

Maple 14 Programming Guide

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use...Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine , February 2009

Provides the reader with working knowledge of Mathematica and key aspects of Mathematica's numerical capabilities needed to deal with virtually any "real life" problem Clear organization, complete topic coverage, and an accessible writing style for both novices and experts Website for book with additional materials: <http://www.MathematicaGuideBooks.org>

Accompanying DVD containing all materials as an electronic book with complete, executable Mathematica 5.1 compatible code and programs, rendered color graphics, and animations

Problem Solving is essential to solve real-world problems. Advanced Problem Solving with Maple: A First Course applies the mathematical modeling process by formulating, building, solving, analyzing, and criticizing mathematical models. It is intended for a course introducing students to mathematical topics they will revisit within their further studies. The authors present mathematical modeling and problem-solving tools using Maple as the computer algebra system for mathematical explorations, as well as obtaining plots that help readers perform analyses. The book presents cogent applications that demonstrate an effective use of Maple, provide discussions of the results obtained using Maple, and stimulate thought and analysis of additional applications. Highlights: The book's real-world case studies prepare the student for modeling applications Bridges the study of topics and applications to various fields of mathematics, science, and engineering Features a flexible format and tiered approach offers courses for students at various levels The book can be used for students with only algebra or calculus as background by the authors, Dr. William P. Fox is an emeritus professor in the Department of Defense Analysis at the Naval Postgraduate School. Currently, he is an adjunct professor, Department of Mathematics, the College of William and Mary. He received his Ph.D. at Clemson University and has many publications and scholarly activities including twenty books and over one hundred and fifty journal articles. William C. Bauldry, Prof. Emeritus and Adjunct Research Prof. of Mathematics at Appalachian State University, received his PhD in Approximation Theory from Ohio State. He has published many papers on pedagogy and technology, often using Maple, and has been the PI of several NSF-funded projects

incorporating technology and modeling into math courses. He currently serves as Associate Director of COMAAP's Math Contest in Modeling (MCM).

Book Description The book represents a library of well-designed software, which well supplements the already available Maple software with the orientation towards the widest circle of the Maple users, greatly enhancing its usability and effectiveness. The current library version contains tools (more than 570 procedures and program modules) that are oriented onto wide enough spheres of computing and information processing. The library is structurally similar to the main Maple library and is supplied with the advanced Help system about the tools located in it. In addition, the library is logically connected with the main Maple library, providing access to the tools contained in it similarly to the package tools. The library will be of special interest above all to those who use Maple of releases 6 - 9.5 not only as a highly intellectual calculator but also as an environment for programming of different problems in own professional activities. The represented source codes of the library tools, using both the effective and the non-standard technique, can serve as an useful enough practical programming guide on the Maple language. Author Biography Professor Aladjev V. was born on June 14, 1942 in the town Grodno (Byelorussia). Now, he is the First vice-president of the International Academy of Noosphere and the president of Tallinn Research Group, whose scientific results have received international recognition, first, in the field of mathematical theory of Cellular Automata (CA). He is member of a series of Russian and International Academies. Aladjev V. is the author of more than 300 scientific publications, including 60 books, published in many countries. He participates as a member of the organizing committee and/or a guest lecturer in many international scientific forums in mathematics and cybernetics. Category:

NonFiction/Science/Mathematics/Mathematical & Statistical Software/Algebra

Linear and Nonlinear Programming with Maple

3 Books in 1 - The Ultimate Beginner's Guide to Learn Javascript Programming Effectively + Tips and Tricks to Learn Javascript + Strategies

Programming for Computations - Python

GNU Octave

Partial Differential Equations for Computational Science

Javascript

Literate Programming

Annotation Your work demands results, and you don't have time for tedious, repetitive mathematical tasks. Sage is a free, open-source software package that automates symbolic and numerical calculations with the power of the Python programming language, so you can focus on the analytical and creative aspects of your work or studies. Sage Beginner's Guide shows you how to do calculations with Sage. Each concept is illustrated with a complete example that you can use as a starting point for your own work. You will learn how to use many of the functions that are built in to Sage, and how to use Python to write sophisticated programs that utilize the power of Sage. This book starts by showing you how to download and install Sage, and then moves on to the command-line interface and the graphical notebook interface. It also includes an introduction to Python so you can start programming in Sage. Every major concept is illustrated with a practical example. After learning the fundamentals of variables and functions in Sage, you will learn how to symbolically simplify expressions, solve equations, perform integrals and derivatives, and manipulate vectors and matrices. You will learn how Sage can produce numerous kinds of plots and graphics. The book will demonstrate numerical methods in Sage, and explain how to use object-oriented programming to improve your code. Sage Beginner's Guide will give you the tools you need to unlock the full potential of Sage for simplifying and automating mathematical computing. Effectively use Sage to eliminate tedious algebra, speed up numerical calculations, implement algorithms and data structures, and illustrate your work with publication-quality plots and graphics.

