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Includes more than 30 percent revised material and five new chapters, covering the new 2.1 features such as EJB Timer Service and JMS as well as the latest open source Java solutions The book was developed as part of

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TheServerSide.com online EJB community, ensuring a built-in audience Demonstrates how to build an EJB system, program with EJB, adopt best practices, and harness advanced EJB concepts and techniques, including

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transactions, persistence, clustering, integration, and performance optimization Offers practical guidance on when not to use EJB and how to use simpler, less costly open source technologies in place of or in

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conjunction with EJB

"Intended as an upper-level undergraduate or introductory graduate text in computer science theory," this book lucidly covers the key concepts and theorems of the theory of computation. The

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presentation is remarkably clear; for example, the "proof idea," which offers the reader an intuitive feel for how the proof was constructed, accompanies many of the theorems and a proof.

Introduction to the Theory of

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Computation covers the usual topics for this type of text plus it features a solid section on complexity theory--including an entire chapter on space complexity. The final chapter introduces more advanced topics,

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such as the discussion of complexity classes associated with probabilistic algorithms.

This volume presents eight carefully revised texts of selected lectures given by leading researchers of the field at the first

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Central European Functional Programming School, CEFPS 2005, held in Budapest, Hungary, in July 2005. The eight revised full papers presented were carefully selected during two rounds of reviewing and improvement for inclusion in

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the book. The lectures cover a wide range of topics such as new programming language concepts for subtyping.

If you want to learn how to program but dont know where to start, this is the right book and the

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right language for you. From the first page, our self-paced approach will help you build competence and confidence in your programming skills. And Python is the best language ever for learning how to program because of its

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simplicity and breadthtwo features that are hard to find in a single language. But this isnt just a book for beginners! Our self-paced approach also works for experienced programmers, helping you learn Python faster

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and better than you've ever learned a language before. By the time you're through, you will have mastered the key Python skills that are needed on the job, including those for object-oriented, database, and GUI programming.

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To make all of this possible, section 1 presents an 8-chapter course that will get anyone off to a great start with Python. Section 2 builds on that base by presenting the other essential skills that every Python programmer should have.

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Section 3 shows you how to develop object-oriented programs, a critical skillset in today's world. And section 4 shows you how to apply all of the skills that you've already learned as you build database and GUI programs for the

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real world.

An International Directory and
Yearbook

Introduction to Management
Science with Spreadsheets

Prelude to Programming: Pearson
New International Edition

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Starting Out with Programming
Logic and Design
Quantum Computation and
Quantum Information
Advanced Visual Basic.Net
Algebra & Geometry: An
Introduction to

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University Mathematics
provides a bridge
between high school and
undergraduate
mathematics courses on
algebra and geometry.
The author shows

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students how mathematics
is more than a
collection of methods by
presenting important
ideas and their
historical origins
throughout the text. He

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incorporates a hands-on approach to proofs and connects algebra and geometry to various applications. The text focuses on linear equations, polynomial

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equations, and quadratic forms. The first several chapters cover foundational topics, including the importance of proofs and properties commonly encountered

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when studying algebra.
The remaining chapters
form the mathematical
core of the book. These
chapters explain the
solution of different
kinds of algebraic

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equations, the nature of
the solutions, and the
interplay between
geometry and algebra
The classic programming
guide for architects and
clients-fully updated

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and revised.

Architectural
programming is a team
effort that requires
close cooperation
between architects and
their clients. Problem

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lays out a five-step
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of buildings, from a
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Programming provides readers with a language-independent framework for learning core programming concepts and effective design techniques. This

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approach gives readers the foundation they need to understand the logic behind program design and to establish effective programming skills. Key Topics: Core

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programming concepts,
such as data types,
control structures, data
files and arrays and
program design
techniques, such as top-
down modular design and

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proper program

documentation and style.

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data validation,

defensive programming,

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calculating sums and averages, and searching and sorting lists.

Market: This book is for readers who have no programming background and want to learn the

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fundamental skills of
programming logic and
design.

Accessible but rigorous,
this outstanding text
encompasses all of the
topics covered by a

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2005, Budapest, Hungary,
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decisionmaking in transportation project development and programming, which can help transportation professionals to optimize their investment choices. The authors present a proven set of methodologies for evaluating transportation projects that

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ensures that all costs and impacts are taken into consideration. The text's logical organization gets readers started with a solid foundation in basic principles and then progressively buildson that foundation. Topics covered include: Developing performance

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*measures for evaluation,
estimating travel demand, and
costing transportation projects
Performing an economic
efficiency evaluation that
accounts for such factors as travel
time, safety, and vehicle
operating costs Evaluating a*

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project's impact on economic development and landuse as well as its impact on society and culture Assessing a project's environmental impact, including airquality, noise, ecology, water resources, and aesthetics Evaluating alternative projects on

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the basis of multiple performance criteria Programming transportation investments so that resources can be optimally allocated to meet facility-specific and system-wide goals Each chapter begins with basic definitions and concepts

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followed by a methodology for impact assessment. Relevant legislation is discussed and available software for performing evaluations is presented. At the end of each chapter, readers are provided resources for detailed investigation of particular topics.

