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International Institute of Business Analysis,IIBA

Naval Accidents, 1945-1988 William M. Arkin,Joshua Handler,1989

Agile Principles, Patterns, and Practices in C# Micah Martin,Robert C. Martin,2006-07-20 With the award-winning book Agile Software Development: Principles, Patterns, and Practices, Robert C. Martin helped bring Agile principles to tens of thousands of Java and C++ programmers. Now .NET programmers have a definitive guide to agile methods with this completely updated volume from Robert C. Martin and Micah Martin, Agile Principles, Patterns, and Practices in C#. This book presents a series of case studies illustrating the fundamentals of Agile development and Agile design, and moves quickly from UML models to real C# code. The introductory chapters lay out the basics of the agile movement, while the later chapters show proven techniques in action. The book includes many source code examples that are also available for download from the authors' Web site. Readers will come away from this book understanding Agile principles, and the fourteen practices of Extreme Programming Spiking, splitting, velocity, and planning iterations and releases Test-driven development, test-first design, and acceptance testing Refactoring with unit testing Pair programming Agile design and design smells The five types of UML diagrams and how to use them effectively Object-oriented package design and design patterns How to put all of it together for a real-world project Whether you are a C# programmer or a Visual Basic or Java programmer learning C#, a software development manager, or a business analyst, Agile Principles, Patterns, and Practices in C# is the first book you should read to understand agile software and how it applies to programming in the .NET Framework.

Fracture and Fatigue Assessments of Structural Components Alberto Campagnolo,2020-12-04 In dealing with fracture and fatigue assessments of structural components, different approaches have been proposed in the literature. They are usually divided into three subgroups according to stress-based, strain-based, and energy-based criteria. Typical applications include both linear elastic and elastoplastic materials and plain and notched or cracked components under both static and fatigue loadings. The aim of this Special Issue is to provide an update to the state-of-the-art on these approaches. The topics addressed in this Special Issue are applications from nano- to full-scale complex and real structures and recent advanced criteria for fracture and fatigue predictions under complex loading conditions, such as multiaxial constant and variable amplitude fatigue loadings.

Lifelong Technology-Enhanced Learning Viktoria Pammer-Schindler,Mar Pérez-Sanagustín,Hendrik Drachsler,Raymond Elferink,Maren Scheffel,2018-08-24 This book constitutes the proceedings of the 13th European Conference on Technology Enhanced Learning, EC-TEL 2018, held in Leeds, UK, in September 2018. The 42 full and short papers, 7 demo papers, and 23 poster papers presented in this volume were carefully reviewed and selected from 142 submissions. This year, the European Conference on Technology-Enhanced Learning (EC-TEL) will engage researchers, practitioners, educational developers, entrepreneurs and policy makers in a joint discussion on how to put science, technology and practice at the service of learning to embrace these challenges on the topic: Lifelong technology enhanced learning: Dealing with the complexity of 21st century challenges. /div Chapter is available open access under a Creative Commons Attribution 4.0 International License via link.springer.com.

Applied Sciences in Graphic Communication and Packaging Pengfei Zhao,Yun Ouyang,Min Xu,Li Yang,Yuhui Ren,2018-01-15 This book includes a selection of reviewed papers presented at the 49th Conference of the International Circle of Educational Institutes for Graphic Arts Technology and Management & 8th China Academic Conference on Printing and Packaging, which was held on May 14-16, 2017 in Beijing, China. The conference was jointly organized by the Beijing Institute of Graphic Communication, China Academy of

Printing Technology, and International Circle of Educational Institutes for Graphic Arts Technology and Management. With eight keynote talks and 200 presented papers on graphic communication and packaging technologies, the event attracted more than 400 scientists. The proceedings cover the latest advances in color science and technology; image processing technology; digital media technology; digital process management technology in packaging; packaging, etc., and will be of interest to university researchers, R&D engineers and graduate students in the graphic arts, packaging, color science, image science, material science, computer science, digital media and network technology.

Pro ASP.NET MVC 3 Framework Adam Freeman,Steven Sanderson,2011-08-06 The ASP.NET MVC 3 Framework is the latest evolution of Microsoft's ASP.NET web platform. It provides a high-productivity programming model that promotes cleaner code architecture, test-driven development, and powerful extensibility, combined with all the benefits of ASP.NET 4. In this third edition, the core model-view-controller (MVC) architectural concepts are not simply explained or discussed in isolation, but are demonstrated in action. You'll work through an extended tutorial to create a working e-commerce web application that combines ASP.NET MVC with the latest C# language features and unit-testing best practices. By gaining this invaluable, practical experience, you'll discover MVC's strengths and weaknesses for yourself—and put your best-learned theory into practice. The book's authors Steve Sanderson and Adam Freeman have both watched the growth of ASP.NET MVC since its first release. Steve is a well-known blogger on the MVC Framework and a member of the Microsoft Web Platform and Tools team. Adam started designing and building web applications 15 years ago and has been responsible for some of the world's largest and most ambitious projects. You can be sure you are in safe hands.

