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An entire computer could (just about) be described by drawing a circuit diagram. Initially, such diagrams consisted mostly of analogue components before later moving toward digital logic gates. The advent of digital electronics led to more complex cells, such as half-adders, multiplexers, and decoders being recognised as useful building blocks.

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This easy-to-follow A Practical Introduction to Computer Architecture blends traditional teaching approaches with the use of mathematics, together with the use of a hardware description language (Verilog) and a concrete processor (MIPS32) as vehicles for "hands-on" modelling and experimenting with digital logic and processor design.

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It is a heavily illustrated, practical introduction to an exciting field, the applications of which are becoming ubiquitous. Key features: Offers an introduction to computer vision, with enough theory to make clear how the various. algorithms

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The mathematical aspects are complemented by a basic introduction to wave physics, discretization, meshes, parallel programming, computing models. The course targets anyone who aims at developing or using numerical methods applied to partial differential equations and is seeking a practical introduction at a basic level.

~~Computers, Waves, Simulations: A Practical Introduction to ...~~

A Practical Introduction to Python Programming Brian
Heinold Department of Mathematics and Computer Science
Mount St. Mary ' s University. ii ©2012 Brian Heinold

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I Basics1 1 Getting Started 3

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It is a heavily illustrated, practical introduction to an exciting
field, the applications of which are becoming ubiquitous. Key

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Series: Offers an introduction to computer vision, with enough theory to make clear how the various algorithms work but with an emphasis on practical programming issues.

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Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries Offers an introduction to computer vision, with enough theory to make clear how the various algorithms work but with an emphasis on practical programming issues Provides enough material for a one semester course in computer vision at senior undergraduate and Masters levels Includes the basics of cameras and images and image

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Elements of the quantum circuit model. Introduction to the IBM Quantum Experience === Biography of the speaker. Elías F. Combarro holds degrees from the University of Oviedo (Spain) in both Mathematics (1997, award for second highest grades in the country) and Computer Science (2002, award for highest grades in the country).

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Introduction to Computer Graphics: A Practical Learning Approach guides students in developing their own interactive graphics application. The authors show step by step how to implement computer graphics concepts and theory using the EnvyMyCar (NVMC) framework as a consistent example throughout the text. They use the WebGL graphics API to develop NVMC, a simple, interactive car racing game.

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~~[(A Practical Introduction to Computer Vision with OpenCV ...~~
This textbook is a heavily illustrated, practical introduction to an exciting field, the applications of which are becoming almost ubiquitous. We are now surrounded by cameras, for example cameras on computers & tablets/ cameras built into our mobile phones/ cameras in games consoles cameras imaging difficult modalities (such as ultrasound, X-ray, MRI) in hospitals, and surveillance cameras.

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written by Daniel Page. Read this book using Google Play Books app on your PC, android, iOS devices. Download for offline reading, highlight, bookmark or take notes while you read A Practical Introduction to Computer Architecture.

It is a great pleasure to write a preface to this book. In my view, the content is unique in that it blends traditional teaching approaches with the use of mathematics and a mainstream Hardware Design Language (HDL) as formalisms to describe key concepts. The book keeps the “ machine ” separate from the “ application ” by strictly following a bottom-up approach: it starts with transistors and logic gates

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and only introduces assembly language programs once their execution by a processor is clearly defined. Using a HDL, Verilog in this case, rather than static circuit diagrams is a big deviation from traditional books on computer architecture. Static circuit diagrams cannot be explored in a hands-on way like the corresponding Verilog model can. In order to understand why I consider this shift so important, one must consider how computer architecture, a subject that has been studied for more than 50 years, has evolved. In the pioneering days computers were constructed by hand. An entire computer could (just about) be described by drawing a circuit diagram. Initially, such diagrams consisted mostly of analogue components before later moving toward digital logic gates. The advent of digital electronics led to more

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Complex cells, such as half-adders, ip-ops, and decoders being recognised as useful building blocks.

Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using the industry standard OpenCV libraries. Computer Vision is a rapidly expanding area and it is becoming progressively easier for developers to make use of this field due to the ready availability of high quality libraries (such as OpenCV2). This text is intended to facilitate the practical use of computer vision with the goal being to bridge the gap between the theory and the practical implementation of computer vision. The book will explain how to use the relevant OpenCV library routines and will be accompanied by

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A full working program including the code snippets from the text. This textbook is a heavily illustrated, practical introduction to an exciting field, the applications of which are becoming almost ubiquitous. We are now surrounded by cameras, for example cameras on computers & tablets/ cameras built into our mobile phones/ cameras in games consoles; cameras imaging difficult modalities (such as ultrasound, X-ray, MRI) in hospitals, and surveillance cameras. This book is concerned with helping the next generation of computer developers to make use of all these images in order to develop systems which are more intuitive and interact with us in more intelligent ways. Explains the theory behind basic computer vision and provides a bridge from the theory to practical implementation using

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the industry standard OpenCV libraries Offers an introduction to computer vision, with enough theory to make clear how the various algorithms work but with an emphasis on practical programming issues Provides enough material for a one semester course in computer vision at senior undergraduate and Masters levels Includes the basics of cameras and images and image processing to remove noise, before moving on to topics such as image histogramming; binary imaging; video processing to detect and model moving objects; geometric operations & camera models; edge detection; features detection; recognition in images Contains a large number of vision application problems to provide students with the opportunity to solve real problems. Images or videos for

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these problems are provided in the resources associated with
this book which include an enhanced eBook

Teach Your Students How to Create a Graphics Application
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Approach guides students in developing their own
interactive graphics application. The authors show step by
step how to implement computer graphics concepts and
theory using the EnvyMyCar (NVMC) framework as a
consistent example throughout the text. They use the WebGL
graphics API to develop NVMC, a simple, interactive car
racing game. Each chapter focuses on a particular computer

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graphics aspect, such as 3D modeling and lighting. The authors help students understand how to handle 3D geometric transformations, texturing, complex lighting effects, and more. This practical approach leads students to draw the elements and effects needed to ultimately create a visually pleasing car racing game. The code is available at www.envymycarbook.com

Classroom-tested by tens of thousands of students, this new edition of the bestselling intro to programming book is for anyone who wants to understand computer science. Learn about design, algorithms, testing, and debugging. Discover

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the fundamentals of programming with Python 3.6--a language that's used in millions of devices. Write programs to solve real-world problems, and come away with everything you need to produce quality code. This edition has been updated to use the new language features in Python 3.6.

An introduction to corpus-based language research, covering the use of computers, obtaining corpus material, analytical tools, and applications of computerized natural language processing. Offers guidance on programming at a level suitable for readers with no prior experience, and includes exercises and suggested solutions, case studies, and a glossary. Appendices discuss specific programming

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languages for language programming and give detailed
programming examples with commentary. Annotation
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Caleb T. Carr introduces students to fundamental concepts, theories, and applications of computer-mediated communication. Building on CFO, SIP, SIDE, and hyperpersonal CMC theories, this engaging text gives students a framework for human communication across all existing and future digital channels.

A Concise and Practical Introduction to Programming Algorithms in Java has two main goals. The first is for novice programmers to learn progressively the basic concepts

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underlying most imperative programming languages using Java. The second goal is to introduce new programmers to the very basic principles of thinking the algorithmic way and turning the algorithms into programs using the programming concepts of Java. The book is divided into two parts and includes:

- The fundamental notions of variables, expressions and assignments with type checking
- Conditional and loop statements
- Explanation of the concepts of functions with pass-by-value arguments and recursion
- Fundamental sequential and bisection search techniques
- Basic iterative and recursive sorting algorithms.

Each chapter of the book concludes with a set of exercises to enable students to practice concepts covered.

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A Practical Introduction to Enterprise Network and Security Management, Second Edition, provides a balanced understanding of introductory and advanced subjects in both computer networking and cybersecurity. Although much of the focus is on technical concepts, managerial issues related to enterprise network and security planning and design are explained from a practitioner ' s perspective. Because of the critical importance of cybersecurity in today ' s enterprise networks, security-related issues are explained throughout the book, and four chapters are dedicated to fundamental knowledge. Challenging concepts are explained so readers can follow through with careful reading. This book is written for those who are self-studying or studying information systems or computer science in a classroom setting. If used

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for a course, it has enough material for a semester or a quarter. FEATURES Provides both theoretical and practical hands-on knowledge and learning experiences for computer networking and cybersecurity Offers a solid knowledge base for those preparing for certificate tests, such as CompTIA and CISSP Takes advantage of actual cases, examples, industry products, and services so students can relate concepts and theories to practice Explains subjects in a systematic and practical manner to facilitate understanding Includes practical exercise questions that can be individual or group assignments within or without a classroom Contains several information-rich screenshots, figures, and tables carefully constructed to solidify concepts and enhance visual learning The text is designed for students studying

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As a textbook, this book includes hands-on assignments based on the Packet Tracer program, an excellent network design and simulation tool from Cisco. Instructor materials also are provided, including PowerPoint slides, solutions for exercise questions, and additional chapter questions from which to build tests.

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