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This example-laden book/disk combination is a practical resource for communications professionals who are interested in the nuts and bolts of implementing data communications systems using object-oriented design in C++. The author illustrates such fundamental data communications concepts as layering, flow control, sliding window protocols, and error detection and recovery. Shows how to construct a power supply, microprocessor, peripheral devices and a CRT terminal and explains the design considerations of each project. Boxed quotes offering advice from students who have aced the exams and from AP teachers and college professors. Divided into three main parts, the book guides the reader to an understanding of the basic concepts in this fascinating field of research. Part 1 introduces you to the fundamental concepts of simulation. It examines one-dimensional electrostatic codes and electromagnetic codes, and describes the numerical methods and analysis. Part 2 explores the mathematics and physics behind the algorithms used in Part 1. In Part 3, the authors address some of the more complicated simulations in two and three dimensions. The book introduces projects to encourage practical work. Readers can download plasma modeling and simulation software — the ES1 program — with implementations for PCs and Unix systems along with the original FORTRAN source code. Now available in paperback, Plasma Physics via Computer Simulation is an ideal complement to plasma physics courses and for self-study. This book differs from traditional numerical analysis texts in that it focuses on the motivation and ideas behind the algorithms presented rather than on detailed analyses of them. It presents a broad overview of methods and software for solving mathematical problems arising in computational modeling and data analysis, including proper problem formulation, selection of effective solution algorithms, and interpretation of results. In the 20 years since its original publication, the modern, fundamental perspective of this book has aged well, and it continues to be used in the classroom. This Classics edition has been updated to include pointers to Python software and the Chebfun package, expansions on barycentric formulation for Lagrange polynomial interpretation and stochastic methods, and the availability of about 100 interactive educational modules that dynamically illustrate the concepts and algorithms in the book. Scientific Computing: An Introductory Survey, Second Edition is intended as both a textbook and a reference for computationally oriented disciplines that need to solve mathematical problems. Software -- Programming Languages. Designed to accompany the online LearnSmart Achieve for Investigating Computers. "Common Core Basics: Building Essential Test Readiness Skills, Mathematics will help you learn or strengthen the skills you need when you take any Common Core State Standards-aligned mathematics test"--Page v. Computer Architecture and Organization, 3rd edition, provides a comprehensive and up-to-date view of the architecture and internal organization of computers from a mainly hardware perspective. With a balanced treatment of qualitative and quantitative issues. Hayes focuses on the understanding of the basic principles while avoiding overemphasis on the arcane aspects of design. This approach best meets the needs of undergraduate or beginning graduate-level students. The rate of change in the digital information age is clearly increasing, and computer literacy is becoming a prerequisite. The goal of the 28th edition of Computing Essentials is to provide students with an introductory understanding of the concepts necessary for success and to instill an appreciation for the effect of information technology on people, privacy, ethics, and our environment. Today's students put much effort toward the things that are relevant to them, yet it is sometimes difficult to engage them in other equally important topics like personal privacy and technological advances. Each chapter highlights a most promising career in IT including webmaster, software engineer, and database administrator by presenting job titles, responsibilities, educational requirements, and salary ranges. Students see the material relate directly to potential career paths. Each chapter describes how its content is relevant to students' lives today and critical to their future. Each chapter presents practical tips related to key concepts through the demonstration of interesting and relevant applications. Topics presented focus first on outputs rather than processes and then dive into the concepts and processes. Motivation and relevance are the keys. This text has several features specifically designed to engage and demonstrate the relevance of technology in our lives. These elements are combined with thorough coverage of the concepts and sound pedagogical devices. The text uses graphics to reinforce key concepts and offers unique features and benefits found in few other texts: Making IT Work for You addresses topics and discussion questions that cover issues like online entertainment, gaming, virtual assistants, and the mobile office. Look to the Future boxes in each chapter have been revised to show that the expected breakthroughs of tomorrow are rooted in today's advances. Why Should I Read This? sections present a visually engaging and concise presentation of the chapter's relevance to the reader's life in the digital world. Visual summaries