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These include Internet sites and publications of international and domestic agencies and research institutions. The authors also provide a companion Web site that offers updates, data for analysis, and case histories of project evaluation and

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decisionmaking. Given that billions of dollars are spent each year on transportation systems in the United States alone, and that there is a need for thorough and rational evaluation and decision making for cost-effective system preservation and improvement,

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this text should be on the desks of all transportation planners, engineers, and educators. With exercises in every chapter, this text is an ideal coursebook for the subject of transportation systems analysis and evaluation. A practical, effective, and

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inspiring guidebook for dealing with chronic pain • Explains how to reduce pain's grip on the body and mind by changing your personal reaction to pain • Presents successful strategies from the author's 25 years of coping with her own pain In

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1989, following surgery for a back injury, Jan Sadler was left in constant pain, with no hope of any further conventional treatment and no adequate prescription drug therapy. Rather than settle for a life of chronic suffering, she gave up her career

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teaching English and began an investigation into the self-treatment of her pain. Building on her skills as a teacher, she incorporated the pain management techniques she discovered into programs that would help other sufferers learn

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how to cope with pain and find truly effective relief from its debilitating effects. Sadler shows how we can reduce pain's grip by changing our personal reactions to the pain we are feeling. Chronic pain keeps our attention fixed firmly on our anguish,

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which then feeds the painful reaction back into our perception of being in pain, creating a vicious cycle. By allowing our reaction to become one of relaxation and acceptance, the pain is dramatically lessened, both by the absence of a negative

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perception and by the infusion of relaxation into the point of pain. In Pain Relief without Drugs, Sadler provides easy-to-use self-help techniques that offer support and understanding in breaking pain's cycle--from relaxation, visualization, and

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breathing techniques to setting goals, building self-esteem, and coping with pain flare-ups. The author's 25 years of coping with her own pain and 16 years of teaching pain management techniques result in a book that is filled with practical activities

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and possibilities for a better life. Prelude to Programming provides beginning students with a language-independent framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they

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need to understand the logic behind program design and to establish effective programming skills. The Fifth Edition offers students a lively and accessible presentation as they learn core programming concepts - including data types, control

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***structures, data files and arrays,
and program design techniques
such as top-down modular design
and proper program
documentation and style. Pr.
Mastering Enterprise JavaBeans
Prelude to Programming:
Concepts and Design***

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Waves and Oscillations

Problem Seeking

Concepts and Design

And We Rise

Prelude to Programming
provides beginning students
with a language-independent

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framework for learning core programming concepts and effective design techniques. This approach gives students the foundation they need to understand the logic behind program design and to establish

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effective programming skills. The Fifth Edition offers students a lively and accessible presentation as they learn core programming concepts – including data types, control structures, data files and arrays,

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and program design techniques such as top-down modular design and proper program documentation and style. Problem-solving skills are developed when students learn how to use basic programming

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tools and algorithms, which include data validation, defensive programming, calculating sums and averages, and searching and sorting lists. A copy of the RAPTOR flow-charting software is included

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with the Fifth Edition.

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law, management, and marketing, as well as organizations in business and government, and federal legislation.

Geoffrey Berg, a graduate of Cambridge University, England,

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believes the case for atheism has never been put in as forceful and logically cogent a way as it merits, least of all by the great philosophers. In this book he sets out to remedy that by strengthening some traditional

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atheistic arguments and by initiating some new logical arguments for atheism. Geoffrey Berg develops six simple completely logical arguments in clear language that practically everybody can understand in a

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way that has never been done before to prove that belief in God is not merely unsupported by Logic but is actually contrary to Logic. This is a groundbreaking book because it is probably the first attempt by a single author

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that devotes an entire book to absolutely disproving the existence of God, all the time matching verbal arguments with strictly logical formulations of the argument. It aims to crystallize the case for atheism

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in a way that has not been done before. It is likely in retrospect to be seen as a landmark book because some of the novel arguments in this book are likely to be used hereafter by people around the world.

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Design Pearson
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Get Programming with Haskell

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A Beginner's Guide to HTML,
CSS, JavaScript, and Web
Graphics

5th ACM Conference. Cambridge,
MA, USA, August 26-30, 1991

Proceedings

Computer Publishers &

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Publications

Introduction to the Theory of
Computation

*The purpose of this text
is to provide a reference
for University level
assembly language and*

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*systems programming
courses. Specifically,
this text addresses the
x86-64 instruction set for
the popular x86-64 class
of processors using the
Ubuntu 64-bit Operating*

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System (OS). While the provided code and various examples should work under any Linux-based 64-bit OS, they have only been tested under Ubuntu 14.04 LTS (64-bit). The x86-64 is a

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*Complex Instruction Set
Computing (CISC) CPU
design. This refers to the
internal processor design
philosophy. CISC
processors typically
include a wide variety of*

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instructions (sometimes overlapping), varying instructions sizes, and a wide range of addressing modes. The term was retroactively coined in contrast to Reduced