This book revisits many of the problems encountered in introductory quantum mechanics, focusing on computer implementations for finding and visualizing analytical and numerical solutions. It subsequently uses these implementations as building blocks to solve more complex problems, such as coherent laser-driven dynamics in the Rubidium hyperfine structure or the Rashba interaction of an electron moving in 2D. The simulations are highlighted using the programming language Mathematica. No prior knowledge of Mathematica is needed; alternatives, such as Matlab, Python, or Maple, can also be used.

This is a short, focused introduction to MATLAB, a comprehensive software system for mathematical and technical computing. It contains concise explanations of essential MATLAB commands, as well as easily understood instructions for using MATLAB's programming features, graphical capabilities, simulation models, and rich desktop interface. Written for MATLAB 7, it covers the command-line interface and the graphical notebook interface. It also includes an introduction to Python so you can start programming in Sage. Every major concept is illustrated with a practical example. After learning the fundamentals of variables and functions in Sage, you will learn how to symbolically simplify expressions, solve equations, perform integrals and derivatives, and manipulate vectors and matrices. You will learn how Sage can produce numerous kinds of plots and graphics. The book will demonstrate numerical methods in Sage, and explain how to use object-oriented programming to improve your code. Sage Beginner's Guide will give you the tools you need to unlock the full potential of Sage for simplifying and automating mathematical computing. Effectively use Sage to eliminate tedious algebra, speed up numerical calculations, implement algorithms and data structures, and illustrate your work with publication-quality plots and graphics.

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The goal of this book is to teach the skills necessary to build iOS 14 applications using SwiftUI, Xcode 12 and the Swift 5.3 programming language. Beginning with the basics, this book provides an outline of the steps necessary to set up an iOS development environment together with an introduction to the use of Swift Playgrounds to learn and experiment with Swift. The book also includes in-depth chapters introducing the Swift 5.3 programming language including data types, control flow, functions, object-oriented programming, property wrappers and error handling. An introduction to the key concepts of SwiftUI and project architecture is followed by a guided tour of Xcode in SwiftUI development mode. The book also covers the creation of custom SwiftUI views and explains how these views are combined to create user interface layouts including the use of stacks, frames and forms. Other topics covered include data handling using state property wrappers, the use of observable state and environment objects, as key user interface design concepts such as modifiers, lists, tabbed views, context menus, user interface navigation, and outline groups. The book also includes chapters covering graphics drawing, user interface animation, view transitions and gesture handling. WidgetKit document-based apps and SwiftUI integration. Chapters are also provided explaining how to integrate SwiftUI views into existing UIKit-based projects and explains the integration of UIKit code into SwiftUI. Finally, the book explains how to package up a completed app and upload it to the App Store for publication. Along the way, the topics covered in the book are put into practice through detailed tutorials, the source code for which is also available for download. The aim of this book, therefore, is to teach you the skills necessary to build your own apps for iOS 14 using SwiftUI. Assuming you are ready to download the iOS 14 SDK and Xcode 12 and have an Apple Mac system you are ready to get started.

This comprehensive, detailed reference provides readers with both a working knowledge of Mathematica in general and a detailed knowledge of the key aspects needed to create the fastest, shortest, and most elegant implementations possible. It gives users a deeper understanding of Mathematica by instructive implementations, explanations, and examples from a range of disciplines at varying levels of complexity. The three volumes -- Programming, Graphics, and Mathematics, total 3,000 pages and contain more than 15,000 Mathematica inputs, over 1,500 graphics, 4,000+ references, and more than 500 exercises. This first volume begins with an introduction to Mathematica. This book teaches how to graph functions, solve equations, and much more. It contains explicit, step-by-step instructions for using MATLAB's companion software, Simulink, which allows graphical models to be built for dynamical systems. MATLAB's new "publish" feature is discussed, which allows mathematical computations to be combined with text and graphics, to produce polished, integrated, interactive documents. For the beginner it explains everything needed to start using MATLAB, while experienced users making the switch to MATLAB 7 from an earlier version will also find much useful information here.