review major concepts covered throughout the chapter. Environment marginal boxes cover topics like plagiarism, editing images to promote a message, and the use of monitoring software. Privacy marginal boxes cover topics like protecting personal information on a free Wi-Fi network or disposing of an outdated computer to help students think critically and communicate effectively. Ethics marginal boxes cover related technologies and topics like proper disposal of older monitors, empty inkjet cartridges, and old computers. Concept Check segments cue students to note which topics have been covered and to self-test their understanding of the material presented. Brief discussions at the close of each chapter address recent technological advancements related to the chapter material. A test bank with more than 2,200 questions is categorized by level of learning. Using IT at MoviesOnline, a case study of a fictitious organization, provides an up-close look at what students might find on the job in the real world. New to This Edition Every chapter's Making IT Work for You, Privacy, Ethics, and Environment features have been carefully reevaluated, enhanced, or replaced. Every chapter's Look to the Future feature has been revised to show that tomorrow's expected breakthroughs are rooted in today's advances. Expanded coverage includes Web 1.0, 2.0, and 3.0; social media; Windows 10; VR hardware; cloud storage; cybersecurity; drones and robotics; and gaming. Updated and expanded descriptions of programming languages highlight popular choices. Covers computer history, mathematics, databases, languages, and developments. From a world expert on global internetworking, here is the authoritative yet accessible guide to IPv6, the network-layer protocol that will power the Internet and intranets in the next millennium. Packed with precise and detailed information derived from the final international standards, it shows how to internetwork IPv6 with Cisco Systems routers - based on Cisco's own strategic approach. Introduction to Computing Systems: From bits & gates to C & beyond, now in its second edition, is designed to give students a better understanding of computing early in their college careers in order to give them a stronger foundation for later courses. The book is in two parts: (a) the underlying structure of a computer, and (b) programming in a high level language and programming methodology. To understand the computer, the authors introduce the LC-3 and provide the LC-3 Simulator to give students hands-on access for testing what they learn. To develop their understanding of programming and programming methodology, they use the C programming language. The book takes a "motivated" bottom-up approach, where the students first get exposed to the big picture and then start at the bottom and build their knowledge bottom-up. Within each smaller unit, the same motivated bottom-up approach is followed. Every step of the way, students learn new things,

building on what they already know. The authors feel that this approach encourages deeper understanding and downplays the need for memorizing. Students develop a greater breadth of understanding, since they see how the various parts of the computer fit together. Computer simulation of systems has become an important tool in scientific research and engineering design, including the simulation of systems through the motion of their constituent particles. Important examples of this are the motion of stars in galaxies, ions in hot gas plasmas, electrons in semiconductor devices, and atoms in solids and liquids. The behavior of the system is studied by programming into the computer a model of the system and then performing experiments with this model. New scientific insight is obtained by observing such computer experiments, often for controlled conditions that are not accessible in the laboratory. Computer Simulation using Particles deals with the simulation of systems by following the motion of their constituent particles. This book provides an introduction to simulation using particles based on the NGP, CIC, and P3M algorithms and the programming principles that assist with the preparations of large simulation programs based on the OLYMPUS methodology. It also includes case study examples in the fields of astrophysics, plasmas, semiconductors, and ionic solids as well as more detailed mathematical treatment of the models, such as their errors, dispersion, and optimization. This resource will help you understand how engineering design can be assisted by the ability to predict performance using the computer model before embarking on costly and time-consuming manufacture. Focuses on the design and implementation of two classes of non-von Neumann computer architecture: those designed for functional and logical language computing. Here's an in-depth, technical look at the architecture and advantages of the hottest communications technology available--Asynchronous Transfer Mode (ATM). Focusing on design and implementation, the book provides insights into ATM forum recommendations as it covers the capabilities of ATM and much more. It also includes coverage of IBM's Packet Transfer Mode (PTM). This quick-find resource provides thousands of definitions of words and phrases encountered in the fields of electrical and computer engineering. Additional features include a pronunciation guide for every term, acronyms, cross-references, abbreviations, and appendices with valuable tables.

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