Design Guidelines for Surface Mount Technology John Traister,2012-12-02 Design Guidelines for Surface Mount Technology covers the basics and the mechanics of surface mounted design technology. Surface mount technology (SMT) embodies an automated circuit assembly process, using a generation of electronic components called surface mounted devices (SMDs). Organized into eight chapters, the book discusses the component selection, space planning, materials and processes, and total concept needed to ensure a manufacturable design. The opening chapters of the book examine the significant requirements and variables affecting SMT and SMDs. The book then deals with the substrate materials specifications, including fabrication and material planning, assembly, design rules, layout guidelines, package outlines, and bar code labeling. The next chapters describe the manufacturing and assembly processes in SMDs and process-proven footprint patterns for each of the component types used, as well as guidelines for creating a suitable pattern on future products. Other chapters discuss the component spacing requirements for SMT and the generation of footprint patterns for passive and active components of SMDs. The concluding chapter describes the design criteria for maximizing machine insertion of leaded electronic components into printed circuit boards (PCBs). These criteria aid the PCB designer by detailing the considerations and some of the trade-offs that will provide reliable insertion in a production environment. Supplementary texts on surface mount equipment, supplies, and services are also provided. Design engineers and researchers will find this book invaluable.

Programming Windows Store Apps with HTML, CSS, and JavaScript Kraig Brockschmidt,2014-07-15 Microsoft Press is pleased to offer the second edition of Kraig Brockschmidt's in-depth ebook on writing Windows Store apps using HTML, CSS3, and JavaScript on the Windows 8.1 platform. The ebook includes 20 chapters and 4 appendices. Download the PDF (30.1 MB) http: //aka.ms/611111pdf Download the EPUB file (71.2 MB) http: //aka.ms/611111epub Download the Mobi for Kindle file (113 MB) http: //aka.ms/611111mobi Download Companion Files (132 MB) http: //aka.ms/611111files

Human-Computer Interaction – INTERACT 2021 Carmelo Ardito,Rosa Lanzilotti,Alessio Malizia,Helen Petrie,Antonio Piccinno,Giuseppe Desolda,Kori Inkpen,2021-08-26 The five-volume set LNCS 12932-12936 constitutes the proceedings of the 18th IFIP TC 13 International Conference on Human-Computer Interaction, INTERACT 2021, held in Bari, Italy, in August/September 2021. The total of 105 full papers presented together with 72 short papers and 70 other papers in these books was carefully reviewed and selected from 680 submissions. The contributions are organized in topical sections named: Part I: affective computing; assistive technology for cognition and neurodevelopment disorders; assistive technology for mobility and rehabilitation; assistive technology for visually impaired; augmented reality; computer supported cooperative work. Part II: COVID-19 & HCI; croudsourcing methods in HCI; design for automotive interfaces; design methods; designing for smart devices & IoT; designing for the elderly and accessibility; education and HCI; experiencing sound and music technologies; explainable AI. Part III: games and gamification; gesture interaction; human-centered AI; human-centered development of sustainable technology; human-robot interaction; information visualization; interactive design and cultural development. Part IV: interaction techniques; interaction with conversational agents; interaction with mobile devices; methods for user studies; personalization and recommender systems; social networks and social media; tangible interaction; usable security. Part V: user studies; virtual reality; courses; industrial experiences; interactive demos; panels; posters; workshops. The chapter 'Stress Out: Translating Real-World Stressors into Audio-Visual Stress Cues in VR for Police Training' is open access under a CC BY 4.0 license at link.springer.com. The chapter 'WhatsApp in Politics?! Collaborative Tools Shifting Boundaries' is open access under a CC BY 4.0 license at link.springer.com.