Data Mining: Concepts and Techniques provides the concepts and techniques in processing gathered data or information, which will be used in various applications. Specifically, it explains data mining and the tools used in discovering knowledge from the collected data. This book is referred as the knowledge discovery from data (KDD). It focuses on the feasibility, usefulness, effectiveness, and scalability of techniques of large data sets. After describing data mining, this edition explains the methods of knowing, preprocessing, processing, and warehousing data. It then presents information about data warehouses, online analytical processing (OLAP), and data cube technology. Then, the methods involved in mining frequent patterns, associations, and correlations for large data sets are described. The book details the methods for data classification and introduces the concepts and methods for data clustering. The remaining chapters discuss the outlier detection and the trends, applications, and research frontiers in data mining. This book is intended for Computer Science students, application developers, business professionals, and researchers who seek information on data mining. Presents dozens of algorithms and implementation examples, all in pseudo-code and suitable for use in real-world, large-scale data mining projects Addresses advanced topics such as mining object-relational databases, spatial databases, multimedia databases, time-series databases, text databases, the World Wide Web, and applications in several fields Provides a comprehensive, practical look at the concepts and techniques you need to get the most out of your data

Introduction to Cryptography with Maple

The Maple Book

Advanced Problem Solving Using Maple

Computing with Maple

Computer Algebra Systems

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presented to you in easy to understand, straightforward steps. For anyone starting out, this is your best option to learn SQL in a quick period of time. Try it out for yourself. You won't be disappointed. Now it's time for you to start your journey into SQL programming! Click on the Buy Now button above and get started today! I look forward to hearing about your success!

An Interactive Approach

First Steps in ABAP

Understanding Maple

Learn the Basics of SQL Programming in 2 Weeks

Symbolic, Graphic, and Numeric Modeling Using Maple, Java, Mathematica, and Fortran90

A Gentle Introduction to Numerical Simulations with Python

How to Think Like a Computer Scientist

Floating-point arithmetic is the most widely used way of implementing real-number arithmetic on modern computers. However, making such an arithmetic reliable and portable, yet fast, is a very difficult task. As a result, floating-point arithmetic is far from being exploited to its full potential. This handbook aims to provide a complete overview of modern floating-point arithmetic. So that the techniques presented can be put directly into practice in actual coding or design, they are illustrated, whenever possible, by a corresponding program. The handbook is designed for programmers of numerical applications, compiler designers, programmers of floating-point algorithms, designers of arithmetic operators, and more generally, students and researchers in numerical analysis who wish to better understand a tool used in their daily work and research.

If you're just learning how to program, Julia is an excellent JIT-compiled, dynamically typed language with a clean syntax. This hands-on guide uses Julia 1.0 to walk you through programming one step at a time, beginning with basic programming concepts before moving on to more advanced capabilities, such as creating new types and multiple dispatch. Designed from the beginning for high performance, Julia is a general-purpose language ideal for not only numerical analysis and computational science but also web programming and scripting. Through exercises in each chapter, you'll try out programming concepts as you learn them. Think Julia is perfect for students at the high school or college level as well as self-learners and professionals who need to learn programming basics. Start with the basics, including language syntax and semantics. Get a clear definition of each programming concept. Learn about values, variables, statements, functions, and data structures in a logical progression. Discover how to work with files and databases. Understand types, methods, and multiple dispatch. Use debugging techniques to fix syntax, runtime, and semantic errors. Explore interface design and data structures through case studies.

Literate programming is a programming methodology that combines a programming language with a documentation language, making programs more easily maintained than programs written only in a high-level language. A literate programmer is an essayist who writes programs for humans to understand. When programs are written in the recommended style they can be transformed into documents by a document compiler and into efficient code by an algebraic compiler. This anthology of essays includes Knuth's early papers on related topics such as structured programming as well as the Computer Journal article that launched literate programming. Many examples are given, including excerpts from the programs for TeX and METAFONT. The final essay is an example of CWEB, a system for literate programming in C and related languages. Index included.

MATLAB Programming

SwiftUI Essentials - iOS 14 Edition

Maple 13

An Ultimate Beginner's Guide to Python Programming

A First Course

A Student's Manual