques and CAD Tools for Analog and RF Integrated Circuits Apr 15 2021 This unique book provides an overview of the current state of the art and very recent research results that have been achieved as part of the Low-Power Initiative of the European Union, in the field of analogue, RF and mixed-signal design methodologies and CAD tools.

Architectural Design of Multi-Agent Systems: Technologies and Techniques Aug 20 2021 "This book is a compilation of advanced research results in architecture and modeling issues of multi-agent systems. It

serves as a reference for research on system models, architectural design languages, methods and reasoning, module interface design, and design issues"--Provided by publisher.

[Tutorial on Software Design Techniques](#) Mar 07 2023 Introduction. Analysis techniques. Specification methods. External design. Architectural design techniques: process view. Architectural design techniques: data view. Detailed design techniques. Design validation. Software development methodologies. Bibliography. Author biographies.

[Low Power Design Methodologies](#) Jul 31 2022 Presents coverage of various layers of the design hierarchy, ranging from the technology, circuit, logic and architectural levels, up to the system layer. This book gives insight into the mechanisms of power dissipation in digital circuits and presents approaches to power reduction. It introduces a global view of low power design methodologies.

[Five Design-Sheets: Creative Design and Sketching for Computing and Visualisation](#) Jan 25 2022 This book describes a structured sketching methodology to help you create alternative design ideas and sketch them on paper. The Five Design-Sheet method acts as a check-list of tasks, to help you think through the problem, create new ideas and to reflect upon the suitability of each idea. To complement the FdS method, we present practical sketching techniques, discuss problem solving, consider professional and ethical issues of designing interfaces, and work through many examples. [Five Design-Sheets: Creative Design and Sketching for Computing and Visualization](#) is useful for designers of computer interfaces, or researchers needing to explore alternative solutions in any field. It is written for anyone who is studying on a computing course and needs to design a computing-interface or create a well-structured design chapter for their dissertation, for example. We do acknowledge that throughout this book we focus on the creation of interactive software tools, and use the case study of building data-visualization tools. We have however, tried to keep the techniques general enough such that it is beneficial for a wide range of people, with different challenges and different situations, and for different applications.

[Memory Design Techniques for Low Energy Embedded Systems](#) Dec 24 2021 Memory Design Techniques for Low Energy Embedded Systems centers one of the most outstanding problems in chip design for embedded application. It guides the reader through different memory organizations and technologies and it reviews the most successful strategies for optimizing them in the power and performance plane.

[System-Level Design Techniques for Energy-Efficient Embedded Systems](#) Mar 15 2021 System-Level Design Techniques for Energy-Efficient Embedded Systems addresses the development and validation of co-synthesis techniques that allow an effective design of embedded systems with low energy dissipation. The book provides an overview of a system-level co-design flow, illustrating through examples how system performance is influenced at various steps of the flow including allocation, mapping, and scheduling. The book places special emphasis upon system-level co-synthesis techniques for architectures that contain voltage scalable processors, which can dynamically trade off between computational performance and power consumption. Throughout the book, the introduced co-synthesis techniques, which target both single-mode systems and emerging multi-mode applications, are applied to numerous benchmarks and real-life examples including a realistic smart phone.

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