Learning Web Development with React and Bootstrap Harmeet Singh,Mehul Bhatt,2016-12-30 Build real-time responsive web apps using React and BootstrapAbout This Book* Showcase the power of React-Bootstrap through real-world examples* Explore the benefits of integrating React with various frameworks and APIs* See the benefits of using the latest frameworks to make your web development experience enchantingWho This Book Is ForThis book is for anybody who is interested in modern web development and has intermediate knowledge of HTML, CSS, and JavaScript. Basic knowledge of any JavaScript MVC framework would also be helpful.What You Will Learn* See how to integrate React-Bootstrap with React* Explore the Redux architecture and understand its benefits* Build a custom responsive theme* Easily interact with DOM on your web browser* Appreciate the advantages of using JSX* Get acquainted with the various routing methods in React* Integrate external APIs into ReactIn DetailReact-Bootstrap is one of the most popular front-end frameworks, and integrating it with React allows web developers to write much cleaner code. This book will help you gain a thorough understanding of the React-Bootstrap framework and show you how to build impressive web apps.In this book, you will get an overview of the features of React-Bootstrap and ReactJS, along with the integration of ReactJS components with ReactJS. You will understand the benefits of using JSX and the Redux architecture. The server-side rendering of React will also be shown. All the concepts are explained by developing real-world examples.By the end of this book, you will be equipped to create responsive web applications using React-Bootstrap with ReactJS, and will have an insight into the best practices.

Competitive Engineering Tom Gilb,2005-07-15 Competitive Engineering documents Tom Gilb's unique, ground-breaking approach to communicating management objectives and systems engineering requirements, clearly and unambiguously. Competitive Engineering is a revelation for anyone involved in management and risk control. Already used by thousands of project managers and systems engineers around the world, this is a handbook for initiating, controlling and delivering complex projects on time and within

budget. The Competitive Engineering methodology provides a practical set of tools and techniques that enable readers to effectively design, manage and deliver results in any complex organization - in engineering, industry, systems engineering, software, IT, the service sector and beyond. Elegant, comprehensive and accessible, the Competitive Engineering methodology provides a practical set of tools and techniques that enable readers to effectively design, manage and deliver results in any complex organization - in engineering, industry, systems engineering, software, IT, the service sector and beyond. Provides detailed, practical and innovative coverage of key subjects including requirements specification, design evaluation, specification quality control and evolutionary project management Offers a complete, proven and meaningful 'end-to-end' process for specifying, evaluating, managing and delivering high quality solutions Tom Gilb's clients include HP, Intel, CitiGroup, IBM, Nokia and the US Department of Defense

Business Processes and Information Technology Ulric J. Gelinas,Steve G. Sutton,Jane Federowitz,2010-08 Business Processes and Information Technology prepares students to effectively use, manage, and participate in the development of information technology applications in support of common business processes. The text focuses on the interconnections among an organization's management, business processes, information systems, and information technology. An emphasis is given throughout the text to the governance, control, and security of business processes and information systems, especially underlying financial information systems. After studying this text, a student will walk away with an understanding of the foundation tools and knowledge required for the analysis, design, and control of IT-driven business processes using current and emergent technologies.

Cloud Native Go Kevin Hoffman,Dan Nemeth,2016-12-05 The Complete Guide to Building Cloud-Based Services Cloud Native Go shows developers how to build massive cloud applications that meet the insatiable demands of today's customers, and will dynamically scale to handle virtually any volume of data, traffic, or users. Kevin Hoffman and Dan Nemeth describe the modern cloud-native application in detail, illuminating factors, disciplines, and habits associated with rapid, reliable cloud-native development. They also introduce Go, a "simply elegant" high-performance language that is especially well-suited for cloud development. You'll walk through creating microservices in Go, adding front-end web components using ReactJS and Flux, and mastering advanced Go-based cloud-native techniques. Hoffman and Nemeth show how to build a continuous delivery pipeline with tools like Wercker, Docker, and Dockerhub; automatically push apps to leading platforms; and systematically monitor app performance in production. Learn "The Way of the Cloud": why developing good cloud software is fundamentally about mindset and discipline Discover why Go is ideal for cloud-native microservices development Plan cloud apps that support continuous delivery and deployment Design service ecosystems, and then build them in a test-first manner Push work-in-progress to a cloud Use Event Sourcing and CQRS patterns to react and respond to enormous volume and throughput Secure cloud-based web applications: do's, don'ts, and options Create reactive applications in the cloud with third-party messaging providers Build massive-scale, cloud-friendly GUIs with React and Flux Monitor dynamic scaling, failover, and fault tolerance in the cloud

User Science and Engineering Natrah Abdullah,Wan Adilah Wan Adnan,Marcus Foth,2018-08-21 This book constitutes the refereed proceedings of the 5th International Conference on User Science and Engineering, i-USEr 2018, held in Puchong, Malaysia, in August 2018. The 32 papers accepted for i-USEr 2018 were selected from 72 submissions with a thorough double-blind review process. The selected papers illustrate how HCI is inclusive and omnipresent within the domains of informatics, Internet of Things, Quality of Life, and others. They are organized in the following topical sections: design, UX and usability; HCI and underserved; technology and

adoption; human centered computing; HCI and IT infrastructure; and HCI and analytics.