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*Instruction Set Computer
(RISC3) .*

*Summary Get Programming
with Haskell leads you
through short lessons,
examples, and exercises
designed to make Haskell*

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your own. It has crystal-clear illustrations and guided practice. You will write and test dozens of interesting programs and dive into custom Haskell modules. You will gain a

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*new perspective on
programming plus the
practical ability to use
Haskell in the everyday
world. (The 80 IQ points:
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often differ only around
the edges—a few keywords,*

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*libraries, or platform
choices. Haskell gives you
an entirely new point of
view. To the software
pioneer Alan Kay, a change
in perspective can be
worth 80 IQ points and*

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Haskellers agree on the dramatic benefits of thinking the Haskell way—thinking functionally, with type safety, mathematical certainty, and more. In this hands-on

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*book, that's exactly what
you'll learn to do. What's
Inside Thinking in Haskell
Functional programming
basics Programming in
types Real-world
applications for Haskell*

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*About the Reader Written
for readers who know one
or more programming
languages. Table of
Contents Lesson 1 Getting
started with Haskell Unit
1 - FOUNDATIONS OF*

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*Lesson 2 Functions and
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*Lesson 3 Lambda functions
and lexical scope Lesson 4
First-class functions*

Lesson 5 Closures and

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recursion and pattern
matching Lesson 8 Writing
recursive functions Lesson
9 Higher-order functions
Lesson 10 Capstone:*

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*Functional object-oriented
programming with robots!*

Unit 2 - INTRODUCING TYPES

Lesson 11 Type basics

*Lesson 12 Creating your
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Capstone: Secret messages!

Unit 3 - PROGRAMMING IN

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Lesson 17 Design by

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donotation Lesson 32 The
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in Haskell Unit 6 -*

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with modules* Lesson 35
*Building projects with
stack* Lesson 36 *Property
testing with QuickCheck*

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library Unit 7 - PRACTICAL
HASKELL Lesson 38 Errors
in Haskell and the Either
type Lesson 39 Making HTTP
requests in Haskell Lesson*

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*40 Working with JSON data
by using Aeson Lesson 41
Using databases in Haskell
Lesson 42 Efficient,
stateful arrays in Haskell
Afterword - What's next?
Appendix - Sample answers*

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to exercise

*Introduction to
Probability Models, Tenth
Edition, provides an
introduction to elementary
probability theory and
stochastic processes.*

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There are two approaches to the study of probability theory. One is heuristic and nonrigorous, and attempts to develop in students an intuitive feel for the subject that

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*enables him or her to
think probabilistically.
The other approach
attempts a rigorous
development of probability
by using the tools of
measure theory. The first*

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*approach is employed in
this text. The book begins
by introducing basic
concepts of probability
theory, such as the random
variable, conditional
probability, and*

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*conditional expectation.
This is followed by
discussions of stochastic
processes, including
Markov chains and Poisson
processes. The remaining
chapters cover queuing,*

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*reliability theory,
Brownian motion, and
simulation. Many examples
are worked out throughout
the text, along with
exercises to be solved by
students. This book will*

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be particularly useful to those interested in learning how probability theory can be applied to the study of phenomena in fields such as engineering, computer

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*science, management
science, the physical and
social sciences, and
operations research.
Ideally, this text would
be used in a one-year
course in probability*

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models, or a one-semester course in introductory probability theory or a course in elementary stochastic processes. New to this Edition: 65% new chapter material including

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*coverage of finite
capacity queues, insurance
risk models and Markov
chains Contains compulsory
material for new Exam 3 of
the Society of Actuaries
containing several*

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Updated data, and a list
of commonly used notations
and equations, a robust
ancillary package,
including a ISM, SSM, and
test bank Includes SPSS*

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*PASW Modeler and SAS JMP
software packages which
are widely used in the
field Hallmark features:
Superior writing style
Excellent exercises and
examples covering the wide*

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*breadth of coverage of
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world applications in
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business and economics
This invaluable
textbook/reference*

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*provides a hands-on guide
to the application of good
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practices to the
construction of
distributed simulation
systems, with a particular*

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*focus on High Level
Architecture (HLA).
Emphasizing a learning-by-
doing approach supported
by examples, the text
offers practical advice on
real-world development*

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issues for all engineers and programmers entering the field. Topics and features: explains how to rapidly develop an HLA federation, offering an implemented sample for

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*each service area of the
HLA federate interface
specification; describes
this implementation using
the freely available
software tools SimGe and
RACoN; provides numerous*

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code snippets, and case
studies, as well as links
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source code; uses the
Microsoft .NET platform
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*language in all examples
and case studies; includes
review questions
throughout the book for
further study; examines
not only federate
application development,*

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but also object model construction; discusses the employment of HLA in multi-agent simulations. Providing an accessible introduction and all-in-one resource for HLA-based

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simulation and distributed
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chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand key concepts. This thoroughly revised edition is ideal for students and professionals of all

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backgrounds and skill levels. It is simple and clear enough for beginners, yet thorough enough to be a useful reference for experienced developers keeping their skills up to date. Build HTML pages with

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