Solving Problems in Technical Communication Johndan Johnson-Eilola,Stuart A. Selber,2012-12-26 The field of technical communication is rapidly expanding in both the academic world and the private sector, yet a problematic divide remains between theory and practice. Here Stuart A. Selber and Johndan Johnson-Eilola, both respected scholars and teachers of technical communication, effectively bridge that gap. Solving Problems in Technical Communication collects the latest research and theory in the field and applies it to real-world problems faced by practitioners—problems involving ethics, intercultural communication, new media, and other areas that determine the boundaries of the discipline. The book is structured in four parts, offering an overview of the field, situating it historically and culturally, reviewing various theoretical approaches to technical communication, and examining how the field can be advanced by drawing on diverse perspectives. Timely, informed, and practical, Solving Problems in Technical Communication will be an essential tool for undergraduates and graduate students as they begin the transition from classroom to career.

Human Factors in Computing and Informatics Andreas Holzinger,Martina Ziefle,Martin Hitz,Matjaz Debevc,2013-06-26 This book constitutes the refereed proceedings of the First International Conference on Human Factors in Computing and Informatics, SouthCHI 2013, held in Maribor, Slovenia, in July 2013. SouthCHI is the successor of the USAB Conference series and promotes all aspects of human-computer interaction. The 38 revised full papers presented together with 12 short papers, 4 posters and 3 doctoral thesis papers were carefully reviewed and selected from 169 submissions. The papers are organized in the following topical sections: measurement and usability evaluation; usability evaluation - medical environments; accessibility methodologies; game-based methodologies; Web-based systems and attribution research; virtual environments; design culture for ageing well: designing for situated elderliness; input devices; adaptive systems and intelligent agents; and assessing the state of HCI research and practice in South-Eastern Europe.

Reverse Engineering Code with IDA Pro IOActive,2011-04-18 If you want to master the art and science of reverse engineering code with IDA Pro for security R&D or software debugging, this is the book for you. Highly organized and sophisticated criminal entities are constantly developing more complex, obfuscated, and armored viruses, worms, Trojans, and botnets. IDA Pro's interactive interface and programmable development language provide you with complete control over code disassembly and debugging. This is the only book which focuses exclusively on the world's most powerful and popular took for reverse engineering code. *Reverse Engineer REAL Hostile Code To follow along with this chapter, you must download a file called !DANGER!INFECTEDMALWARE!DANGER!… 'nuff said. *Portable Executable (PE) and Executable and Linking Formats (ELF) Understand the physical layout of PE and ELF files, and analyze the components that are essential to reverse engineering. *Break Hostile Code Armor and Write your own Exploits Understand execution flow, trace functions, recover hard coded passwords, find vulnerable functions, backtrace execution, and craft a buffer overflow. *Master Debugging Debug in IDA Pro, use a debugger while reverse engineering, perform heap and stack access modification, and use other debuggers. *Stop Anti-Reversing Anti-reversing, like reverse engineering or coding in assembly, is an art form. The trick of course is to try to stop the person reversing the application. Find out how! *Track a Protocol through a Binary and Recover its Message Structure Trace execution flow from a read event, determine the structure of a protocol, determine if the protocol has any undocumented messages, and use IDA Pro to determine the functions that process a particular message. *Develop IDA Scripts and Plug-ins Learn the basics of IDA scripting and syntax, and write IDC scripts and plug-ins to automate even the most complex tasks.

A Guide to the Business Analysis Body of Knowledger International Institute of Business Analysis,IIBA,2009 The BABOK Guide contains a description of generally accepted practices in the field of business analysis. Recognised around the world as a key tool for the practice of business analysis and has become a widely-accepted standard for the profession.

Seeing with Different Eyes Patrick Curry,Angela Voss

,2009-05-05 Seeing with Different Eyes: Essays in Astrology and Divination represents the cutting-edge of contemporary thought and research on divination. The thirteen authors come from a variety of academic disciplines, ranging from anthropology and classics to English literature and religious studies, and all address the question of divination, astrology and oracles in a spirit of critical but sympathetic inquiry. The emphasis is on a participatory and reflexive approach which is firmly post-positivist, seeking to understand the divinatory act on its own terms within widely varying contexts – ancient Greek and Chaldean philosophy and theurgy, Theravadan Buddhism, Biblical studies, Elizabethan Hermeticism, Jacobean drama, Heideggerian philosophy, Medieval scholasticism, 19th century occultism, contemporary Guatemalan divination and Western medical practice. The authors are all teachers or researchers in the area of divination and symbolism, which is a new disciplinary focus developing at the University of Kent, Canterbury under the aegis of the MA programme in the Cultural Study of Cosmology and Divination. The essays in this volume originally contributed to an international conference of the same name held there in April 2006.

Style Manual, 1984 United States. Government Printing Office,1984

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